

# Gersidi Manor



*Written By Shintokamikaze For*

*Advanced Fighting Fantasy 2nd Edition*

During the bloodthirsty purges of Manfro Gersidi against the followers of the perverted religion of Slangg, Gersidi valley was cleansed of most of its foul denizens. The once lavish and proud manor of the Gersidi family was gutted by fire, and abandoned, and had fallen into ruin, its very foundations weakened by the cleansing inferno, the great manor had slowly sunk into a natural fissure, as if Throff herself had swallowed this foul place. Now it lies 150 feet below the surface, overgrown, forsaken, and home to many wild beasts and long forgotten secrets.

Gersidi manor is located in the high pass, along the red pebble stream that leads to Gersidi valley, about a days quick march from the Tombs,

any group heading towards the Tombs would pass this location. NOTE Gersidi manor is located inside the high pass and would be found a days quick march after the FIRST ENCOUNTER (see the Tombs of Gersidi adventure) after Gersidi manor it is another days quick march to the Tombs and the SECOND ENCOUNTER.

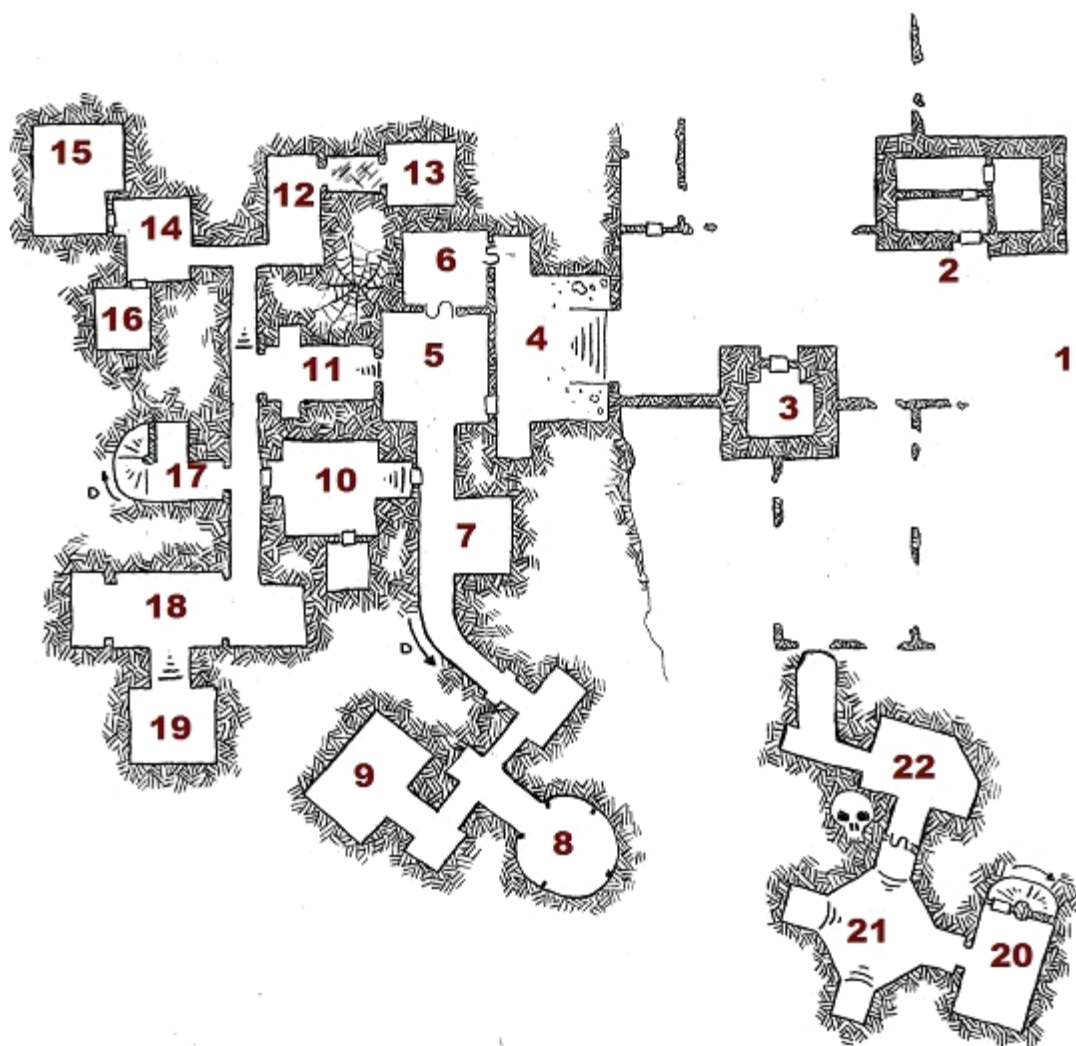
The crumbling wall and rusty iron gates that mark the boundary of the Gersidi estate would be the first thing the Heroes would stumble upon in this lonely wild area, the rusty gates have long since unhitched from their pillar anchors, and lie among the weeds and wildflowers, a cracked porcelain plaque near the gates reads

*Ar Anwar Gerithan*

*Faith of the Gersidi*

A few miles on and the sound of the waterfall fills the air. The stream forks, one fork leads on to the Tombs, the second fork carries on for about a hundred feet and flows down into the fissure, and then down and down again into the bowls of Titan far beyond Gersidi manor.





