

Tome of Adventures

Monson's Manor

Vol 1

Issue 1



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Games
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Price

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4th
Edition
System
Compatible



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Introduction

Morson's Manor is a 4th Edition Dungeons and Dragons (4E D&D) game module designed for 4 to 6 Player Characters (PCs) at levels 1 - 3. The typical playtime is 4 to 8 hours.

This ready made module can be run as a one shot adventure, or be inserted as part of an ongoing campaign. All of the information that the Dungeon Master (DM) needs is found in the module. However for monster descriptions and rule clarifications, it would be wise to have a copy of the 4E Player's Handbook, Monster Manual, and Dungeon Master's Guide.

There are three different types of encounters, easy, standard, and hard, for each of the encounters presented in the module. Use the particular encounter that you feel would give your players a challenge without overwhelming them. For example, parties with first level characters should face the easy encounters while higher level parties should face either the standard or hard encounters. The experience points the party receives for each encounter is listed below the encounter. The amount of experience the party receives depends on the difficulty of the encounter they face.

To run this module effectively, the DM should read through it and be familiar with its contents. Feel free to change the names of any people or places mentioned to make the scenario fit into your home game. Since this module is for beginning level characters, it's perfect for wannabe adventurers with minds filled with riches untold to cut their teeth on.





Background

Long ago, there lived a man named Morson Terravis, who was considered the greatest artificer in the known world. His magical creations advanced many fields of magic and earned him a place in history.

It was known that Morson kept a journal that detailed his experiments. Many thieves and assassins were hired to steal this fabled journal from him, however none succeeded.

Just before his death, Morson hid his prized journal beneath the stone floor of his library and converted his manor into a dungeon filled with puzzles and creatures of his own creation to protect it. He died, knowing that only a worthy group of adventurers, willing to brave the terrors of his dungeon, would be able to retrieve his most valuable possession.

Many came to challenge the manor's traps and monsters, hoping to claim the artificer's prize. However, all that attempted to find the journal died. As the years passed, fewer adventurers went to the manor, fearing that they would die like those before them.

500 years have passed since Morson's death, and the memory of his fantastic journal and accomplishments has slowly faded into legend. Some now claim that the journal is a myth; even the ever young elves have begun to question the book's existence.

Will anyone be able to claim the fantastic journal before it passes from all memory? Can a brave band of adventurers face the dangers of the manor to claim the artificer's prize? Only time will tell...

Adventure Synopsis

Morson's Manor begins in the village of Babblebrook. While relaxing at the village's only inn, The Dancing Demon, the PCs receive a note from the barmaid. The note is from a man named Tarlek that instructs the PCs to meet him in his room if they're interested in a job. When the PCs meet him, he tells them the story about Morson and his journal. He offers them money to explore the manor, find the journal, and bring it back to him.

In the manor, the PCs come across strange creatures to battle and puzzles to challenge their wits. If all goes well, they'll find a journal containing notes on many of Morson's experiments, along with other treasures that are scattered about the manor.

Player Introduction

Read or paraphrase the following to the players:

The thrill of adventure and dreams of riches untold has brought you to the village of Babblebrook, a small, unassuming place on the border of the wild lands. While sitting in the village's only tavern, The Dancing Demon, you laugh and talk amongst yourselves as you soak up the small town atmosphere. During your mirth, the barmaid comes over to you and drops a folded piece of parchment on the table. With a smile she refills your mugs and leaves.

This is what the note says.

I have heard from a reliable source that you're adventurers. If you're interested in a job, come upstairs to my room, Room 3, and we can discuss business.

If the PCs do what the letter asks, they find a large, burly man in plate armor standing at the door. Upon seeing the PCs he quietly opens the door and ushers them inside. The room is sparsely furnished, containing a simple four poster bed with a small

