

E1

TG2101

Mysteries in Mannath

An Easy, Group Adventure
By Thom Wilson
For Swords & Wizardry™



A group adventure for 1st through 2nd level characters
Nine separate adventures within a single town!

52 pages of material!



Old school stat blocks!

Table of Contents

Introduction	1
Adventure Background(s)	2
Play	6
Town of Mannath	6
Encounter Areas	16
A: "Infestation"	16
B: "Dry Well"	24
C: "Haunted Tower"	25
D: "The Mystery of Juntor Manor"	31
E: "Revenge of Grungle"	44
F: "Mystery of the Missing Ancestor"	46
G: "Wicked, Witch of the Water"	47
H: "The Long Forgotten Door"	49
Town Map	Inside cover

ThrowiGames LLC

Mysteries in Mannath

Version 1.01

June 2013, rev20171028

By Thom Wilson

TG2101 for Swords & Wizardry™

Contributors

Thom Wilson – author, cartography

Cover Art: 7th Sea: Nations of Theah Landscapes Pack, by John Wick Presents (RPGNow) through CCA for the Explorer's Society.

Interior Art: Lucas Pandolfelli

Legal and Notice

Copyright © 2017 by Thomas R. Wilson, throwigames.com. All rights reserved worldwide. May not be copied or distributed without prior written permission with the exception of personal roleplaying use.

Wandering Monsters

D20 roll	Result
1	Grungle (see Area E)
2	1d4 Wolves
3	1d4 Giant Ants
4	1d4 Bandits
5	Mannath Townsfolk *
6-20	Nothing Encountered
<i>* choose one of the townsfolk or town guards</i>	

RPGNow and the company website has several more adventures for S&W and other old school systems.

Introduction

Mysteries in Mannath was the first easy difficulty, group adventure released for the **SRS Guidelines**. It was redesigned for a small party of 1st through 2nd level Swords & Wizardry™ adventurers - the encounters found herein should be challenging for two to four characters but not too difficult or dangerous.

The contents of this book are broken into two sections: *Prepare*, *Play* and *Play*. The *Prepare* section provides all the necessary details and background for the GM to be ready to run the adventure. The *Play* section details individual encounters, puzzles and challenges that the player will likely face. Along with details of Mannath (buildings and inhabitants), each of the nine adventures within the book are found in this section.

The town of Mannath is a good town for characters to use as a home base in any realm; although Mannath is found in the Terra Minor world, it can be added to any region in the GM's campaign.

Enjoy!

Thom Wilson

Prepare

This section provides background information for the GM. If you plan on playing an adventurer in *Mysteries in Mannath*, **stop reading now**. If you are the GM, keep reading.

Materials Needed

As the GM, you will want to be familiar with the Swords and Wizardry™ system; the rulebook should be at the table with you when you play. Knowing how to run this game is important! Although not necessary, having read the **SRS World Guide** will benefit you as a GM.

The player should have a S&W Character Sheet to make game-play easier. These sheets can be found at the Frog God Games or Mythmere websites.

Both you and the player should have a set of polyhedral dice. You and the player can use table top miniatures and other visual game aids if desired.

Final Note: Swords & Wizardry, S&W and Mythmere Games are trademarks of Matthew J. Finch. ThrowiGames is not affiliated in any way with Matthew J. Finch, Mythmere Games™ or Frog God Games.

Adventure Background

This adventure booklet contains nine mysteries in total. Each mystery scenario has been designed to take one to two short sessions to complete. It is likely that the adventurers will gain enough experience to increase one or two levels after solving these mysteries.

The town of Mannath is plagued with several small yet annoying mysteries and issues. The Mayor, Han Kildor, does not have enough local resources to address the many problems his town is currently facing. Most of the issues are unrelated but a few originate from one mystery and are likely to be solved in a particular order. Solving the critical mystery “Ellana” should prove to the Mayor that the adventurers can be trusted and are well suited to helping the town resolve its many other concerns.

Table 1-1 lists the nine adventures within the town of Mannath and their relationships to the other mysteries. Table 1-2 provides a one-line synopsis of each mystery.

If the GM is using Terra Minor for the campaign world, Mannath is found in the southernmost portion of the Wynhelm province. The small hamlet is east of Greensedge and west of Thuil and Helmhall. Mannath is within a few days travel to the southern ocean sea, the Forbidden Waters. A copy of the Terra Minor World Guide is available as a free PDF download from the company website, found at <http://throwigames.com>.

There are several other S&W adventures set within the Terra Minor Campaign setting, mostly within the Wynhelm and Nolgur-Wul provinces. You can find most of these adventures on RPGNow.

Mysteries in Mannath			
Area	Page	Mystery Name	Related to
A		“Infestation”	
B		“The Dry Well”	H
C		“Haunted Tower”	
D		“The Mystery of Juntor Manor”	Mayor’s Home
E		“Revenge of Grungle”	D
F		“The Mystery of the Missing Ancestor”	E
G		“Wicked, Witch of the Water”	B
H		“The Long Forgotten Door”	G
spec		“Ellana”	

Encounter Areas

Area	Synopsis
A	Giant ants have infested the croplands under Maplin's Farm.
B	The town well has gone dry... what is the cause?
C	The long-time tower-keeper recently passed away but his spirit lingers on.
D	Strange noises and lights are coming from the long abandoned manor house.
E	An unlikely bandit leader retaliates.
F	A sacred burial mound is missing its lone inhabitant.
G	A shunned old woman is accused of witch-craft.
H	A key has been found for an ancient burial crypt under the church...
spec	The mayor's daughter, Ellana has gone missing...

Table 1-2

Facts

There are two main yet unrelated plot-lines in Mannath that account for the majority of the mysteries.

1. Recently, bandits have moved into the abandoned manor house at area D. These bandits are working to supply a much larger slaving organization by ensnaring local farmers and villagers on the main road through Mannath. Their unlikely "boss" is Grungle, an ogre with above average intellect. When the adventurers arrive in Mannath, Ellana, the Mayor's daughter, has been missing for two days. She is locked up in the basement of Juntor Manor awaiting transportation west.

The main mystery begins with the mayor asking the characters for help in finding his missing daughter.

2. Yalifina, an old woman living alone at area G, is searching for an artifact of great power. She believes it can be found in the recently discovered burial chambers beneath the local Church (area 16/H). Using her limited magical abilities, she has accidentally caused a cave in under the church. While this cave in does not affect the church or the burial chambers directly, it has temporarily rerouted water from an underground river, one that supplies water to the town well. Of course this well has begun to run dry and the townsfolk are looking for a culprit. The old woman is an easy target.

Further details to these story-lines as well the lesser mysteries in areas A, C, and F can be found in their respective sections later in the book.

Hooks

There are several ways for players to begin these mysteries. The list below offers a few suggestions.

1. The adventurers are passing through town and get recruited to help find the Mayor's daughter.
2. Word has gone out that Mannath has a rich mayor and is willing to pay to resolve a few issues.
3. The adventurers return to this town after many years away and want to help solve the mysteries.
4. Adventurers have "graduated" from a local training school and are sent to Mannath as a final test of their newly learned skills.

Of course, the GM can add this town and all its mysteries as a side excursion as part of a larger campaign.

Encounter Areas

The following table lists the main encounter areas:

Encounter Areas		
Area	XP	Foes
A5	30-60	1-2 Giant Ants
A6	30-60	1-2 Giant Ants
A9	30	1 Giant Ant
A10	60	2 Giant Ants
A11	150	5 Giant Ant Soldiers
A12	1040	6 Giant Ants, 2 Giant Ant Soldiers, Queen

Encounter Areas		
Area	XP	Foes
C4	240	Zuldi-Mar's Ghost
D1	30	2 Bandits
D2	15	1 Bandit
D3	45	3 Bandits
D5	30	Bandit Leader
D9	15	Skeleton
D10	240	Ghost
D11	30	2 Skeletons
E	120	Ogre
F	210	7 Wolves
H1	120	8 Skeletons
H2	1100	Undead Witch

Hints to Playing the Main Actors

Grungle, the bandit leader, desires to continue his enterprise as long as possible and does not fear the limited resources of Mannath. The young local guards pose no threat to his bandit group and he will continually increase the frequency in which his men will kidnap villagers. His group will become so bold over time that they will eventually march in to town and take as many people as possible!

The ogre is vain, cocky and smart. He is of average strength and will not back down from a fight. He will not flee nor will he go to his superiors in the slaving organization for help.

The old woman Yalifina is quiet and smart, but beginning to go mad. She believes that an ancient

artifact is under the town, specifically the local church. While there is a magical item to be found in the burial chambers, it is not of the power she believes it to be. She defends her home to the death but flees from any confrontation elsewhere. She rarely leaves home during daylight hours.

Mayor Kildorn is a portly fellow of great wealth. His family has governed this town for many generations. He spends his family fortune on the town but not necessarily in the most productive of ways. For example, he'd rather build a stone fountain than train his town guardsmen. He is a loving family man with a wife, Gelda, and six children. He can be found in area 1 when not walking about town.

When the adventurers arrive in town, they will likely be met and questioned by the town guard. The Mayor is beside himself with worry and fear now that his daughter Ellana is missing. If the adventurers offer their help to the mayor, he will likely take it quickly. He and his wife are desperate for the return of their daughter. The Mayor has begun to let most of his duties slip while he frantically searches for his missing child.

Priestess Brognalla, follower of Etu the Living, leads services at the Mannath church (area 16). She is a young yet exceptionally educated woman who is eternally devoted to her goddess. She will offer her healing services for a church donation or free for devoted Etu followers.

Future Concerns

If not rescued in time, Ellana will eventually be moved out of Mannath in four days (see the Table on page 32 for timeline). Additionally, the bold bandits in **area D** will continue to kidnap Mannath residents until the remaining townsfolk flee the area.

Map Notes

Each map is drawn so that north is on the top most side of the image. Lighting is not indicated in the map or notes (left as a GM decision).

Play

The adventures begin in the town of Mannath. As the GM you will have to guide the player to the town to begin the detailed encounters listed later in this booklet.

If you are using the **Terra World Guide**, you will find Mannath in the southern portion of Wynhelm. Mannath and several other small border towns continue to thrive near the borders of Sivona and Nolgur-Wul. Of course, Mannath can be planted in to any world.

If the adventurers complete most or all of the mysteries within this booklet, there is a good chance that they will increase their level enough to move on to the next set of adventures in Umfall (see the Wrap Up section at the end of the booklet).

Mannath

The town of Mannath is a small, growing farming village. Twenty or more large buildings, many of which are two stories, constitute the village. Several buildings are made of stone and have stood for many generations. A large watchtower (**area C**) was used until recently to watch the main road for travelers and bandits.

The town church (area 16) worships the local Goddess Etu the Living, deity of life and creation, (growth, crops and farming).

Priestess Brognalla leads daily services in celebration of Etu's many blessings. Donations are welcome.

A central well provides water for the villagers in town. Although the water from the river is clean, villagers now avoid leaving town in fear of kidnappers. When the adventurers arrive in town, the well is beginning to go dry.

Several small businesses in town provide services and goods to local inhabitants as well as passersby. Smaller villages to the east and west used to travel to Mannath for goods but have stopped with the many disappearances on the road.

The village is well kept, clean and the townsfolk are generally a good natured brood. Until the recent problems, they have always been a welcoming town. The adventurers may sense some distrust or outright hostility from a few villagers.

The map of Mannath can be found on the inside of the back cover.

Village Buildings and Locations

Area 1: Mayor Kildorn's Home

The entrance to the Mayor's home is quite impressive. Well-tended gardens can be found within the spacious trimmed lawn. Fruit bearing trees line the walkway to the front door of the home.

The mayor's home is a two story, stone dwelling with many rooms for his family of eight. Three servants work and live within the home. Mayor Kildorn's large office is on the first floor, directly to the right of the front door.

Hundup, the manservant of the home, will answer the door and work with adventurers trying to gain audience with the mayor. He is a devoted servant of the home and will defend the Kildorn family to his death if necessary. His statistics can be found in the back of the booklet. Note that he has some experience in combat and should not be overlooked.

Mugla is the Kildorn family maid and cook. She is quite talented with food preparation; her meals are quite excellent. Lunna is the family nanny and primary educator for the Kildorn children.

Mayor Kildorn keeps the family treasure in four separate chests hidden within and under the home. The total wealth of all coins, bars, gems and jewelry in the four chests is close to 1,000 gp.

Area 2: Mannath Watchtower

This four story stone watchtower is several generations old and provides an excellent view of the town and surrounding countryside. Until recently, Zuldi-Mar, the town tower-keeper has provided a watchful eye on the road and woods to the west. Unfortunately, Zuldi-Mar passed away two weeks previous to the adventurers' arrival. His dedication to the watch tower was so strong that his spirit lingers on in the tower, protecting the watch bell in the topmost story. No Mannath resident dares to enter the top two stories in fear of the spirit of Zuldi-Mar. Encounter **Area C** provides more information on this area and Zuldi-Mar.