1

The climb down the waterfall should be easy enough, there are some large boulders up top where rope could be secured, and plenty of hand holes going down, the rocks are wet from the waterfall, so a few climbing rolls could be made.

Once down, the area is totally overgrown with long grass, bushes, wildflowers, and even some small trees, an awareness test would reveal two small backpacks containing bread, dried meat, cheese, waterskin ect.

This wild area is home to a new monster I put together for this adventure, it's based on a pic I found online.

## Camileo

Skill:10

Stamina:14

Attacks:See Below

Weapon:Medium Bite

Armour:Monster Medium

Habitat:Ruins,Forests

Number Encountered:1-3

Type:Monster

Reaction:Hostile

Intelligence:High



The carnivorous Camileo is a fast moving ambush hunter that blends into the landscape, and will stalk it's prey till it finds the right time to strike with +4 attack, the Camileo will use it's medium bite once each round, also it can once each round split it's hands and arms into long tendrils that it uses to violently trip it's prey, sending them spinning like a top through the air with 1D3 points of Stamina damage.

The Camileo is very fast moving, and can slip in and out of combat at will, with no penalty, retreating to hide, and attacking again at the right moment.

## 2

This over grown stone building was once the stables of Gersidi manor, now it is the home of the Camileo, the floor is litterd with ancient bones of horses and other creatures, a fresh bloodied skeleton of a Goblin lies in the back room.

## 3

The guard house of Gersidi manor is still a solid building with thick stone walls and roof, its large iron door is rusted thin but still standing. If the Heroes enter this building they will hear shrieks of terror from the two wounded half starved Ordney Goblins (see the Tombs of Gersidi adventure) cowering inside.

### Goblins

Skill:4

Stamina:3

Weapon:Dagger

Armour:Leather Hauberk





It is up to the Director to induce sympathy for the plight of the Goblins, it would be better if the Heroes helped them and got some information concerning the forces of Castle Instax, and the plans Baron Trim Marquest has for excavating the Tombs.

The three Goblins were orderd to reconnoitre the Tombs for a few weeks before the main force arrived, but the horrific nightly ghostly howls terrified them, and they deserted, when they arrived here it seemed quiet so they climbed down to hide but were attacked by the

Camileo, one was killed but two managed to escape into the guard house, and have been inside for just under a week surviving on rain water, grubs and roots.

Both Goblins speak broken common, and will plead with the Heroes for mercy, if the Heroes spare them and give them some food or their own lost backpacks, and promise to help them escape the Camileo, they will tell the Heroes all they know.

#### 4

A large black marble arch over the steps is decorated with a very fine carving of the gersidi coat of arms, the steps lead up to a sheltered porch area, three statues of finely dressed male humans line each side wall, all have had their facial features smashed off.



#### 5

This badly burnt area contains 8 charred Human and Dark Elf corpses, all have had their arms and legs bound together behind their backs with barbed wire, their ash faces are frozen in agonizing screams.



Four large broken jars of lamp oil are strewn in the corner, it is terrifyingly obvious what has conspired here.

## 6

Two well hidden stone doors access this area, the room has not been effected by the fire.



This was the secret study of Quentos Gersidi, various unknown strange machines and books line the walls, a small wooden chest on a shelf contains 12gp, 95sp, 315cp, and a small iron key that will open the Golems manacles, a good search of the study will reveal a small ivory, black silk lined box that contains the magic item "The Tongue Of Ar Anwar Gerithan" and a parchment with a description of the wand and it's use, this golden wand is a holy relic of the Dark Elves, it is tipped with two points much like a forked tounge, the tounge can fire a blue forked bolt of electricity that will do 1D6+3 damage, charging time is about twelve hours, the bolt can ignite combustibile materials such as parchment, straw, dry sticks, webs, and cloth.

The highlight of the room is the large Flesh Golem chained up in the

corner, it can understand basic commands in common, and will act on the whim of the Heroes.



## Flesh Golem

Skill:9

Stamina:12

Weapon:Unarmed Large Size

Armour:Light

7

This badly burnt area was once a conservatory, now it's wood and glass roof has collapsed, the floor is litterd with half burnt furniture, glass, and broken wooden window supports.

This area is the domain of a rather vicious Poltergeist (See Out Of The Pit Page 94) who will try to attack anyone moving through this area and the corridors leading to area 8 and 9 but can not enter these areas.

An opposed Dodge test can be used to avoid the flying glass and

wooden shards(as improvised weapon), the Poltergeist can also attack using a large stick(as a Club)

Skill:8

Attacks:2

Thrown:3

Clubs:2

## 8

This badly burnt area was the observatory of Quentos Gersidi, the large metal dome above is closed, the once fine golden telescope has melted in to a puddle on the stone plinth, anyone searching the plinth will find this glob of gold worth 30gp buried under a pile of ash.

