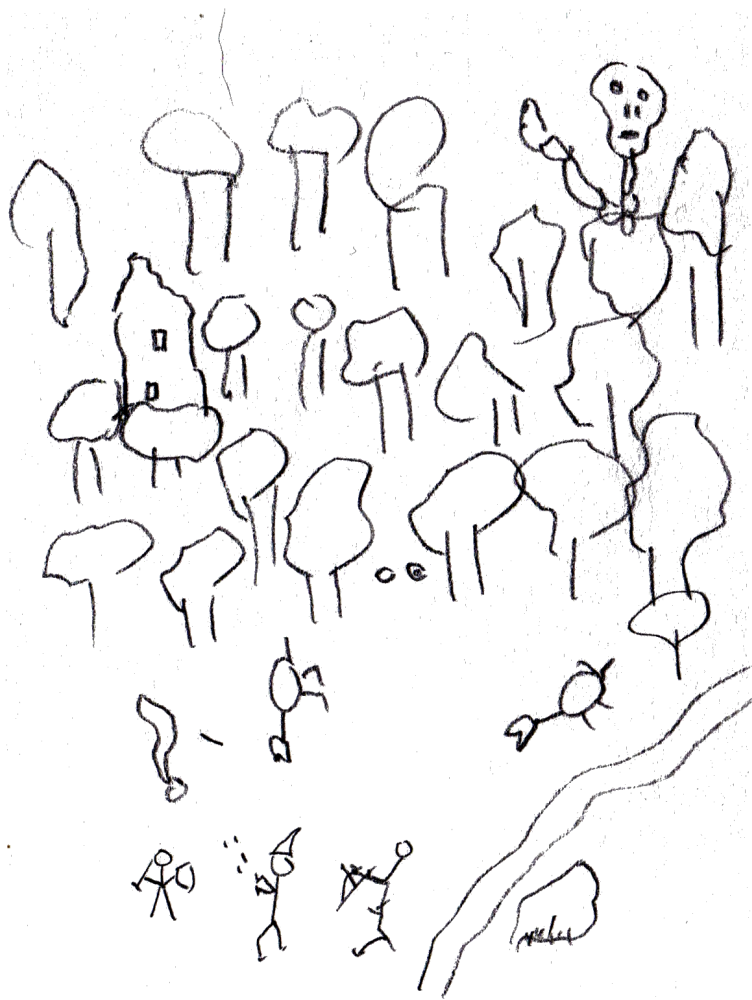


The Manor #9

A Swords & Wizardry Light Zine





WHY I HIRE ARTISTS

Poor Denis McCarthy had this sketch to work off of to do that fantastic cover. My sketch, it's soooooo bad.

The Manor #9

A Swords & Wizardry Continual Light Zine

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SWCL

Swords & Wizardry Continual Light is the brainchild of Erik Tenkar that came to life with help from Zach Glazer, James Spahn, and Frog God Games.

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INTRODUCTION

Issue #9!

I know. Right? Never thought it was going to happen. It took a while, but it is finally here.

I've worked on a sandbox called The Komor Forest. Most of this was done through my Patreon (patreon.com/Gothridge). I've written a bunch of micro-adventures, NPC cards and locations. I've also GMed a few play sessions to develop and playtest content for the sandbox.

Issue #9 of The Manor is the first to dedicate itself to a ruleset. I use Swords & Wizardry Continual Light created by Erik Tenkar and his Frog God flunkies. I like SWCL because it's boiled down to the nuts and bolts. And like any good game system, I get to decorate it. That's what I've done.

This issue of The Manor was written in my new office. A room dedicated to writing, gaming, drawing, gaming, reading and more gaming. I'm hoping it magically makes me more organized and productive. Yeah right. I love having all my gaming books in one spot. Just seeing them on the shelves makes me happy.

Oh, how about the cover. Pretty fricking cool. Denis McCarthy took my horrible sketch and created that fantastic cover. Denis also graces the latter half of this issue with art depicting the various personalities within The Crooked Man Tavern.