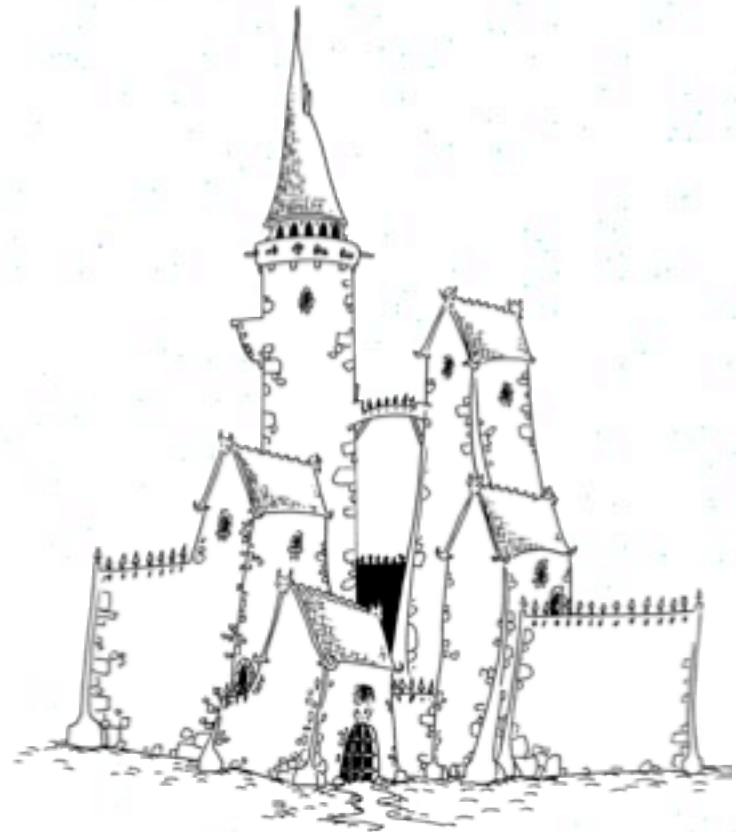
table beside it. Sitting on the bed is a broad shouldered, silver haired man in brown robes looking over the PCs with fierce blue eyes. The door closes behind them when all of the PCs are in the room. The man asks them if they're the adventurers he sent for. If they say yes read or paraphrase the following.

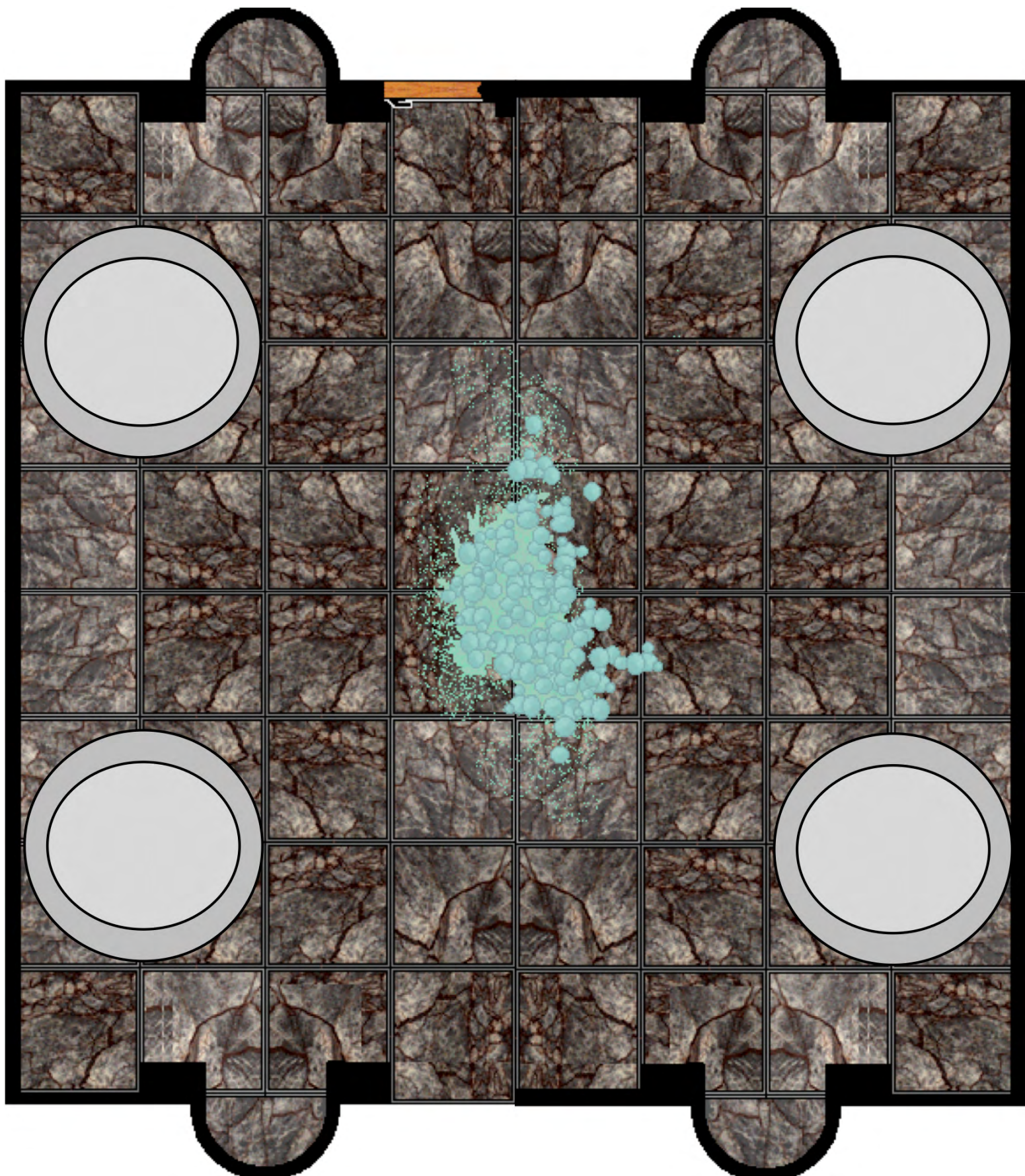
Excellent! It's wonderful to meet you, my name is Tarlek. How are you all? (He waits for the party to respond and then continues) Let's not beat around the bush. I sent for you because there's a place of interest to me that I'd like you to investigate. A mile south of here, there's an old manor that used to belong to an artificer named Morson Terravis. In his time, he was one of the greatest artificers in the world, known for his powerful, exotic, and sometimes deadly creations.

