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TG2001

Crypt of Mandazed

An Easy, Solo Adventure

By Thom Wilson

For Swords & Wizardry™



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ThrowiGames LLC

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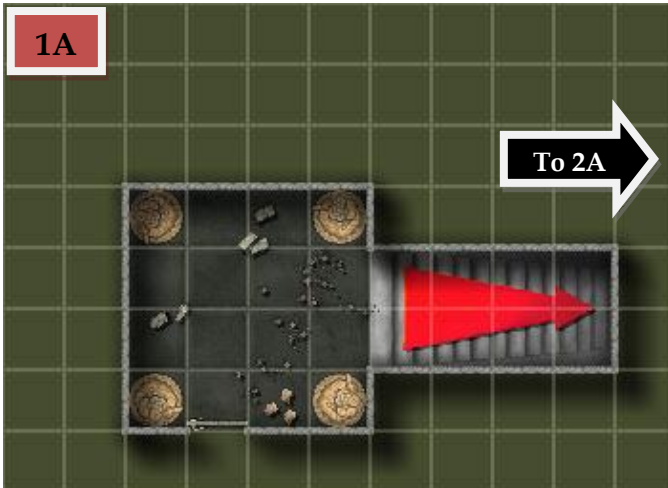
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Appendix

The maps for the adventure are located on both inside covers of this book.

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Skeletons (2 to 4): HD 1 (3 hp each); AC 8 [11]; Atk: 1 strike (1d6); Move 12; Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells. See Area 2C

Additional GM Notes:

Introduction

Crypt of Mandazed was the first ThrowiGames adventure released for the **SRS Core Guidelines** in 2012. It has just recently been adapted to Swords & Wizardry™. It was designed for one starting adventurer – the encounters found herein should be challenging to a single player but not too difficult or dangerous.

The contents of this book are broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. 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. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter sheets, new monsters and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

Prepare

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

Materials Needed

As the GM, you will want to be familiar with the Swords & Wizardry™ Complete Rules; two copies of the book should be at the table with you when you play – one for you and one for the player. Knowing how to run this game is important! Although not necessary, having read the **SRS World Guide** will benefit you as a GM (locations within Terra Minor).

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.

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Adventure Background

Only rumors remain of the evil wizard Mandazed. Not seen for many a year, Mandazed once frightened the local populace with his strange experiments and bizarre visitors. His three story tower once sat upon a distant hill overlooking the town but now lies in ruin. Stories are told of the freak lightning storm that burned the tower down to its base level, and the immediate disappearance of Mandazed thereafter. Some say he was killed in the storm, but others think he left in search of other towns to terrorize.

No one dares to enter the ruined tower of Mandazed. Those that have tried have never returned. Townsfolk believe that something evil now lurks there...

Facts

Long before the night of the storm, Mandazed had made a pact with some evil being to exist beyond death when his end came. Mandazed enjoyed the comforts of evil protection until he became a pawn in an epic battle of good versus evil. A lawful god struck down Mandazed's tower, killing him and his twisted servants. As promised, he was returned to life following his death but the state of his existence was not one that he had desired. He was neither alive nor dead, and was confined to the

small dungeon of his ruined tower. His servants were raised as zombies and even now, continue to prowl Mandazed's new home in the crypts. Mandazed walks the dark passages when in his semi-living state, but constantly dies over and over again (staying in a dormant state for weeks at a time before rising once more).

Mandazed has some magical ability left and will use it as needed. He moves slowly but much of his mental capacity remains. He is a dangerous foe by himself but will likely call his servants in to action if the situation seems dire.

Hooks

There are several ways for a player to begin this adventure. The list below offers a few suggestions for GMs.

