

LEVEL 4 ADVENTURE MODULE

# FIFTH EDITION FANTASY #13

## MYSTERY UNDER THE MONASTERY

BY JAMES FLOYD KELLY



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# MYSTERY UNDER THE MONASTERY

By James Floyd Kelly

**M**ystery *Under the Monastery* is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 4th-level characters and can be completed in a single session. A mix of adventurer classes is recommended, and there will be no issues with access to food and water. The main adventure takes place in the tunnels and caves beneath a monastery, so torches will

be needed if the player races lack the ability to see in the dark. It is recommended that an inventory of all valuables (and types—such as gems, magical weapons, etc.) be obtained by the GM before the game begins; certain events (mostly combat) will depend on knowing which players hold gems, and requesting a full inventory will keep this detail secret.

## BACKGROUND

**F**or centuries, the monks who maintain the Trayban Monastery have lived a quiet life of contemplation and service to others. The gardens the monks tend have provided food for the monastery as well as emergency supplies for nearby towns during times of need. The monks do not sell their food; they give it freely to any visitors who ask. As payment for their generosity, the monastery receives a level of protection from nearby settlements that includes updates about visitors to the towns, caravans and merchants moving through the area, and sightings and encounters with wild creatures in the surrounding forests.

Unknown to the rest of the world, the monks have also maintained a truce for over 30 years with the denizens of the Beneath. Deep below the monastery exists a large cavern that supports a trading zone open to all and where combat is forbidden: LooBay's Bazaar. The monks trade their food for unusual objects and trinkets that are most often of very little value—with a smile and a request for more—because they are not interested in hoarding wealth. They see their actions as supporting and encouraging peace, and the monks are respected and even offered protection when they travel to and from LooBay's Bazaar.

LooBay's Bazaar was started in partnership with the Trayban monks. When the monastery was being built, one of the four founding monks, a mountain gnome named Gilb, discovered the entrance to a series of tunnels and caverns. Fortune favored the monks when

they then met a group of friendly deep gnome explorers who made their way to the surface; a pact was made that would allow the monks to provide assistance with what they suspected was a difficult existence in the Beneath. For 30 years, the monks provided food and the occasional training to the denizens of the Beneath in the form of trade.

Thirty-one years ago, a deep gnome merchant named LooBay spent a few weeks recovering at the monastery after he was attacked and left for dead in the Beneath. LooBay listened to the monks' discussions and observed their daily activities and saw an opportunity to help them. LooBay gathered his savings, called in some favors and a few loans, and hired some colleagues to assist him in building a simple bazaar close to the surface to encourage more trade with the Above. He invites traders from the far edges of the Beneath to come and sell and trade their wares in a safe and fair locale. In addition to commerce, LooBay's Bazaar offers food but no accommodations (but LooBay does have his own personal quarters along with some guard housing), and continues to hire miners to open new trade routes.

Today, LooBay's has grown substantially, and trouble is rare; the value the bazaar offers to the Beneath is protected fiercely by buyers and sellers who are quick to remove anyone who stirs up trouble. LooBay is trustworthy and is quick to banish any traders who are caught cheating customers or trading in forbidden materials.

The primary path from the monastery to the bazaar exists as a secret tunnel concealed beneath a large table in the monastery's common area. This path is a direct route (although a smaller, hidden, more dangerous tunnel breaks off and also leads to the bazaar) and has been cleared of hazards that include razor-sharp crystalline stalagmites and deep pebble-covered surfaces that give way to those unfortunate enough to walk across, sending them sliding into deep pits or crashing into walls. Once every two weeks, the monks are able to reach LooBay's in less than two hours using the safe tunnel.

The safe tunnel, however, has recently collapsed since the monks' last visit to the bazaar, with a fine, powdered stone completely blocking the tunnel just 30 minutes into the trip down. One of the monks, a dwarf nicknamed Granite, examined the collapse and believed it was intentional. Granite volunteered to lead a small group of monks down the secondary tunnel in an attempt to make contact with LooBay's. The four monks have not been heard from in more than five days.

The monks are desperate to find Granite and his group, but they are also concerned for the well-being of their allies in the Beneath. As the monks discuss options for preparing another group to enter the tunnels, the bell outside their gate rings. Despite the trouble facing the monks, they open the gate and welcome tired and hungry visitors to Trayban Monastery.

