

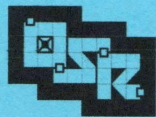
The Mini Manor



Little but Mighty



Swords
& Wizardry
Appreciation Day



Faces without

Screams



Swords
& Wizardry
COMPATIBLE

CONTENTS

Introduction	4
GM Notes	5
Map	6
Random Encounters	7
The Adventure	8 - 17
New Race	18
New Spell	19
New Magic Items	20- 21
OGL	22-23

CREDITS

Writing, maps, layout and
attitude **Tim Shorts**

Artwork **Jason Sholtis**

Proofreader **Ken Harrison**

**Swords
& Wizardry
Appreciation Day**

INTRODUCTION

You've been captured and beaten.

Too much booze and snorting that brown powder seemed like a good idea at the time. It made you feel invincible. That arrogant city guard, what's his name? Fred? Ted? Whatever it is, he looked pretty fucking shocked when your tankard buckled in the left side of his skull. The other two blows were for good measure. He didn't complain.

Now you're naked. Cut up. Shackled to a dead guy. After a few moments the smell hits you. You're covered in your own shit and piss and some of the dead guy's. Your eyes clear and you see three pairs shackled together in a room. One prisoner is missing an arm, bled out into the dirt.

There's someone moving. A big son-of-a-bitch. He's cutting the face off of one of the prisoners. He wears a loin cloth and a chain around his waist. A key hangs from the chain.

You look to the light, its coming from a torch flicker just outside a barred doorway. Your foot bumps a severed arm.

Go!

S&W NOTES

WARNING, this is a mature oriented adventure. If you are easily offended please give this to someone else. Otherwise, stay and have some fun.

This is an adventure for one character. I admit it's a bit railroady. The player starts out at half hit points, no stuff and shackled to a dead guy while another guy is cutting the face off another dead guy. If this doesn't sound fun to your player then you need to find another player.

The character should be at least 5th level to have a chance. I didn't write this to be balanced. Weird stuff is going to happen. This is a stream of consciousness written adventure. I wrote down what sounded cool.

There are plenty of places for the character to reequip. The player will come up with ideas I didn't imagine or you didn't expect. In this adventure if the player comes up with a crazy ass idea, roll a d6, if he rolls a 4, it works. I've written this adventure in the second person in attempt give it more immediacy.

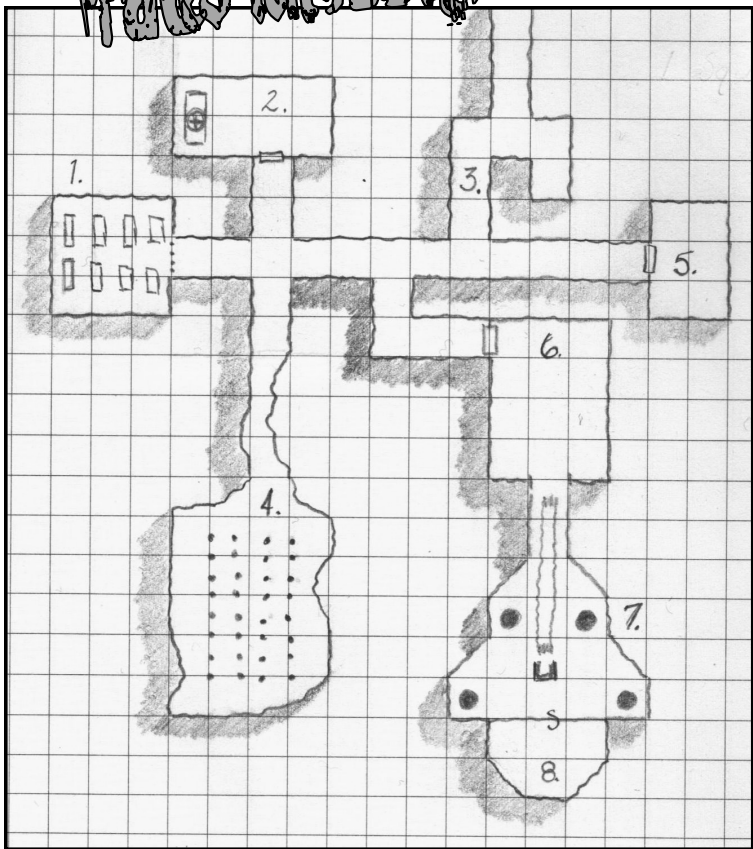
Change what you like. Keep what you like. AC is ascending. Silver is standard. S&W is the ruleset.