Area 3: Gunpal Family Residence

A single story wooden home is the residence of the Gunpal family. Jak and Billa live here with their three young sons and infant daughter. Jak works for Mayor Kildorn, providing lawn care and small tasks as needed. Billa works in the kitchen of the Mannath Tavern (area 13). The family has very little in overall wealth or savings.

Area 4: Mannath Apartments

Four families live within this two story wooden structure. On the bottom floor, Gral Tybor and his wife, Gippa live on the west side, and Urnla the Widow lives with her three young daughters on the east side. On the top floor, Onta-Bir, the retired Captain of the Guard, lives alone in residence on the west side. Munwas Ruffel resides on the east side with his sixteen year old son Jakobbe. It is rumored that Munwas and Umla have been courting.

Area 5: Mannath Blacksmithy

Grunm the Blacksmith provides services to Mannath and surrounding villages. He is proficient with horseshoeing, metal armor and weapon repairs, and can forge simple steel items at normal costs. Hidden in the back of his store-room, Grunm has a magical steel sword he received in trade for work several years ago. He is unsure of its powers but knows it is an above average blade. Unbeknownst to Grunm, the blade is "**Shield-Sunder**", a magical long sword that automatically destroys any normal shield it hits (50% change to render a magical shield useless - requiring repair).

Area 6: Fuldorp, Leatherworker

The village leatherworker, Fuldorp, has recently moved here and set up business after the former leatherworker died of old age last spring. He is quiet and shy but is quite good at his craft. He charges fair prices to repair and build common leather items.

Area 7: Two-story Residence

Two large families live in this large wooden building. On the bottom floor, the entire Dulpasa family squeezes into the six rooms. Hulp and his wife Anwa are the proud parents of ten young children (two sets of twins). On the top floor, out of work (and often drunk) Yustofi, his wife Twalla, and their eight children manage in their five rooms. Twalla and Anwa both work at the Piglet Pub (area 10) as barmaids. Hulp assists Lingle (area 8) with odd jobs and running errands.

Area 8: Lingle's Supply Shop

Local legend and well to do Lingle sells supplies from the ground floor shop in this two story building. He supplies Mannath and other nearby villages with fair priced farming supplies and a small amount of grocery items. His shops comprises a third of the ground floor with the other portion representing a storeroom for extra supplies and small barn for his horse and wagon (he travels the road occasionally).

The second floor of this building provides residence to the Hustuu family. Tuska and Verna Hustuu live in the small apartment with their two children. Tuska has worked with the Maplin family at their farm (area 18) since his teenage years. Verna works the counter at Hurver's Oddities and Trinkets (area 11) during Hurver's lunch break.

Lingle also has his large apartment on the second floor. It is well furnished, clean and full of books and scrolls. He keeps his lifesavings in a fake book on one of the many shelves. The book is not easy to find. It consists of **2 gold bars** (each worth 20 gp), **4 silver bars** (each worth 20sp), **27 gp**, and **39 sp**.

Area 9: Two Story Residence

Four families inhabit this large, two story wooden structure. The young Hulbard family lives in the northern side bottom floor. Gil and Beccy Hulbard have a set of identical twin daughters, Maci and Graci. Gil works at Gavits Farm as lead field worker and Beccy tends tables at the Mannath Tavern. On the south side bottom floor, the Amtupp family takes residence. Phillip and Gwunn Amtupp, and their three young boys, Yuf, Ripp, and Dunn, fill the six rooms. Phillip works at Gavits farm.

Upstairs on the north side, retired guardsmen and widower Immil Dux enjoys a quiet existence. Known for his prowess with a sword, Immil trains new recruits for Mannath when necessary. The Muggir family lives on the south side. Qwelto and Urna Muggir have two sons, Wilnot (a town guardsman of only a few weeks) and Justnot, a teenager. Qwelto is one of two town guards who are posted at night. Uma is the night cook at Mannath Tavern.

Area 10: The Piglet Pub

The rowdier of the two drinking establishments in town, the Piglet Pub offers good gossip, average drink at cheap prices, and the occasional farmhand fight. Although altercations are infrequent and rarely severe, they are amusing to the townsfolk. The town guard is only called if anything beyond the pride of one of the participants is injured.

Jiffnet, the owner of Piglet Pub, is a former adventurer and has an eye for those on a similar path. He will quickly befriend any travelers stopping by the pub; he'll offer a free drink if there is news from outside Mannath to share. Jiffnet is a large, jovial fellow but will attempt to stop any tussles that could damage his pub. If adventurers pry Jiffnet for information, it's possible that he may share something he has heard. See the Gossip chart (Table 1-3) on the next page for possible information.

Jiffnet charges fair prices for local wine, ale and mead. He offers a limited food menu (breads, cheeses and soups). The Piglet Pub does not have rooms for rent; Jiffnet will reluctantly recommend the Mannath Tavern for overnight needs.

Mannath is a farming community and patrons will depart for home within one to two hours following sunset. If the adventurers enter the Piglet Pub during peak hours (right after dinner), they are likely to overhear some gossip from the same chart (Table 1-3) on the next page.

Area 11: Hurver's Oddities

A former wizard, the retired Hurver now prefers selling trinkets and oddities to travelers and locals. For townsfolk, he has simple items for sale. These include necklaces, music boxes and the like which are great for birthdays or special occasions. He will spot true adventurers when they enter and will try to sell his specialty items. These can be found in the chart (Table 1-4) on the next page. He is willing to negotiate but unlikely to drop his prices by any lower than 10%.

Hurver is trained as a wizard and can help fellow mages with spell book entries and scrolls. For a fee of 100 sp per spell, he'll scribe a 1st or 2nd level spell into their spell book (DM to choose Hurver's spells). He cannot be convinced to adventure with the group; he no longer desires adventuring as he won't venture out in harm's way.

Piglet Pub Gossip

2d6 Roll	Patron Gossip	Jiffnet Gossip
2-5	Nothing of real interest (or DM to make something up).	Not yet talkative enough.
6	A ghost haunts the old watchtower and they have yet to remove Zuldimar's body from the top floor (true).	The Mannath Tavern waters down their ale and wine (false).
7	Mayor Kildorn has a stockpile of treasure buried under his home (true).	Wolves have been seen in town at night. They might be carrying off the missing townsfolk (false).
8	That old witch Yalifina has cast a poisoning spell on the river and the well. She means to destroy this town! (false)	Gunm the Blacksmith does the best work around and for the best price too! (true)
9	The mayor's wife has been seen slipping around town at night visiting the town guard at their posts (false).	Hurver at the "magic shop" is more than he seems. He is an odd fellow but he knows a thing or two about magic, he does. (true)
10	Strange sounds have been heard in the forest west of town. With the watch tower closed, we can't see in to the wood as before (true).	I used to be a powerful warrior in my day. Was known to take a goblin's head clean off with a club in one swing! (false)
11	The migrant farm workers in West Mannath Village were seen listening to that old witch's stories and lies. (true)	Umfall, the village to the west, has been deserted! Rumor has it that undead roam their streets. (true)
12	A forgotten treasure is buried in the basement of the watch tower. It is guarded by a dead sorcerer who should not be awakened! (false)	Large insects have invaded the Maplin farm! I heard that several town guardsmen are injured or missing! (true - town guard part is true if encounter is not the first one undertaken)

Table 1-3

Hurver's Oddities and Trinkets

Cost	Specialty Item
250 gp	Rescue Health Vial - when imbibed, will restore 3d6 points of damage. Hurver has <i>two</i> vials for sale.
100 gp	Ring of the Extra Step - when worn, the wearer can move one extra step each turn (5 feet or 1 square in combat, if using grid tiles).
500 gp	Cap of the Cat - a leather cap that allows the wearer double hearing range. Betters the Armor Class by 1 point.
150 gp	Bracers of Easy Swimming - when worn, all swimming attempts are easier than normal. Encumbrance does not affect swimming.
500 gp	Necklace of Magic Assistance - when worn, adds 1 extra hit point of damage or 1 HD of affected creatures for any spell.

Table 1-4

He has a small apartment in the back of the shop which contains only a cot, a few bookcases and a small chest. The chest is magically locked (requires Dispel Magic spell to unlock) and contains **147 sp** and **22 gp**. In the very bottom of the chest is a small silver dagger, wrapped in a purple cloth. It is a **Dagger of Pain**, dealing a bonus of 2 additional damage with any successful strike (in addition to rolled damage).

Area 12: Guardhouse Residence

This large, two story stone building houses the local town guard and their families. The guard office, three holding cells, a kitchen, and a small room with two bunks fill half of the bottom floor. Guards who are on duty but not at a designated post will be found here most of the time. The other half of the bottom floor has 2 small apartments for the Captain and Sergeant of the Guard, both of who are unmarried.

Two exterior stairways found on opposite sides of the building lead to the second floor. The top floor has six small apartments for guardsmen and their small families. If a guard’s family grows beyond the small apartment, they are welcome to live elsewhere in town (as two currently do; see Area 9). The residents of the three north-

side apartments are Otto and Gilly Barley; Hulpy Grenfrew, his wife Illia, and infant son Bulfer; and Giffen O’Nanit. Living in the three apartments on the south-side of the floor are Gibble and Essa Suptux; Beb Cuffins; and Lazy Toman.

Each guard covers an eight to twelve hour shift. The shift roster can be found below (Table 1-5). Captain Kyal B’Dold works mornings and his Sergeant, Ulywe Grumbor, takes the afternoon and evenings. A couple of guards overlap shifts to ensure good coverage.

Guard Shifts		
Shift	Time	Guard(s)
A	4am–12pm	Otto Barley
A	4am–12pm	Gibble the Stout (Suptux)
A	4am–2pm	Beb Cuffins
A	4am–4pm	Captain Kyal B’Dold
B	12pm–8pm	Hulpy Grenfrew
B	12pm–8pm	Wilnot Muggir
B	12pm–10pm	Lazy Toman
B	12pm–12am	Sergeant Ulywe Grumbor
C	8pm–4am	Qwelto Muggir
C	8pm–4am	Giffen O’Nanit

Table 1-5

The C shift guards will be found at their posts, one at the western bridge, and the other near the mayor's home where the walkway meets the road. Shift A and B guards generally move about, changing locations and assisting villagers as needed. The Captain and Sergeant check in with the Mayor at least twice during their respective shifts.

Area 13: Mannath Tavern

This two story stone building is one of the two social establishments in Mannath. The rather tall and stout looking tavern owner Orla Forsnet, runs the relatively mild tavern with her two grown sons, Tumis and Churls. Orla will not tolerate any poor behavior; she has been known to throw grown men out of the tavern by herself! Her sons assist in controlling drunk or hostile patrons as necessary.

Orla charges average prices for food, drink and rooms. She generally has three to four nice rooms available but if filled, will offer travelers a discounted rate to sleep in the common room (10 sp per person per night). Orla and her two sons each have their own room in the back of the tavern, behind the kitchen.

"Rugged Red", a local wine produced by Orla, is made from the grapes grown at Gavits Farm. Orla has a small winery in the basement of the tavern and makes only 50 bottles of the spicy red each year. Mayor Kildorn is her primary customer, buying nearly half her stock each season. A glass of "Rugged Red" costs 5 gp, a bottle 100 gp.

Billa Gunpal (area 3) works the kitchen during the day and Uma Muggir during the evening. Beccy Hulbard (area 9) tends tables during the peak hours of the tavern.

Area 14: Mannath Schoolhouse

Unlike many neighboring villages, the children of Mannath are fortunate to have a small school in town. Boys and girls of ages eight to fourteen are instructed in farming, cooking, sewing, and other common tasks. Specialized training such as leatherworking or blacksmithing is given to those that show an aptitude beyond the simple lessons. Those that excel may get the chance to apprentice for those specialized trainers.

The lead trainer for the Mannath School is YuggT'Mori, an older woman who recently moved to the village about two years ago. She lives in the back of the school in a small apartment and has very little in the way of personal wealth.

Area 15: Gavits' Farm

The Gavits family runs the second largest farm in Mannath, producing wheat, barley, common vegetables and fruit, and a few variations of grapes. Although the town lacks a mill, the grains are produced and shipped to nearby villages. A portion of the grains are returned to Mannath as flour and distributed accordingly. The vegetables, mostly carrots, lettuce, tomatoes, radishes, squash, and pumpkins, are sold in town.

Gered Gavits, married to Elsanna, has twelve children of various ages. The boys that are old enough help out on the farm. Gered recruits field workers from West Mannath Village during the critical planting and harvest seasons. Gil Hulbard (area 9) works at the farm as lead field hand, instructing and training migrant workers each season. Phillip Amtupp (also of area 9) primarily repairs equipment and runs errands for the Gavits.

Area 16: Church of Etu

This massive stone structure is the oldest building in Mannath, built when this area was a midway stop on the main road between two larger villages. This church celebrates life and all its blessing through the worship of Etu the living, Goddess of Life and Creation. Priestess Brognalla leads two

daily services, at sunrise and sunset, for all those in attendance. Two acolytes, Kispa and Fenna, assist the Priestess in services and other spiritual matters such as visiting the sick or injured, and running various errands. The acolytes are trained in the Heal specialization and will use their skills as needed or instructed.

