

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

Mystery *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

For 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.

THE JURRA STAFF

The Jurra staff is the preferred weapon of the Trayban monks. It is a martial melee weapon that weighs about the same as a quarterstaff, and inflicts 1d8 bludgeoning damage; it can be wielded one-handed but the monks prefer to use two. It is carved from a Jurra tree, a species that only grows in the nearby forest. These trees produce a unique sound in strong wind, and possess mystical abilities that the monks have discovered over time. Each Jurra staff is tailored to its user's specific height and strength. A special fist-sized ring is carved into the center of the curved staff, allowing a trained wielder to make multiple attacks by gripping and releasing the ring at specific moments in the swing. In this way, the wielder can attack twice, instead of once, when taking the Attack action. For a trained follower of the Way of the Jurra, the staff is treated as a monk weapon and it can produce variations of the tree's natural humming sound; these manifest as unique effects that vary depending on the skill of the bearer.

An untrained user of the Jurra staff can wield the weapon as a quarterstaff. Any monk wishing to learn the basic, proper use of the Jurra staff (i.e., using it to cause 1d8 damage, but not gaining the other attack benefits or powers) must spend a minimum of two weeks training with the Trayban monks.

ASSISTING THE MONKS

After the adventurers are taken into the main structure and have been introduced to Cadril, he will offer a meal followed by lodging. If the PCs ask, Cadril will provide lodging and meals for up to three days. At no time will Mewze leave the room, and discerning her protective nature requires no Wisdom (Perception) check. Cadril will make a simple request that the adventurers stay in their rooms or the outside common areas while the monks do their chores; he will mention they have a large amount of vegetables to gather in the morning for a nearby town's festival. (This is a good opportunity for the players to show a bit of goodwill and gain the respect of the monks if they volunteer to assist.)

Cadril is dressed in the standard rock-scrubbed cloth shirt and loose pants favored by all the monks. Dirt and grass stains indicate a full day spent outside in the garden, but Cadril shows no signs of exhaustion and will engage the travelers in talk about the area and answer questions related to the monastery. If any mention is made about the tension in the monastery, Cadril will provide some basic information about the missing monks, but will not mention the collapsed tunnel or the bazaar. The adventurers will need to earn Cadril's trust before he will agree to any assistance.

If the adventurers offer to help with any of the monks' daily duties for one or more days, this will be enough time for them to have heard snippets of discussion among the monks about LooBay's Bazaar. The adventurers will also have observed the monks practicing with their Jurras. At this time, if they approach Cadril with any questions, a successful DC 10 Charisma (Persuasion) check will be enough for Cadril to offer up a full explanation about the collapsed tunnel and the missing monks as well as the concerns about sending additional resources down the secondary tunnel.

Cadril will accept any offer to assist with the search for the missing monks, but the team will need to convince him of their motives. Mewze will offer to escort the group through the hidden secondary tunnel to the bazaar—if the group has earned the trust of Cadril and assisted the monastery with some of its daily activities. If Cadril is still uncertain about the group's motives, Mewze will only take them as far as the entrance to the secondary tunnel, but Cadril will request that the group first verify that the primary tunnel is still inaccessible.

If the adventurers did not offer assistance to the monks during the day, the group will still hear bits and pieces of information, but Cadril's trust will not be earned. If an adventurer explores the common area during daylight hours while the monks are in the gardens, a successful DC 18 Intelligence (Investigation) check will reveal the hidden entrance to the tunnel. If the party enters the tunnel without permission, they will find the collapsed section of the primary tunnel but the secondary will remain hidden without the monks' assistance, and the players will need to earn back the monks' trust (they will be discovered upon their return to the monastery's common area) or be asked to leave the monastery.

ROLEPLAYING MEWZE

Mewze is a 28-year-old half-orc who joined the monks two years ago, after being banished from her tribe for not being able to produce offspring. Cadril was told of a half-orc female who had arrived in a nearby town and was imprisoned after picking a fight with a group of farmers. Cadril asked the constable to release her under his supervision if she agreed to provide protection for the monastery.

Mewze was reluctant at first, but upon hearing that the monastery was being harassed by a local band of highwaymen, she agreed. What Cadril did not tell her was that the highwaymen only appeared once a year and had just left the area for the winter. Mewze observed the monks training, and their camaraderie, and began taking part in their daily training and chores. A year later, when the highwaymen reappeared, Mewze drove them off without any loss of life; she had accepted the monks' way of life and wished to honor their trust and acceptance by avoiding lethal combat whenever possible.

Mewze will defend Cadril with her life, and she is extremely protective of her fellow monks. She will do everything in her power to find the missing monks, and will not return to the monastery until their fate is discovered. If she loses her Jurra staff, she will decline the offer of any weapon other than a quarterstaff, fighting bare-handed instead.

MEWZE

Medium humanoid (half-orc), neutral good

AC: 13

Hit Points: 37 (5d8 + 15)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws: Strength +6, Dexterity +5

Skills: Acrobatics +5, Intimidation +2

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Orc, Undercommon

Challenge: 2 (450 XP)

Special Equipment: Mewze wields a Jurra staff (see sidebar), and carries an explorer's pack and a small bag of trinkets.

Relentless Endurance: When Mewze is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead. She can't use this feature again until she finishes a long rest.

Savage Attacks: When Mewze scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Unarmored Defense: While Mewze is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

ACTIONS

Multiattack: Mewze makes three Jurra staff attacks or three unarmed strikes.

Jurra Staff: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

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

The half-orc's arms and neck area are covered with scars that she received prior to her banishment from her tribe. On her left cheek (where a tribal tattoo would normally exist) is a tattoo of the Jurra staff. Mewze has dulled her canine teeth intentionally to signify her intent to pursue a peaceful existence.