1. The adventurer is passing through and hears the story of Mandazed and the ruined tower in the local pub or inn, and is intrigued.
2. The adventurer is a local resident and is looking to prove him or herself by successfully exploring the ruins.
3. A local resident has gone missing and is believed to be lost in the ruins - the adventurer is hired for the rescue.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

Encounter Areas

The following table lists the main encounter areas:

Encounter Areas		
Area	XP	Foes
2B		2 Zombies
2C		3 Zombies, Mandazed
2C		2-4 Skeletons

Hints to Playing the Main Villain

Although Mandazed retains some memory of his past life, he is not entirely conscious of his current existence and his capabilities. He can use his arcane magic to raise skeletons (one in area 2C and another in area 2A), re-raise fallen zombies, and cast dark creation energy to do damage to foes. Mandazed will likely start by ordering his zombies to attack, raising one or both skeletons, and finally, sending evil energy bolts at the adventurer. Mandazed isn't mindless but lacks the intellect to use his magic to the fullest extent.



Play

The adventure begins near Mandazed's ruined tower. As the GM you will have to guide the player to the tower to begin the detailed encounters listed below.

Once the adventurer has reached the tower, read the following to the player:

Once a three story, stone tower, this structure has fallen to ruin. It is apparent that it was destroyed by fire or lightning as the exterior stones are blackened and scorched. The absence of simple vegetation seems bizarre, even several years after the tower's destruction. A majority of the first story walls remain, and the floor from the second story now acts as a simple roof for the lower level.

After a closer inspection of all sides of the tower, have the player roll under their Intelligence score. If they pass, they find the opening in the west wall and ceiling. An attempt can be made to climb in here (passing by rolling under their Dexterity score).

Either way, the adventurer should find the heavy stone door in the south wall. This door is quite heavy and stuck closed. It requires a Strength check to push the door open in to the first floor of the tower.

Area 1A

Once the adventurer has entered the tower, read the following:

The main entrance room is 20' square. There are four giant statues (one in each corner). The roof has begun to crumble over the years and debris litters the floor. Stairs head downward on the east side of the fallen tower. The walls and floors are made of hard granite and are slick from past rains.

Rubble and broken wooden furniture litter the floor of this area. Years of harsh weather have damaged the once beautiful marble floor, leaving it cracked and fractured in several areas. This area is about as far as most get before fleeing in fear. If the adventurer wishes to search the area, he or she may find footprints heading down the stairs or a few silver coins in a small pile of rubble nearby.

Note that prolonged (and noisy) searching may bring the zombies from area 2B up the stairs.

Area 2A

After 20 feet of sharply descending stairs, the adventurer will enter another chamber. Read the next description:

The stairs open up in to a small 20'x25' chamber. A corridor on the east side of the room continues beyond into darkness. A small stone door in the middle of the

south door stands slightly ajar. Two stone coffins within the center of the room appear to be open. A small mound of stone debris lies in the southwest corner with a skeleton lying atop it. Two brass urns sit in the northeast corner of the chamber. Another skeleton lies next to one of the open coffins.

The two skeletons in the room were originally within the coffins. Careful searching will reveal the following: Blood is splattered near the south door and looks like it may track southward. In the coffin nearest the west entrance, there is a hidden compartment containing a **necklace of pearls (100sp)** and **3d6 silver coins**. Besides dust, the urns are empty.

Listening may reveal noises from the south – zombies are scratching about mindlessly in area 2B.



Hallway Between 2A and 2B

A narrow 5' hallway connects areas 2A and 2B. This 20' long passage is heavily stained with the blood of past victims who ventured to close to Mandazed's tower. Read the following to the player:

A 5' wide, 20' long hallway ends in a room ahead of you. Bloody tracks move down the hallway from the door in the last room and bend around the wall to your left and out of view.

There is no need for any checks to notice the blood tracks. If the player wants to try to discover what types of tracks they are (e.g. human), they should roll under their Intelligence score.

Area 2B

What was once a common burial chamber for former tower servants has turned in to a feasting room for zombies. Five coffins line the south wall of this room, all open to some degree. The five former servants now roam the halls as zombies or skeletons.

If the adventurer did not hear the zombies in this room, you may want to allow a surprise roll for both the adventurer and the zombies.