Enjoy the adventure.

I am not affiliated with Matthew J. Finch or Mythmere Games.

Swords & Wizardry, S&W, and Mythmere Games are the trademarks of Matthew J. Finch.

MAPS WITHOUT STREAMS



Random Encounters

1. Five **naked goblins** armed with spears and shields charge out of a shadow. Their bodies are covered in conical tattoos. The smell of poison taints the tips of their spears. **HD:** 1d6hp, **HP:** 4 each, **AC:** 11, **Atk:** 1d4+poison, **MV:** 9, **SV:** 18, **CL/XP:** B/10, **Special:** -1 to hit in sunlight. **Loot:** Spears laced with giant centipede poison, +4 to save or die.
2. A blacken, **smoldering ogre** stumbles toward you. Most of the skin on its face has blistered and peeled away from the skull. It is armed with two fists encased in silver! It only has 5hps currently, but once killed will rise the next round as undead with full hit points. **HD:** 4+1, **HP:** 5 (28 when undead), **AC:** 14, **Atk:** 1d10+2, **MV:** 9, **SV:** 13, **CL/XP:** 4/120xp. **Loot:** Silver hands 100sp, but they must be chopped off.
3. A discarded sack lies on the floor. There are blood stains splattered across the fabric. Inside is a pair of potions (healing) and four iron spike with a hammer.
4. A water bubble bounces down the corridor. Inside the bubble is **merman berserker**. He is armed with a trident and wears a devil helmet. It's bubble will not burst. Electric will cause double damage. Fire none. **HD:** 3, **HP:** 14, **AC:** 13, **Atk:** 2d6+1, **MV:** 12, **SV:** 13, **CL/XP:** 200. **Loot:** The helmet looks cool, but not magic. If you activate the **Trident of the Mer** (see Magic Section) you'll drown.
5. The floor gives way and you fall into a 10' pit filled with 5' of rancid water. Something slides past your ankle and the water crackles with energy. A slap of a **giant electric eel's** tail tells you, you are screwed. **HD:** 2, **HP:** 9, **AC:** 11, **Atk:** bite (1d3), **MV:** 9 swim, **SV:** 16, **CL/XP:** 4/120, **Special:** Electrical shock (3d6 damage, no save). **Loot:** At the bottom of the watery pit is various pieces of rusty metal armor. Enough could be salvaged to make a suit that would add +3 to AC. There is also handful of metal weapons, but any weapon with wood will be missing.
6. A corpse slumps against the wall. His skin bloated, insects cover exposed wounds. He clutches a short sword and wears leather armor. The insects are harmless.

Room 1

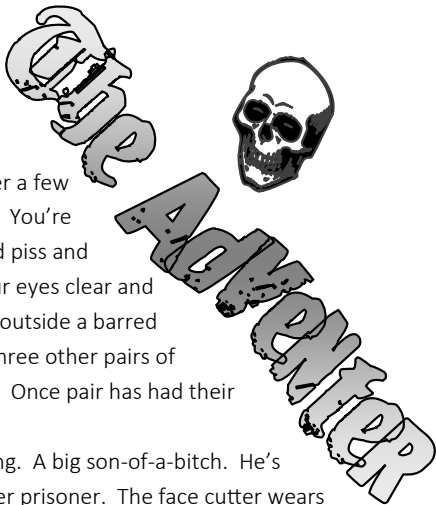
You're naked. Cut up. Shackled to a dead guy. After a few moments the smell hits you. You're covered in your own shit and piss and some of the dead guy's. Your eyes clear and you see a torch burning just outside a barred doorway. Then you notice three other pairs of prisoners shackled together. Once pair has had their faces peeled off.

There's someone moving. A big son-of-a-bitch. He's cutting the face off of another prisoner. The face cutter wears a loin cloth and a chain around his waist. A key hangs from the chain.

Your foot bumps the severed arm. A jagged bone juts from the gray flesh (1d3 damage, it will fall apart after it does 10 points of damage).

The big guy has the key to the barred door and the shackles. His chain belt could also be used as a more reliable weapon than a dead guy's arm.

