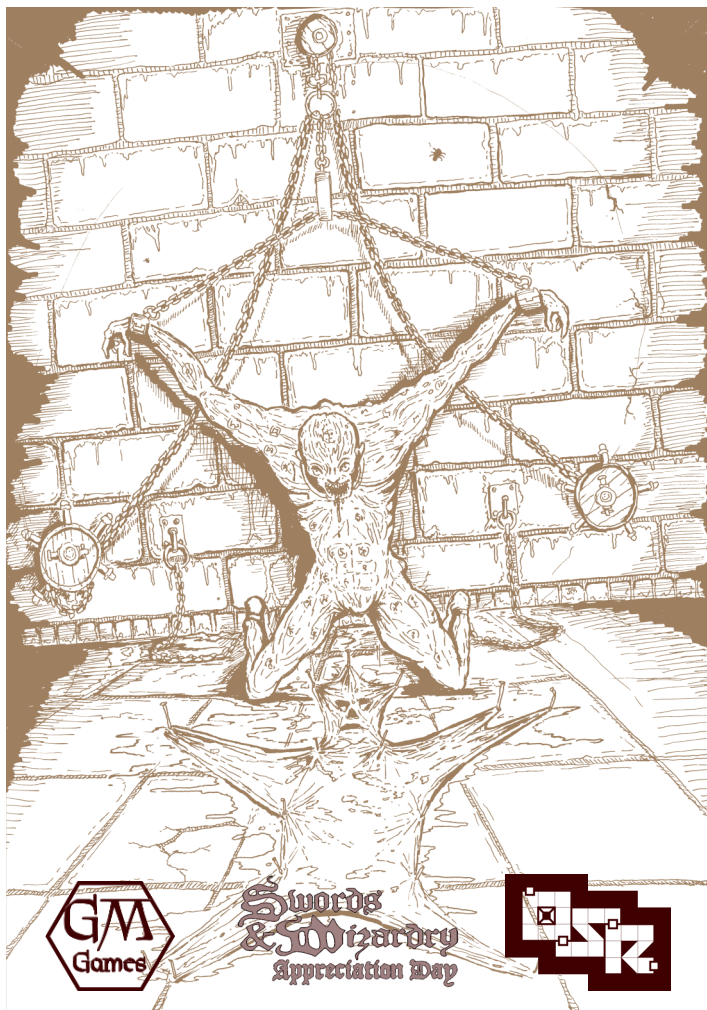
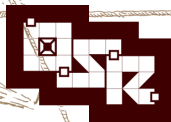


BY
TIM SHORTS



**Swords
& Wizardry**
Appreciation Day



WRITTEN BY

TIM SHORTS

ART BY

JIM MAGNUSSON



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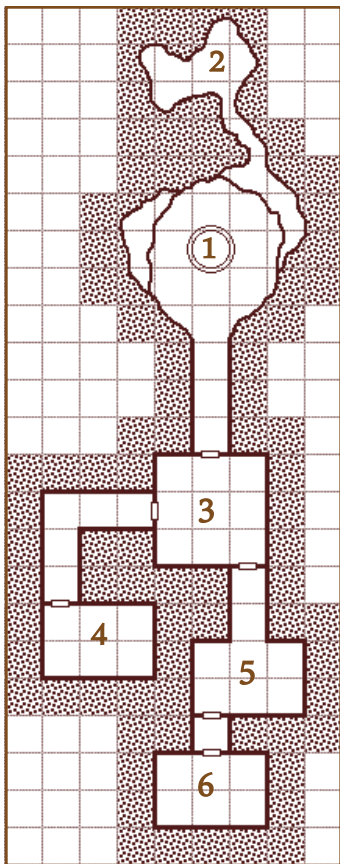
INTRODUCTION

It's been two years exactly since the last Swords & Wizardry Appreciation Day. Two years ago I created The Mini Manor: Faces Without Screams. I enjoyed working on it and loved the whole concept of the gaming community coming together to create content. This year I decided to follow up with a second Mini Manor: The Flayed King.

I need to thank Jim Magnusson for his incredible art and doing it on such a short notice.

Lastly, a huge thanks for Matthew Finch for creating my favorite game system since I returned to old school gaming.

Enjoy!



1. TULLIUS WELL

Tullius Well is located on a hill a few hours from town. No one is sure who built the well. Most guess it was the North Men, they were known to use wells in their religious ceremonies. The well is 110' deep. It empties into a natural cavern. To the west and north there is water. It has a phosphorescent glow.