Once the adventurer enters the room, read the following:

Five stone coffins tightly line the southern wall before you. As your eyes adjust to the new surroundings, you hear scratching and crunching to your left. What you see next is both disturbing and disgusting; two humanoid creatures, corpses really, are gnawing on something that looks like a dead body. Your stomach sickens as your mind tries to comprehend what you see.

Once the zombies notice the adventurer, they will move to attack. This room is small and combat may be complicated by the tight quarters.

Zombies (3): HD 2 (6 hp each); AC 8 [11]; Atk: 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm spells.

Additional GM Notes:

If the adventurer defeats the zombies, they may find a small stash of coins in the northwest corner of the room (27 sp). These were the life savings of the servants buried here.

Area 2C

The hallway from 2A travels 20' and end here. This chamber is the current home for Mandazed. When the adventurer enters this area, read the following:

The hallway opens up in to an elaborate, 30 foot square chamber. Strange torches burn on the east wall, barely lighting the room. Through the shadows, you can see a gold coffin upon a raised stone platform, centered on the east wall. Directly to your left and right are stone coffins, nestled in the northwest and southwest corners. Two chests sit against each of the north and south walls. No other exit can be seen.

Mandazed's burial chamber is quite elaborate and is well lit. This 30'x30' chamber contains 4 chests, 2 sarcophagi and the raised platform with a lidless, golden coffin. A skeleton is near the northern most sarcophagi. Footsteps can be found leading from the golden coffin to both sets of chests.

In the center of the room, there is a 10'x10' pit (20' deep). It is activated by 50 pounds of pressure or if any of the chests are opened. A dead adventurer can be found at the bottom. The trap closes after 10 minutes. This trap can be discovered by detecting traps. A savvy adventurer may notice Mandazed and his minions avoiding the area.

If the trap is sprung or the character steps on the raised platform, Mandazed's undead form will rise. He is not the force he was when alive but isn't easy to defeat. He can animate the skeleton in the room instantly. He can also animate the dead adventurer in the pit as a Zombie if given the time. If the coffins are open, he can raise his two servants within as skeletons as listed above.

Occasionally, Mandazed will rise to walk the burial chambers. Long ago, he plundered his own treasures in the four chests (now empty) and moved them in to the secret chamber on the east wall (see 2D).

If Mandazed is active (not in his sleep-death state), he will be tended by three zombie servants. Mandazed will be near or in his gold coffin when the adventurer arrives in the chamber. If Mandazed is inactive, he will be found in his coffin.

Mandazed will continually animate zombies and skeletons to slow down the adventurer. He will also use his dark magic in the form of raw energy to damage his foe. He will use cast an undead bolt for 1d4 damage each round as his primary attack.



Zombies (2): HD 2 (5 hp each); AC 8 [11]; Atk: 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; **Special:** Immune to sleep and charm spells.

Additional GM Notes:

Mandazed, Undead Wizard: HD 3 (9 hp); AC 7 [12]; Atk: 1 undead bolt (1d4) or claw (1d4); Move 9; Save 15; CL/XP 5/240; **Special:** Undead spells, immune to sleep and charm spells.

Additional GM Notes:

Key to chests in Area 2D

If Mandazed and his minions are defeated, the adventurer can search the room. Mandazed's coffin is made of stone and painted gold. A successful roll under the character's Intelligence will discover footsteps leading to area 2D, a secret chamber on the east wall. The mechanism that operates the secret door is difficult to find.

Area 2D

The secret chamber contains many of Mandazed's worldly possessions. The vast majority of his powerful magical items were lost the night of the storm. Mandazed gathered what he could find before changing in to his current state. Read the following to the player when they enter the secret chamber:

The secret door slides open to reveal a dark 10' square chamber. Small and large glittery objects litter the floor in this chamber. A single small wooden chest sits in the middle of the piles.



Mandazed gathered useful and non-useful items in his undead travels about the tower ruins. In the piles surrounding the wooden chest are forks, spoons, plates, ceramic goblets and other simple items. Interspersed throughout the simple kitchen utensils are **10d6 silver pieces**, and **d6 silver bars**. A careful check will uncover **1 gold coin** amongst the rubbish.