Face Cutter 2nd lvl Ftr, HP: 14, AC: 9[10], Atk: knife (1d3) or bite (1d2), MV: 9, SV: 16, CL/XP: 2/30, Loot: key to the door, a knife, chain (1d3) and a filthy loin cloth. Remember, your junk is still swinging in the breeze.



Room 2

Four skulls hang in front of a sturdy wooden door. A single rope runs through them and is tied to a large hook in the ceiling. You can see the glow of light coming from beneath the door and hear the quiet rhythm of someone chanting. *When you near the skulls they explode into sound. One starts barking, another howls, one laughs and one swears in goblin. It's a minor enchantment to alert Crudge, but they go off randomly and he's gotten used to them triggered by rats and bugs so Crudge doesn't pay attention to them any longer.*

The door is open. Crudge is a shaman goblin, dark of skin and heart. He's attempting to summon a demon from a book he found on a body hanging in room 4. Roll a d6, if a 4 comes up, he succeeds and there will be a quasit running amuck. He didn't bother drawing a protective circle.

Cruge HD: 3, HP: 12, AC: 5[14], Atk: dagger (1d4) or spell, MV: 12, SV: 13, CL/XP: 4/120, Special: Can cast Magic Missile 3x. Loot: ***The Little Book of Demon Summoning*** (see Magic Item section), 42sp, 3 finger bones and a flask of brandy.

Quasit HD: 3, HP: 15, AC: 2[17], Atk: 2 claws (1d2+non-lethal poison)/bite (1d3), MV: 14, SV: 14, CL/XP: 7/600, Special: Magic Resistance 25%, non-lethal poison, regenerate 1hp/rd, spell abilities.

There is a wooden altar against the north wall with a 4' tall headless statue on top. A peg juts out where the head should be. At the base of the altar is a bag that contains four wooden heads that depict the four goblin angers.

Room 3:

Standing in the middle of the hallway is a creature covered in spines. It is chained to the wall. Three bodies, two goblin, one human lay near by. Their flesh shredded to the bone. The creature's head swivels and sniffs in your direction. *The chain will allow it to move 30'. Moultock can not speak. Lady Bovolo placed him here to guard the entrance.*

Moultock wears the ***Cursed Suit of Spines*** (see Magic Item section). He can only be hit with magical weapons or spells. He attacks by simply hugging his victim or punching.

Moultock HD: 4, HP: 14, AC: 3[16], Atk: 2 fists (1d6/1d6 + spines), MV: 6, SV: 15, XP: 6/400, Special: Can only be harmed by spells or magical weapons. 3d4 spines will be stuck into the person, 1hp of damage/spines to remove. Loot: If Moultock is killed The Cursed Spine Suit will attempt to merge with the next person who touches it.

Room 4:

The corridor is haphazardly dug out. Dirt slides in from the walls and small clumps fall from the ceiling. A sticky residue coats the sides of the walls and makes the ground tacky. The corridor opens into a darkened room, half man-made, half collapsed. But it's the thirty-two bodies (goblins, orcs, humans, bugbears) hung upside down, hands and feet bound, cut from crotch to neck, that catches your attention.

This is Madam Bolvo's (room 6) collection. She loves the face of a good man. This is her food storage. Hidden among the corpses is a mimic. It is posing as one of the bodies. Not only does it protect the food, it also keeps the way clear. To locate the mimic, roll a d4 to determine the row, and a d8 for the column. It has a few coins lodged in its cavity to lure the character to put his hand inside before clamping down and attacking. Its body produces an adhesive that traps the mimic's prey so it can club the crap out of its victim.

Mimic HD: 4, HP: 20, AC: 5[14], Atk: 1 smash (2d6), MV: 2, SV: 9, CL/XP: 8/800, Special: Mimicry and glue. Loot: Along the southern wall is a hole where it deposits its shiny stuff. The shiny stuff includes a *Necklace of the Shield* (see New Magic Items section), a copper figurine of the Frog God known as Tsathogga (2000cp), and 34sp.