DESCENT TO LOOBAY'S BAZAAR

Before Mewze opens the hidden tunnel, she will follow Cadril's instructions and verify the primary tunnel is still blocked. Read the following aloud:

After an hour of slow marching, Mewze calls a halt. Unusual sounds can be heard ahead, and she listens for a moment before running forward. Around the next bend, the collapsed section of the tunnel is visible. Two gray tentacles with unusual blue speckles finish lashing a pitiful creature and disappear into one of the many 1-foot-diameter holes in the wall. Mewze runs to and picks up the fallen creature, the only one of a group of four still showing signs of life. Brief words are spoken between them, and then the creature is gone. Mewze carefully places each creature into a separate hole in the wall and covers the corpses with small stones. When she is done, she sits down on the stone floor, a look of despair in her eyes.

Here at the collapsed section of the primary tunnel, the group has stumbled upon the conclusion of a fight between four diminutive **koomilahns** and a number of blue-speckled tentacles reaching out from 1-foot-diameter holes in the tunnel walls.

Mewze will answer questions about the creatures, but the limit of her knowledge (and responses) is as follows:

- The creatures are called koomilahns (koom-uh-launs), and they are a race of peaceful burrowers and explorers of the Beneath.
- The koomilahns know of the Trayban monks and occasionally trade information about the Beneath for food.
- The dying koomilahn told Mewze (in Undercommon) that they had woken a sleeping creature by accidentally breaking through into a sealed crystal geode.
- Koomilahns reseal their tunnels that break into geodes whenever possible, and always deny requests from denizens of the Beneath to find geodes and collect crystals. Mewze does not know why.
- Koomilahns have a unique ability that uses their hands to shatter or pulverize most types of rock; this is how they create tiny tunnels and hidden living quarters to protect themselves from enemies.

- Mewze has never seen or heard of the blue-speckled tentacles. She has no idea what attacked the koomilahns.

Mewze will gather herself and stand after a few questions. She will then instruct the party to follow her back to the disguised entrance to the secondary tunnel (area 1), which the monks know leads to the bazaar.

KOOMILAHN (4)

Tiny humanoid, neutral

AC: 10

Hit Points: 10 (3d4 + 3)

Speed: 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Skills: Perception +2

Senses: darkvision 30 ft., passive Perception 12

Languages: Koomli, Orc, Undercommon

Challenge: 1/4 (50 XP)

Crumbling Touch: The koomilahn can pulverize rock with its hands and feet. This ability can be controlled, allowing the koomilahn to touch other beings without doing damage or to deliver an acidic injury.

Tunneler: The koomilahn can burrow through solid rock at half its burrow speed and leaves a 1-foot-diameter tunnel in its wake.

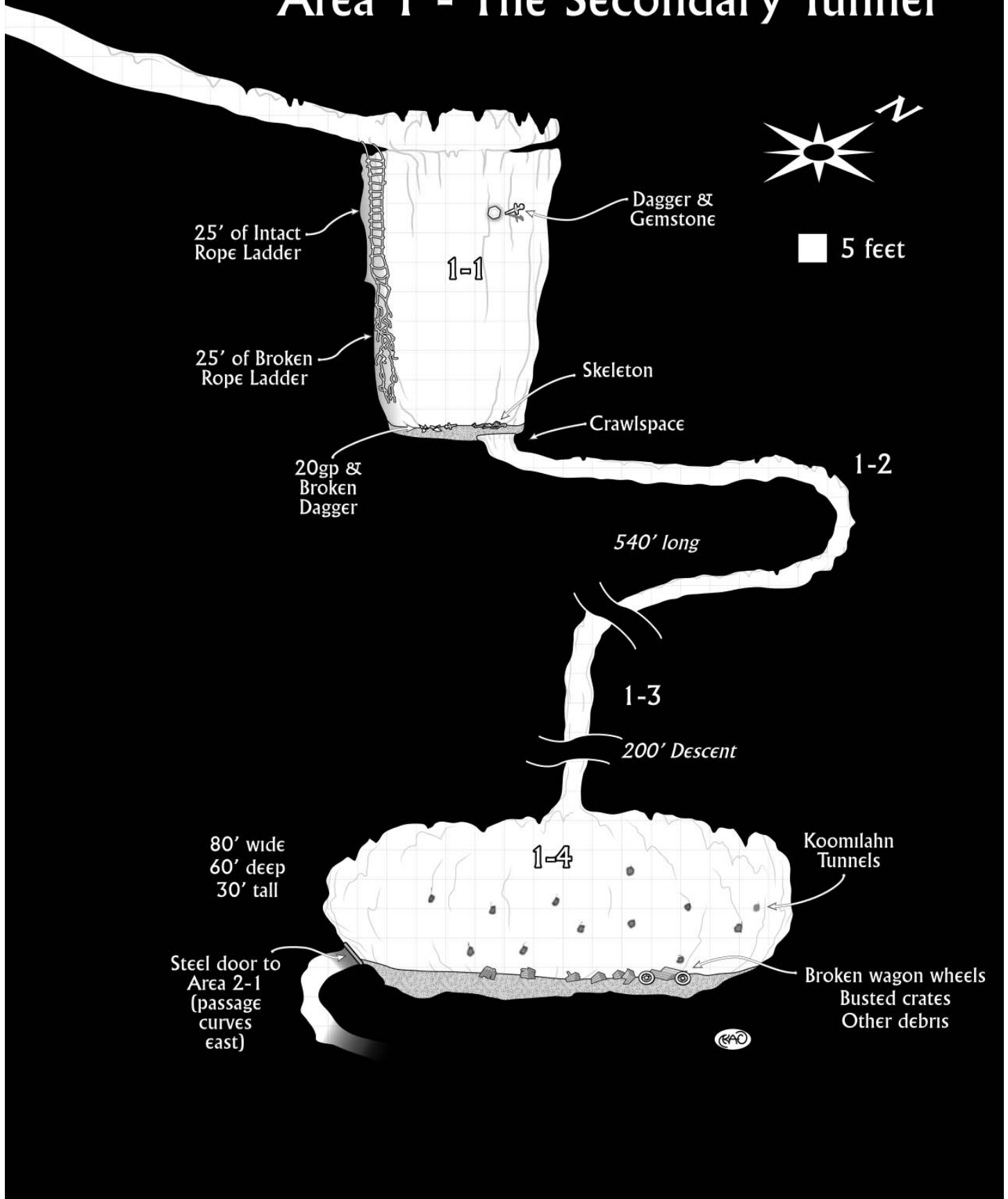
ACTIONS

Multiattack: The koomilahn makes two attacks, one with each hand.

