

Manaeva's End

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 8 characters.

The long war-torn lands of Manaeva are rife with conflict and sickness which was a result of the magical backlash of the spell that ended the great war. Those who scrape out a living in the haunted city have to make do with what they are able to find or salvage and are a stubborn and hardy folk. Or, like many of the residents of the city, they are too poor and desperate to be anywhere else.

But the people of this land are not helpless as there are organisations that wish to send them aid. Wagons filled with food, medicinal supplies and materials in which to rebuild their life – it just needs someone to transport them into the city and past the guards who do not appreciate the interference of the city.

A dark plot is afoot in this city and the cart of goods that the party are escorting into Manaeva is at the centre of it. Will they work it out in time or will their aid attempt end in disaster for all involved.

The party had come to Scute, a backwater down as they had heard of a business deal here that was nearly impossible to ignore, a large sum of gold for escorting a wagon into Manaeva. It was only after learning about Manaeva that the realisation of why the pay for a simple one or two days escorting a caravan of goods would pay so well.

Scute

Approached for work

The party rarely stayed unnoticed for long but this isn't uncommon when adventurers of such renown enter a city. But the party where probably not expecting the level of attention that their arrival would result in.

Several guards, merchants and even some members of various guilds approached them asking them if the rumours and stories were true about them. Several asked for the party to help them out with odd-jobs from around the town but they all didn't want to pay any gold. After the party suggested that they be paid for the jobs the requests dried up - several people expressing that "so much for the

rumour about them helping any in need and wanting nothing in return - just typical greedy adventurers"

However as they were mulling over a meal at the local Tavern they were approached by what they could only describe as an apostate.

"I have need of brave adventurers who are willing to do what is needed. I can pay very well but I am unable to tell you what the job is here.

NPC's:

- K

Encounter: Social encounter with K.

Creature: N/A

Map - N/A

The woman only goes by K and she has managed to get a large sum of gold together in order to fund the operation. The mission is quite simple - take the wagon filled with a cure for a Magical sickness to Manaeva, a city that was the focal point of a great battle that tainted the land. For years after the battle anyone who is born in the city is cursed. The governing force of the city have refused assistance for the cure and are actively preventing the cure to be brought into the city to heal the people. So the job was trickier - they had to bring in the cure, smuggle it past the guards and then not meet with the insider who will take it from them and distribute it to those who need it. They are told that they will meet an ally at the **Cored Apple** - a tavern of some repute who will be looking for them, well the wagon more truthfully.



Dozens of cloth wrapped crates were piled into the

bag of the wagon in front of the party as K. handed them a few pouches of gold. "Now that's half of what we owe you and a bit extra to cover any costs getting the medicinal supplies to Manaeva. My contact Honest James will be expecting you and will be able to give you the other half of the payment." The woman known only as 'K.' smiled and despite the scarf wrapping around most of her head her face was visible, at least while addressing the party.

Manaeva was the site of one of the largest magic-dominated battles that had happened in known history and the shattered lands absorbed a lot of residual magic. This magic has cursed many of the people that live on this land with a sickness which, until recently, didn't have a cure. And that is where the party comes into it. The job is to muggle a wagon of this cure into the city, get it past the guards and distribute it to give the people a fighting chance. Or so K. said.

The current ruling power doesn't want the people to be cured and has refused any help from outsiders. However the people need help and K. a member of the harpers is dedicated to helping these unfortunate people.

"Don't forget, these crates and the vials within are the only hope for the people of Manaeva. We need to get them to the people to begin to cure the sickness in the city." K said as she watched them leave down the road.

NPC's:

- K

The road to Manaeva

The road to Manaeva was only a few days of Travel but it was busy with merchants and soldiers alike giving the party a curious glance as they moved on by but none stopped or interacted much more than a cursory, friendly wave.

It wasn't until the party were setting up camp for the night that they saw figures standing at the edge of the campfire light.

"I was told to look for a wagon guarded by the best but I am not sure we have found the right place, aye boys?" said a gruff voice. The man stepped into the light, the colours on his tunic and armour revealed that he was a warrior of some description that had come from Maneva. As several other guards stepped into the light they looked towards the wagon and the adventurers.

"Now I am supposed to ensure that all the people on these roads are protected from bandits and other ruffians. But I can tell that you can handle yourselves so I will just let you off with a warning. Don't be going onto Manaeva, we don't want outsiders like you sticking your noses in where it doesn't belong." the smugest of guards replied after sizing up each of the adventurers.

NPC's:

- Several Guards from Maneva

Encounter: Social or encounter

Creature: Twelve guards

Map - N/A

The guards will fight if provoked, however they will cease fighting very shortly after starting (3 rounds). They will carry off their injured and dying and warn the party to not show their faces at Maneva.

Manaeva

The Wall of Manaeva



The Manaeva wall is well made despite having several spots that show signs of damage. There is a strong arcane taint across the entirety of the city as if it was bathed in a spell of its own.

As they approach the gates they spy two guards on each side of the gate who are stopping and questioning people coming in and out. They will need a strong plan to make it through the gate.

Guards perspective. Joe looked over the adventurers riding in the wagon cautiously. He had been told to look out for suspicious characters but

the travellers before him had no reason to tie themselves to the pockets of discontent in the city. As he watched the wagon move past the gated checkpoint he shook his head. The lady of the city sure had her job cut out for her with what's going on in the city itself.

