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## About This Content

### Quests of Doom 4 - A Little Knowledge

A Little Knowledge by Tom Knauss

for 4 to 6 characters of 5th level

*This module takes the characters across the Stoneheart Mountains onto the forbidding Feirgotha Plateau to investigate the myths and tales surrounding the ancient and presumably deserted Library of Arcady. The PCs soon discover that the venerable building is not as abandoned as originally believed, and its unusual caretaker keeps more terrible secrets than any of its fabled lost writings.*

*The adventure "A Little Knowledge" includes:*

- 17 Ready to use encounters
- 20 NPCs and Creatures
- 64 Unique story entries.

Conversion by: **Rob Twohy**

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Released on May 02, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

**Requires:** An active subscription or one time Full or Ultimate license of Fantasy Grounds and the built-in 5E ruleset.

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Title: Fantasy Grounds - Quests of Doom 4: A little knowledge (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 May, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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### Library of Arcady

1 square = 10 feet

### Pyramid Level

1 square = 10 feet

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#### 01.30 Adventure Synopsis

You may begin the adventure in Miners' Refuge, which is detailed in *Mountains of Madness* by Frog God Games, or start the tale in another location closer to their ultimate destination. In either event, an interested party asks the characters to travel to the remote, southern edge of the frigid Feiggotha Plateau in search of the fabled Library of Arcady. (The Feiggotha Plateau can be found on the *Gulf of Abades Region Map* from Frog God Games.) Alternately, a representative of the Clan Craemog Implores his fellow dwarves to aid the beleaguered dwarven garrison of Burwasdun. The fortress guards the strategic Southern Pass that carves a path through the Stoneheart Mountains connecting the lands below the mountains with the Feiggotha Plateau.

Of course, the rugged Stoneheart Mountains and its native denizens stand between the intrepid adventurers and their goal. Fortunately for dwarven characters, the ancient dwarves of the Great Mountain Clans long ago created "highways", narrow, twisting paths that wind among the mighty peaks connecting the regions of one Great Clan to another. Only mountain dwarves know of the existence of these treacherous highways, but one does indeed connect the clan peaks of Clan Krazaadik around the Ice Plateau with the clan peaks of Clan

#### Thanospis

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8+12)

Speed 30 ft.

Skills Int +7, Wis +6

Skills Arcana +7, Deception +6, History +7, Religion +7

Senses passive Perception 13

Languages Common

Challenge 9 XP 3000

#### TRAIT

#### Spellcasting

The thanospis is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The thanospis has the following spells prepared:

Cantrips (At will): chill touch, mage hand, ray of frost, resistance

1st level (4 slots): false life, mage armor, shield

#### 02.20 Adventure Hooks

The characters are likely drawn into the adventure's events in one of three ways. An interested party asks the characters to travel directly to the Library of Arcady to retrieve a particular item or to solve a long-standing mystery about the foreboding locale. Alternately, the adventurers may be sent to the remote garrison of Burwasdun to aid the weary soldiers mowing the lonely stronghold straddling the border between the strategic Southern Pass and the Feiggotha Plateau. The strange events plaguing the garrison ultimately lead back to the supposedly abandoned Library of Arcady. You may use one or more of the following hooks or create one of his own to set the adventure into motion.

#### Relief Force

After the third assault at the hands of Thanospis's undead minions, Ferau Rockefeller, the now-deceased commander of the Burwasdun garrison, dispatched his nephew Voom Rockefeller (LN male mountain dwarf veteran) to seek aid for his beleaguered troops fending off the attacks. Naturally, the young warrior only approaches a party composed entirely of dwarves, so this hook is only appropriate for a group of characters that meets this requirement. If the characters are members of the Clan Craemog, the passionate Voom appeals to a character's familial loyalty to perform this service on behalf their theme. Otherwise, Voom offers to pay 750 gp worth of me and jewels to his fellow dwarves to help break the siege. The characters balk at his initial offer, vroom reluctantly agrees to add a 250 gp emerald to the payment. After reaching agreement with the characters, he tells the characters that a force of skeletons and zombies attacked the strategic Prison of Burwasdun for three consecutive nights before his capture. The remote fortress overlooks the Feiggotha Teau and the Southern Pass that leads into the lowlands and beyond. He is certain that the animated human and orc corpses created from the ruins of the Library of Arcady, the only oft-cant abandoned settlement near thearrison.

#### Consciousness Crystal

Type Wondrous item

Rarity legendary (requires attunement by a sorcerer, wizard, or warlock)

Centuries ago, the great wizard Thanospis crafted this unique magical item in order to cheat death and to live forever. This multifaceted crystal allows its owner to transfer his consciousness and soul from his existing body into a new body. The crystal used to create this item must be worth at least 100 gp. The new body must be of the same creature type and subtype, if any, as that of the crystal's owner. The crystal attunes itself to its owner after 24 hours. This item cannot force a living host's consciousness and soul out of its body, thus the owner can transfer his consciousness and soul only into a fresh corpse.

### Cover

**Quests of Doom 4**

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By Tom Knuss

FRINGOLETTO GAMES

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Author: James (Larkline) Holloway (inspired by AW Heald)

Source: Savage Worlds Enhanced Library extension. Look in my Smiteworks Tools for instructions.

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Author: James (Larkline) Holloway. Look in module Developer's Tools for instructions.

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A Little Knowledge



Embalming Chamber



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