## 9

This area was once the library of the Gersidi family, now it is mostly just ash except for a large marble writing chair mounted to one of the walls, a good search of this chair will reveal a secret compartment containing the half burnt secret Journal of Freana Gersidi.

the spectre of Freana will sense if someone has the journal on their person, and will fear whomever holds her secrets, she also could be kept at bay if confronted with her Journal.

## 10

This charred area was once the bathing room and sona of the Gersidi family, the rooms are now the nest of a group of giant spiders, the floor is litterd with the dry husks of giant rats.

The centre of the room has a large sunken bath, much like a modern swimming pool, the bath is filled with a huge egg sack of baby giant

spiders, as our heroes survey the situation Two adult Giant Spiders will burst out from the small sauna side room, if the egg sack is not attacked with a fire spell or with the The Tongue Of Ar Anwar Gerithan the brood will burst out after Three combat rounds.

## Giant Spider

Skill:7

Stamina:8

Attacks:2

Weapon:Medium Bite

Armour:Light

## Spider Brood

The Brood will Attack as one creature and lose one

Skill point for every two stamina points lost.

Skill:10

Stamina:12

Attacks:6

Weapon:Small Bite

Armour:Light

## 11

This once luxurious Living area is now just ash and charred wood, only the Two matching ornate marble fireplaces on the north and south walls are left standing.

## 12

This once fine bedrooms roof has collapsed, now the room is overgrown and open to the elements, a large Bomba(See Beyond The Pit Page 156)tree has grown here and dominates the area.

The Giant Rats have been feeding on the fruit, so only 1d6+3 Bomba fruit can be collected from the tree.

## 13

The area between areas 12-13 is blocked by rubble, there is a small opening just big enough to squeeze through.

This burnt once fine living area is now the nest of Giant rats, luckily for our Heroes the Spiders from area 10 have moved into Gersidi manor a few weeks ago, and have almost eradicated them, there should be one Giant Rat for each Hero.

### Giant Rat

Skill:5

Stamina:4

Weapon:Small Bite

Armour:None

## 14

This area was the bedroom of the Gersidi kids, most of the contents have been burnt to ash except for the iron frames of three sets of small bunk beds.

## 15

This half burnt area was once the nursery of the Gersidi kids, half burnt wooden toys lay scattered about the floor and a large charred wooden toy box stands in one of the corners.

If someone opens the toy box they will find it empty except for a large iron key that will open the door to area 20, as the toy box is opened the room will be filled with the sound of soft giggling from a child, then the soft mischievous voice will recite the following words.

*"Hush little baby don't you cry*

*I said hush little baby don't you cry*

*the whole family's gonna think I'm a devil, I don't wanna hear our angels  
revel*

*I say this with one hand on my heart, rememberd she will make me fear  
my part*

*Hush little baby don't you cry*

*I said hush little baby don't you cry"*



This is the ghost of Ardilane Gersidi, she is quite friendly and will appear to the Heroes if they try to communicate with her in a kind manner, Ardilane will appear as the ghost of a Six year old child, she will tell the Heroes that she is glad they have come to play with her and that she has been very lonely since uncle Quentos took her cousins downstairs to the screaming room, she will also say that they are still there silent in the dark, and that she can not leave this place



till her cousins souls are at rest.

## 16

Burnt bathing area

## 17

The alcove was once a guard area, the spiral staircase leads down to a large iron door, this door is fitted with a magical lock that is near impossible to pick, our Heroes will need the iron key from area 15 to enter.

## 18

This large burnt dinning area has a huge ornate fireplace on the west wall, the huge dinning table is still set for dinner and has charred skeletons draped over it.

There is a small secret compartment in the fireplace that contains two empty vials of Firebush Poison (See AFF Page 53) and two full vials of Firebush Poison antidote.

## 19

Chared kitchen area

## 20

The East wall has a line of bright orange robes hanging on pegs, and an iron cage is bulit into the North East corner, other than that that this room is sparce.

## 21

All the walls in this area are painted with various panoramic murals predicting themes from the religion of Slangg.



The alcoves on the North and South walls contain large black marble brasiers, the West alcove contains a large white marble statue of Slangg the statue will cause fear and revulsion in human Heroes, any Human who fails a strength roll will suffer one hours nervous sickness with -1 Skill, a small gold and silver tabernacle(worth 25gp) containing 2 silver daggers rests at it's feet, the centre of the room is dominated with a large white marble sacrificial alter.

Anyone searching the alcoves will notice a small piece of plaster has crumbled and fallen off the back wall of the North alcove.

## 22

This area is the tomb of the missing Gersidi children, they have had there tongues removed and were bricked up alive in this area by

Quentos Gersidi.

when the Heroes break into this area they will be confronted with the ghastly site of the well preserved Zombie children, there should be two for each Hero.



# Zombie Children

Skill:4

Stamina:5

Attacks:1

Weapon:Small Bite/Claw

Armour:None