Touch: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) acid damage.

Koomilahns are shy creatures who burrow through the Beneath scavenging for food and other materials. They are non-violent and curious, but will avoid creatures or situations that appear dangerous. They move on all fours, although when they stand on their hind legs, they can look like thin halflings from a distance. Their clothing is a mixture of plants and animal hides, depending on the materials they find in their explorations.

Area 1 - The Secondary Tunnel



AREA 1 – THE SECONDARY TUNNEL

Mewze shoves aside a few medium-sized boulders, takes a deep breath, and slips her large fingers into some small indentions on the wall. She tugs on a section of what appears to be solid stone. The grinding of stone on stone surprises you as you see a section of wall pull away to reveal a hidden tunnel.

The entrance is 4 feet tall and 5 feet wide. It is disguised by some carefully placed rubble and a chiseled sheet of rock. The stone covering is approximately 2 inches thick and has been cut in a manner that blends with the natural stone. Whether Mewze is going with the party or not, she will replace the covering and small boulders to hide the entrance without explanation. (Cadril has instructed her to cover the entrance and ask LooBay to provide a different way back up to the monastery should the primary tunnel be unrecoverable.)

If she accompanies the party and is asked about the path ahead, Mewze will consult a small map given to her by Cadril. Again, she will not explain any further but will prod the adventurers to move forward. Mewze will always insist on bringing up the rear; if anyone objects, she will return to Cadril with or without the party.

Once through the hidden entrance, the party will observe that the secondary tunnel is natural and has not been carved; it varies in height between 7 and 10 feet. The width is minimally 4 feet but never exceeds 6 feet. Torches will be needed for any members not possessing an ability to see in darkness.

The floor of the tunnel is covered with fine gravel and makes for a slippery surface. All characters will need to make a DC 12 Dexterity check before reaching area 1-1. Failure will result in one of the carried rescue packs of food being crushed and unusable. (Make note of how many rescue packs are destroyed; the number of remaining rescue packs will come into play in a later event.)

AREA 1-1 – THE SHAFT

The secondary tunnel ends abruptly at a 35-foot-wide shaft, and you stare down a 50-foot drop to the floor below. The walls are uneven and possess sharp edges, and only a few handholds are apparent. Glittering stones embedded in the rocks catch your eye, as does the small skeleton of undetermined race at the bottom of the drop on the opposite side of the cylindrical shaft. Small

pitons have been hammered into the stone to hold a rope ladder that dangles down into the shaft. Halfway down, the right half of the rope ladder has separated and the last 25-foot section of ladder hangs by a few threads.

The walls in this shaft are sharp enough to cut through normal rope with just a few swipes. Anyone using a rope to descend to the floor risks having the rope cut as it drags and moves across the wall's surface, unless a method can be found to protect the rope from being cut. Whenever someone is halfway down the rope, they must succeed on a DC 13 Dexterity check or the rope will be sliced and the climber will fall, taking 7 (2d6) bludgeoning damage.

Any adventurers examining the wall before descending the shaft may make a DC 15 Wisdom (Perception) check. If successful, they will spot the hilt of a dagger embedded in the rock next to a sizeable gemstone (value of 125 gp). The gemstone may be removed by dealing 4 points of bludgeoning damage to the surrounding area, if a method for getting to the other side of the shaft can be found. A successful DC 15 Dexterity (Acrobatics) check will allow someone to find safe, non-sharp handholds and scale the walls to the other side. Another successful DC 15 Dexterity (Acrobatics) check is required to return or to climb down. The glittering in the wall consists of mostly tiny, common gems that are worth copper pieces each and require the same amount of effort (and danger) to dig out as the larger gemstone. The dagger is nonmagical and undamaged.

Those adventurers who make it to the bottom of the shaft will discover one broken dagger (not usable as a weapon) and 20 gold pieces scattered over the floor, and a small bag containing three gems worth 15 gp each. (Make note of which player takes the bag or how the gems are divided.) The race of the skeleton—gnome—can be determined with a successful DC 12 Wisdom or Intelligence check. Many of its bones are broken from what appears to have been a fall. (The poor gnome plunged to his death while trying to dig out the gemstone.) The age of the skeleton cannot be determined.

A low crawlspace exits the shaft to the east. A successful DC 17 Intelligence (Investigation) check will reveal a hint of recent footsteps moving into the crawlspace.

AREA 1-2 – EASTERN CRAWLSPACE

The crawlspace is cramped and unlit, and crawling on all fours appears to be the only way to navigate through it. A fresh breeze can be felt from inside.

The crawlspace is 540 feet in length and requires continuous crawling through the tight tunnel to reach area 1-3; every member of the party will notice the twisting and sharp downward angle of the tunnel. Single-file is the only way to move through the crawlspace. The adventurer in the lead will discover corn husks 50 feet into the crawlspace—if present, Mewze will recognize them as the wrappings of Granite’s favorite meal. Koomilahn tunnels will be spotted every 30 to 40 feet; the tunnels are 1 foot in diameter.



AREA 1-3 – CHIMNEY

The crawlspace has expanded in width and height for the last 50 feet, and now you are able to stand in a small cavern with a hole in the center of the floor. The hole is wide enough for one person to fit inside at a time, and the various rocky edges jutting from the walls look solid enough to use as handholds for descending.

The chimney descends for a total of 200 feet, and anyone continuing down must make a DC 12 Strength (Athletics) check every 50 feet. Failure results in tumbling down 15 feet, taking 2 (1d4) bludgeoning damage, destroying one rescue pack, and forcing anyone below them to make his or her own DC 12 Strength (Athletics) check to keep from tumbling. Adventurers may choose to wedge themselves into the chimney at any time for a short respite (and forcing anyone above them to stop as well), but stopping and resting comes with its own risk.

When the first party member reaches the bottom of the chimney, he or she will discover a rope dangling the final 25 feet to the floor. The rope has been expertly secured with pitons and will pose no problem for anyone climbing down to area 1-4. Once the first party member reaches the surface, however, all PCs will need to roll initiative, and movement speed down the chimney is 5 feet per turn.