A large cemetery lies directly south and behind the church. Nearly all former Mannath residents from the last fifty years are buried here, with the exception of the Gavits, Maplins and Kildors families who have private plots on their properties. Previously deceased were buried beneath the church in a surprisingly large crypt. Portions of the crypt have been recently rediscovered by the acolytes. See Encounter Area H for more details on the crypt.

Area 17: West Mannath "Slums"

Three poorly built, simple structures have been hastily constructed on the southwest portion of the Gavits Farm. These rickety buildings house migrant workers from nearby villages and towns during the planting and harvest seasons. Six families totaling nearly 25 people live in these structures.

These shoddy buildings were usually empty during the offseason but the last two years, families of workers have stayed here throughout the year. Although Gered Gavits isn't opposed to their being here year round and can even find offseason work for some of the family members, the rest of Mannath isn't as keen on the outsiders' presence. While out of work many of the young men come in to the village center, cause trouble and harass many of the young Mannath ladies. Recently, a few of the migrant children have tried to attend classes at the Mannath School.

Many of the villagers are spreading rumors that the families in the "Mannath Slums" have taken to following the wood-witch Yalifina. They believe that the migrant workers have stayed in Mannath to serve her and her evil ways. Of course, this is false. Yalifina does interact with the migrant families but only for the purpose of trading supplies and food.

Mayor Kildorn has yet to make a decision on what to do with this secondary village and its inhabitants. He is likely to act soon since Gered has started work on two new structures for more workers.

Area 18: Maplin Farm

The largest farm in Mannath produces corn, oats, wheat, peppers, beans, and other varieties of vegetables. Like the Gavits Farm, the Maplins ship their grains to nearby towns for milling and in turn, receive the byproducts for use in town.

Bern and Thranna Maplin have eight children, all teenagers or young adults. All the children work the farm, with assistance from a few Mannath villagers. Tuska Hustuu (area 8) has worked at the Maplin Farm for many years; he leads many of the planting and harvesting activities and is treated almost as if he was a Maplin.

Recently, an Giant Ant Queen has set up a lair under the middle of the Maplin Farm fields. She plans to produce a significant number of Giant Ants in the next few weeks. More details can be found in the Encounters section in Area A.

Encounters

There are nine main encounter areas in this adventure booklet. This section provides background details and other information to help the GM navigate and run the mysteries in Mannath. Recall Table 1-1 from the 'Adventure Background' section of the book; this provides information about the relationship of the encounters, and the order they are best solved.

Encounter Area A *"Infestation"*

Recently, a Giant Ant Queen and a few of her soldiers decided to make a new home under the Maplin Farm (Area 18). They dug a large hole squarely in the middle of the main corn field and have burrowed down well over 100' under the earth. They have created chambers for food storage and eggs, and a large nesting chamber for the Queen. Including the Queen, there are about 10-12 Giant Ants in this lair.

At the time of the adventurers' arrival, Bern Maplin will have just reported to the town guard that an unusual hole has been found in the middle of his corn field and two of his hunting dogs are missing. Captain Kyal B'Dold will send two guards to investigate. The guards aren't well trained in combat and are likely to return without going too far in to the hole. The GM can

choose to have the ants engage the guards if it fits the story line at this point.

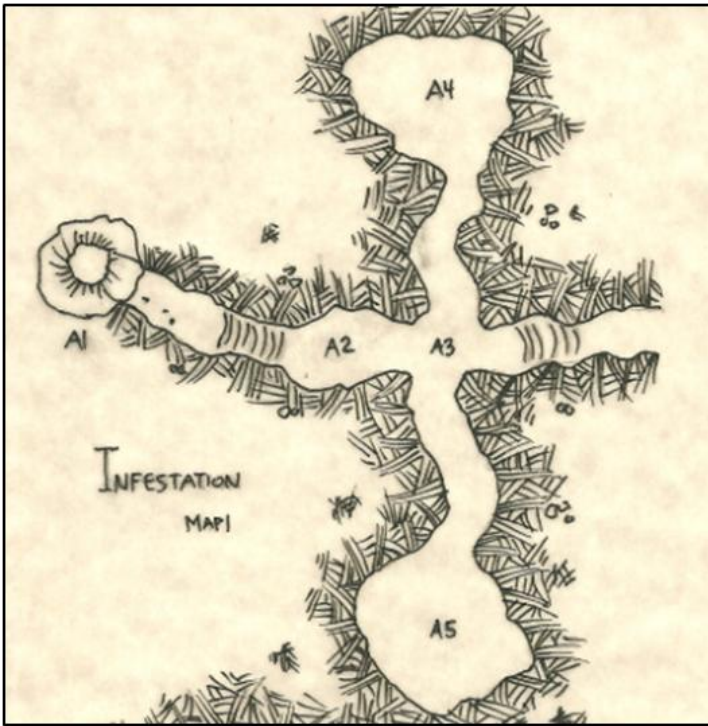
If the adventurers have already gained the trust of Mayor Kildorn and/or the Captain, they may be asked to investigate the hole further. If the adventurers are engaged in other activities, e.g. a different mystery, by the time they get involved, several guards and/or villagers may have been attacked, killed or carried off to the ant lair. Either way, only the adventurers have the skill to defeat the ants.

If the adventurers ask Captain B'Dold for additional support from the town guard, there is a chance that he may lend a single guard as a guide. Wilnot Muggir was part of the investigating guard group and knows the location of the hole. He and the other guards went as far as area A2 before retreating. Wilnot will likely flee from the ant lair if the group meets more than one or two ants.

Area A – Wandering Foes

Roll 1d6	Foe
1	1-2 Soldier Ants
2	1-2 Worker Ants
3-6	Nothing

Read the following text (on the next page) to the players as they walk through the corn fields to where the hole was found:



As you walk through the corn field, you notice the eerie quiet of the surrounding area. The common insect and animal sounds of the countryside seem to be missing. Corn stalks have been uprooted in places, some cut in half at a low height. Soon, traces of blood are smeared on the ground and cornstalks on your path. Suddenly, you come upon a large mound of dirt, nearly three feet in height. In the center of the mound, a hole descends at a moderate slope downward in to darkness. The blood trails also disappear in to the hole. The hole is large enough for a normal sized man to enter, either by sliding or crawling.

Area A1: Ant Lair Entrance.

This entrance is five to six feet wide and descends on a slight slope downward, easy enough to crawl or walk while crouched. The tunnel continues down, eastward for 20 feet and ends in a chamber.

A quick search will discover traces of blood near and within the hole. Adventurers with a good sense of smell will likely detect a foul odor coming from within the hole. A more thorough search will find unusual excrement droppings near the entrance.

Area A2: Entry Chamber.

This chamber is barely 10 feet long and wide with a ceiling of about 6' in height. Tall adventurers will have to crouch here. Light is fading at this point; adventurers should have torches or a magical light source. The tunnel continues east. Parts of an animal, perhaps a dog or deer, can be found on the floor of the chamber.

A bright adventurer will determine that the hind section of a dog has been left here by something. It looks cleanly cut from the rest of the missing body. A blood trail leads eastward.

Area A3: First Cross Tunnel.

Four tunnels converge at this cross section. Ants entering the lair from outside will generally bring their prey, alive or dead, south to area A5. Dead or dying ants are brought north to area A4. The main tunnel also continues east, sloping downward slightly. Tracks are easily found here, running in every direction at this cross tunnel. They appear to be small and non-humanoid in shape. A longer search will find a blood trail that continues eastward. A bad smell is barely noticeable from the south tunnel.

There is a 1 in 6 chance that a lone Giant Ant will be transporting either excess food to area A5 or an injured ant to area A4 to die. If an

ant is encountered here, it is likely to retreat eastward to gain help from the soldier ants in area A11. Adventurers will have to move quickly to block the eastern exit of the tunnel and prevent the ant from escaping. If the Giant Ant successfully escapes, additional ants will arrive in mere minutes.

Area A4: Death Chamber.

When the adventurers enter this chamber, it will be obvious by the horrible stench that something has died in here. Insect shapes are piled up in the corner of this room. Large ants, nearly two to three feet in length, rot in a pile. Their mandibles look strong enough to cut through wood.

Three giant ants, recently dead, have been moved here to rot. Living ants do not enter this room unless to bring another fallen ant or to pursue prey. One of the dead ants was killed by a recent struggle with Bern Maplin's two dogs. The other two were killed by the Queen.

Area A5: Food Storage.

The ants use this chamber to store their food. They will take some to the Queen when they first arrive and leave the rest for other ants. Giant ants are in and out of this chamber throughout the day. It is likely that one or two giant ants might be found leaving or entering the chamber when the adventurers arrive (a roll of 1 on a d6).

Parts of dogs, deer, and goat are lying around the chamber floor. Non-humanoid tracks are found in the tunnel to this chamber. If an intensive search is made, one of the group may find the lower half of a human body under the rotting remains of a deer. A pouch on the belt of the trousers holds **3 sp**.

Area A6: Second Cross Tunnel.

The tunnel here has been enlarged to allow the Queen access to the egg chamber to the north (areas A7, A8, A9). The tunnel to the south is also the same height, but the Queen rarely goes this way. The soldier ants generally bring the water to her in area A12. This busy intersection is likely to find traveling ants; a roll of 1-2 on a d6 encounters one or two giant ants. The main tunnel continues east, again dropping a few feet downward.

Anyone who listens for a minute or two may hear the sounds of dripping water from the south and notice that the roof of the tunnel is now larger, close to 10' high. Searching for a few minutes here may discover that tracks are everywhere but one set of tracks, much larger than the others, move from the north tunnel to the east in both directions.

Area A7: Egg Chamber.

Dozens of transparent eggs are stuck to the walls, ceiling and floor in this chamber. Several opened eggs shells can be found. It's obvious to the casual observer that these eggs are nearly ready to hatch; the shapes of giant ants are clearly seen through the thin shells.

If the adventurers wait here long enough, there is a slight chance (roll of 1 on 2d6) that an egg will open, releasing a new soldier or worker ant. The young ant (half HD and hit points) will instantly attack any non-ant creature.

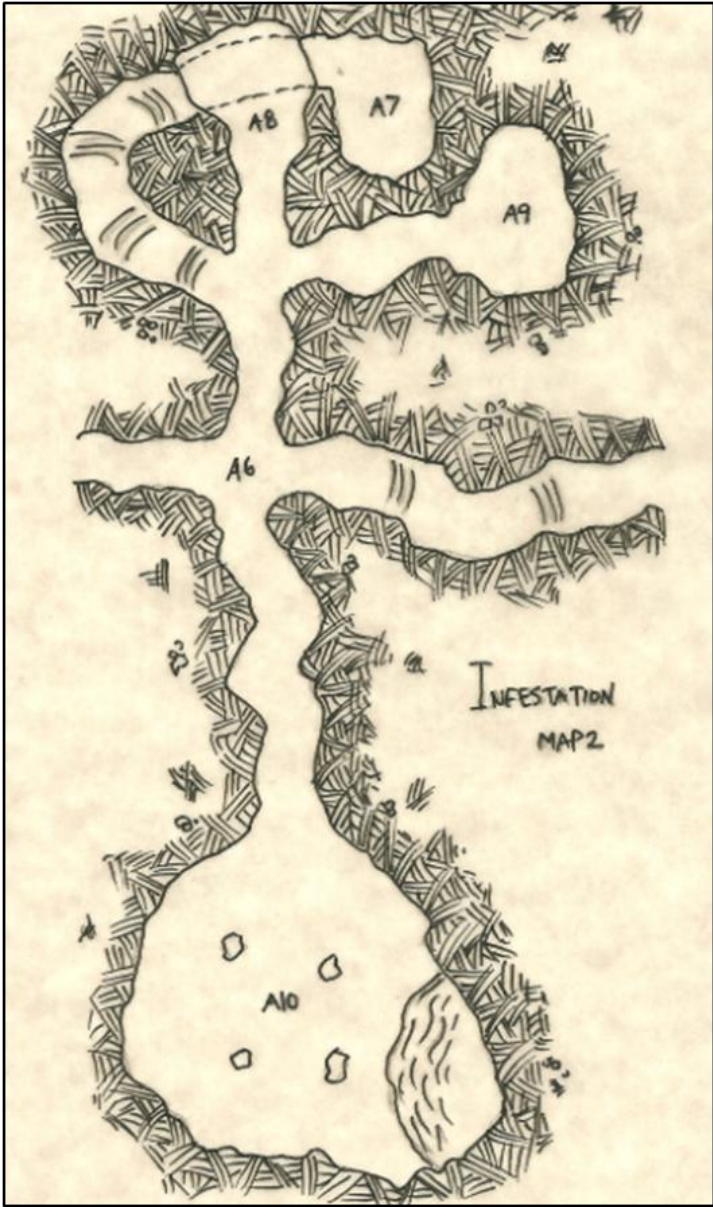
Destroying the eggs does not require a to-hit roll (and does not give experience).