I want to thank all those who have been patient, but some of you are old and just forgot, for this next issue. I've had several false starts. I think I had four or five, half-done issues, but they weren't jiving with what I wanted. This issue is. I'm hoping the content is useable as well as entertaining. While the gods, encounters, and tavern were made specifically for my sandbox campaign, I think all of them are easily convertible to any fantasy game. Plus anyone who is reading this can create what I've created here, but The Manor allows me share what I do behind my GM screen (if I used one) and maybe it'll spark an idea or two for those who read it.

Enough of me yammering. Good rolling to you. Enjoy the zine!

Tim Shorts
December 9th, 2017

KOMOR FOREST

GODS



The population in and around the Komor Forest is scarce. Still, there are small temples and shrines built within the few civilized areas dedicated to the worship of three major gods and a minor god. Each god demands their faithful to behave and think in a way that reflects their principles. There are no generic clerics who run around with blunt weapons, and looked at as nothing more than armored medics. Here is a summary of the holy men and women you'll come across in the Komor Forest.

EXEMPLARS

Dedicated to the War God, Sarrath. He values strict discipline. Exemplars gain bonuses in combat faster than other clerics, their turn ability does damage, and they have no armor or weapon restrictions, but favor the spear.

LIONS

Dedicated to the Battle Goddess, Delaquain. She values independence and an individuals who stands up for what they believe. Lions gain bonuses to combat faster than other clerics and their spell selection is not restricted to clerical spells. They have no armor or weapon restrictions.

CURATES

Dedicated to the Healing Goddess, Lavinia. She values life, ally and enemy alike. Curates gain a Cure Wounds ability in addition to their spells. When curates use their turn ability, it paralyzes the undead. They are restricted to wearing leather armor and the use of daggers and staves.

PARSONS

Dedicated to the God of Nocturnal Animals, Possimum. He values survival and preparation. They prepare others for those who would do evil upon them. Parsons have access to the Charm Person spell as part of their spell selection. They have no armor restriction, but use only blunt weapons.

EXEMPLAR

Exemplars are clerics of Sarrath. A war god who demands discipline and obedience to forge his faithful into a fearsome military unit. Exemplars are expected to follow orders from their superiors and expect others under their command to do the same. They regain their daily powers by strict adherence to discipline.

Hit Dice: 1HD at 1st level, 2HD at 2nd level and 3HD at 3rd level

Saving Throw: 14 at 1st level, 13 at 2nd level, 12 at 3rd level

Basic Hit Bonus (BHB): +1 at 2nd level and +2 at 4th level

Armor Restrictions: None

Weapon Restrictions: None, favor spears

Class Bonus: +2 on Saving Throws vs. death and poisons

Spells: Exemplars gain a 1st level spell slot at 1st level, if they take Cure Wounds I, they are able to use the reverse of that spell to cause damage against an enemy

Turning: Exemplars turn ability inflicts 1d3 damage/level of the Exemplar against targeted undead type

Beginning Equipment: Exemplars begin the game with a spear (1d6 damage), chain armor, and an iron holy symbol



LIONS

Lions are clerics of Delaquain. A Goddess of Battle who values independent thought. She especial favors those who believe they are right when all others around them are telling them they are wrong. Lions are strong individuals who seek to right wrongs. Delaquain wants her faithful to find where they are needed and then do what must be done. Lions sometimes have conflicting views, but when a greater cause unites the Lions of Delaquain, it has caused kingdoms to crumble.

Hit Dice: 1HD at 1st level, 2HD at 2nd level and 3HD at 3rd level

Saving Throw: 14 at 1st level, 13 at 2nd level, 12 at 3rd level

Basic Hit Bonus (BHB): +1 at 2nd level and +2 at 4th level

Armor Restrictions: None

Weapon Restrictions: None

Class Bonus: +2 on Saving Throws vs. death and poisons

Spells: Lions gain a 1st level spell slot at 1st level, and may chose from the clerics' list of spells or the magic-users' list of spells

Turning: Lions turn undead normally

Beginning Equipment: Lions begin the game with a weapon of choice (1d6 damage), chain armor, shield, and a wooden holy symbol



CURATES

Curates are clerics of Lavinia, a goddess of healing. She is the protector of innocence and life. Her followers are experts in the healing arts, both magical and mundane. She expects her Curates to care for friend and foe alike. She teaches that the best way to defeat an enemy is to befriend them. Her Curates are not permitted to willing harm, but are allowed to protect themselves from those that would do them harm.