The wooden chest is well locked and requires a Lock pick attempt or Mandazed's key to open. The lock can be broken with a well placed strike instead. This requires a successful Strength check.

Once the chest is opened, Mandazed's true treasures are revealed. Two leather pouches are filled with coins, **122 sp** and **13 gp** respectively. A small, unlocked wooden case stores **two silver rings (worth 20 sp each)** and a **small ruby set in a thin, gold necklace (worth 150 sp)**. Several scrolls contain the last few months of Mandazed's life - these detail his pact with an evil god and his powers.

Underneath these items are two velvet boxes. The smaller of the two contains a magical silver band. This is a **Ring of Magic Missile Enhancement** (adds an additional missile to the spell when cast).

The second box contains a 12" long metal rod which can transform into a spear, club or 10' pole on command. Additionally, the rod provides a +1 bonus to saving throws.

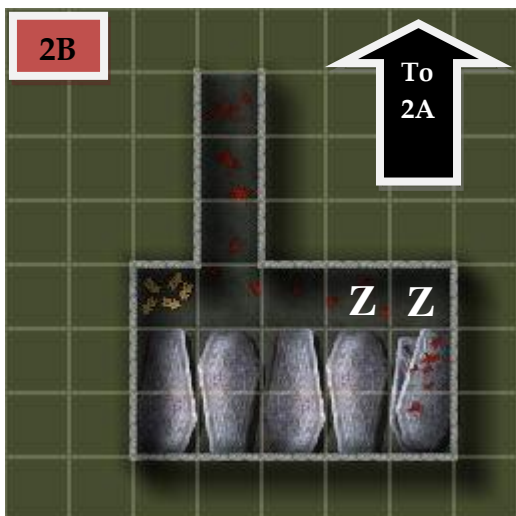
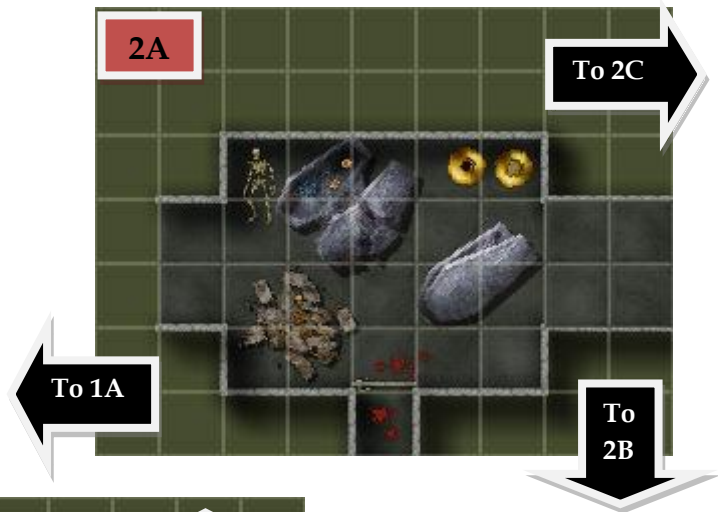
Wrap Up

Assuming Mandazed is defeated and his crypt looted, the adventurer can return to town to boast of his or her victory or collect any reward (depends on the Hook used). With the crypt cleared out, the townsfolk can rest easier.

Possible Next Steps

With Mandazed finally defeated, the main adventure is concluded. If you are looking for ideas to continue this scenario further, here are a couple of options.

1. Mandazed's diary entries identify the evil god with which he made the pact. Followers of that evil god may need to be hunted down to eliminate the possibility of a return to this town. The adventurer can use information from the scrolls to find the whereabouts of key followers and eliminate them.
2. If the adventurer cannot identify the magical rod, a nearby hermit with arcane knowledge can be enlisted to help. Perhaps he requires a favor in return.



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A solo adventure for a 1st or 2nd level character.

Designed for Swords & Wizardry™

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