Giant Ant, Young: HD 1d4 hp (1 hp); AC 6 [13]; Atk: bite (1d4-1); Move 9; Save 18; CL/XP A/5; Special: none

Area A8: Maturing Egg Chamber.

Hundreds of cloudy shell eggs fill the room. These eggs look like they have awhile to go before hatching. The shells are too cloudy to see their contents.

Hundreds of eggs were laid a few weeks ago, when the Queen regained her strength. When this room hatches, her new army of soldiers and workers will be ready to expand beyond this small lair.



Area A9: New Egg Chamber.

Only a dozen eggs with bright white shells are found in this small chamber. A quick scan will uncover large tracks near the new eggs.

It is extremely likely (roll of 1-4 on a d6) that a giant ant will be here, guarding and caring for the new eggs.

Area A10: Large Chamber.

This large chamber has four sets of root systems hanging from the roof to the floor that obstruct vision to the south end. Water can be heard farther in to the chamber. Additionally, something is moving northward toward the chamber entrance.

When the Giant Ants burrowed this chamber, they found an underground pool. The pool is slowly spreading and will eventually fill this chamber and over time, the entire lair

Two giant ants are retrieving water for the Queen and are heading back to the tunnels leading to A6. Trapped, they will fight to get past the adventurers and alert the soldier ants at area A11.

If an adventurer searches the water pool, an old skeleton can be found at rest at the bottom. A long since decayed pocket held 4 sp, now found under the pelvic bone of the former owner.

Giant Ants (2): HD 2 (5, 4 hp); AC 3 [16]; Atk: bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None.

Additional GM Notes:

Area A11: Soldier Ant Chamber.

The tunnel opens up to a large chamber filled with five larger, more aggressive looking ants. Their oversized mandibles look capable of cutting a man in half.

Unless the characters are stealthy, the giant soldier ants will feel the movement at the west entrance of the chamber and rush to investigate and attack. These ants will use their poisonous attacks to protect their queen in the next chamber. They fight to the death.

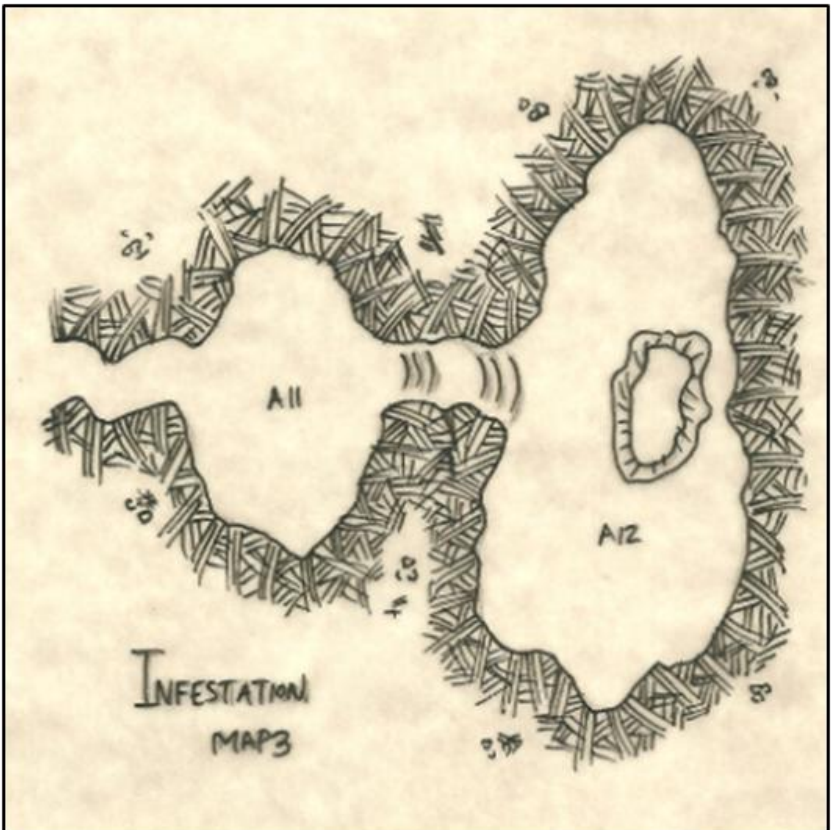
Giant Ants, Soldier (5): HD 3 (12 hp each); AC 3 [16]; Atk: bite (1d6 + poison); Move 18; Save 14; CL/XP 2/30; Special: Poison.

Additional GM Notes:

Area A12: Giant Ant Queen.

Entering the large chamber, the adventurers will quickly notice a large mound of mud, roots and debris that is nearly five feet off the ground. Upon the mound sits a much larger giant ant with wings and a massive thorax. The Giant Ant Queen is being served bits of prey and water as she continues to produce eggs. Two soldier ants guard the entrance while six worker ants attend the queen. The soldiers will engage immediately while the workers await instructions from the queen.

The Giant Ant Queen can use her special communication skill to call any ants from other chambers to assist in her protection. If the adventurers have not cleared the other chambers yet, they may get pinned between two groups of ants here. The Queen will not leave the mound unless she is the last ant left. She may try to fly over the adventurers and exit the lair. Note, she has grown considerably over the last few weeks and may have trouble fitting through the western tunnels and lair entrance.



If forced to fight, the Giant Ant Queen will either use her mandibles to bite at the nearest adventurer, or fire one or two antennae quills at a single foe. Treat the antennae quills as darts (1d4 damage).

If the adventurers survive the battle and destroy the Giant Ant Queen, they can search the mound. A careful search will turn up several human remains with personal effects. One pouch contains **13 sp**, another has **3 small gems** (worth 5 gp each). What looks to be a rusty dagger is actually a finely made blade worth double the normal value.

Giant Ants (6): HD 2 (4 hp each); AC 3 [16]; Atk: bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None.

Additional GM Notes:

Giant Ants, Soldier (2): HD 3 (12 hp each); AC 3 [16]; Atk: bite (1d6 + poison); Move 18; Save 14; CL/XP 2/30; Special: Poison.

Additional GM Notes:

Giant Ant, Queen: HD 10 (40 hp); AC 3 [16]; Atk: bite (1d6); Move 3; Save 5; CL/XP 8/800; Special: Limited Flight.

Additional GM Notes:

Encounter Completion.

Unless all the eggs are destroyed, there is a chance that the ant lair will repopulate itself; one of the eggs may contain a new queen ant. The new queen will be ready to lay more eggs within several weeks. The adventurers should put the eggs to the sword or torch to destroy the lair once and for all.

The adventurers should notify the town guard or the Mayor after they've eliminated the ants. If this is their first solved mystery in Mannath, it is highly likely that the Mayor will ask the group for help in finding his daughter, Ellana (see Encounter Areas 1 and D).

Encounter Area B

"The Dry Well"

The residents of Mannath heavily rely on the single well within town for their drinking water. Many even use this well for bathing water. For as long as anyone can remember, this well has provided water and even in the driest of seasons, has never run dry.

In the last few months, the villagers have noticed that the water level in the well has dropped considerably and that the water contains more dirt and minerals than normal. Superficial investigations within the well have not produced the cause but many of the townsfolk suspect that the "witch" (Encounter Area G) is to blame. They are partially correct.

Yalifina, a local hermit of considerable age, is on a search for a magical item of great power. She believes it to be under the church in the recently discovered burial chambers. Although there are magical items in these chambers, the one she seeks is not there. In fact, this artifact has been gone for generations and her "research" that describes its location as under the church is completely made up in her own mind. Yalifina has been going mad for the last few years.

The old hermit has attempted to enter the burial chambers from both the well and from under the church. She has been seen around the well in the evening hours by a few villagers. In her attempt to gain access to the chambers, she has caused a cave-in that has redirected the underground river from passing near the well to a new direction. This underground river freshly supplied the vast pocket of water for the well, and with its change in direction no longer refills the well's reservoir. She does not realize she has caused this issue; she only knows that the village is hostile towards her and doesn't understand why. She suspects that they may be after her artifact.

With the water in the well at a dangerously low point and the water from the western river not clean enough for drinking, the Mayor is beginning to panic. He will likely ask the adventurers for help in solving this mystery. If asked, he will not directly blame Yalifina but will have enough suspicion to suggest the adventurers talk to her.

The water in the well is low enough for adventurers to enter the supply tunnel, now dry. This tunnel will eventually lead the adventurers to the cave-in. If the debris from the cave-in is moved, ei-

Encounter Area C

"Haunted Tower"

ther by digging or through magical means, there is a chance that water will begin to flow back in to the tunnel feeding the well's reservoir. The rate of this water flow could be dangerous to careless or unprepared adventurers. This cave-in can be cleared from this encounter area or encounter area H, under the church.

Additional information about Yalifina's searches and behavior can be found in Encounter Area G, "The Wicked Witch of the Water". It's important to remember that Yalifina wasn't trying to ruin the well, but was only searching for her lost treasure.

Encounter Completion.

Once the water begins flowing in to the well reservoir, it will take between seven to ten days for it to return to normal levels. The dirt and mineral sediment will take an additional week to settle down. As with all solved encounters, the Mayor will be extremely grateful for the help. As his trust grows in the group, he will ask for more help.

The four story stone tower just behind the Mayor's home is one of the oldest structures in Mannath. After the church of Etu was constructed, this tower was raised so that priests and acolytes could view the three main roads intersecting here for other clergy, common travelers or bandits.

After the village of Mannath grew large enough to have their own town guard, the priests of Etu released the tower to the Mayor and no longer took watch in its highest floor. Since that time, the Mayor has elected a tower-keeper to man the tower day and night. The position of tower-keeper is one of the most prestigious and rarely vacated positions in the village. Most tower-keepers serve for their lifetime, or until they are physically unable to perform their duties.

The most recent tower-keeper, well in to his seventies, is believed to have passed away in his chambers in the top floor of the tower. He hasn't been seen at his post in several days. The mayor sent several villagers to retrieve his body only to find them return, shaken and scared. They reported hearing suspicious and unnatural noises coming from the top floor. When pressed for more detail, they said they heard tortured screams of pain and anguish.

If the adventurers are available to help, the Mayor will enlist them to retrieve the tower-keeper for proper burial. A new tower-keeper cannot be elected until the old fellow can be buried.

The deceased tower-keeper, Zuldi-Mar, was one of the most dedicated and steadfast tower-keepers in the long line of guards. He never married (most usually don't) and stood watch from the tower day and night, rarely sleeping more than 30 minutes at a time at different points in the day. The tower lantern was used to warn town guard on the ground of incoming danger, using flashes of light to signal direction and number. This lantern was an incredibly important artifact for the tower-keeper; its safety was a sacred duty.

When Zuldi-Mar died of old age, his spirit did not depart from this world for the next. Although his body failed, his essence became tied to the lantern, continuing the protection of the tower and town. Zuldi-Mar has become a ghost, fiercely guarding the lantern. His ghost cannot be reasoned with, but only destroyed to free him from this existence. His decaying body will be found near the lantern and ghost.

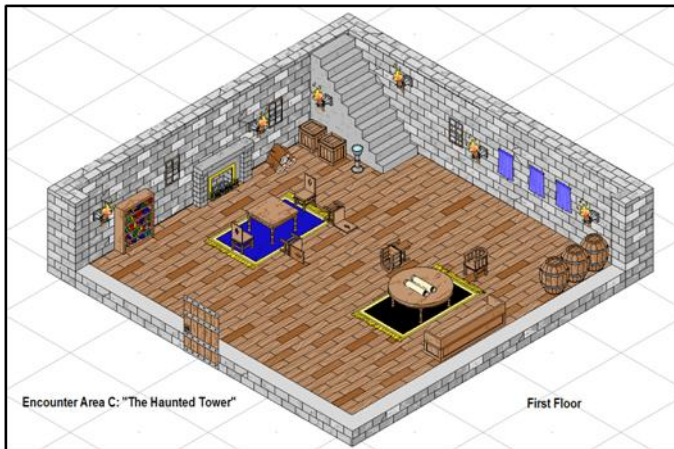
Area C1: Bottom Floor.

Read the following text to players as they enter the tower's first floor:

The door opens outward, letting the first sunshine into the lower level in days. Several chairs, tables and other furniture are spread throughout the square room, measuring roughly forty feet across and wide. The room is dark but for the outside light. A faint odor emanates from the stairs leading up, across from your current position.

The odor is indeed from the decaying body three floors above. There is a slight chance that either a moan or scream from Zuldi-Mar's ghost can be heard. For each level of the tower the adventurers ascend, increase their chance to hear the ghost above.

On closer inspection, a few of the chairs closer to the stairs are knocked over. This is likely from the villagers who quickly exited the tower. Fruits and vegetables are starting to decompose in the kitchen area of this floor. The fireplace has been out for days, making this room damp and cool. If a careful search is made of the left side of the fireplace, approximately five feet above the floor level, a small iron box can be found behind a loose stone. Within the box, a small pouch contains ancient coins from ages past, worth 25 sp.



