



THE SOLITARY MANOR OF KING MENEDOR

PREFACE

In the pinewood of Lothar rises the solitary manor of King Menedor, once great ruler of those lands. But now... now corruption and decadence plague his domains. Fallen knights, with no more honor and bravery, walk into the castle contemptuous of the honorable men who time ago lived in here. It is said they formed an alliance with brute barbarians Menedor fought before dying. "This is time to stop them once and for all: kill the Black Hand mercenary chief. Bring me his head and avenge the manor's ancient knights. Valor, the sword stolen by Norg, must return on Menedor's tomb".

Area 1. The Walls

Thick and hard stone composes quadrangular walls and the guard towers. A deep and wide moat surrounds the entire place. Drawbridge on front side. There are 1d4+1 archers + 1 ballista on each turret. Out of the walls: roll M on Encounters.

Area 2. Courtyard and Great Hall

Courtyard: field tents in it. Roll H on Encounters, roll M on Treasures. Torr, the brutes' chief could be here. Great Hall: war items (common) herded here.

Area 3. Council Room

A stone table, a library, ceremonial armors and a fireplace. Roll L on Encounters. Roll M twice on Treasures.

Area 4. The Rest Rooms

Here only comes to rest: Norg, his second Lug the Bearded Knight and Ghal the Mage (constrict to bed). No one else has the permission to enter this floor. Roll L, M and H twice on Treasures.

Area 5. The Bell's Tower

Norg only once visit this area, and have never rang the bell. When Menedor was still alive, the bell ranged every time the moon was high in the sky. Now its clapper is lost. Ring again the bell to let vibrate statue in 12's alcove. Roll on Clapper. Roll H+1d8 on Treasures if bell should ring.

Area 6. The Storage Area

In here mercenaries accumulate food and weapons. Roll M on Encounters. Roll L and M twice on Treasures.

Area 7. The Underground Floor

60% chance Barbed Knight is here if not previously met. The door to left of stairs is locked. Knights enter here only to go in 8-9 at Norg's orders.

Area 8. Prisons

Seven cells. Meeting chance/cell: 0-15%, honorable knight; 16-40%, empty cell; 41-70%, tortured men; 71-95% desperate women; 96-100%, a young descendant of Menedor. PCs could receive rewards/help if at the end of the adventure have make prisoners flee alive (sooner or later...).

RES	TREASURES L: 1d6; M: 1d10; H: 2d6+2	RES	TREASURES (+1d4 if combat ends in 3 rounds)
1	A sword with noble engravings scraped away	7	Mace of Power: target goes prone on a success
2	An old flask. Contains strong wine.	8	Bear Mantle. Men will fear the bearer
3	A letter from a distant lover	9	An armor full of wax seals: +1d6 radiant damage
4	Bandages of the soldier: stop wounds bleeding	10	Beast Horn. Blow in it to enrage your allies
5	Hag charm: advantage on ST against spells	11	A scroll: it tells about troops movement in forest
6	A shield with a blazon of an important family	12+	A magic item/armor/weapon +1 or low power

Area 9. The Torture Room

Here the Butcher (high HP, hits at PCs' AC-1) tortures prisoners of 8 to gain every genre of information from them. Roll L-1 (min 1) on Encounters. Roll L three times on Treasures. Tome of Confessions here. Accesses to 10-11 locked; the Butcher could say Norg and Lug have keys.