Hit Dice: 1HD at 1st level, 2HD at 2nd level and 3HD at 3rd level

Saving Throw: 14 at 1st level, 13 at 2nd level, 12 at 3rd level

Basic Hit Bonus (BHB): +1 at 3rd level

Armor Restrictions: Leather

Weapon Restrictions: daggers, staves

Class Bonus: +2 on Saving Throws vs. death and poisons

Spells: Curates gain a 1st level spell slot and additional Cure Wounds I at 1st level

Turning: A Curates' turn ability paralyzes the undead target type, each round the Curate must successfully turn to maintain the affect

Beginning Equipment: Curates begin the game with a dagger (1d6-1 damage), leather armor, wooden holy symbol and a healing potion



PARSONS

Parsons are clerics of Possimum, a god of nocturnal creatures. He is a god of survival, to do what one must do. Collectors of information and goods for the fight against evil. Possimum promotes non-violence and the use of alternative methods to find solutions. He is a favored god among thieves.

Hit Dice: 1HD at 1st level, 2HD at 2nd level and 3HD at 3rd level

Saving Throw: 14 at 1st level, 13 at 2nd level, 12 at 3rd level

Basic Hit Bonus (BHB): +1 at 3rd level

Armor Restrictions: None

Weapon Restrictions: Blunt

Class Bonus: +2 on Saving Throws vs. death and poisons

Spells: Parsons gain a 1st level spell slot at 1st level, they also have access to the Charm Person spell

Turning: Parsons turn undead normally

Beginning Equipment: Parsons begin the game with a club (1d6 damage), chain armor, wooden holy symbol and five days of rations



SPECIAL

MONSTER

TRAITS



There are many creatures roaming the Komor Forest. A few have been there before the first trees took root. Some possess unusual traits. Traits that have allowed them to survive the savage and unforgiving Dark Forest.

BURROW

Creatures with the special trait of Burrow, may move through solid ground at a normal rate.

DISEASED

Infected with a contagious disease. If the creature hits, a save is required or the character is infected with the creature's disease.

DRAIN

There are creatures who can destroy the fabric of life. A character struck by a creature with the drain ability must make a save or lose one adventure of experience. This could result in losing a level and the benefits of that level.

FEAR

Some creatures within the Komor are so horrific or defy all logic of reality that a save is required. If the save fails the character runs away from the creature for 2d6 rounds.

PACK MENTALITY

Certain creatures attack in packs. If more than one of these creatures are attacking a single target, pack mentality gives them a +1 'to hit' bonus.

STRONG

Some creatures are abnormally strong. They get a +1 to their damage roll.

RANDOM

ENCOUNTERS



RANDOM ENCOUNTERS

Random encounters don't play a huge part in my games. I've never been a fan of the generic lists. I prefer the encounters to be more than resource consumers, but something that pushes the adventure narrative. Encounters that provide a sense of place, add content to the current adventure, or provide a point of interest that can be developed for future adventures. My random encounter tables provide more details than most. Use as you wish, ignore at your peril. Here are three suggestions on how to use the table.

- Roll a d6 for each hex the party travels through. On a roll of 1, a random encounter occurs.
- Roll for random encounters ahead of time and create dedicated encounters as the party travels.
- Instead of rolling, select encounters that makes for the most exciting adventure.

The GM is encouraged to set the atmosphere of the Komor Forest as a primal region, dangerous and unforgiving. Many of the inhabitants of the forest are not focused on power or greed, but surviving.

There are four unique (U) encounters, the rest are group encounters. Game Masters need to determine the number of critters to reflect the challenge they wish the party to experience.

3d6	RANDOM ENCOUNTERS
3	Hill Giant (U)
4	Remains of an Adventuring Party
5	Giant Falcon (U)
6	Axe Beaks
7	Goblin Patrol
8	Giant Spiders
9	Wolves
10	Northmen Barrow
11	Exploring Adventuring Party
12	Deer
13	Ancient Corduroy Road
14	Stirges
15	Bear
16	Strangling Vines
17	Zombie Horde (U)
18	Death Worm (U)

3 - HILLGIANT (U)

An 8' giant wanders the forest eating what it finds, catches, and kills. What it can't eat, it throws in a large sack he carries over its shoulder. The giant has no interest in talking, it wants food. It is easily distracted by food, like a deer carcass, but not interested in rations. The party can track the hill giant back to its lair. Within his lair is a collection of bodies with 200sp worth of useable adventuring equipment and 300sp of loose coins.