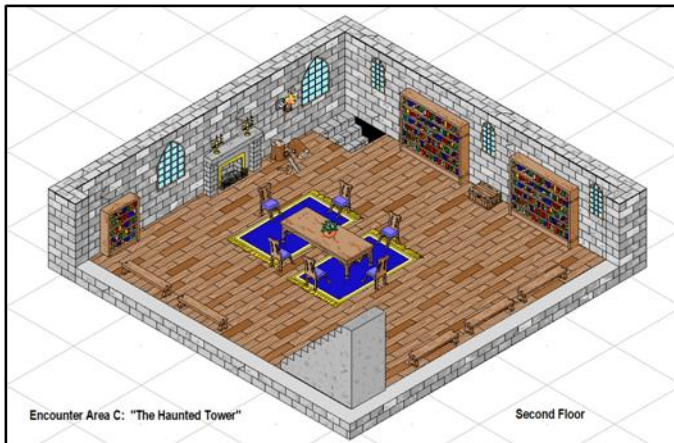
The stairs on the north side of the room lead to the second level. Except for the small iron box, there is nothing of real value in this area.

Area C2: Second Floor.

The stairs open up to another large chamber, containing a large table, several chairs, and many dusty old bookshelves. This area is used for meetings with the tower-keeper and town officials. Previous tower-keepers were well educated men; these bookshelves have considerable information on the town and

its history, as well as nearby locations. If a thorough search is, a few interesting books might turn up. One in particular, entitled "Forefathers of Mannath", has this passage on one of the first few pages:

"With the passing of the hardest winter known to Mannath, several forefathers, victims to the dreaded bloody-scourge, could now be buried. Chambers away from the common crypt have been prepared for their burial. With them, go the treasures of the last wars of the north."



This passage refers to the newly discovered burial chambers under the Church of Etu, Encounter Area H. Priestess Brognalla would be particularly interested in this book as well as several others in this room. Many church tomes were left here when the acolytes departed. The Priestess will find no record of the bloody-scourge mentioned in any other church tomes. In fact, this is a cover up for the false acolyte atrocity that occurred (see Areas D7 and H).

Stairs on the south wall, opposite those from the first floor, lead upward. There is nothing else of value or interest in this room.

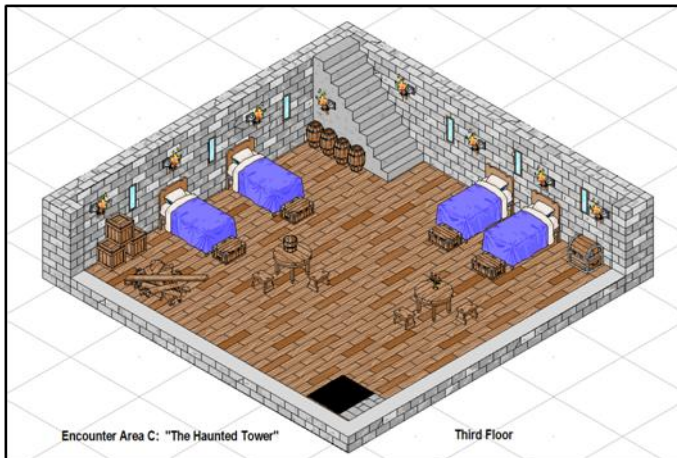
Area C3: Third Floor.

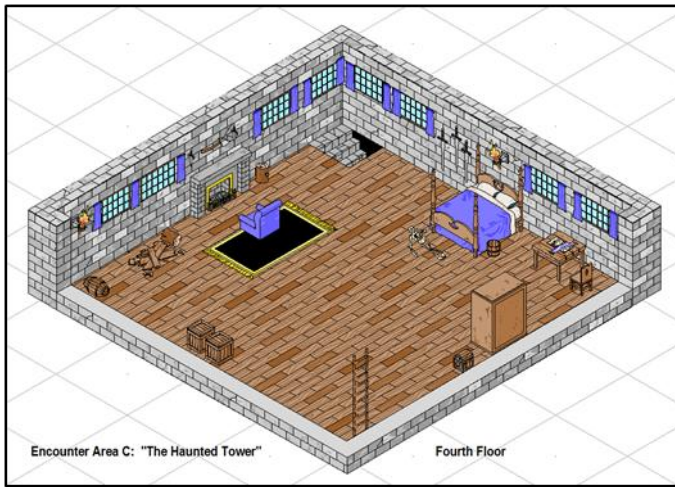
This floor was built as the sleeping quarters for the priests and acolytes long ago. Tower-keepers rarely use this level for sleeping due to the lack of visibility to the surrounding countryside. The windows on the fourth floor are

considerably larger and the roof has complete panoramic views of the area.

Four ancient beds, without linen or bedding, line the east and west walls. A small chest for personal belongings lies at the foot of each bed. Two small tables and four chairs occupy the center of the room. Old murals, painted on the stone walls, depict a beautiful goddess providing rays of sunlight, rainwater and crop growth for a small village. These are early paintings of Etu, blessing Man-nath.

North, across from the second floor stairs, another set of stairs leads to the fourth floor. The room is relatively bare and looks mostly unused. The chests are empty.





Area C4: Fourth Floor.

When the adventurers enter the fourth floor, read the following text to the players:

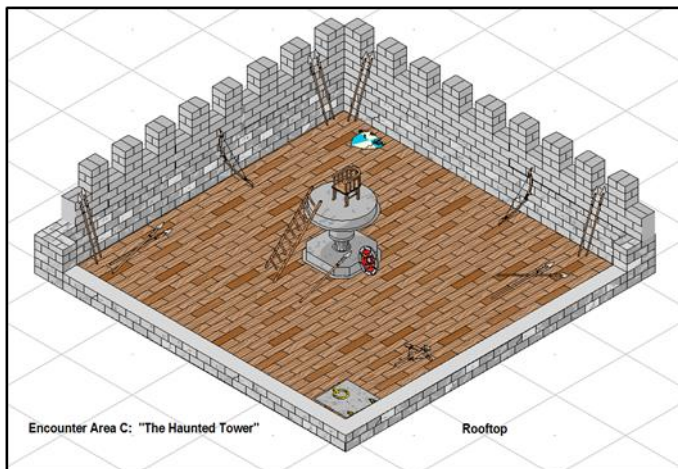
Moving up the stairs, the once faint odor now overwhelms your senses. As you enter the fourth floor, the scene before you is both confusing and terrifying. A decaying corpse lies near an old, worn bed. Nearby, a shadowy figure hovers near an antique brass lantern. The shadowy image notices your arrival, emits a horrifying scream, and moves in your direction!

Ghost: HD 2 (10 hp); AC 4 [15]; Atk: 1 touch (1d4 + Chilling Touch); Move 9; Save 10; CL/XP 5/240; Special: Chilling Touch (drains 1 point of Constitution), immune to non-magic weapons.

Additional GM Notes:

This shadowy creature is Zuldimar's ghost. Its sole purpose now is to protect the lantern and will try to destroy the adventurers with its Chilling Touch. The ghost can only be harmed with magical means; common weapons have no effect on the creature. The ghost is destroyed only when its hit points are reduced to zero or lower.





If the lantern is removed while its protector is undestroyed, the ghost will follow the item and re-manifest near it later. If Zuldi-Mar's body is removed and the lantern left alone, the ghost will likely not follow. The adventurers should realize that the ghost will have to be dealt with at some point; a new tower-keeper cannot take his post until the ghost is destroyed. Priestess Brognalla may help to cleanse the tower of the lingering spirit if other options have been exhausted.

The room contains a simple and much worn bed, a chest for Zuldi-Mar's belongings, and a dresser of common clothing. A small side table and single chair are near the bed. A map of the surrounding area lies flat on the small table. Large windows on each wall open up to give an observer an expansive view of the area. A simple wooden ladder on the south wall leads to a trap door in the ceiling.

Zuldi-Mar's life savings are hidden in the back of the bottom drawer of the dresser. The stash is difficult to find as it is well hidden. Zuldi-Mar had **15 sp**, **2 gp**, and three small gems, each worth 100 gp. Stealing from the dead tower-keeper should be discouraged, especially if anyone from the town is present. Personal belongings of dead tower-keepers are given to their families or the next tower-keeper if no immediate family exists.

Several old swords and daggers hang from the walls; all are fairly worthless as they have not been maintained. An old bow and quiver of 10 arrows can be found in the chest.

Area C5: Tower Roof.

The ladder from the fourth floor leads to an unlocked trap door in the roof of the tower. On each side of the roof, a simple wall of crenellations provides cover yet visual access to the surrounding area. A dozen old spears and several quivers of near worthless arrows are positioned in various places along the wall. A single chair on a raised base, positioned facing eastward, allows a seated individual to see well enough in to the distance. Nothing else of value is on this roof.

Encounter Completion.

This encounter is complete when the adventurers retrieve the body of the tower-keeper. Although destroying the ghost is not necessarily part of the completion, the spirit will still need to be destroyed at some point for the tower to be inhabited again. The mayor may ask the adventurers to return to finish off the ghost following Zuldi-Mar's burial. If asked, he may send one or two town guards to assist.

Every touch of Zuldi-Mar's ghost drains one point of Constitution which takes 24 hours to regain. The adventurers may require rest to restore any lost points before continuing on with further mysteries in town. Magical healing may assist in the recovery process.

Encounter Area D

"The Mystery of Juntor Manor"

Recently, a small group of seven human bandits have moved in to the woods to the west of Mannath. These bandits, led by Kulch, work for Grungle the Ogre. Grungle supplies slavers to the west with young villagers and supplies taken on the road.

Kulch and his bandit group have established themselves in Juntor Manor, the former residence of the Juntor family. The Juntor family was completely wiped out by an epidemic of nerve blight over a dozen years ago; the village has avoided the manor house since. The bandits have moved east to Mannath because they've nearly taken the entire town of Umfall over the last several months and need more victims.

The bandit group mostly preys on lone travelers on the road west of Mannath (and beyond, in Umfall). Recently, they have been snatching up two or three travelers at a time. They don't believe anyone suspects them yet and they are bold enough to think they have no real opposition; they faced none in Umfall, after all.

Kulch and his group capture travelers and store them in the Juntor Manor basement. Once they have six or more victims, Kulch will send word to Grungle that he has another group to move west to the slavers. Grungle will arrange for a transport group to move the victims out in the cover of darkness. Captured travelers sometimes stay as long as two weeks in the Juntor Manor basement.

Ellana Kildorn, the Mayor's eldest daughter, is imprisoned at the manor house, awaiting transport in the coming days. The adventurers will not have much time to discover the bandits and rescue Ellana before she is gone. There are three other villagers, all from Umfall, also awaiting transport.

Time Line / Events	
Day/Time	Event
Night before adventurers engage	13 year old boy taken while escaping from Umfall. (boy found in cell D6a)
Adventurers begin search for Ellana.	Bandits lay low. Kulch meets with Grungle (at encounter area E).
Day + 1, evening	Bandits capture old man on road to Mannath. (old man Put in cell D6c)
Day + 2, evening	Bandits capture twin 11 year old girls from Umfall, escaping to Mannath. (girls put in cells D6e and D6f)
Day + 3, evening	Bandits lay low. Slaver transport arrives at Juntor Manor.

Time Line / Events (cont'd)	
Day/Time	Event
Day + 4, evening	Slaver transport departs with 8 victims, including Ellana Kildorn. Transport moves at night westbound for parts unknown.
Day + 5 to Day + 21	Bandits continue to capture travelers. Bandit group gets bolder, closer to Mannath.
Day + 22, day time	Bandits head in to town, taking people in plain sight, killing guards as necessary. Mannath goes in to a panic.
Day + 23 and beyond	Mannath is likely enslaved or people flee their homes. All that remains is the Church of Etu.

When the adventurers begin their hunt for Ellana, the GM can use this timeline to help move the story along.

As the table above indicates, the bandits will eventually march in to town and take whomever they wish. If the town guard resists, Grungle likely joins in the combat, dealing horrific damage and destroying all that resist. If the adventurers choose not to help, they will still get caught up in the fray, unless they have already departed from town.

Kulch and Grungle are formidable foes but the rest of the bandits are less intimidating; many lack real combat experience. After all, capturing the old or young, single traveler on the road requires little combat training. If the adventurers engage in battle and Kulch

falls, it is likely that the other human bandits will surrender or flee.

Unbeknownst to anyone, a secret door in the manor's basement opens to the Juntor family crypt. A ghost and two skeletons now inhabit this area. The Juntor family treasures will not be easily taken.

The Juntor family crypt is not part of this Encounter completion but adds additional opportunities for experience and treasure. Additionally, information found below the manor should help with Encounter H, "The Long Forgotten Door".

Read this paragraph to the players if their adventurers find the trail to the manor house on the west road:

A poorly concealed trail leads north from this road. You recognize human sized footprints, moving in both directions on the path. Just inside the forest, a few tracks lead off the path but return within a few feet of where they left it. To the left of the trail, something shiny catches your eye.