2. WATER OF THE LIGHT

The water is only a few inches deep. Very clear and cold to the touch. *The water is safe to drink. It is as if a permanent Purify Water spell is in effect.*

3. A ROOM WITHIN A ROOM

The natural cavern gives way to exquisite stonework. On the stone door is a depiction of a mountain scene with a large creature flying in the distance. The door is locked. There is no apparent locking mechanism. *To open the door someone must push the creature.*

The room is empty. The floor is made of an intricate design of stone. To the west and south are stone doors.

When walking across the floor an echoing occurs. To destroy a section of the floor requires 20hp of damage. There is a secret room beneath the floor. When the stone is destroyed, the GM rolls a save for the floor (5 or higher) or the entire floor collapses. Any character caught in the room during the collapse suffers 1d6 from the fall and an additional 1d6 from the falling stone.

3A. THE ROOM BELOW *(not seen on the map)*

The room is smaller than the one above and only 6' in height. There is an urn in each corner and a circular sarcophagi made of marble in the center. There is a relief on the lid of a six-titted boar.

*The urns are filled with luminous water (area 1 and 2). To open the sarcophagi, the water must be poured into the boar relief. There are tiny holes in the relief, it takes 5 rounds for one urn of water to drain. Once four urns of the water are drained, the lid begins to turn. It takes ten rounds for the lid to turn enough to free itself and at that time it is tossed violently to the side. Six **draugr** leap out from the sarcophagi and attack with axes.*

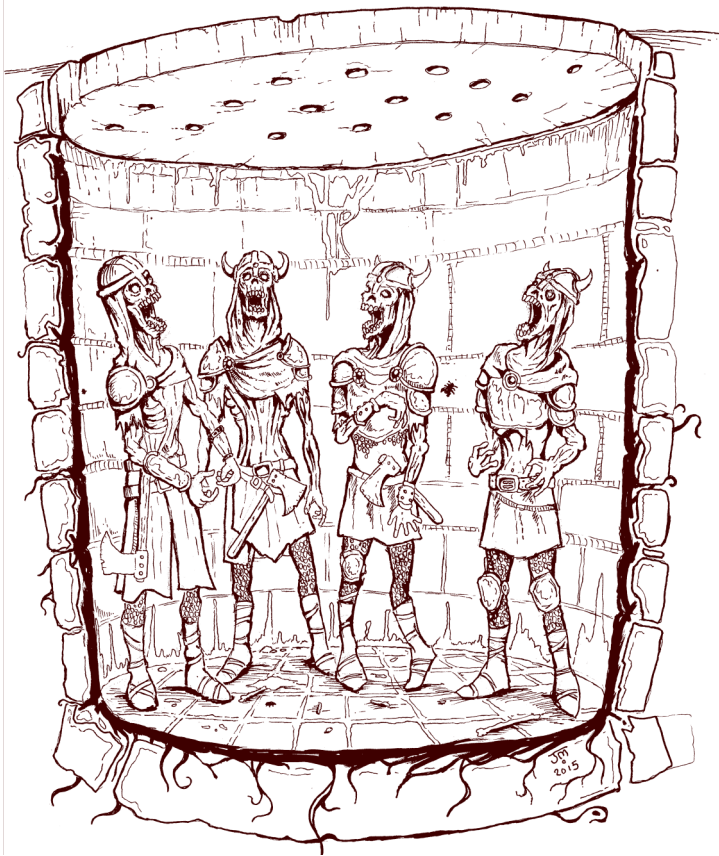
6 DRAUGR

HD: 2+2, HP: 11 each, AC: 15, Dam: axe (1d8+3), MV: 12, SV: 16, Special: Strength 18, Immune to Charm and Sleep spells.
Possessions: Chainmail, axe, **Necklace of the Dead**.

The necklaces are worth 2d4x10sp each. At the bottom of the sarcophagi is a circular metal object with three prongs (key to room 5). It is made of three separate pieces and turns when twisted.

NECKLACE OF THE DEAD *(new item)*

A Necklace of the Dead is given to a man of worth who has died. Typically it is made of coins. Minted on the coins are things the man enjoyed in life; weapons, ships and ale are the most common. A necklace provides a man income to continue his adventure in his next life.