Hill Giant HD: 8, AC: 4[15], Attack: +8, weapon (2d6), Move: 12, HP: 23, Special: Hurl rocks (2d6).

4 - REMAINS OF AN ADVENTURING PARTY

The smell of decay is strong in this area. Four corpses infested with insects lie amongst the undergrowth of the forest. Two of the bodies are torn apart, a dozen, small black arrows stick out of the third corpse and the last body is

missing a section of its head and neck. The weapons and armor are broken and useless. Two of the bodies wear backpacks (adventuring packs #1 & #2). Roll 2d6, on a 10 or higher, there is a **healing potion** in one of the packs.

5 - GIANT FALCON (U)

In an opening in the forest, a 9' tall bird strips a large chunk of meat off a goblin corpse. There are two other goblin corpses nearby. It is content to eat what it has killed. If approached, it extends its 18' long wingspan to warn the intruders away. If disturbed further or attacked, it takes flight to attack from the air. If both claw attacks hit, the target is flown high into the air and dropped onto the rocks already littered with the bones of the falcon's previous victims.

Giant Falcon HD: 3, AC: 5[14], Attack: +3, 2 talons (1d6+1)/bite (1d6+1), Move: 3/30 flying, HP: 14, Special: Strong.

6 - AXE BEAKS

From a distance, a loud honking is heard. Followed by the sound of something large crashing through the underbrush. The axe beaks are hunting. The party can take time to track the axe beaks back to their nest (two to three hours). There are more axe beaks at the nest with a equal number of hatchlings. Scattered in the nests are 47sp, a silver holy medallion of Lavinia (25sp), and a white opal in a broken setting (100sp).

Axe Beaks HD: 3, AC: 6[13], Attack: +3, 2 claws (1d3/1d6) and bite (1d6), Move: 18, HP: 10 each, Special: none.

Hatchlings HD: 1-1, AC: 7[12], Attack: +1, 2 claws (1hp/1hp) and bite (1d3), Move: 15, HP: 3 each, Special: none.

7 - GOBLIN PATROL

A goblin patrol is searching through the forest for food and salvage. Roll 1d6 to determine what the goblins have found.

1. found nothing
2. killed a deer or a handful of small game animals
3. captured a prisoner from a homestead and taken the food stores
4. found a Northmen barrow and managed to find 12 hard silver
5. two adventurers were captured and possess 60sp of equipment
6. the number of goblins are halved after getting into a fight and losing

Goblins HD: 1-1, AC: 7[12], Attack: +1, weapon (1d6-1), Move: 9, HP: 3 each, Special: -1 to hit in sunlight.

8 - GIANT SPIDERS

The forest is dense, the trees block the light above. A sticky residue covers many of the trunks and tangled within the branches. As the party pushes through they find themselves standing in front of a series of large webs stretched across trees. Dark, bulbous bodies drop from the trees above.

Giant Spiders HD: 2+2, AC: 6[13], Attack: +2, bite (1d6), Move: 18, HP: 3 each, Special: Cast *Web* once per day, Hide in Shadows like a thief, 1-5 chance of success of a d6 roll.

9 - WOLVES (if triples are thrown, make them dire wolves)

A pack of wolves howl nearby. Then quiet. A few moments later the sound of soft pads hitting the forest floor is heard. Within the underbrush a low rumbling growl warns the party. The wolves put themselves in position to attack from every direction.

Wolves HD: 2+2, AC: 7(12), Attacks: +2, bite (1d6), Move: 18, HP: 9 each, Special: Pack Mentality. Harvest: pelt (10sp).

Dire Wolves HD: 3+3, AC: 6(13), Attacks: +3, bite (1d6+1), Move: 18, HP: 13 each, Special: Strong, Pack Mentality. Harvest: incisors (10sp).

10 - NORTHMEN BARROW

In the overgrowth of the forest is a stone anomaly. A mound of stones piled with purpose. Roll a d6 to determine what kind of barrow is found.