The shiny object is a brooch with the Kildorn family crest. While being dragged to the manor house after her capture on the road, Ellana intentionally dropped this along the trail, hoping for it to be found. Observant adventurers will

recognize the family crest if they have been within Ellana's home, or when speaking to the Mayor, have seen the pendant around his neck.

There is a one in six chance that one to two bandits will be on this path anywhere along from the west road to the manor house. The GM can check as many times as he or she wishes. A single bandit will probably return to the manor house to warn the others or attempt to hide, if unseen.

When the adventurers reach the clearing of the manor, read the following text to the players:

A small, two-story home sits upon a small hill in this clearing. The forest looks to be closing in on the building; younger trees have grown within 20 feet of the hill. The forest path continues up the hill to an old front door of the building. Two chimneys poke from the center of the roof. The second story seems to be smaller than the first.

Any adventurer that specifically looks at the chimneys, may see a faint wisp of smoke from one of them (DR: Moderate, 3 [Mental Strength]). The bandits are careful not to burn wet or unseasoned wood, but the fire in the main living space does create a small amount of smoke.

Tracks lead off the path and head around to the back door. A majority of the footprints head straight to the front door of the manor home. During the day, there is a one in six chance that a lone bandit will be outside the front door in a chair, keeping watch or dozing. At night, the door will be locked shut with no guard posted.

A small building in the back of the property is used to store stolen wagons, empty crates, and other items lifted from victims. The bandits have converted part of the barn to an outhouse.

Area D1: Manor House Parlor.

The front door of the house will be unlocked most of the time (1-4 on a d6). As the front door opens in, there is a small entry way or parlor to the manor. If a bandit was found outside the manor in the chair, this room will be empty. If the bandits were alerted previously to the adventurers' arrival, there will be two waiting here (one with a club, the other with a bow).

Vuugut and Hissel are the two found in this room is the bandits have been alerted. Each has d6 sp. If the adventurers quickly overwhelm Vuugut, Hissel will run for help through the rear door of the room. Support will return from both the rear and side doors to this room.

Vuugut, Bandit: HD 1 (5 hp); AC 7 [12]; Atk: weapon; Move 12; Save 17; CL/XP 1/15; Special: none.

Additional GM Notes:

club

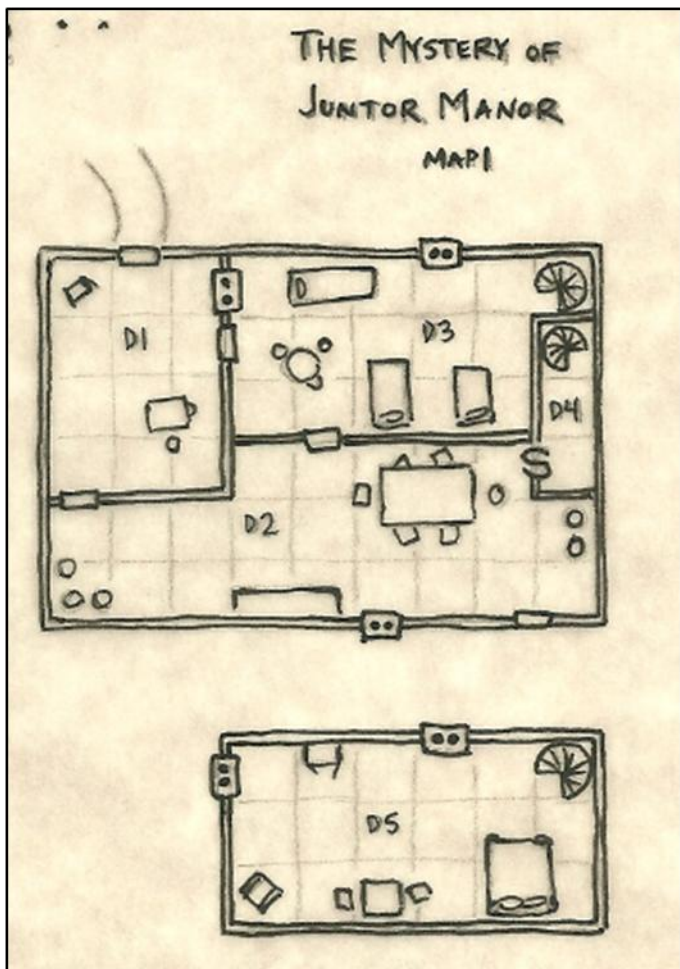
Hissel, Bandit: HD 1 (4 hp); AC 7 [12]; Atk: weapon; Move 12; Save 17; CL/XP 1/15; Special: none.

Additional GM Notes:

Short bow, 10 arrows

Area D2: Kitchen and Dining.

This kitchen and dining area are a smelly, dirty mess. The bandits aren't the cleanest group; several days of dishes, cutlery and old food are found on tables, counters, chairs, and floor. Two doorways enter other rooms in the house - a hall and door lead to Area D1 and a door opens in to area D3. A locked back door opens up to the backyard of the manor. Unless called to help from the parlor, Old Evun will be trying to clean up the mess when the adventurers arrive. If surprised, he will flee to area D3 or through the secret door to the basement (one in three chance, 1-2 on a d6 roll).



Old Evun, Bandit: HD 1 (3 hp); AC 7 [12]; Atk: weapon; Move 9; Save 17; CL/XP 1/15; Special: none.

Additional GM Notes:

dagger

Area D3: Living Room.

This once beautiful living area is now the common room for the bandit group. Six roughly made bunk beds take up nearly half the room. A table with three chairs occupies the middle of the room and a fireplace on both the west and north walls provide modest warmth. A circular stairway in the northeast corner of the room spirals upward.

During the day, the remaining bandits will be found lounging here unless previously alerted to action. At night, all but one or two will be found sleeping here. Josef, Bull, and Gragoree will join into any action as necessary. Bull is strong and capable of doing brutal damage. Josef will likely run upstairs to get Kulch if the manor house is invaded.

Josef, Bandit: HD 1 (4 hp); AC 7 [12]; Atk: weapon; Move 12; Save 17; CL/XP 1/15; Special: none.

Additional GM Notes:

Short sword

Bull, Bandit: HD 1+1 (7 hp); AC 7 [12]; Atk: weapon; Move 12; Save 17; CL/XP 1/15; Special: none.

Additional GM Notes:

Axe, +1 damage (from STR)

Gragoree, Bandit: HD 1 (5 hp); AC 7 [12]; Atk: weapon; Move 12; Save 17; CL/XP 1/15; Special: none.

Additional GM Notes:

Dagger, 2 javelins

The bandits will each have d6 sp and the weapons and armor listed in their statistic charts in the Appendix. Bull wears a plain, steel ring on his left pinky that is actually a **Ring of Fluctuating Skill** (adds +1 or -1 to attacks in alternating fashion). This ring would be of interest to Hurver (area 11 in Mannath); he would likely pay up to 250 gp for it.

Area D4: Secret Stairwell.

An easy to find but hard to operate secret door opens in to this small hallway and circular staircase. The wall of the secret door is poorly made and looks different than the rest of the wall. However, discovering the mechanism's opening sequence is more challenging. The wall must be pushed up until a click is heard, then over until another click, and then down again, where it will then slide in to the adjoining wall.

A spiral staircase leads down to the Manor basement. A lantern hangs over the staircase, providing enough light to descend the stairs with relative ease.

Area D5: Kulch's Quarters.

The entire second floor of the manor is used by Kulch, the bandit leader. His quarters are richly furnished and expansive compared to the bandit's common area below. There is a large four post bed with warm furs, two large chests, and two fireplaces. A large cabinet stands on the north wall, and a table and two chairs occupy the south wall, under a shuttered window.

If Kulch is found here, he will likely be studying the maps at his table or resting, depending on the time of day. The maps indicate locations where travelers have been captured on the road, and the rendezvous points for slave transportation. Also on the table, a note from Grungle written in the common speech reads:

"Get ready for next drop off of slaves. I send word when group arrives. Don't be late this time. Being late costs me money. – G"

This note is of course from Grungle, letting Kulch know to prepare his victims for transport soon. The handwriting is poor yet legible.

Kulch is a fierce combatant and is less likely to surrender or flee than his recruits. He wields a finely crafted short sword, and wears a leather vest and helm when awake. He wears the key to both locked

chests around his neck. If captured, he will exchange answers to questions about the bandit group for his freedom.

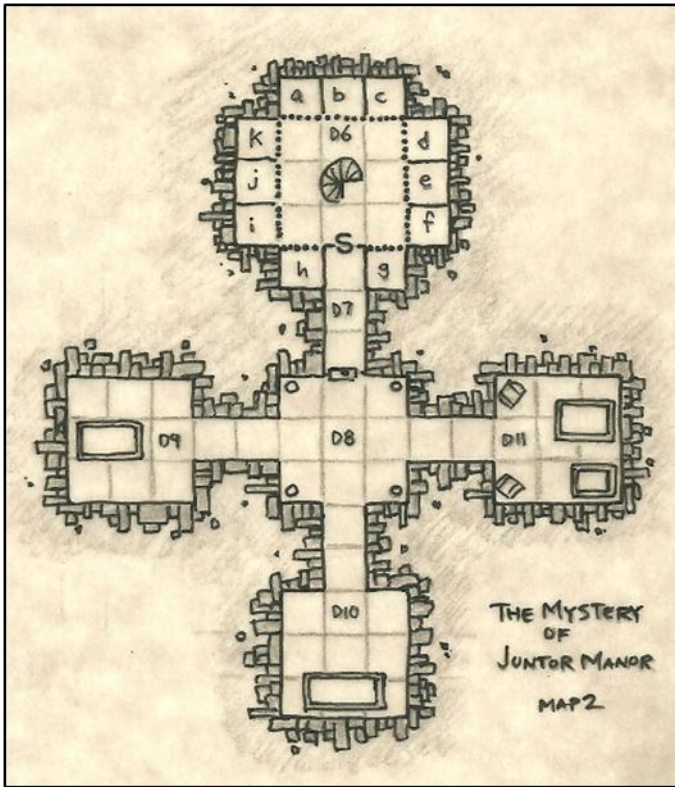
In one of the locked chests, Kulch has a magical rod stored, taken from a lone traveler last year. Kulch knows it is magical but doesn't know how to use it. This is actually a **Rod of the Snake**. Once per day, upon the utterance of the magical word "Binchna", the rod turns into a python (ten feet in length). It attacks the nearest foe of the one who called it forth. It lasts until slain or recalled to a rod by using the same magical word again. This rod is found under several layers of clothes within the chest.

The other locked chest contains **4d6 gp, one silver bar** (worth 100 sp, several past notes from Grungle, and two backup short swords of average quality. Both chests can be unlocked without the key.

Kulch, Bandit: HD 2 (9 hp); AC 5 [14]; Atk: weapon; Move 12; Save 16; CL/XP 2/30; Special: none.

Additional GM Notes:

Finely made short sword



Area D6: Holding Cells.

When the adventurers descend the stairs from above, they will immediately notice a drastic change in temperature. As they reach the bottom, smells of human waste and refuse permeate the air. This square, bleak room once contained eleven storage closets for the Juntor family's supplies. The bandits have adapted the closets to short term holding cells. Each cell contains a sleeping mat, small bucket, and chain restraint for a prisoner. Depending on when the adventurers arrive, four to eight prisoners will be found, awaiting transport. Empty cells will contain bandit and prisoner refuse.

If any bandits have escaped from above to this area, they will fight like cornered animals unless given the opportunity to flee. They will attack the first adventurer down the stairs, seeking a surprise advantage. Any bandits with missile options will keep their distance, attempting to kill the adventurers before they reach the floor.

Ellana will be found in cell D6g. Like the rest of the prisoners, she will be very cold, possibly sick from exposure and lack of proper food and water, and quite distraught about her current condition. If there are no bandits here when the adventurers enter the

room, they will call out for help. An easy search of the room will find a single large key hanging on the back wall of the stairs that opens all the cells. If the keys aren't found or are missing, they can be unlocked by a talented thief.

Except for the old man (captured the day after the party starts the search for Ellana), all prisoners can walk without aid. If the bandits have been dispatched, it is an easy walk back to Mannath. None of the prisoners are fit for combat. Any encounter with bandits after their rescue will likely cause them to flee in any direction, even back to their cells to avoid injury.

Encounter Completion (Part 1).

Although there is more to this basement than anyone realizes, this part of the encounters “the Mystery of Juntor Manor” and “Ellana” is complete. When the adventurers return to Mannath with the prisoners, the Kildorn family will be overjoyed to have their daughter back, and the Mayor will likely reward the adventurers with the long term use of Juntor Manor. He will also likely ask for more help in any of the remaining mysteries. The other prisoners will return to Umfall, but may return for help in several days as Umfall is now in disarray (see adventure *M2, “Walking Dead in to Umfall”*).

Additionally, the elimination of the bandit group will start Encounter E, “Revenge of Grungle”. The ogre will want to find out who has thwarted his enterprise and if the adventurers use Juntor Manor as a base of operations, it won't take the ogre long to figure it out.