Area 10. Tombs of Menedor's Brave Knights

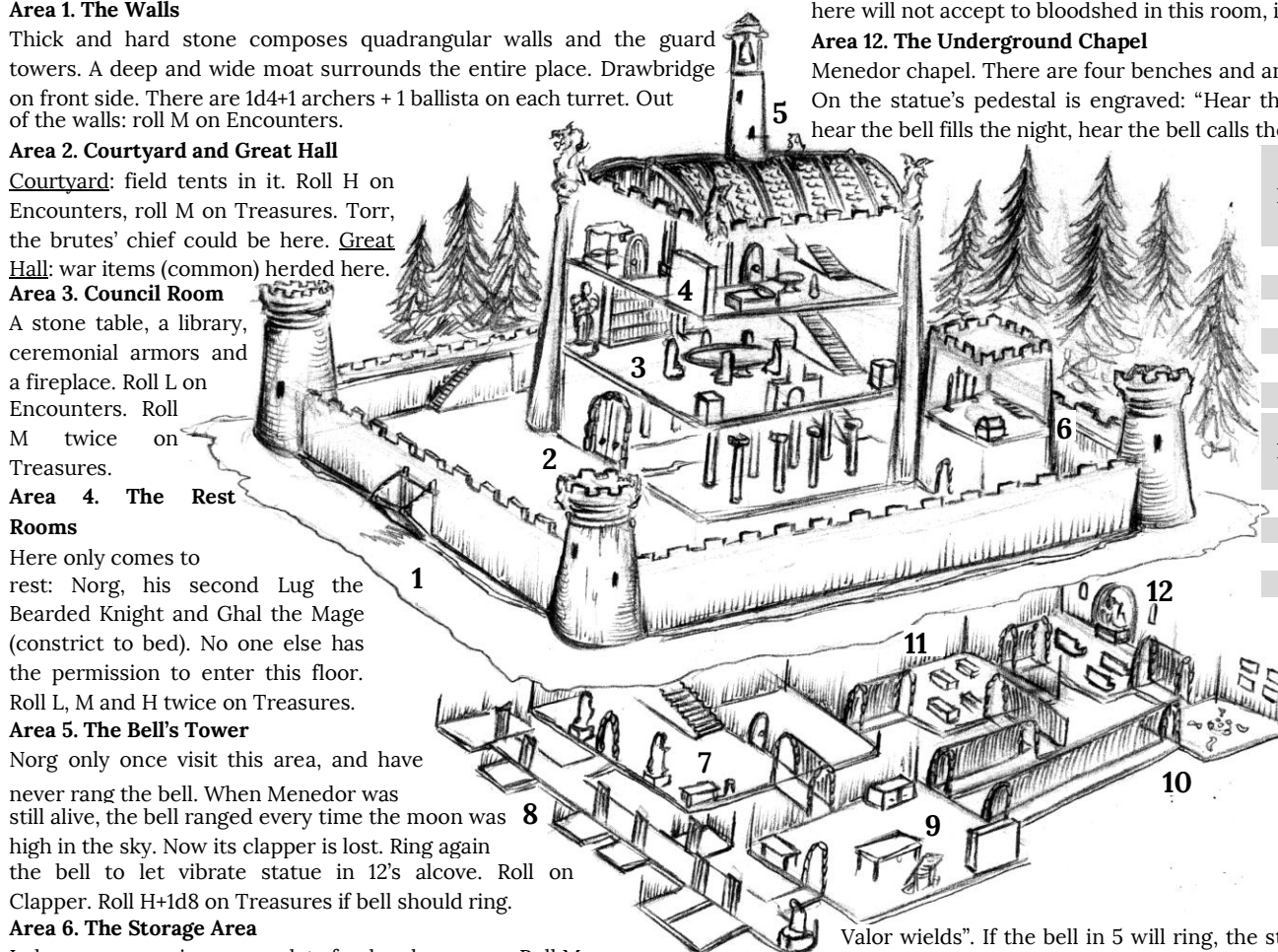
Here are buried ancient knights, once at Menedor's service. On tombs are engraved their glorious acts in life. Roll M on Treasures.

Area 11. The Tombs of Menedor and his descendants

Here are buried the king and his descendants. The simple stone tombs have no decorations sign on their shapes. Norg come here to pray; if is here will not accept to bloodshed in this room, in respect to the dead.

Area 12. The Underground Chapel

Menedor chapel. There are four benches and an alcove with a statue in. On the statue's pedestal is engraved: "Hear the bell rings with might, hear the bell fills the night, hear the bell calls the name, of him who



RES	NORG/TORR roll 1d6 to see where are every time PCs move
1	4/1 (out walls)
2	3/9
3	3/3
4	5/2
5	1/1 (on/out walls)
6	12/2

RES	CLAPPER Roll 1d4 to see where is
1	1, moat backdrop
2	2, buried
3	11, in a tomb
4	4, in a huge coffer

RES	TROOPS roll 1d4: +X to encounters dice results if PCs waste time
1	Return an explorer, +1
2	Return explorers, +2
3	Reinforces, +3
4	Reinforces, +4

Valor wields". If the bell in 5 will ring, the statue will reveal a list of names, the king's descendants. Only them should have been able to find Valor and take it from here. Norg's name is on the list.

If PCs will discover it, what will happen? Will Norg give up Valor?

NOTES: Norg, Torr, Lug, Ghal: can call reinforcements as bonus action. Norg (high HP, AC, damage, expert fighter), Torr (very high HP, damage), The Giant (disproportionate amount of HP, could die "easily" by massive damage), Lug the Barbed Knight (high HP, AC, damage, riposte when receive attack), Ghal the Mage (1d4+1 Wizard Levels, high Int, debuff spells, expert adviser). Barbarians have extra HP. Knights have good AC. **Enemies will attack who uses magic before attack anyone else.**

RES	ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2	RES	ENCOUNTERS (+1d6 if PCs do mess; +1d8 if alarm)
1	1d4+1 knights talk about Tombs of the Ancients facts	7	2d4+2 pikemen (full plate) proceed compact against PCs
2	1d4+1 barbarians speak of Tower of the Hanged Men	8	1d4+1 knight with tower shield + 2d4+2 crossbowmen
3	1d4+1 barbarians are receiving order from a knight	9	RES 7 + RES 8. Military power
4	A knight and a barbarian fight to death for a woman	10	Lug the Barbed Knight bars the pass. Come closer to die
5	1d6+2 barbarians who don't suffer pain from wounds	11	RES 5 + RES 6 + RES 9 + RES 10. The massacre begins
6	Comes The Giant. A single punch can break a stone	12+	Roll twice. Add results. If 12+ again give PCs great death

Cancel rolled Encounters result: **NOTE:** these fallen knights are experienced men of war, barbarians are brutal and resistant men