1. the barrow collapsed long ago, digging into the stone doubles the chances of a random encounter
2. looted barrow, someone or something has been here and emptied the barrow
3. simple barrow crypt, find a single body with 2d6 death coins
4. intact barrow sealed, inside is a crypt with 3d6 death coins and a random silvered weapon
5. protected barrow, roll on the table again and that creature or group is under a magical obligation to protect the barrow, inside is a spell book that contains three random spells, two potions and 3d6 death coins
6. barrow gate, a normal barrow except on certain times of the year becomes a gateway to realm of the dead

11 - EXPLORING ADVENTURING PARTY

Another adventuring party is traveling through the forest searching for treasure. Roll 1d6 to determine the adventuring party's reaction, adjusted by Charisma bonuses (or penalties) of the party.

1. violent, attacks the party on sight
2. hostile, threatens to attack unless paid
3. indifferent, keeps walking, if spoken to, keeps the conversation short
4. amicable, share information and may trade or sell goods
5. helpful, give information freely and warns of dangers ahead
6. friends, the party is friends with the PC party

12 - DEER

A group of deer are running through the forest. These are Komor Forest deer, they fight. While they aren't aggressive, they attack if attacked.

Deer HD: 2, AC: 6[13], Attack: 2 hooves (1d3/1d3) or gore (1d6), Move: 15, HP: 6 each, Special: Harvest, 3d6 meals can be harvested from one deer.

13 - ANCIENT CORDUROY ROAD

The forest ground gives way to ancient logs lined side by side. Somehow long stretches have survived. It allows the party to travel normally for as long as they remain on the road. But, while on the road, the chances of a random encounter is doubled.

14 - STIRGES

A group of foot-long mosquito-like creatures attack the party. Half the stirges attack the front of the party while the other half fly above and attack the rear of the party. They fly in from the nearby mud flats. There are another group of stirges at the nest. If killed, the party finds a broken iron medallion, whatever was engraved on it was been worn smooth.

Stirges HD: 1+1, AC: 8[11], Attack: +1, stab (1d3), Move: 3/18 flying, HP: 3 each, Special: Drain, on a hit, the next round the victim loses 1d3hp of damage automatically.

15 - BEAR (if triples are thrown, make it a dire bear)

As the party moves through the forest they hear a loud growl as a 9' tall bear rears up from the underbrush. Its coat is mottled brown, large teeth are yellowed and stained with blood. It attacks the nearest adventurer.

Grizzly Bear HD: 6, AC: 6[13], Attack: +6, 2 claws (1d6+1), bite (1d6+1), Move: 15, HP: 24 each, Special: Strong, Hug, if both claw attacks are successful, the bite automatically hits. Harvest: pelt (25sp).

Dire Bear HD: 8, AC: 4[15], Attack: +8, 2 claws (1d6+1), bite (2d6), Move 15, HP: 30 each, Special: Strong, Hug, if both claw attacks are successful, the bite automatically hits. Harvest: incisors (10sp).

16 - STRANGLING VINES

Vines lash out from the trees and underbrush. They seem to come out of every direction and crawl out from the underbrush. Hung on branches are corpses of 1d6 goblins. Roll a d6 for each goblin.

1-2: There is nothing on the goblin

3-4: 1d6 silver on the goblin

Strangling Vines HD: 4, AC: 5[14], Attack: constriction (1d6), Move: 3, HP: 11 each, Special: Resist Fire 50%, on a hit the next round the victim automatically take constriction damage.

17 - ZOMBIE HORDE (U)

There are a lot beasts in the Komor Forest, but this mass of moving undead causes all of them to flee. The front of the horde is made of a few zombies, but in the not so far distance, the horrible cacophony of hundreds of zombies gasping, moaning and growling silences all other sounds. The GM should add just enough zombies that the players crap their pants.

Zombies HD: 2, AC: 8[11], Attack: +2, slam (1d6, Move: 6, HP: 6 each, Special: Undead.

18 - DEATH WORM (U)

The ground violently shakes as a large worm erupts from the stone and dirt. It seeks food. It sensed creatures near the party (1-3) or the party itself (4-6). It plunges into the ground to get away from the fighting if reduced to less than 10hp or if it eats a party member whichever comes first.