Room 5:

The hallway ends at a door. The door is barred from the outside. When you approach the door, the air gets colder. Cold enough to see your breath and a strange energy slips into your body. The hair on your arms and neck stands on end. *When you lift the boards from the door, you hear whispering behind you. You turn. Nothing.*

The door opens easily enough. The room is furnished with a chair, small table with two lit candles. On closer inspection there is also a small inkwell, a quill and a parchment with something written on it. When you read the single word on the parchment the door slams shut. Go ahead, try to open it up. You know it's not going to. The word on the parchment reads, "Welcome".

The whispers increase once the door closes. You feel invisible hands touching your shoulders and hair. And just for a moment you think you see a face appear within the wall.

Behind the northern wall is a minor artifact, a ***Soul Dunjon*** (see Magic Section). It was buried behind the wall long ago for reasons long forgotten and it is now too full to house all the souls that are attracted to it. They now saturate physical objects of the room. For every turn the character is within the room, have him make a save. A failure will reduce his Wisdom by 1. The souls will not cause damage, but they will continue

to drain the character's wisdom. Once it is reduced to 3 or less tell them to rip up their character sheet.

If the player wants to communicate he will need to use the parchment and quill. There is enough room on the parchment, front and back, to ask 10 to 12 questions. If the player states they are writing small then give them two more questions. It takes one round for each question to be answered. Roll a d4 to determine the number of words the soul will answer with. They will hint at the Soul Dungeon and its location. To leave the room the player will need to remove the artifact from behind the wall.

Removing the artifact will cause a torrent of souls to move. While touching the artifact he will be immune to the draining effects and can communicate with the souls by speaking. There are hundreds of souls within and around it. Most of them trapped here because of Lady Bovolo. The souls will do one task for the player if they are able. The souls return to unintelligible whispers once the task is complete.

Room 6:

You notices hundred of faces etched into the wood of the door. The faces overlap and melt into one another. The door doesn't appear to have a handle. *When you touch the door the faces move slightly and pain ripples through your body (2hp of*

damage, save negates).

The room is empty except for a large, ornate archway in the south wall. The archway is filled with a steel, gray veil. A translucency ripples through it, but not enough for you to see what's on the other side. The ornamentation matches the distorted faces on the door.

Spirits cannot go beyond the veil. It is a precaution Lady Bovolo put into place. She knows of the restless spirits in 5. Touching the veil with inanimate objects will do nothing. When you touch it is very cold, but it gives way like thick water. As you pass through moments of your life are replayed in your mind in striking detail. Memories you've long forgotten surround you. After an immeasurable time you find yourself face down on a plush red carpet.

Room 7:

As you push yourself up from the red carpet you hear an amused sound. The carpet leads into a well lit room. The other end of the carpet ends at the foot of a throne where a beautiful woman sits. *"Come closer so I may take a look at you."* *She waits patiently. She will not address any questions until you approach.*

As you near the throne you notice the strange gown she wears. She is wears a gown of faces. The mouths move as if

speaking and the eye holes move in mock expression. “Look closer darling.” She commands as she raises the sleeve of her dress and you recognize your own face woven into the others. “You amuse me. You have wonderful stories and secrets. I’ve listened to them all. “But I can’t have you alive. That wouldn’t be fair to the others.” You touch our face and feel muscle, tissue and bone.

Lady Bovolo 6th lvl Magic-User

HP: 30, AC: 4 [15], Atk: spell type, MV: 12, SV: 11, CL/XP: 9/1100, Special: Spell casting. Loot: Key to the chest in 8. Lady Bovolo will unleash the power of her spells without reservation.

1st Level: *Magic Missile (2x)*, **2nd Level:** *Levitate, Web*

3rd Level: *Hold Person*, **4th Level:** *Confusion*

If Lady Bovolo is killed her gown will begin to decay. The player may retrieve his own face or someone else’s. If he chooses someone else’s face he will gain 100xp from the memories that are held within. The character can choose to do this 1d4 times. When he chooses a face some type of magic healing must occur to make the face stay on permanently. But the character could also choose to remain faceless and reap the benefits of gaining the extra experience points by wearing another’s face. If the character chooses to

do this he will become a Faceless (see New Race section), race long thought dead. A save can be made after each face is worn, upon a failure he will begin the transformation.

Room 8:

A crooked sconce catches your eye. You adjust it and a section of the wall slides away. Within you see a single large chest. *The chest is locked, Lady Bovolo has the key.*

Within are 1251sp stacked neatly, two necklaces hang from inside the lid, one is encrusted with rubies (500sp), the other is a simple, but thick gold chain (100sp). Tucked in on the side is a book containing a spell, Preserve Flesh (see New Spell Section).

