

Crown of Creation add-ons

Mod still has potential to add on without taking anything away. This is created with using the female henchmen and Bonzo in the campaign.

Alchemy

After Wanda is confronted and tells you she's out of pocket, she can say to the topic of, *"Of course, I can't sell my house that I invested so much into because I would be seen. Nobody would buy it now that I've been exposed. But of course, you probably don't care about that."*

Neutral: Leave the situation as it is.

There would be an option for one of the merchants to sell scribing paper and a feather pen. Purchase those and go back to Wanda. Create and have her sign this informal deed:

Evil: You expect the house for all your time wasted and threaten Wanda to hurt her if she doesn't sign the house over to you.

Good: You will buy the house by giving her 500 gold pieces. She signs the deed and says, *"This should cover my legal expenses to where I'll be a free woman again. Sorry [PC name], but you won't see me again. I'm not wanted here."*

Once you have the deed, there are some things you can do:

1. Keep the House of Skulls to yourself (interior is as it is).
 1. Comment that now you have two homes if you've gotten the key from the king that unlocks your hut.
 2. If you don't have the key, The House of Skulls is now your new home if you lost your residence in Loxley.
2. Offer it:

It's **Good** if you give it to Alicia. She will make the comment how she doesn't have to steal anymore. Once you leave Warkworth, you can go back and the House will have a different interior of her design (you must release her from your party for this to happen.) Alicia cannot give you any money for it, but a PC can win her love immediately for this.

Lord Fitzwilliam: He will demand the deed from you. You cannot do anything about this. You do get, however, 1,000 gold pieces. The House of

Skulls is now his guard/military base to house soldiers/guard in order to “keep more order in Warkworth”.

Lady Lara: **Neutral** if you sell it to her.

Good and instant affection win if you donate it to her. She comments, “This works out! I will still be in Warkworth, so my father won’t worry about me, but also have a place of my own.” Like Alicia, if you want to see a royal interior, you have to dismiss her from your party and return inside The House of Skulls.

Godwin now with a peacemaker: They will be in Locksley if you have not completed the Heretic quest. If you did, Godwin would have traveled as far as he could, in the field where the Ogres are. If you have not completed the Desolation quest, the characters are made invulnerable, so the ogres can just keep bashing them until you arrive or ignore them.

In either case, you can donate the house to them, which turns into a sanctuary. All are welcome and safe. Do this and when you return to The House of Skulls, many travelers are there, brightening up the place and even Wanda’s servant serves the sanctuary. **Good** outcome.

Once the house is donated, or even if you keep it, if you have not given Julie the clothes of your back, you can inform her of this new house and how she will have new company. This is another way to complete Harold’s quest.

Julie uses her fairy magic to reward the PC with a magical item.

PC could also give the house to Harold (and leave Julie in his hut because it reminds her of his mother she served), but he doesn’t have anything to reward the players with. Both have good outcomes, but player may also get some additional experience points (in trade of the magical item) if house is given to Harold. He will comment that now he has a bigger place and thinking of how to utilize the extra space will occupy his time. But he will still join your party if you need/want him for uncompleted quests.

There could be others to donate to:

The trolls who had the relics Ben Benson wanted- it can become a peaceful place for them. **Good** outcome because PC gets nothing. If this is the decision the PC makes, the altars and their items are not accessed in the House of Skulls (the items still exist, but irrelevant to the PC.) This means you cannot get them for Ben Benson. Donate the house to the trolls and the quest ends with Ben Benson’s, “Pox on you.”

King Knut and his queen, however, reward you with another magic item for making keeping the peace easier.

Priscilla wants nothing more to do with Kittimer, no matter how the Infidelity quest ends. She, of course, left with nothing, so the PC gets no money. She

then changes the house to a place for abused women. She then mentions there is truly a purpose in her life. **Good** outcome.

No matter who gets the house: if you have completed the “Haunted” quest, that secret door leads to a now changed guest room, which can be accessed through that door or the one outside.

If you have not done this yet, the house’s new owner mentions there’s strange noises behind them and asks the party to investigate. It’s up to the PC, whether to take the quest or not. If they haven’t, the area is still abandoned looking as the house owner didn’t dare go back there. There is no dialogue to end this unless the PC has finally confronted Ricardo (witnessing what happened is not enough).

Special Lady Lara:

Remember how she wants to get out and have some adventure? If she is in your party when you defeat all 4 demons released from the obsidian mirror, she will exclaim how that was the adventure of her life and reward you with something for a warrior (weapon or armor). To receive the reward, the PC and Lara must travel back to her chamber in the castle. There were chests in her area of the castle that would contain the reward.

Obsidian Mirror outburst

If the party defeats the four demons, the servant skeleton that was there when the first arrive in The Heart of Darkness, becomes one demon as powerful as the four put together. He teleports out.

Since there’s not that much time consuming stuff to do in that heart, it’s presumed this new demon doesn’t get very far. He goes straight to Khazi to punish him for informing the PC how to access The Heart of Darkness.

Once the PC’s arrive, dialogue ensues a battle. Khazi and his servants ganging up on this demon, along with the party, should not make him much of a threat.

The demon may, however, teleport down to the other orc parties below and continue to attack. It’s random, but doubtful the party would reach the other orc parties in time to do anything significant- wait for the demon to teleport back to Khazi and continue fighting.

Once the demon is defeated, Khazi gives the party his own gift of orcish nature and maintains a friendly tone with them.