According to legend, Morson kept a record of his experiments in a journal. As you can imagine, a book like this would be very desirable; however, no one has been able to find it. Some now say that no records were ever kept but I know that's hogwash, all magicians keep records of their experiments. I want you to search the manor and see if you can find this journal. If you do, I'll give you 250 gold pieces for it. Anything else you find in the manor is yours, of course.

When Morson was alive, the manor was a stupendous sight to behold! Now it's nothing but a crumbling ruin. Before he died, he fitted his manor with many traps and creatures, and then sealed off all of the windows with stone. Many think this was because he was mad, but my guess is he did it because he wanted to protect something valuable, probably his journal. I forewarn you, many have gone into the manor but none have come out. However, I don't think a hearty group such as yourselves should have any trouble with anything you come across. So, are you interested? If you say yes, I'll provide you with any mundane equipment you think your party will need for the journey, within reason.

Tarlek answers any questions the PCs have about the job. However, he knows nothing about the manor except some rumors that he's heard. Below is a list of rumors that Tarlek knows. If the PCs ask him what he knows about the manor, let him tell them a few of the rumors on the list. The DM can pick which rumors are told, or roll 1d10 and read the rumor that corresponds to the result on the die. Some of the rumors are true and others are not, the false rumors have an F in parenthesis beside the numbers. The DM can give out as many rumors as he wishes, but it's advised not to give out too many. If the PCs know too much about what to expect in the manor, it won't be a challenge for them!







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Arcanum

An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

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Battle Tiles

Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less than fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art

Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits

Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

**Avalon is a proud participant of Kiva,
making loans that change lives.**



loans that
change lives

S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

Warlord Grom

2

4

| | |
|----------|-------|
| Strength | 3 |
| Speed | 8 / 1 |
| Movement | 4 |
| Adrenal | 4 |
| Will | 4 |

Health

●
●
●
●
●
●
●
●
●
●
●
●
●
●
●
●
●
●
●
●

Weapons and Armor

| Weapons | As mod | Damage mod | Notes |
|----------|--------|------------|-------|
| Scimitar | -1 | +1 | - |
| Dagger | +0 | -1 | - |

Special Abilities

- Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.