Death Worm HD: 7, AC: 2[17], Attack: +7, bite (1d6+1) or spit acid (1d6), Move: 9, HP: 23, Special: Burrow, Spit Acid.

THE
CROOKED
MAN

TAVERN



Hidden in the depths of a local dungeon is the Crooked Man Tavern, a place of ill repute. Owned and ran by Argento Pitts, a famous criminal known as the Crooked Man, because he's always playing an angle. He keeps his place simple. There is one keg, it's whatever was stolen recently and no tankards. Bring your own. Tavern stays open until the keg goes dry.

RANDOM KEGS

1	Venerated Mead	4	Rancid Wine
2	Village Ale	5	Vomit Grog
3	Holy Beer	6	Milk of the Demon

1. Venerated Mead: A drink specially brewed for the faithful of Sarrath. A drink of warriors. Argento charges 3sp a tankard and he'll short pour the mead, when word gets out it goes fast.

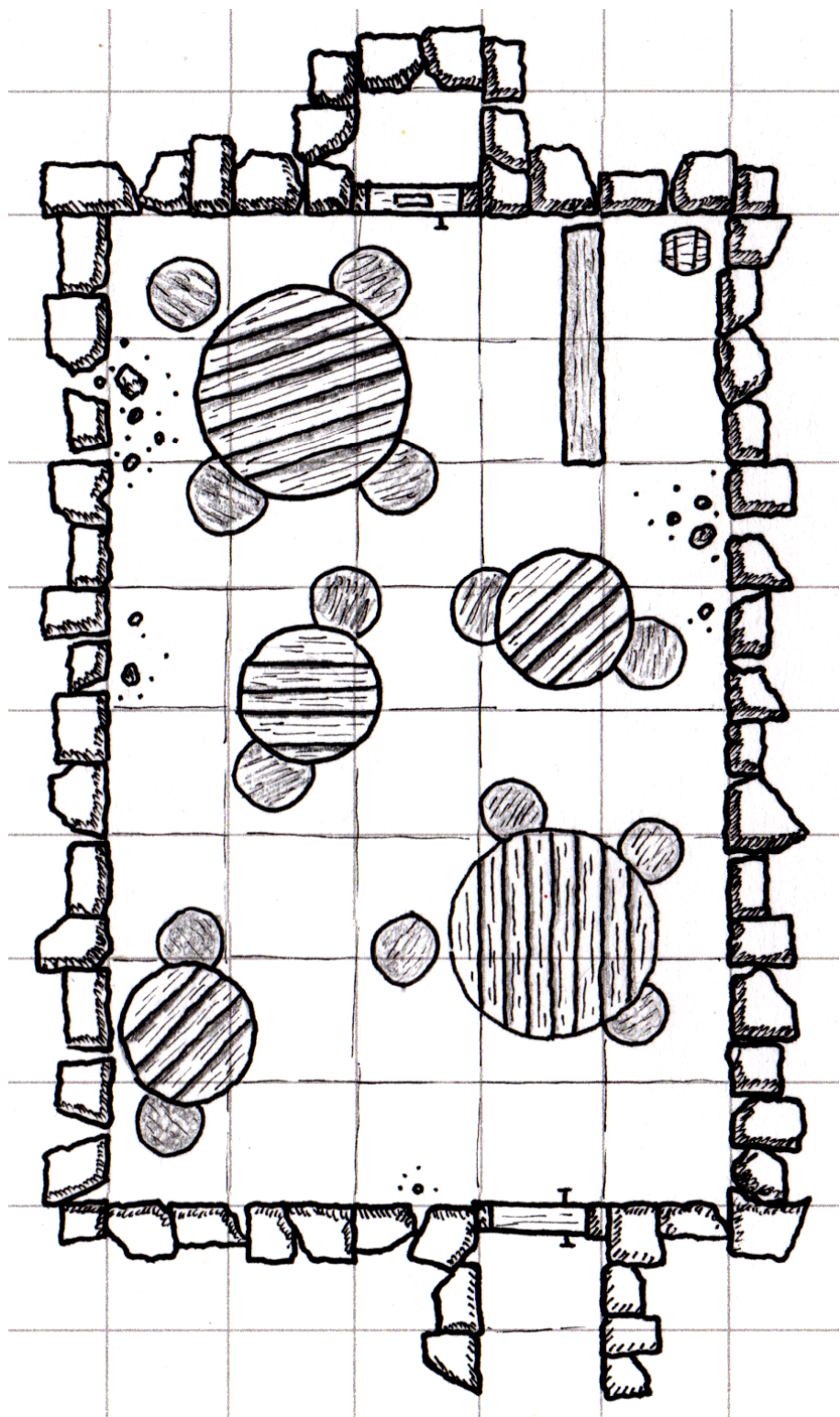
2. Village Ale: Most common drink, usually pried from the hands of a crying ale wife. Charges 1sp until he get tired, then cuts the price by half.