4. EMBLAZEN SHIP

There is a sea scene etched into the door. Large waves threaten to smash a small ship against the rocks. There is no apparent way to open the door. *If the ship is pushed the door opens.*

A miniature depiction of a boat sits in the center of the room. It is 7' in length and its sail touches the ceiling at 10' high. The boat is depicted with great detail. *Within the cargo hold are 100 tiny bars of gold. The ship must be dismantled or destroyed to get to the gold.*

5. GOD IS A SIX-TITTED BOAR

There is circular lock in the center of the door. *The key lies in the bottom of the sarcophagi in room 3. Or it requires two people to successful pick the lock simultaneously at -2.*

Petroglyphs cover the white limestone walls. These continue into the room. On the floor is tattered rug that ends at a raised section of the floor. Atop the raised floor is a skeleton dressed in tattered and torn chainmail who slumps in a heavy wood chair. It wears a single ring made of a vibrant blue metal. *The door to the south is concealed by the petroglyphs. Someone who can read the hieroglyphics, maybe by casting a Comprehend Languages spell, finds the image of god, a six-titted boar. Depressing the boar allows entrance into area 6.*

*When anyone approaches the skeleton the ring flares. Anyone within a 10' radius must make a save or take 1d4 damage and blinded for 2d4 rounds. Save negates. At this time **Goreth**, Guardian of the Flayed King, stands and a two-handed sword of glowing blue appears in his hands.*

GORETH

HD: 6, HP: 38, AC: 15, Dam: two-handed sword (2d6+3), MV: 12, SV: 11, Special: Immune to Charm and Sleep.

Possessions: **Ring of Raraek**, chainmail

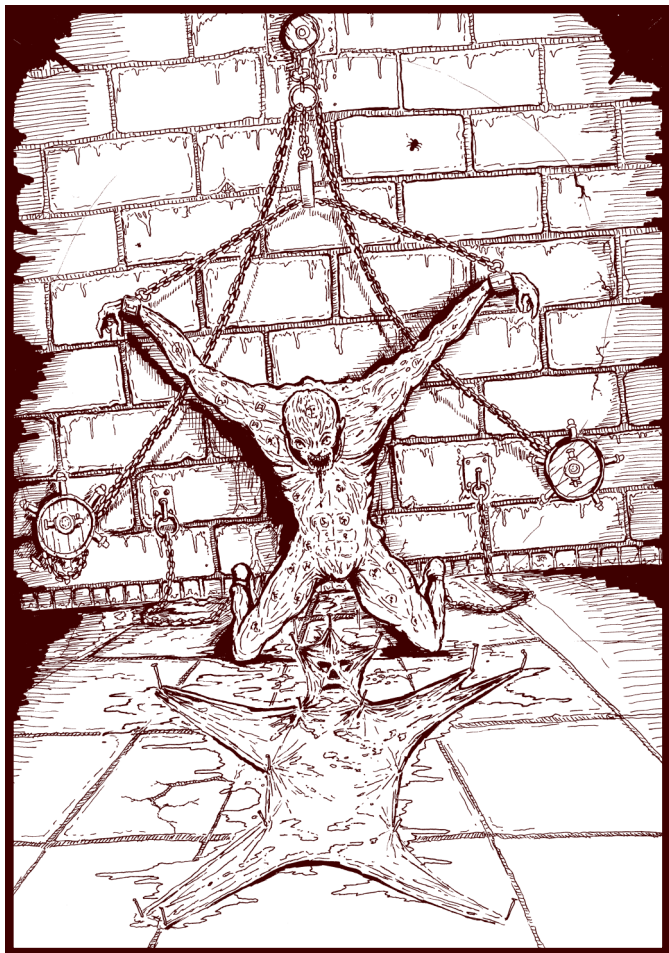
RING OF RARAEK (*new minor artifact*)

Ring of Raraek is sentient, but not aligned. It adapts to the wearer, providing two unique powers to the wearer. Should the wearer have magical abilities, the ring may increase the potency of a spell. For a warrior, such as Goreth, it enhances his melee prowess. For example is has a draining burst to attackers and creates a magical two-handed sword (without the plus increase to damage or to hit). The ring needs to be worn constantly for one month so it can decide what powers would be most beneficial. If the ring is removed, even for a moment, the ring requires a month to reestablish its assessment. The ring notices changes and adapts, so the abilities it provides can change over time.

6. THE FLAYED KING

A simple wooden door opens to the room. The walls are unadorned. The floor is packed earth. A flayed man is splayed against the south wall, legs and arms held by chains. He still breathes. His skin is spiked to the floor. His flesh had hundreds of tiny petroglyphs carved into the flesh.

This is the Flayed King, his curse is immortality. When he was punished by the gods, he was touched by the gods and therefore doubly cursed, he



*acquired their knowledge without the understanding.
Seekers of knowledge and answers me ask a single question of worth.
Once the Flayed King answers he cannot speak again for another year.
The petroglyphs on his skin warn those who would try to remove the
Flayed King, that they also would suffer such a fate.*



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