Joe looked at his watch captain, Zyler, the man had never been a stickler for rules but he seemed more relaxed with this last wagon than normal. He didn't seem any different but perhaps Zyler was having a bad day with the misses at home. Looking forward he watched the streets outside of Manaeva with the normal scrutiny. According to the Guard Commander they were seeing an increase in aggression from the rogue elements in the city and could expect something big in the coming days.

NPC's:

- Gate Guards

Encounter: Manaeva Gate

Creature: 4 guards

Map - N/A

What ever creative or blazen plan will work here. The Gate captains have been heavily bribed and don't even bother playing along as they just wave through the wagon with any excuse.

The Cure

As the party continued down the street they sighed in relief, it appears that K. had had some influence with the guard that night as they were let through without too much trouble. As they headed towards the Tavern that they were told, the Cored Apple, a man approached them. "Well I am not surprised that you made it, we have a mutual acquaintance and I have come here as the Cored Apple has come under new management and they take coin from a different more ruthless pocket now. The name is L. and I am glad to see you." he said with a smile. He appeared unarmed and genuinely happy to see them.

Following L. they continued through the street in the direction they were heading before, as they could see the Cored Apple, they headed off on a smaller side-street. As they went deeper things seemed to move like gnomish clockwork with wagons moving to block streets, open pathways

deeper into a nest of buildings that had seen better days. As they moved deeper more people with a glowing lattice of marking upon their skin could be found – these were the people of Manaeva who were afflicted with the Manaflux curse.

L. stopped them in front of the double doors of a larger warehouse. "Well this is it. One moment." he said as he rapped a pattern on the door. A moment later the door opened and hushed words were exchanged before several large pouches, one for each party member, were produced. "As K. would have told you this is the remaining fee plus a bit more for getting here in such a timely manner." he said as he handed the coin over. A small urchin with glowing marks under his skin appeared.

"This is Cale, he is able to show you back out of this little nest and to the main road again. You have been instrumental in the healing of this city and thanks to you," L. said with a smile as he ruffled Cale's hair. "Cale will have a future."

However the party also noticed that beyond the warehouse doors there were dozens of people moving around. Several with glowing marks under their skin and some without, but each and every one of them carried weapons and wore darkened armour. Something didn't sit right with this, there was something more, something else at work here and maybe not for the first time they doubted that the crates that they had transported here were the cure for these people.

Perhaps they had been set up.

NPC's:

- L

Encounter: The 'Cure'

Creature: Level 8 party

Bandit Captain - 3

Thug - 12

Commoner - 10

Bandit - 20

Map - 418ThMaWa

The intent here is clear from L. They have delivered drugs to the resistance movement who plan to eradicate the current guards and non-cursed of Maneva. If the party gets too curious about the warehouse they will be urged to leave Manaeva and if they won't they will be attacked. But if they come

back later and if they are caught then they will be attacked then. Otherwise L has three people follow them to make sure they don't run to the guard. One obvious and two hidden but more stealthily to try and have contingencies.

The 'Cure' is a potion that grants any who consume it +1d4 on their attack and saving throws as well as 2d4 temporary HP. This is meant to represent a kind of battle focus that overcomes those who ingest the potent concoction. Now while these stat blocks aren't impressive with many rolls of the dice the law of averages means some will hit. And this volley of attacks should provide a challenge to the party. After 360 rounds (1 hour) the person who ingests the potion gains a level of exhaustion. The commoners will attack with clubs after ingesting the potion, the bandits will attack from range while the thugs back up the commoners. The bandit captains will 'Support' from the middle ground. But there are a lot of enemies and they swarm the streets, warehouses and even the rooftop. If the party does just leave then they hear the screams of people as they get to the gate and hear the guards calling that there are people attacking and burning houses. Then they can do what they want.

Lore & NPCs

'K.'



K is a smuggler and frequently poses as an apostate working under the harpers guild. However she

looks at what will give her the most gold and will tend to ensure that the job is organised before leaving herself. Not exactly a master of disguise but she is very well connected and will quickly, and readily, leave before people can locate her.

K's Deception

The streets were dark as Kass slunk along the streets that were barely illuminated by her low burning lantern. The scarf around her head barely hid her features but she was counting on the darkness of the night and the part of the village that she was striding through to get the job done. It had been a while since she had been this nervous but this shipment to Manaeva was the largest she had attempted and it was the riskiest.

Despite this she was confident that the adventurers she had been recommended would get the job done. Outsiders with no ties to her, the city or the harpers had practically guaranteed them being untraceable. As the form of the wagon loomed in front of her she whistled once to let the guard watching know that she was here and once he had turned around she climbed into the back of the wagon.

It had been a while since her first job and the nerves and pang of remorse had long disappeared. She didn't even regret lying about being a member of the harpers or about the contents of these cloth wrapped crates. Some of them, the ones that were open to inspection would pass as 'viable cures' but the ones hidden deeper and in false bottoms to the crates were definitely not. It was these vials that were the real product being sold, that and a few other surprises scattered through the deeper boxes. Hopefully the adventurers would be able to drop them off and head out without a problem. But there was always a chance for it to go wrong.

After checking the contents of several crates and satisfied that the real contents were hidden correctly she slipped back out and left a pouch of gold coins just inside the wagon. A bribe for the guard to keep his mouth shut and to not delve too deeply into where he wasn't paid to.

Maps

418ThMaWa



Monsters

Adventure Encounters

Guard

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Commoner

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Bandit

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Thug

THUG

Medium Humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Bandit Captain

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.