3. Holy Beer: Another drink stolen from god grovelers. Those brown robed dipshits of Possimum know how to make good beer. It goes for 2sp a tankard.

4. Rancid Wine: Wine is rarely good in these parts. Goes bad by the time it reaches Komor. Argento still sells it as if it were the finest in the land. He charges 2sp a tankard. If he gets his hands on a good batch of wine he'll sell it by the bottle for 20sp each.

5. Vomit Grog: A specialty of the house. When Argento needs money he'll go to Shumock, a twisted creature of loathsome appearance (who frequents here often) who creates a barely drinkable concoction, but it packs a punch and he sells is cheap at half a silver piece.

6. Milk of the Demon: Valac, the demon in the closet, occasionally offers Argento a bowl of a white substance. He doesn't explain, only to mix it with the current drink he is selling (roll again on the table ignoring another 6). Milk of the Demon causes severe visual and auditory hallucinations. A save at -2, is required to stop the hallucinations. For each failed save the character loses 1 Wisdom point (recoverable). If a PC's Wisdom drops to 0, he dies. The hallucinations compel hidden truths into the light.



The door to the Crooked Man Tavern is barred when not open. The stone around the door is repaired, the hinges are bent, one is missing. Carved into the wood of the door is this message.

NO K&G IF THE DOOR IS CLOSED•STOP STEALING MY SIGN

If the party decides to break in Valac uses his spells to stop them. Preferring his *Sleep* spell, but uses what is necessary to shoo the party away. If there is an interesting item on one of the party members he may claim it. Then deposits the party outside the door.

The tavern is made of rough tables and stools. A couple years back Argento found an ogre, Mongar, who liked to make furniture. He considered his options of being eaten or getting much needed furniture, he opted for the latter. Mongar made heavy, durable furniture. To even lift one of the stools requires a Strength check. Try to flip a table, you'll need a small army. Argento hasn't seen or heard from Mongar for months.

The bar is simple. Argento stands behind the bar, takes the money and pours the drinks. He won't ask any direct questions. He assumes everyone is going to lie to him. He listens. There is no spot in the tavern he can't hear. Even the whispered words at a tankard's edge is heard by Argento.

The local thieves guild, The Silent Knives, has a reserved table. A few mercenary troops frequent here. And while bounty hunters are not welcome, Germanicus doesn't care. He stands (never sitting), leering, making those around him uncomfortable. Even Valac feels uncomfortable around Germanicus. Others that frequent the The Crooked Man are skimmer pirates who are exploring 'options' in the area. The Silent Knives considers the pirates as competition. Hostilities between the two groups does get bloody.

In the back of the tavern is a simple door the regulars stay away from. This is where The Demon in the Closet lives. Valac (see his write up on page 24) lives inside, his door will thump anyone who tries to enter. The regulars enjoy the sight and entice the unwary by betting them they are not strong enough to open the door.

ARGENTO PITTS
THE CROOKED MAN

5th level fighter

S 13 I 11 W 11 D 10 C 14 Ch: 11

HP 20 AC 7[12] SV 12 BHB +4 MV 120

Argento Pitts values information over gold. Truth is his currency. A request for information from Argento requires adventuring into unknown and dangerous places within the Komor Forest.

Argento is a veteran of many battles. He lost his left arm when a ogre tore it from his body. He had it replaced with a flesh golem arm. It's gruesome appearance is off putting, but Argento doesn't hide it. In battle he uses it like a shield since it can only be harmed by magic weapons.