AREA 1-4 – LANDING

Upon touching the stone floor of a 60-foot-by-80-foot cavern, the first adventurer to exit the chimney will be subject to a surprise attack by one **geode splinter**. The geode splinter will flee into one of the koomilahn tunnels that cover the cavern walls when it drops below half its hit points.

When combat ends, read the following:

This large cavern is filled with broken crates, collapsed wagons, and other non-valuable debris. Over a dozen koomilahn tunnels are visible in the cave walls and a closed steel door can be seen in the southwestern wall. On the door is a green and blue symbol: two hands shaking in agreement.

If Mewze is there she will recognize the symbol for LooBay’s Bazaar. She has no explanation for the debris, but is anxious to open the door and continue

looking for her friends. The cavern is actually nothing more than an area to discard damaged or abandoned non-valuable furniture and supplies from the bazaar.

The door is locked and a trap mechanism is obvious (on this side of the door) and requires no check to discover. A DC 12 Wisdom (Perception) check will reveal that the trap will trigger a magical wail. (The intent is to alert LooBay's guards of anyone trying to gain entrance to the bazaar from the closed secondary tunnel.) Someone proficient with thieves' tools may make one attempt to disarm the trap; a successful DC 12 Dexterity check will allow the door to be opened without triggering the wail. A failed attempt (or simply opening the door) will start the wailing that lasts 60 seconds. This will also alert the geode worms in area 2-1.

GEODE SPLINTER

Medium ooze, unaligned

AC: 15 (natural armor)

Hit Points: 45 (6d8 + 18)

Speed: 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 80 ft. (blind beyond this radius), passive Perception 10

Languages: —

Challenge: 2 (450 XP)

Amorphous: The geode splinter can move through a space as narrow as 5 inches wide without squeezing.

Gem Grab: When the geode splinter makes a successful pseudopod attack on its turn, it can take a bonus action to remove a gem from a staff, weapon, or bag if the target possesses one. If a gem is obtained, the geode splinter will spend one action digesting the gem and recovering 1d8 hit points. If a gem is tossed at the geode splinter or placed between it and another creature, the geode splinter will always move towards a gem.

Gem Sniff: The geode splinter is sensitive to the presence of crystals and gems up to 120 feet. It will attempt to move towards and attack the enemy with the most valuable gem, or the largest quantity of gems, on their person.

Ooze Climb: The geode splinter can move a maximum of 10 feet up a vertical wall.

Slashing Form: A creature that touches the geode splinter takes 4 (1d8) slashing damage from its sharp crystal-covered hide. Any nonmetallic, nonmagical weapons or parts of weapons (such as arrow shafts) that hit the geode splinter are destroyed.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 4 (1d4 + 2) bludgeoning damage.

The geode splinter is an intelligent piece of the larger grand geode leech. Its grey and blue speckled surface is covered with tiny shards of crystals and gems that both protect it and allow it to deliver damage. It feeds on crystals and gems, and heals when digesting these items. Up to three geode splinters can split off from a single grand geode leech. It takes 2 rounds for a geode splinter to be reabsorbed into the grand geode leech.

DEVELOPMENT

Read the following after the door is opened. If the alarm is triggered, nothing happens and the alarm stops after 60 seconds:

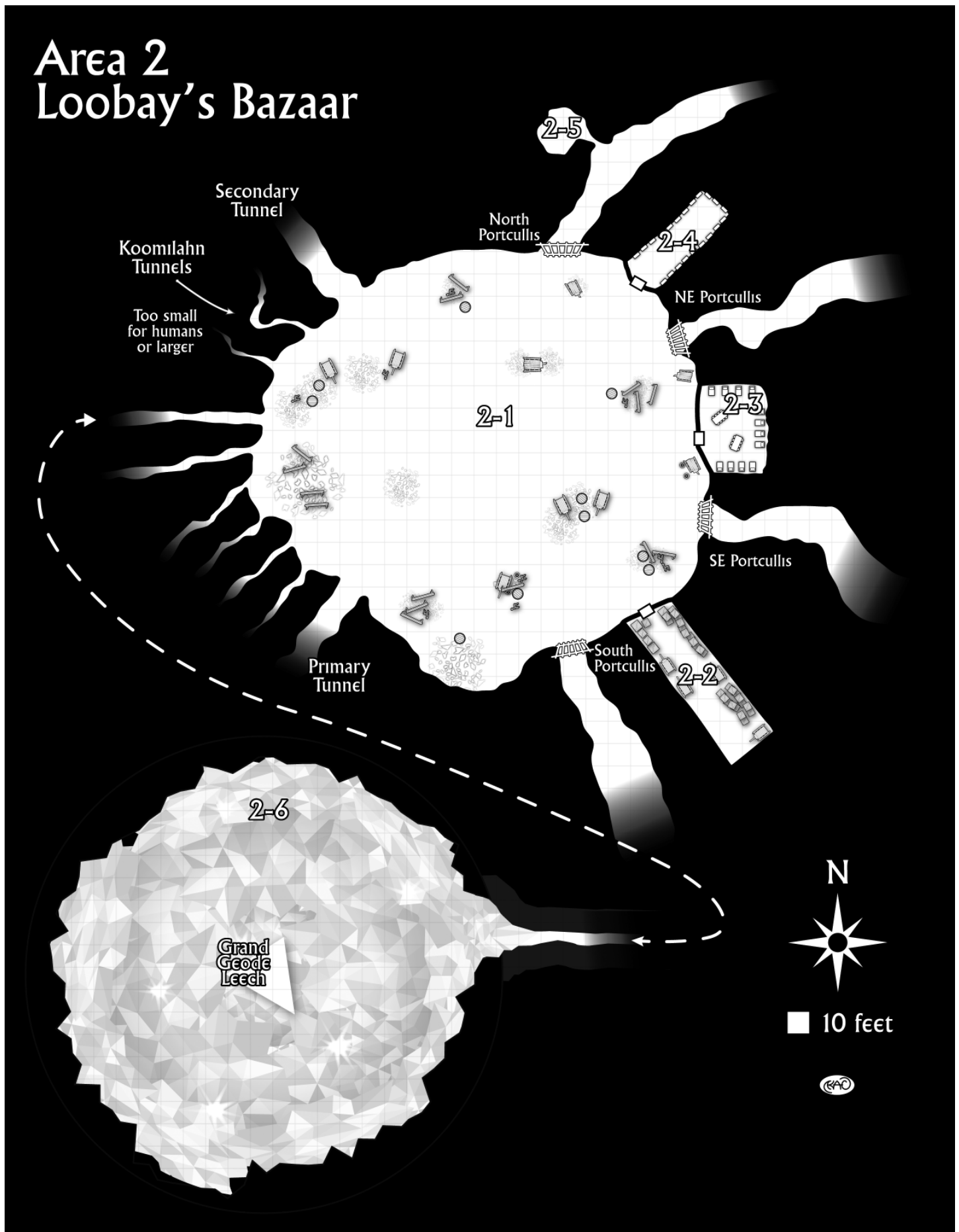
A 10-foot-high passage extends 40 feet beyond the open doorway and curves east. The passage is dark, and extinguished torches can be seen in sconces every few dozen feet on the left wall.