If the adventurers search the basement before or after the rescue of the prisoners, they may find the secret door in area D6 that leads to the long forgotten Juntor family crypt. Discovering the mechanism and operating the door are both difficult (attempt with penalty).

When the adventurers finally open the secret door, read the following text:

As the secret portal slides down in to the floor, a wave of ancient dust and stagnant air washes over you. You immediately sense that you are the first living beings to open this door in many years. An ornately built stone passage leads away from you, shrinking in to absolute darkness. Where does it lead?

The family crypts are completely dark, adventurers must bring their own light sources with them. All sounds are magnified and echo throughout the chambers. Excessive sound will bring forth the current denizens in areas D9 and D11.

Area D7: Hallway of History.

The dark passage is actually much shorter than first expected. It ends in a hand carved, wooden door which is locked. If inspected, the walls of this passage tell two parts of the story of the first Juntor family's rise to power and fall from grace. On the left wall, common tongue text reads as follows:

"Stop and read these warnings before going forward, I beg you!

The once proud men of Juntor-al-Mannath are buried beyond this door. In life, these men were just, loving and kind. In death, they are the opposite. Evil and wicked, unwilling to leave this world, they are locked here forever.

Leave this door be! Do not enter this vile place!"

On the right wall, the following is inscribed, augmented by pictures:

"In the beginning, the Juntors were the sole protectorates of the First Church of Etu. We lent our backs, minds and hearts to the earnest acolytes as the stone church was raised from desire to reality. We donated much of the family fortune to Etu, to ensure her followers would have a safe place of worship. And Etu-al-Mannath grew.

Goddess Etu blessed us with

family and good fortune. Several prosperous growing seasons filled our barns, and our cradles were filled with healthy children. Joyful praises be to Etu the Living!"

There is a large gap in the writing, but after a few feet, continues in hastily scratched handwriting:

"Then one autumn morning, she came. She changed our family forever. She was not of Etu, her desires were too great for mere mortals. Our oldest son Jakub was the first to succumb. Then Rugdor, and his little brother Hully both fell. Finally, my loving husband, Kressnar, in an attempt to alert the Priestess of her new acolyte, a demon in disguise, fell victim to the same sinful desires as his sons. Other town men fell. We cursed Etu for allowing one woman to pollute our town, our lives. Someone had to destroy her.

Soon, the town guards will come for me. I have committed a heinous crime against humanity, against Etu. But the witch is now and forever destroyed. And she is to be buried with the town ancestors! Blasphemy!

None should pass through this portal without knowing the pain and suffering, hatred and disgust that filled these men at the ends of their lives. Beware, for their fate may become yours."

It is apparent from the stories written on these walls, that an acolyte from the Church of Etu was not all that she seemed to be. A witch, hidden by the robes of Etu, nearly destroyed the town before the mistress of the Juntor family killed her. The mistress was hung for her crime against Etu and is not buried here with her family. It is likely that the Juntor family was forever cursed; all Juntors who have lived in this Manor house since have contracted rare diseases or have died in bizarre farming accidents.

The witch was buried by the Priestess in the town crypts under the church. In fact, many of the dead town ancestors rose again after the witch's body was placed in her tomb, prompting the acolytes to seal off that portion of the crypts. This is the same portion of the crypts that has recently been rediscovered (see Encounter H).

Area D8: Funeral Room.

The door opens in to a square room once used for last rites or funeral services before the dead were laid to rest in their tombs.

Four unlit urns sit in each corner of the chamber. Dust is heavy throughout the area but faint foot prints can be found if looked for. These foot prints are from the skeletons in areas D9 and D11 as they wander mindless about. Three passages, heading west, east, and south exit this area. There is nothing else of interest here.

If the adventurers have been quiet, the skeletons in areas D9 and D11 will likely be in their burial chambers. Otherwise, they will have already started toward this chamber and may arrive at the same time the adventurers enter.

Area D9: First Son of Kressnar.

The hallway emerges in a small burial chamber with a single stone tomb, raised on a short base. The top of the stone coffin has been slid off and lies smashed and broken to the side. A dusty glass case mounted on the west wall of the chamber displays a rapier in a worn leather scabbard.



As the adventurers enter this chamber, Jakub Juntor, now a skeleton (if not encountered yet) will be found milling about the chamber. He will notice any noises and turn to face the intruders. No form of communication will work with Jakub; he is dead and will only seek to destroy whoever enters the burial chambers.

The rapier on the wall was Jakub's personal blade. Named "**Silver Death**" by the blacksmith who made it, this lightly magical rapier provides a +1 to the first initiative round in any encounter. The bonus is not applied to any rounds past the first. It is worth 500 to 1,000 gp to a collector.

A search of the chamber will discover two gold rings, long ago fallen off Jakub's decaying fingers. Each is worth 50 gp to buyers outside Mannath; local residents will recognize the family letter 'J' entwined around the bands and avoid them.

Jakub Juntor, Skeleton: HD 1 (4 hp); AC 8 [11]; **Atk:** strike (1d6); **Move** 12; **Save** 17; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Additional GM Notes:

Area D10: Kressnar's Tomb.

This southern hall ends in a small burial chamber with a single stone coffin. A shimmering mist hovers nearby the closed container. The mist emits small whispering sounds much like a man crying. When the adventurers enter, the mist will further form in to a ghost, the spirit of Kressnar. He is bound to the family pendant that now lies within the coffin. He attacks any intruders as soon as they are noticed.

All of his Hit Points must be reduced to zero for his spirit to finally be released. A Strength check is required to remove the lid of the coffin. Inside, Kressnar's decaying bones, his family pendant, and a small jeweled dagger is found. The family pendant is worth 250 gp to any buyer outside of Mannath. The jeweled dagger has no magical properties but is worth 150 gp to a collector. There is nothing to connect this dagger to the Juntor family.

A small, secret tray at the base of the coffin holds the family fortune, **20 silver bars** (100 sp each) and **5 gold bars** (100 gp each). It is trapped and very difficult to find. If the trap is sprung, a blade slides from the coffin and cuts into or through the hand of the victim. This blade will do 1d6 damage.

Kressnar Juntor, Ghost: HD 2 (11 hp); AC 4 [15]; Atk: 1 touch (1d4 + Chilling Touch); Move 9; Save 10; CL/XP 5/240; Special: Chilling Touch (drains 1 point of Constitution), immune to non-magic weapons.

Additional GM Notes:

Area D11: Brothers Juntor.

The eastern passage empties in to a burial chamber with two stone coffins lying side by side. One coffin is considerably larger than the other. Both lids have been removed and flung away to the side. Two small chests, closed and covered in dust, occupy two corners of the room. The skeletons of Rugdor and Hully, if not encountered already, are standing about. They engage at the first noise.

Rugdor was a large young man, his skeletal frame close to six and half feet tall. Hully was still a teenager when he died and is much smaller than his older brother. The GM can opt to have Rugdor do additional damage with successful strikes if they wish.

Hully's chest is in the northeast corner and is filled with clothing, books, and small silver toy soldiers. Most of the books are worth

little but one, entitled "*True Goblin Stories*", is actually a collector's item and can fetch up to 50 gp by an avid book buyer. The silver toy soldiers can be melted down to about 5 sp value.

The chest in the southeast corner holds Rugdor's belongings. The common leather clothing found in the chest has deteriorated, except for an oddly patterned belt. The belt has intricate etchings of large mammals, such as bears, wolves, and deer, from one end to the other. When worn, this belt provides +1 resistance checks to normal cold weather or cold attacks. Also found in the bottom of the chest is a small box that contains 25 sp and pair of loaded dice (one always rolls odds, the other evens).

Rugdor Juntor, Skeleton: HD 1 (7 hp); AC 8 [11]; Atk: strike (1d6); Move 12; Save 17; CL/XP 1/15; Special: immune to sleep and charm spells.

Additional GM Notes:

Hully Juntor, Skeleton: HD 1 (5 hp); AC 8 [11]; Atk: strike (1d6); Move 12; Save 17; CL/XP 1/15; Special: immune to sleep and charm spells.

Additional GM Notes:

Encounter Completion (Part 2).

Although finishing this part of Juntor Manor does not complete any of the main encounters in “Mysteries in Mannath”, it is still an important part of the main story line. The inscribed text from the Mistress of Juntor provides clues to the mystery under the church, in Encounter H. Also, Priestess Brognall may be interested to learn that a former Etu priestess covered up a church scandal when one of her acolytes nearly seduced and destroyed the town many years ago.

Encounter Area E *“Revenge of Grungle”*

This encounter may take place in one of three areas. If the adventurers search the manor grounds, they may find Kulch’s footprints leading along the north path to Grungle’s shack, farther in the woods. Confronting the ogre at his shack provides the group with the element of surprise and only happens before Grungle is aware that his bandit group has been defeated.

Grungle will search Juntor Manor for Kulch and the bandits, and should discover that they have been eliminated. He might search for the culprits or lay in wait, hoping for the responsible party to return to the house.

If the adventurers do not return to Juntor Manor for several days, Grungle will become so enraged that he will walk right in to Mannath, prepared to destroy any living thing he can find. The town guard will be outmatched and Mannath will probably lose several villagers before the ogre can be killed or run off. However, if the adventurers are in town when this happens, they can take the ogre down, ending the encounter with Grungle, the bandits, and the kidnapping fears.

Note that the elimination of Grungle may also bring the slavers into the story line. The GM should determine how that part of the plot should unravel, if at all.



Area E1: Grungle's Shack.

Grungle has erected a small shack in the woods off this trail and uses it as his hideout. Of all the bandits, only Kulch is allowed entrance to Grungle's home. Although tall at fifteen feet in height, the shack is built like a single room cave, much like what ogres are used to. The shack has a single room with a central fire pit, a pile of old rugs for a bed, and several chests, crates and barrels. A large table and chair take up one corner of the shack. The chests contain old weapons, human clothes, and other worthless items. The crates and barrels hold salted pork and red ale, respectively.

Under the table, there is a hard to find trapdoor that opens to Grungle's treasure pit. Once found, the adventures can haul up two small chests, two wrapped items, and a large pouch.

The pouch contains **497 sp, 14 gp**, and 12 small rubies, each worth 10 gp. The wrapped items contain a leather cap and a quiver of cross-bow bolts. The magical leather cap prevents the wearer from falling asleep, even when exhausted. If the wearer has not slept for a long period of time, he or she will fall unconscious once the cap is removed. The 10 bolts in the quiver are magical in that they will not break, regardless of what they

strike. They do 1 DP like the non-magical variety. Both the cap and bolts were stolen from the burial mound at Encounter Area F.

One of the two chests contains superior leather armor for an ogre. Grungle will don this before battle if he has the time. It provides extra DP as normal leather, and consists of a cap, shirt, and pants. Grungle uses a massive dark oak club, etched with ogre runes and tally marks for the number of men he has killed (there are over three dozen tallies). The second chest contains all correspondence between Grungle and the slaving ring to the northwest. This information can be used to continue the story line if desired. There is nothing else of value within this shack.

Grungle, Ogre: HD 4+1 (22 hp); AC 5 [14]; Atk: 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

Additional GM Notes:

Encounter Area F

"Mystery of the Missing Ancestor"

While searching for supplies to build his shack, Grungle stumbled upon this ancient burial mound. He robbed the chamber below, stealing the two magical items (found in Encounter Area E), and threw what was left of the town ancestor's bones out on the ground. The empty chamber has nothing else of material value.

An etching inside of the tomb depicts a man with cap and crossbow, hunting bears under a large, full moon. Under the etching, the name "Juskof" is carved into the stonework. Juskof was one of the town's forefathers and helped settle the area in Mannath. He married one of the Juntor daughters and was buried in their woods after his death.

Although Mannath historians are aware of this ancient tomb, they avoid the area, fearing disease and death from Juntor Manor nearby. If the Mayor learns of the defiled tomb, he will ask the adventurers to help gather the bones and items and return them to the burial site.

Unfortunately, a wolf pack in the area has picked up most of the bones and brought them to their lair, approximately 250 feet northwest of the tomb. The wolf path is easy to track and find. The path

leads directly to the wolf den where some or all of the wolves will be when the adventurers find it. Adjust the wolf numbers to the strength of the adventurer group.

Besides the slightly gnawed ancestor's bones, the wolf den will have nothing of value.

Wolf, Alpha: HD 2+2 (10 hp); AC 7 [12]; Atk: 1 bite (1d6+1); Move 18; Save 16; CL/XP 2/30; Special: Leadership.
--

Additional GM Notes:

Wolf (6): HD 2+2 (8 hp); AC 7 [12]; Atk: 1 bite (1d6+1); Move 18; Save 16; CL/XP 2/30; Special: none.
--

Additional GM Notes:

Encounter Completion.

Although the encounter can be completed by returning only Juskof's bones, Mayor Kildorn will be thrilled if the plundered items are also found and returned. If the adventurers have taken the cap and crossbow bolts from Grungle's shack (Area E), the town historians may not associate the items to those belonging to the burial tomb.