**Spirit
Tiger**

Wolf

Kir

Sie

Night
Stalker

Major
Glory

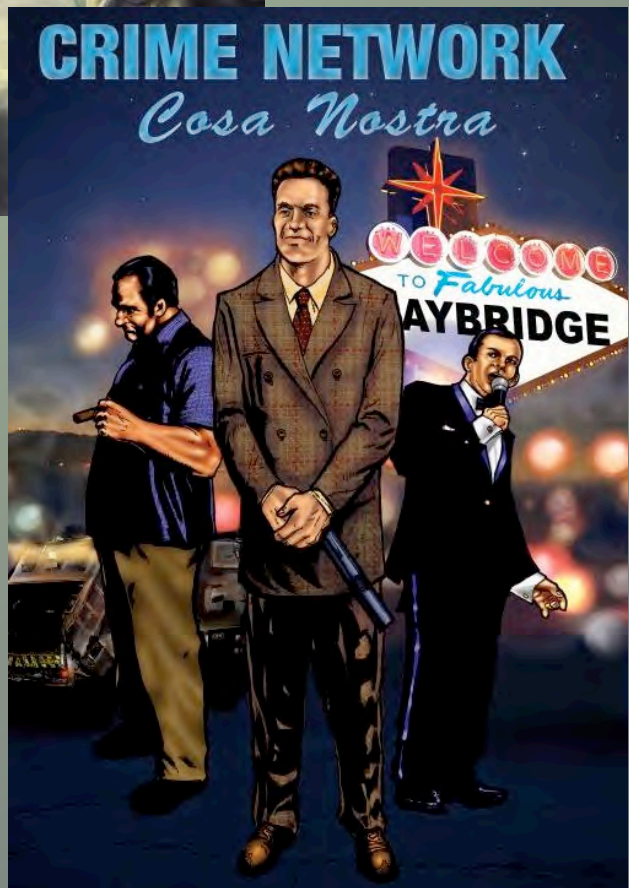
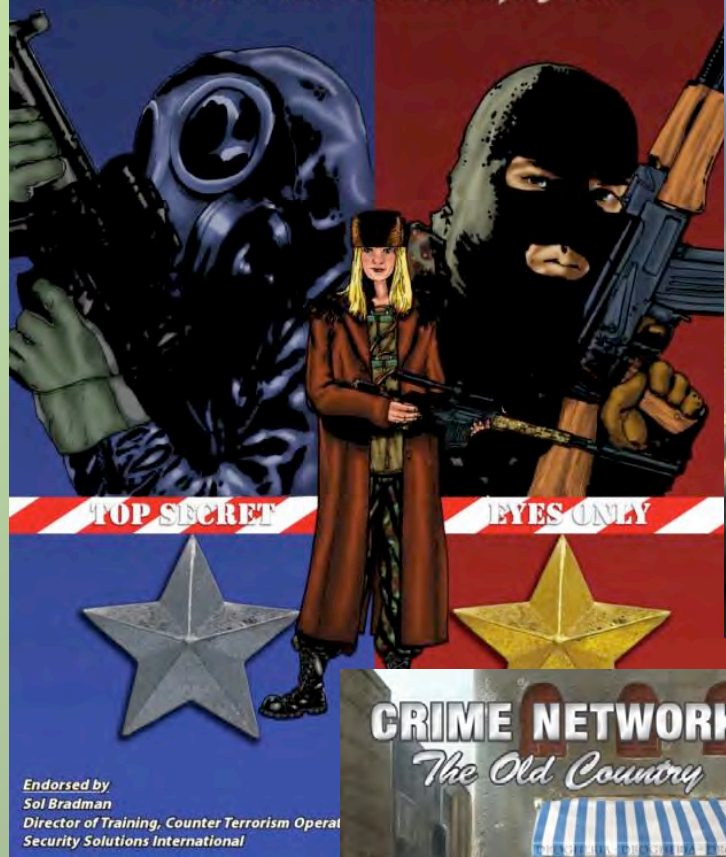
Lamia

Gyea

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TERROR NETWORK

Counter Terrorism Role Playing Game



Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.



If you liked this game, then try one of Avalon Game's Mini-Games, such as the popular Dark Dungeon Series of Solo Adventures.

(Click here to visit this product's page at RPGNow)

Jord watched as the elf peered around the corner into the dark chamber before them. The dwarf warrior did not like the smell that was coming out of the dark room, it reminded him too much like his wife's cooking. By the Gods the woman could burn toast he thought, hell that was why he was always seeking out these dark dungeons, any excuse to eat something other than her gruel.

The elf signaled that the way was not guarded by a trap, and so the dwarf and the small human sorceress took up a position near the entrance while the burly human warrior and the elf entered. As soon as the two stepped into the chamber the whole place lit up with a bright light and the laughter of the necromancer that waited within. Damn Jord cursed as he watched the hoard of skeletons rush him and his companions. Maybe he should have stayed home today and eaten the roast his wife was burning.

This is Dark Dungeon, Another great Mini-Game presented by Avalon Games. Hire mercenaries and adventurers and then send them out to explore the many dungeons and adventurous locations about the great city of Mordenhelm. See if you can outlast, out fight and outsmart the many monsters, tarps and dangers that wait for you in the Dark Dungeons of this city.

Dark Dungeon is a sole game, using a fast, fun system of encounters and adventurous situations. See if you can meet the challenge and return with the glory you deserve.