If the adventurers follow the passage, they will enter area 2-1 after completing the first turn and moving an additional 80 feet.

AWARDING EXPERIENCE

Award each adventurer that reaches the landing 200 XP. If the gem was retrieved in the shaft, award a bonus 200 XP to be divided between the party. Disarming the trap awards 50 XP to the hero with the nimble fingers. Defeating the geode splinter is worth 450 XP.

Area 2 Loobay's Bazaar



AREA 2 – LOOBAY’S BAZAAR

The bazaar has four large tunnels that function as trade routes, wide enough for two small wagons to enter side-by-side. The entrances are heavily guarded during the day, and all visitors, wagons, and supplies are inspected before gaining entry; each entrance has a portcullis that is raised to allow entry after the inspection is concluded and then lowered again. The koomilahns are just one of the many races that know the location of LooBay’s Bazaar, and a fair number of their 1-foot-diameter tunnels can be found in the walls of the bazaar’s spacious cavern. LooBay tolerates the tiny tunnels because he knows the koomilahns are trustworthy.

For over 30 years now, LooBay’s Bazaar has operated with few interruptions. The occasional troublemakers are run off, and the blocked entrances have held off two attempted attacks by outside forces. But two weeks ago, things changed...

AREA 2-1 – THE BAZAAR

This large circular cavern is almost 200 feet in diameter, with a height of 50 feet and numerous crevices in the ceiling that normally allow fresh, cool air to circulate. Right now, however, the smell of smoke and the sight of numerous small fires greet you as you exit the secondary tunnel. Collapsed wood stalls are mixed with dozens of destroyed wagons. Small cages rest open on their sides, and a metal clanging can be heard from a steel door to the southeast.

Before the adventurers can investigate the large cavern, a pack of four **geode worms** will attack. If the alarm was set off in area 1-4, the four geode worms were alerted and will surprise the party when the first person exits the passage into the cavern. Otherwise, the worms will have sensed movement in the passage between areas 1-4 and 2-1 and will be 40 feet from where the adventurers enter the cavern, near a crushed cart. Initially, the geode worms will attempt to move to the north and draw the heroes’ attention away from the **geode splinter** hidden behind the cart. A geode worm that loses at least half of its hit points will immediately flee towards the geode splinter. If two or more geode worms retreat to the geode splinter, the splinter will flee towards the western wall and enter the koomilahn tunnel that leads to area 2-6. Any remaining geode worms will then attempt to follow the fleeing geode splinter.

If the geode worms and splinter are defeated or escape, the party will have an opportunity to examine the large cavern. There are four main trade routes that exit the cavern to the north, northeast, south, and southeast. The trade route to the Trayban Monastery is to the southwest (and unblocked by a portcullis) and, if present, Mewze will point it out. It appears to be in good shape here because the collapse occurred closer to the monastery side of the tunnel (about 90 minutes’ travel from area 2-1).

Three trade routes each appear to be blocked by a closed portcullis, but a closer examination will reveal that the north portcullis is open. Anyone may attempt a DC 12 Strength check to turn the simple mechanism that raises and lowers these gates.

On the western wall, a total of eight koomilahn tunnels can be seen. These tunnels are all between the primary and secondary tunnels, and one leads to area 2-6.

Three large steel doors can be seen embedded in the stone between the four trade routes. Mewze (if present) will dissuade anyone from pilfering and move to investigate the banging on the steel door to the southeast (area 2-2).

GEODE WORM (4)

Small ooze, unaligned

AC: 12 (natural armor)

Hit Points: 42 (12d6)

Speed: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 80 ft. (blind beyond this radius), passive Perception 9

Languages: —

Challenge: 1/2 (100 XP)

Amorphous: The geode worm can move through a space as narrow as 3 inches wide without squeezing.

Coil Constriction: When the geode worm makes a

successful Whip Slash attack, it can attempt to wrap itself around the target's arms or legs as a bonus action. The target must succeed on a DC 14 Strength save or the geode worm wraps itself around the target. At the start of the target's turn, 2 (1d4) slashing damage is delivered to the target who may then make another DC 14 Strength save to remove it. The target attacks at disadvantage against any other opponents until the geode worm is removed.

Ooze Climb: The geode worm can move a maximum of 20 feet up a vertical wall.

ACTIONS

Whip Slash: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

The geode worm is an intelligent fragment of a geode splinter. The geode worm is unable to digest crystals and gems to heal itself, and cannot rejoin with either a geode splinter or a grand geode leech.

GEODE SPLINTER

Medium ooze, unaligned

AC: 15 (natural armor)

Hit Points: 45 (6d8 + 18)

Speed: 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 80 ft. (blind beyond this radius), passive Perception 10

Languages: —

Challenge: 2 (450 XP)

Amorphous: The geode splinter can move through a space as narrow as 5 inches wide without squeezing.