The chest has a false bottom. Within is glass container with a beautiful face preserved in a clear fluid. It is the true face of Lady Bovolo. If the container is open and the liquid removed, the face will decay in a matter of seconds. If worn, the player will gain 600xp.

NEW RACE

THE FACELESS

The Faceless is race created by the arch-demon, Kossuth. Like all demons, he did not have the power to create, but to corrupt what already existed. He gathered his most faithful and gave them grotesque task of cutting there own faces off as a show of their dedication. Once this acceptance takes place the person becomes demonic in nature.

The powers of the faceless are the following:

- Wearing the face of another will gain the person 100xp for every level/HD.
- While wearing a victim's face memories of the victim are shared with the faceless.
- While wearing the face of another, a faceless may speak in the voice of the victim.

The drawbacks of being a faceless:

- Unable to enter a holy place unless demonic.
- Can be turned like undead.
- Takes damage from holy water.
- No spells of a beneficial nature will work unless demonic in nature.

NEMLER

PRESERVE FLESH

Spell Level: Magic-User, 2nd level

Range: Touch

Duration: 1 week/level of the caster

The caster touches a the skin of its intended target to delay the decaying process. This spell can preserve ten pounds of flesh, but only one target per casting. This spell can halt the progress of any skin diseases.

If this spell is cast on purified water and flesh is placed within the water it will preserve the flesh as long it remains air tight.

New Magic Items

CURSED SUIT OF SPINES

The cursed suit looks like a large porcupine skin. Whoever touches the suit is engulfed (save applies). Any clothing and armor worn is torn away and drop to the floor. Weapons will no longer be useable. The wearer has an effective AC of 12. However, the wearer can only be hit by magic weapons and anyone who attempts using short weapons or would dare to grapple is considered an automatic hit (1d6 damage). The suit limits vision. Any flanking attacks should be considered a rear attack. If a **Remove Curse** spell is used the suit will fall away, but if touched again will attach itself to the newest victim.

NECKLACE OF THE SHIELD

This gaudy bauble of a necklace has several large, cheap gemstones that weights in at five pounds. It provides a +1 AC vs. melee attacks and +2 AC vs. missile attacks. Anyone wearing this eyesore receives a -1 penalty to reaction rolls.

SPIRIT DUNJON

A spirit dunjon is a minor artifact created millenniums ago before souls had outer planes to roam. The primitive folk built these vessels to contain souls of their ancestors so they could call upon them for guidance. In more recent years mages have tapped into that power and created devises to capture the undead spirits. They act as spirit beacons. If they enter they will be trapped. The vessel contains them, it does not destroy

them. Each vessel has a limit. Once the vessel is full, it cannot house additional spirits, but will still attract them. A magic weapon is the only requirement to destroy these vessels. If the vessel is destroyed the souls within will be freed.

THE LITTLE BOOK OF DEMON SUMMONING

This book's cover is made of whale bone etched with demonic scrimshaw. The pages are also made of whale bone etched with the ceremony to summon lesser demons (5HD or below) such as dretches, lemures, manes, or quasits. To even read the ceremony, 2hp worth of blood must be spread over the pages. However, the book does not specify how to protect oneself from the demon or how to contain it. There is a reason this book is no longer in the hands of its writer. A ceremony costs 100gp worth of components.

TRIDENT OF THE MER

The trident of the Mer is given to many of its warriors that allows them to make war on the land. It's main power forms a water bubble around the user and the mer can move at their normal speed across the land. It is activated simply by tapping the end of it on dry ground. To end this effect the wielder will need to speak the a word in mer. Many land walkers who have thought to take these weapons as trophies have drown on dry ground. The trident will not leave the sphere of water even if dropped. The trident is considered a magic weapon, but the wielder gains no 'to hit' or damage bonuses.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element

of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Enjoy Swords & Wizardry Appreciation Day. April 17th, 2013



- **You're naked.**
- **Cut up.**
- **Shackled to a dead guy.**
- **On the other side of the room is a guy cutting the face off a corpse.**
- **Your foot bumps a severed arm.**
- **Go!**