

ONE-SHOT ADVENTURE SERIES

KNOWLEDGE ILLUMINATES

BY
TIM SHORTS



A SWORDS & WIZARDRY ADVENTURE



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INTRODUCTION

Knowledge Illuminates uses the Swords & Wizardry Complete rule set. I've playtested the adventure a handful of times and was able to complete it in a 3 to 4 hour game session. Barring long digressions of the latest bad movie and how they should have done it.

I wrote Knowledge Illuminates as a campaign starter adventure. I wanted a short adventure that allowed players to test their characters and flex their dungeon delving skills. It had been a long time since we'd gone through an old fashion dungeon crawl. Another purpose of this adventure was to provide the players with a few more coins to upgrade their equipment, but much of the treasure, as the GM will discover, is not the loose coins the players will find. Lastly, the players could chose to clear out and repair the workshop to use as a base of operations. We know how players like to have their own clubhouse.

While Knowledge Illuminates has gone through a few versions this latest version includes the artwork done specifically for the adventure. The art was done by Dylan Hartwell, proprietor of the Digital Orc blog. He generously offer and I quickly accepted. A big thanks to Dylan.

I hope you enjoy the adventure. Now stop screwing around with the intro. Go grab some players and dice and see if they've got what it takes to delve the secrets of the Terpa's Workshop.



NOTE ABOUT SKILL CHALLENGES (SC)

The one nuance to game mechanics that I've included is the Skill Challenge. They are assigned to tasks that require a successful roll. Each SC is assigned a number, the player is successful if the roll is equal to or greater than the target number. The basic formula for a SC is: **Character Level + Attribute Bonus + d20 Roll = Result**. A GM should assign what attribute being used. These skill challenges are not essential and can be ignored.

PEOPLE, GODS, GROUPS AND ITEMS

This section provides background for the people, gods, groups and items mentioned in the adventure.

DELAQUAIN

Goddess, also known as the Gray Maiden. She expects her faithful to be independent, fierce, and when the situation calls for it, merciful. She prizes ingenuity, confidence and courage especially when one stands against many.

PORTERS OF GIDEON

Group, founded after the Bane War, when the population of this plane was nearly obliterated. Supported by kings and priests, the Porters were given vast amounts of money and power. Only the most exceptional individuals were permitted membership. Their jurisdiction had no boundaries. Their resources focused on researching the locations and recovery of artifacts that allowed planar travel.

After thirty-three years of no threats a new generation of priests and kings were jealous of the Porters' influence and withdrew their support. Priests considered them heretics. Kings considered them outlaws. Porters were hunted until every known member was executed.

LOROX

Demon, rules over a pocket dimension that is accessed by Lorox's Chest (see below). It is a world populated by ghosts that live in the preserved remains of villages and cities. Lorox knows when the chest is open. He will seek escape to reap more souls to rule. When he collects enough souls he turns his victims into undead minions called Tvorns (see New Creature section). Lorox is an incredibly thin being covered with small black scales that glisten like obsidian. Its head is a long and narrow hook, like a pick ax with a series of eight small eyes that run along the front of its head. Its hands and feet are much like its head, but smaller and with horrible claws that render flesh from bone with ease.

LOROX'S CHEST

Artifact, the entrance into Lorox's realm is contained within the chest. No one is sure where or how Lorox's pocket world was created. The gate once stood open allowing Lorox to collect souls freely. After several failed attempts to destroy it, an alliance of dwarven craftsmen and human mages contained the gate within the chest. The chest, chains and lock are made from magically enhanced adamantine. The key is made from the same adamantine and only it can open the lock. The chest measures 6'x3'x3' and is nearly weightless. The players may attempt to destroy or dismantle the chest, but will find the task nearly impossible. Should they succeed in destroying the chest, the explosion of magical power will devastate the surrounding area and Lorox's gate will stand open.

The adamantine, the chest is made of, is worth a small fortune. It will be difficult to sell because the evil that emanates from the chest makes most people nauseated. There was no explanation why a key was created. Some historians believe that the mages planned on studying the magic used to create the pocket dimension.

VIZ

A form of condensed mana. In this adventure it appears as small pebbles, but can take on many forms. It is a highly sought commodity among mages. It is used to cast spells and imbue items with magical power. A suggested effect is to allow players to cast a spell without using components or a spell slot. One viz would equal one spell level (i.e. A 2nd level Web spell would require 2 viz). The viz is consumed when used.