## ADVENTURE HOOKS

The adventure begins with the players reaching the

safety of a walled monastery late in the evening. The GM may determine how the adventurers found themselves in the woods or can adapt one of the adventure hooks below:

- The town of Mistral Tune wishes to hire the adventurers to provide protection for a team of loggers, who will be clearing a new road to the Trayban Monastery to shorten a caravan's trip from three days to one. The clearing of the road will take three weeks to complete, and the torchlights of the monastery will be visible in the distance as daylight wanes. The entire party can look forward to a few days of rest inside the monastery's walls.
- A longtime friend of the adventurers has passed away, and the monks of the Trayban Monastery have requested that his body be returned to them for burial. The monks have promised a small fee to be paid for the party's troubles as well as food and lodging for a week's rest. Any adventurer willing to stay two weeks and assist with daily duties will also be trained in one of the monks' unarmed fighting techniques.
- One of the adventurers frequently shares an ancient map and a matching tale of a long-lost temple and its riches in the snow-covered northern mountain range known as the Demon's Teeth. The trip will take months, but the Trayban Monastery is a well-known rest for travelers going north and needing additional provisions for the journey. The monks may even possess additional information about the lost temple in their legendary library.

# BEGINNING THE ADVENTURE

## GENERAL FEATURES

**Weather.** The adventure begins late in the evening with the party's arrival at the monastery. The weather is comfortable, and afternoon showers are ensuring the monks' gardens will produce a larger-than-normal yield.

**Sound.** The sounds of birds and wildlife can be heard in the nearby forest at all hours. While the monks work in their gardens, they sing a mix of songs that are enjoyable to listen to.

**Food and Water.** Food and water are plentiful in and around the monastery. While the monks subsist on non-meat meals, they do not disapprove of hunting in the surrounding forest. All adventurers will receive a small pack of food from the monks upon their departure that will last for three days. Each party member will also be asked to carry two small rescue packs of food to be distributed when they reach LooBay's Bazaar.

When the adventure begins, the characters are welcomed inside the gates of Trayban Monastery. The

monks greet them with smiles, but something is amiss. Read or paraphrase the text below:

*A group of eight monks, male and female, greet you and welcome you inside the strong oak walls surrounding the monastery. The monks are unarmed, but their strength and confidence are obvious to you, and you realize that anyone wishing to cause trouble inside these walls does so at extreme risk. Numerous oil lamps hang every 20 feet on all four inner walls, providing enough light for you to spot six large vegetable gardens at the rear of the monastery. More light comes from the windows of one large two-story central structure. A gray-bearded human monk smiles and leans out a window on the second story and observes the group.*

One of the monks will inquire about the visitors. Any request for lodging and food will be honored, and the monks will welcome them to Trayban. Any adventurer making a successful DC 12 Wisdom (Perception) check will be able to detect high levels of stress in the group of monks. They will politely answer any questions about their gardens or lodging, but will avoid any questions related to the current situation with the collapsed tunnel unless a DC 18 Charisma (Persuasion) check is attempted. If the check is successful, one of the monks will share a brief comment about a few of their fellow monks that are missing and the monastery is discussing what to do about the matter.

## THE TRAYBAN ΜΟΝΙΚΣ

The monks of Trayban are a mixed group of gender, races, and classes. All have found their way to the monastery for one reason or another, and each will defend their brothers and sisters to the death. The monks will do their best to avoid dealing lethal damage, instead choosing incapacitating blows whenever possible.

Not counting Granite and the three other missing monks, the total number currently residing in the monastery is 24:

- 15 Human (10 male, 5 female)
- 3 Half-Elf (3 male)
- 2 Dwarf (1 male, 1 female)
- 2 Gnome (2 male)
- 1 Half-Orc (female)
- 1 Halfling (male)

Roleplaying such a large group shouldn't be necessary—as soon as the adventurers have been introduced to Cadril, the monastery's 58-year-old male human leader, all the monks will return to their rooms except for the female half-orc monk named Mewze. Mewze was welcomed into the monastery without question and has taken on the role of Cadril's bodyguard (although Cadril thinks it unnecessary). She is on constant guard whenever any visitors are inside the monastery walls.

All the monks (including Cadril), with the exception of Mewze, should use the stats for the **monastic** NPC. The Trayban monks follow the Way of the Jurra (see appendix B).

## MONASTIC

*Medium humanoid (any race), neutral good*

**AC:** 14

**Hit Points:** 22 (4d8 + 4)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws:** Strength +2, Dexterity +4

**Skills:** Acrobatics +4, Insight +4

**Senses:** passive Perception 12

**Languages:** Common plus any two languages

**Challenge:** 2 (450 XP)

**Special Equipment:** The monastic wields a Jurra staff (see sidebar).

**Unarmored Defense:** While the monastic is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

## ACTIONS

**Multiattack:** The monastic makes two Jurra staff attacks or two unarmed strikes.

**Jurra Staff:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Unarmed Strike:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.