Encounter Area G

“Wicked, Witch of the Water”

The townsfolk believe that the old witch in this hut, Yalifina is evil and trying to destroy the town water supply. They also believe she has poisoned the river to the west of town. Although she is partially guilty for the well running dry, she is not to blame for any of the disease in the river water coming from the north (its cause is discovered in an upcoming adventure, not in this book).

While quite mad, Yalifina is not evil and really means no harm to the town she has lived in her entire life. In previous years, she has assisted families with special herbs and salves for sick or injured children. Those times of help have been quickly forgotten by a town looking for answers. She still assists the inhabitants of West Mannath Village; the migrant workers appreciate her help with the ill.

Yalifina spends most of her day within her large hut. Several old tomes and maps litter the tables and floor of her home. She continues to research the great artifact she believes is under the church. The artifact she seeks is the ancient “Terra-al- Etu”, a pouch of dirt that when sprinkled on land, will increase the production of any grains, vegetables, fruits, or plants one-hundred fold. Even during

the worst seasons or weather conditions, anything will grow. During the best times, it produces much more than one could hope for.

The “Terra-al-Etu” pouch is long gone, destroyed in the bleaker days of Mannath, several generations ago. Although she has read every word of the tomes and scoured every inch of the maps several times, she has refused to believe the artifact is gone. She has begun to make up passages from the tomes in her mind and sees doorways on maps that aren’t drawn.

Yalifina will not allow anyone in her home; entering causes her to become enraged. She has several pet felines that will attack intruders and although they are small and appear weak, will do harm to anyone unwilling to defend themselves. She is capable spell caster and magic wielder, using her powers and tools to defend her home and drive forth any that have violated her commands to leave. Her statistics, as well as the felines, are found in the Appendix. GMs are urged to play Yalifina slightly crazy but competent enough to demonstrate her extraordinary powers with magic.

If the tomes are read and maps are examined carefully, the obvious conclusion will be that the artifact is not under the church and is likely gone from the world. However, the maps will show old crypts buried beneath the church, behind a long forgotten door that has recently been found (see Encounter Area H).

If the adventurers simply talk to Yalifina and offer their assistance, she will likely take it. She is mad but accepting of generosity, returning in kind when she can. She is afraid to leave her home during the day and most nights now that she knows the townsfolk are accusing her of harming the village. She will ask the adventurers to explore the area under the church for her and search for the artifact. She is a capable natural healer and can assist with any adventurer injuries.

If the adventurers fail to find the artifact, Yalifina will not give up. She will only cease to believe of its existence if she searches the crypts herself, doing so only after the adventurers have cleared out any dangerous foes and convinced the town to leave her be.

When not in the slums, Yalifina can be found in her home nearby. Area G on the main map shows her house location.

Her home is filled with druidic components, research and other interesting materials. The GM should populate her hut with items as needed.

Yalifina, Druid: HD 4 [Druid, level 4] (12 hp); AC 7 [12]; Atk: 1 weapon (1d4) or spells; Move 12; Save 12; CL/XP 7/600; Special: spells (see below).

Additional GM Notes:

Yalifina's Spells:

1st Level: Detect Magic, Locate Animals, Purify Water

2nd Level: Cure Light Wounds

3rd Level: Cure Disease

Encounter Completion.

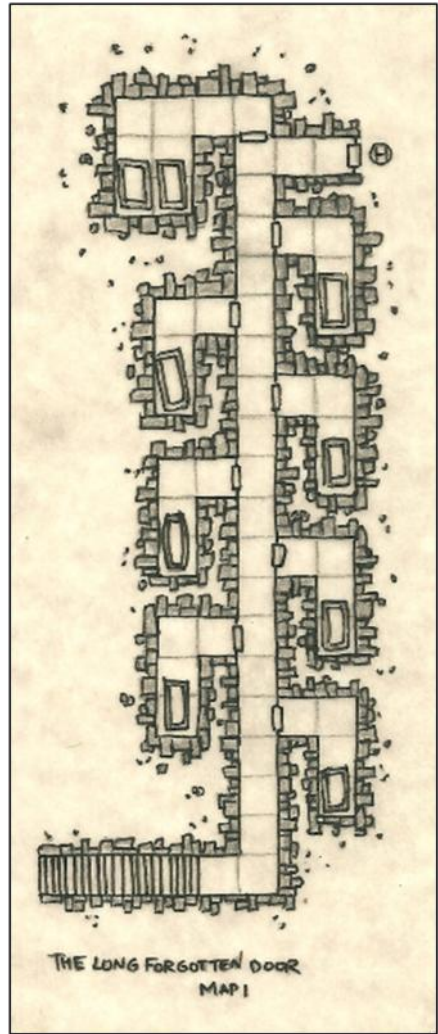
The adventurers should discover that Yalifina has no desire to hurt the town inhabitants and that she is not directly responsible for the well issues. The mayor will be happy to know that the old woman is not malicious but merely curious. Any proof that the adventurers can provide will be extremely helpful.

Encounter Area H

"The Long Forgotten Door"

Several weeks ago, acolytes of the Church of Etu noticed an increasing water level in the tombs below the temple. Even during the wettest of months, excess water runoff from supposed underground pockets barely reaches an inch or two. Water levels have steadily risen over the last few weeks, currently at a foot deep in the lowest levels of the crypts. Masons from nearby villages were hired to find the source and fix any issues found. At first, no apparent cause was discovered until last week when a dwarven mason found a wall façade in the furthest, deepest part of the tombs. Water was indeed flowing from cracks in the fake wall and filling the lower chambers. Priestess Brognall urged the masons to tear down the wall and continue to hunt for the source of the water. Once the wall was removed, an ancient steel door inscribed with a cryptic message was found by the workers. Not only was water bubbling out from under the mysterious portal, but faint wailing sounds were heard from beyond, sending the workers scrambling to the surface. They are currently unwilling to return to the tombs in fear of the terrifying sounds from behind the door.

Priestess Brognalla cannot find any



mention of this door or the contents beyond it in her temple records. The door is mysteriously locked and neither the Priestess, nor her acolytes can figure out how to open it. They have searched the temple from top to bottom, hoping to find the key for the ornate looking keyhole. In fact, the door is locked with a complex magical device and not a key at all. The cryptic message on the door reads:

*"Just beyond this door lies the un-
sleeping,*

*Removed from this world yet ready to
return,*

*Hold fast this portal to protect Etu-al-
Mannath,*

*Keep the evil at bay until the way is
found,*

*Journey then inside to send her to the
final death."*

There are two ways to use the message to open the door. The first letter of each sentence in the message is the first initial of the Juntor family men who fell to the false acolyte (see Area D7, Hallway of History for more information). If the names of the Juntor men are spoken in the order they fell, the door will open ("Jakub, Rugdor, Hully, Kressnar, Juntor"). Also, if the letters of the name 'Juntor' are touched in the correct order in the first line of the message, the door will open.

The door can also be opened by magical force, after which the door can then be simply pushed open. No amount of physical effort can force the door open with the magical lock in place. If the locking mechanism cannot be figured out, magic can be used to illuminate the letters in the first sentence.

The encounter begins at the western door of Map 2. Map1 is only provided for reference and can be further developed by the GM if needed.

Area H1: The Fallen.

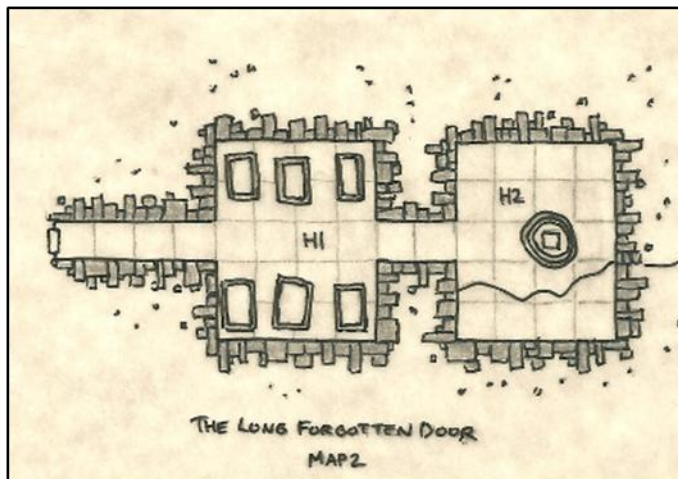
Once the door is opened, the adventurers will find a large chamber with several open stone sarcophagi amidst the rising waters. Opposite the entrance, an open archway leads to a secondary, darkened room.

The center of this room drops down a foot; the water will be close to two feet deep there. As they enter the chamber, the fallen men of Mannath, in a state of undeath, will emerge from the shadows. Eight skeletons attack the group. Note: The GM should feel free to increase or decrease the number of foes as necessary.

Like all skeletons, they will continue to attack even if they lose one or more limbs. The adventurers must reduce each skeleton to 0 hit points to destroy them.

Skeletons (8): HD 1 (4 hp each); AC 8 [11]; Atk: strike (1d6); Move 12; Save 17; CL/XP 1/15; Special: immune to sleep and charm spells.

Additional GM Notes:



The men were buried here without any treasure or personal items. A careful search will only reveal minor worthless trinkets. The raised dais in the next room can be seen from the archway. Crossing the archway lifts the protective shield over the witch.

Area H2: The False Acolyte.

A raised platform with a black sarcophagus occupies the center of this chamber. A pulsating energy field encircles the entire platform. Any movement through the archway of the chamber, including items thrown or shot, will cause the energy field to dissipate. Once the energy field drops, the false acolyte will stir and begin to move. She will rise from her open top stone coffin and search the chamber for foes. Even in death, she maintains her stunning beauty.

The undead witch has arcane and divine powers, and will use the stored spells of her magical cloak to attack the adventurers. Her first option is to use her obvious beauty and charm power on the weaker willed party members to assist her in defeating any adversaries preventing her from escaping her prison. Those that fail to be charmed will be targeted by her destructive spells. She may also choose to attack with her clawed hands. Her touch temporarily weakens victims; a single point of Wisdom is lost for 24 hours with every physical attack of the witch.

She can only be fully destroyed with magical items or spells, or with clerical turning (as a wight). She must be reduced to a total of 0 or less hit points, with the final blow from some magical item or spell. If reduced to 0 or less hit points with a regular weapon, she will rise again within an hour.

The energy field around her coffin cannot be restored once triggered off. Any converted adventurers will return to normal upon the witch's true and final death.

The witch wears a magical red cloak that can store up to three spells for future use. Unfortunately, this is a one-time event; once the spells are used, the cloak can no longer store magic. If the witch is destroyed with spells still within it, it can be used by any Magic-User or Cleric.

She also wears an evil necklace that at first seems to have no obvious power yet cannot be simply removed from her body. It is an item that binds her to an ancient and evil goddess. If the device is somehow removed and placed around the neck, the new wearer becomes bound to the Goddess of Strife and Malice, Heznabul. The wearer cannot remove the necklace and begins a pattern of evil ways. The GM is encouraged to play this change of events out as necessary.

Water streams from a large crack in the wall of this chamber – this is the cause of the rising water in the tombs. Once the witch is dispatched, the masons can return to patch this hole. Note that the adventurers can enter the waterways that feed the well here (Area B).

False Acolyte, Witch: HD 3 [cast spells as Magic-User and Cleric] (15 hp); AC 5 [14]; Atk: spell or claws (1d4 each); Move 12; Save 12; CL/XP 9/1100; Special: (see description).

Additional GM Notes:

The False Acolyte's Powers:

At-will: Darkness, 15' radius, Cause Light Wounds

Three times per day (each): Charm Person, Protection from Good, Invisibility

Cloak Spells: Magic Missile, Hold Portal, Hold Person

Encounter Completion.

Killing the witch is a difficult task and may take more than one attempt. This area of the tombs is considered cleared when the witch is finally dead and the masons can return to repair the walls. Additionally, the adventurers can enter the hole in the wall to enter the area of the cave-in (Area B) to dig out the debris that is causing the well to run dry.

Town of Mannath



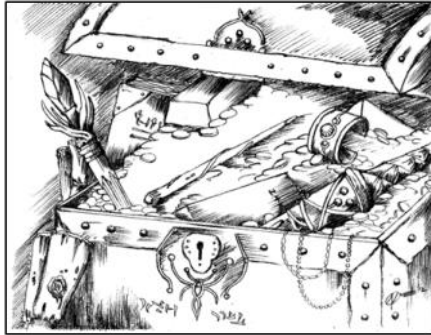
Blue locations are adventure areas; red locations are Mannath buildings.

Mysteries in Mannath

The small village of Mannath is faced with several different issues, but lacks the resources to solve them properly. The mayor of the small hamlet, Hans Kildor, is eagerly seeking outside help and will immediately ask any visitors for assistance the moment they arrive.

This adventure book contains nine different adventures, each designed to last an evening of gaming.

A group adventure for 1st through 2nd level characters.



Designed for Swords & Wizardry™

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

ThrowiGames is not affiliated in any way with Matthew J. Finch, Mythmere Games™ or Frog God Games



TG2101

\$2.50

Bringing Your Brain Back to the Game

ThrowiGames.com