Gem Grab: When the geode splinter makes a successful pseudopod attack on its turn, it can take a bonus action to remove a gem from a staff, weapon, or bag if the target possesses one. If a gem is obtained, the geode splinter will spend one action digesting the gem and recovering 1d8 hit points. If a gem is tossed

at the geode splinter or placed between it and another creature, the geode splinter will always move towards a gem.

Gem Sniff: The geode splinter is sensitive to the presence of crystals and gems up to 120 feet. It will attempt to move towards and attack the enemy with the most valuable gem, or the largest quantity of gems, on their person.

Ooze Climb: The geode splinter can move a maximum of 10 feet up a vertical wall.

Slashing Form: A creature that touches the geode splinter takes 4 (1d8) slashing damage from its sharp crystal-covered hide. Any nonmetallic, nonmagical weapons or parts of weapons (such as arrow shafts) that hit the geode splinter are destroyed.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 4 (1d4 + 2) bludgeoning damage.

AWARDING EXPERIENCE

For each geode worm defeated, divide 100 XP between the adventurers. If the heroes manage to defeat the geode splinter, divide 450 XP between the survivors.

AREA 2-2 – GENERAL STORAGE

If Mewze is no longer with the adventurers, the party will need to find a way to communicate with those trapped in the storage area. If the half-orc is still present then read the following:

Mewze picks up a metal pot from the ground and approaches the steel door. With the pot, she begins to tap out a pattern that you do not recognize. When she is done, a squeal is heard and the steel door opens.

Inside, the party will discover 20 scared and weak individuals who have barricaded themselves in the bazaar's general storage area. They are happy to see new faces, but motion for the party to get inside so they can close and secure the door. They are hungry and have almost run out of water.

LooBay charges a small rental fee to merchants who wish to leave their supplies and equipment in general storage, and the group will spot a number of wagons and crates pushed to the rear of this 80-foot-deep,

30-foot-wide space. A number of injured, noncombatant individuals lie on the ground, plus two **koomilahn**s. A thin half-elf will speak for the group and relates the following details:

*Two weeks ago, a small group of koomilahn*s were burrowing between the primary and secondary tunnels when they breached a large geode. Normally the koomilahns would simply seal the breach and go around it, but the burrowers were attacked and chased away before they could reseal the geode. They rushed to the bazaar's cavern intending to warn LooBay but the bazaar was attacked by a number of strange creatures that exited the koomilahn tunnels before they could be sealed. This particular group rushed to the general storage area, pulling along any injured they could find, and sealed the door. One of the injured is certain that she saw LooBay enter the bazaar's living quarters; another survivor cries out that he saw one of the creatures enter the vault. A few of the survivors were carrying food and water that they've shared, and the general storage area had almost a week's worth of food and water that is now gone.

Most of the group is unwilling to leave the general storage, but four injured **merchant guards** (8 hit points each) can be convinced to exit the storage area and stand guard outside if each is given a rescue pack to regain their strength. The room's occupants can point out the living quarters (area 2-3) and the vault (area 2-4).



KOOMILAHN (2)

Tiny humanoid, neutral

AC: 10

Hit Points: 10 (3d4 + 3)

Speed: 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Skills: Perception +2

Senses: darkvision 30 ft., passive Perception 12

Languages: Koomli, Orc, Undercommon

Challenge: 1/4 (50 XP)

Crumbling Touch: The koomilahn can pulverize rock with its hands and feet. This ability can be controlled, allowing the koomilahn to touch other beings without doing damage or to deliver an acidic injury.

Tunneler: The koomilahn can burrow through solid rock at half its burrow speed and leaves a 1-foot-diameter tunnel in its wake.

ACTIONS

Multiattack: The koomilahn makes two attacks, one with each hand.

Touch: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) acid damage.

MERCHANT GUARD (4)

Medium humanoid (any race), any alignment

AC: 14 (leather armor, shield)

Hit Points: 11 (2d8 + 2)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
14 (+1)	12 (+1)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Skills: Intimidation +2

Senses: passive Perception 9

Languages: Undercommon

Challenge: 1/4 (50 XP)

ACTIONS

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

The merchant guard protects LooBay's Bazaar and has authority over who may enter. Each guard carries a shield and shortsword, and their allegiance is indicated by LooBay's symbol of two hands shaking that adorns their shields.

AWARDING EXPERIENCE

Divide 50 XP for each rescue pack provided to a guard. Divide 100 XP if the heroes offer their own food supplies or two or more rescue packs to the other survivors without being asked.

AREA 2-3 – LIVING QUARTERS

If Mewze is no longer with the adventurers, the party will need to find a way to convince those inside the living quarters to open the door. If the half-orc is still with the adventurers, read the following:

Mewze begins tapping on the steel door on the eastern wall. After a few moments, a matching set of taps is heard from the inside, and Mewze actually smiles. She motions for everyone to stand back and the steel door slowly opens. Inside, a handful of guards with swords raised face your party. Behind them, a dwarf dressed in the traditional Trayban monk garb rushes out and bugs Mewze.

The dwarf is Granite, one of the missing monks. He and the other three **monastics** are healthy and have been hiding inside the living quarters with a dozen noncombatant merchants, 10 **merchant guards**, three **koomilahns**, and one smiling deep gnome. **LooBay** will introduce himself to the party and then immediately ask about other survivors. He is very concerned about his fellow merchants and his customers, and is not concerned about the damage done to the wagons and stalls, or the missing supplies.

LooBay will inform the party that three times in the last week he and his guards ventured out of the living quarters; two times they were chased by two of the strange gray creatures that attacked the bazaar. It was during the second outing that a guard dropped his sword with a crystal in the hilt; one of the creatures immediately moved towards the sword and ignored everyone else. It ripped out the crystal with its crystalline appendage and moved quickly to one of the koomilahn tunnels on the western wall. On a hunch, LooBay made a third exit from the living quarters and rushed

to open the vault (area 2-4). The remaining creature ignored LooBay and entered the vault where it remains trapped, after LooBay locked it in. LooBay believes the creatures are somehow attracted to gems or crystals and take them back to the geode the koomilahns accidentally opened.