GUNNHILD

1st level fighter

S 11 I 12 W 8 D 12 C 16(+1) Ch: 5

HP 8 AC 6[13] SV 15 BHB 0 MV 120

Gunnhild is an asshole. He's always pissed and complaining. A look from him puts others in a bad mood. Argento hires Gunnhild because he can take a punch and sometimes needs extra muscle.

Gunnhild has his own adventuring gear and wants to find the fortune that he believes that is owed to him, but hasn't found an adventuring group that can tolerate him. The onyx stone necklace he wears provides him +2 to saves vs. undead special abilities (such as a ghoul's paralysis or a shadow's strength drain).

VALAC

THE DEMON IN THE CLOSET

HD: 7, **AC:** 6[13], **Attack:** +7, spells, **Move:** 15, **HP:** 25

Special Abilities: Immune to Normal Weapons, Spellcasting, Vulnerable to cold iron weapons (+1 to damage).

Valac lives in the closet in the back of the tavern. He was here when Argento opened the tavern. Valac isn't a demon, but an eldritch goblin, one of the first of his race. He doesn't mind the moniker, but polymorphs himself into old human to avoid attention.

Valac detests violence. He has no interest in fighting. His passion is collecting information, especially history. This shared interest started the relationship with Argento and through the years they have become friends.

The closet is protected by a door with an *Arcane Ward*. The door itself is a living thing. If attacked, it attacks back. The closet looks empty to anyone who isn't 5th level or higher magic-user. They see a well-kept, circular room with 30' tall shelves filled with tomes and scrolls.

VALAC'S SPELLS

1ST LEVEL

Charm Person
Detect Magic
Read Languages
Sleep

2ND LEVEL

Arcane Ward
Illusion
Invisibility

3RD LEVEL

Dispel Magic
Hold Person

4TH LEVEL

Polymorph Self



VALAC'S DOOR

HD: 2+1, **AC:** 8[11],
Attack: +2, 1 strike (1d6),
Move: 0, **HP:** 10, **Special:**
Immune to normal
weapons, Regenerates,
permanently enchanted
with *Arcane Ward*.

Valac's door is attuned to him so he can enter anytime he wishes while others experience a magically secured door. It attacks anyone who tries to enter without Valac's permission.

Some of the terms included in this issue need more context. The Komor Forest has expand the developed through adventures and small locations. Because the Komor Forest is filled with ancient ruins from the long dead civilization of the Northmen, the meanings of some terms have been lost.

DEATH COINS

Death Coins were used by some of the Northmen clans, minted with a crow on one side. Only temples were permitted to 'mint' them. The coins were to travel with the dead so they would have money in the afterlife. The coins are the same size as a normal silver coin. The priests sold them for five silver each. It was important for noble Northmen to have money, to regain there position in death.

HARD SILVER

Hard silver is a rare type of silver found in the ground of the Komor Forest. It is strong as iron, the Northmen fashioned weapons from it to combat otherworldly creatures. In gaming terms, weapons made from hard silver strike creatures that normally need magically weapons to harm them.

In this Issue...

KOMOR FOREST GODS

A new race of men are coming to Komor Forest. They bring their gods for hope. Foolish. Their gods are children. Yet, in the civilized areas of Komor Forest they pay their respects. Those that serve these gods, these four foolish gods, all serve in different ways. Not all clerics were created equal or competent for that matter.

SPECIAL MONSTER TRAITS

Adventurers throw their lives into the gaping maw of danger hoping for fame, wealth, or some altruist cause. Enemies don't live static lives, each abomination has traits that makes it special. This is a list of traits to help the GM find ways to crush the party.

RANDOM ENCOUNTERS

The forest is filled the native creatures, both natural and unnatural. Some are abominations that defy reality. The Komor Forest is welcoming to the most deadly. A careless party must consider the dangers traveling to and from their destination.

THE CROOKED MAN TAVERN

Not so hidden in a dungeon is a tavern for thieves, pirates, mercenaries and even a demon. The drink is whatever was stolen, silver isn't always the accepted currency. The Crooked Man Tavern is façade of civility. But even in the darkest of corners a small truth can live.