MONASTIC (4)

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.

MERCHANT GUARD (10)

Medium humanoid (any race), any alignment

AC: 14 (leather armor, shield)

Hit Points: 11 (2d8 + 2)

Speed: 30

STR	DEX	CON	INT	WIS	CHA
14 (+1)	12 (+1)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Skills: Intimidation +2

Senses: passive Perception 9

Languages: Undercommon

Challenge: 1/4 (50 XP)

ACTIONS

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

KOOMILAHN (3)

Tiny humanoid, neutral

AC: 10

Hit Points: 10 (3d4 + 3)

Speed: 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Skills: Perception +2

Senses: darkvision 30 ft., passive Perception 12

Languages: Koomli, Orc, Undercommon

Challenge: 1/4 (50 XP)

Crumbling Touch: The koomilahn can pulverize rock with its hands and feet. This ability can be controlled, allowing the koomilahn to touch other beings without doing damage or to deliver an acidic injury.

Tunneler: The koomilahn can burrow through solid rock at half its burrow speed and leaves a 1-foot-diameter tunnel in its wake.

ACTIONS

Multiattack: The koomilahn makes two attacks, one with each hand.

Touch: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) acid damage.

LOOBAY

Small humanoid (gnome), neutral good

AC: 11

Hit Points: 54 (12d6 + 12)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws: Wisdom +6, Dexterity +4

Skills: Perception +6

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Gnomish, Undercommon

Challenge: 3 (700 XP)

Special Equipment: LooBay possesses *Munar's Pince-Nez* (see appendix A), which he uses to determine an object's true value and whether it possesses magical qualities.

Gnome Cunning: LooBay has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting: LooBay's innate spellcasting ability is Intelligence (spell save DC 12). He can innately cast the following spells, requiring no material components:

- At will: *nondetection* (self only)
- 1/day each: *blindness/deafness*, *blur*, *disguise self*

Stone Camouflage: LooBay has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Fist: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

The deep gnome LooBay is easily recognized by a magical pince-nez that covers his left eye. Around his neck he wears a silver amulet in the shape of two hands shaking in agreement. (Merchants who earn LooBay's trust are given a smaller pin version of this medallion that can be worn to let buyers know they are dealing with a trusted seller.) LooBay's ears are pierced and display a number of valuable small gems. The top of his flat skull is covered by a small square of gold chain mail with baubles weaved into it. His large bulbous nose has two parallel squiggly

lines of gold that run down the bridge and indicate his profession as a merchant. LooBay is unarmed, but always has two guards close by.

AREA 2-4 – VAULT

LooBay will provide the key to unlock the vault; the door opens outward. Inside the vault are 36 shelves carved into the rock. Each shelf is 3 feet wide, 2 feet tall, and 2 feet deep, and the shelves are stacked three high. LooBay allows merchants to store their valuables here, and the glitter of gold and silver coins and jewelry will be immediately visible when the door is opened.

A single **geode splinter** has devoured dozens of gems and has embedded 42 rare gems in its skin for transport back to the grand geode leech. The splinter is in plain sight when the door opens, about 10 feet from the entrance. When the door is opened, the splinter will immediately attempt to exit the vault. Anyone standing behind the door and making no attempt to attack the splinter will be ignored. Any creature standing within 10 feet of the open door and between the splinter and the tunnel to area 2-6 will be attacked.

If the gem (or the bag of gems) was recovered from the shaft (area 1-1), the splinter will immediately detect it and move in its direction. If both the gem and the bag of gems were recovered, an individual holding one or the other will also be attacked. Otherwise, the splinter will retrieve the gem or bag of gems and then proceed to the tunnel leading to area 2-6.

GEODE SPLINTER

Medium ooze, unaligned

AC: 15 (natural armor)

Hit Points: 45 (6d8 + 18)

Speed: 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 80 ft. (blind beyond this radius), passive Perception 10

Languages: —

Challenge: 2 (450 XP)

Amorphous: The geode splinter can move through a space as narrow as 5 inches wide without squeezing.

Gem Grab: When the geode splinter makes a successful pseudopod attack on its turn, it can take a bonus action to remove a gem from a staff, weapon, or bag if the target possesses one. If a gem is obtained, the geode splinter will spend one action digesting the gem and recovering 1d8 hit points. If a gem is tossed at the geode splinter or placed between it and another creature, the geode splinter will always move towards a gem.

Gem Sniff: The geode splinter is sensitive to the presence of crystals and gems up to 120 feet. It will attempt to move towards and attack the enemy with the most valuable gem, or the largest quantity of gems, on their person.

Ooze Climb: The geode splinter can move a maximum of 10 feet up a vertical wall.

Slashing Form: A creature that touches the geode splinter takes 4 (1d8) slashing damage from its sharp crystal-covered hide. Any nonmetallic, nonmagical weapons or parts of weapons (such as arrow shafts) that hit the geode splinter are destroyed.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 4 (1d4 + 2) bludgeoning damage.

DEVELOPMENTS

After the splinter is killed or once it enters the tunnel to area 2-6, the adventurers will find LooBay running into the vault. After a few minutes of watching LooBay search the vault, read the following:

LooBay returns to your party with a koomilahn, a small wooden box, and a frown on his face. He explains that the koomilahn is willing to seal the tunnel to the giant geode but will need a distraction lasting approximately 30 to 60 seconds. The koomilahn knows there is something inside the geode that will attack him unless the heroes provide this distraction. Only the koomilahn can fit inside the tunnel, so LooBay offers a dangerous proposal. He possesses a unique item called the Shard of Keeb that will allow passage through stone. LooBay would be willing to lead the heroes so they may pass through the stone and into the geode, but the item is missing from the vault. LooBay nods in the direction of the north portcullis and holds up the box. Three parallel scratches can be seen across its top and a torn padlock dangles from a broken clasp. "Looks like Ol' Rocky finally got what he wanted."

LooBay offers up more details about Ol' Rocky, an ancient bixorn (a two-legged variant of the xorn). Ol' Rocky has trouble scavenging for crystals and rare metals that he needs for food, and he's aware of the *Shard of Keeb* (see appendix A) that would make it easier for him to reach food that he can smell. He tries to enter the bazaar every now and then, and LooBay usually offers a few bags of metal fragments if he leaves peacefully. His lair is just beyond the north portcullis, and it's possible the group might be able to convince Ol' Rocky to return the *Shard of Keeb*.

The gnome will explain that anyone touching the holder of the *Shard of Keeb* will be able to move effortlessly through stone, and this is the only method he knows of to reach the inside of the geode. (The koomilahn will be able to provide an exact direction and distance to walk.) LooBay is certain that Ol' Rocky will not wish to part with the item. If the adventurers are willing to go to Ol' Rocky's lair and try and negotiate for the *Shard of Keeb*, LooBay promises he will give Ol' Rocky the magical item after the tunnel to the geode is sealed. (LooBay will be true to his word.)

AWARDING EXPERIENCE

If the geode splinter is killed, divide 450 XP. However, if LooBay's suggestion to test the splinter's reaction to a gem or gems placed around area 2-1 is used, and the geode splinter is allowed to exit the vault and move west and enter the koomilahn tunnel to area 2-6, then divide 900 XP.

AREA 2-5 – OL' ROCKY'S LAIR

When the party reaches the entrance to Ol' Rocky's lair, read the following:

This small circular cavern is 20 feet in diameter, with a height of 15 feet. The floor is littered with rock chips, and gouges in the rock wall reveal mineral deposits that twinkle from the light of a small fire in the center of the room.

Ol' Rocky is quite old, and he will hide in the rock wall before the group enters his lair. He can hear through the rock, and will appear if the party calls for him and makes no threats; any threats will result in the **bixorn** attacking the adventurer nearest the rear wall of his lair. Ol' Rocky is tired, and will be unable to move through stone until he has a short rest.

The bixorn is holding the *Shard of Keeb* in one hand, but does not wish to part with it. A successful DC 15 Charisma (Persuasion) check will be required to convince him to give it back. He is aware of the large geode (area 2-6) and knows what dangerous creature lurks inside; if he is informed of LooBay's plan, the party will have advantage on any Charisma (Persuasion) checks, as Ol' Rocky will see an opportunity for him to obtain some of the geode. (A suitable bribe such as magical weaponry or a large suit of armor will also give advantage to checks.) If the bixorn is not convinced to return the magic item, he will ask for the most expensive weapon and the most valuable piece of armor the party possesses. If the two items are not offered, Ol' Rocky will attack. If reduced to less than 20 hit points, the bixorn will appeal to the party for mercy and return the *Shard of Keeb*.



BIXORN

Medium elemental, neutral

AC: 19 (natural armor)

Hit Points: 51 (6d8 + 24)

Speed: 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	8 (-1)

Damage Resistances: piercing and slashing from nonmagical attacks

Condition Immunities: deafened, frightened

Senses: darkvision 60 ft., passive Perception 10

Languages: Terran, Undercommon

Challenge: 4 (1,100 XP)

Metal Sense: The bixorn can identify the location of any crystals or metals (ores or refined) within 50 feet of it.

Stone Shift: The bixorn can burrow through earth and stone by parting the material that immediately seals behind it. This ability also allows the bixorn to make surprise attacks if it smells crystals or metals in the possession of a creature moving in its direction.

ACTIONS

Multiattack: The bixorn makes two claw attacks and one bite attack.

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

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

The bixorn lacks the ability to camouflage itself, so it relies heavily on its ability to move through stone to run or perform surprise attacks. With its two arms and two legs, it can be mistaken for a headless humanoid at great distances.

DEVELOPMENT

Once LooBay has the *Shard of Keeb*, he will attend to some bazaar business for an hour and then lead the adventurers to the western wall and prepare to enter the geode (area 2-6).

AWARDING EXPERIENCE

If the adventurers obtain the *Shard of Keeb* without resorting to combat, divide 1,500 XP between them. LooBay will also replace any weapons or armor offered up to Ol' Rocky at no charge. If the bixorn is killed, divide only 1,100 XP and note that Ol' Rocky will not make his surprise appearance in area 2-6.

AREA 2-6 – THE GEODE

If the heroes do not think to carry torches or other sources of light with them before joining hands with LooBay and entering the geode, they will face complete darkness once inside. Even those with darkvision will be blinded until a source of light is provided. This is due to the complete and utter lack of light inside the geode. All adventurers (including LooBay) must make a DC 15 Dexterity saving throw to avoid falling or tripping over the edge of a facet. Anyone failing the save will take 4 (1d8) slashing damage and will be knocked prone. Once a light source is provided, read the following:

Innumerable shimmering reflections of your party are visible on the thousands of faceted surfaces of the giant geode that you now stand inside. The various facets range in size from a few feet to dozens of feet, providing plenty of surface area on which to stand and move. The edges of the facets, however, are sharp enough to remove limbs, and care will have to be taken when moving from facet to facet. Directly in the center of the geode is a flat triangular facet measuring approximately 30 feet on a side, upon which rests a large gray mass with blue speckled dots on its crystalline-covered surface.

Once light is provided, it will take the koomilahn 2 rounds to locate the opening of the tunnel that broke through the geode. During this time, any hero who did not fall prone will get one surprise attack on the **grand geode leech** that sits in the center of the geode. After the surprise attack, the leech will split off three **geode splinters** as its first action. These geode splinters will begin with half their normal hit points.

ROLEPLAYING THE GRAND GEODE LEECH

Remember, the leech is intelligent and will fight to defend its geode, but it is not malevolent.

- It will take 8 rounds for the koomilahn to seal the tunnel. LooBay will alert the adventurers when the tunnel is sealed and attempt to get them to leave the geode.

- If one or more adventurers have chosen to carry a gem or collection of gems into the geode, those heroes will be targeted first by the splinters.
- Any hero that attacks the leech will draw the attention of a geode splinter, and the leech will fire a shard using its Shard Defense reaction.
- When a splinter drops below half its hit points, it will rejoin with the leech. It takes 2 rounds for a splinter to rejoin the leech, but this does not prevent the leech from defending itself or directing other attacks.
- The leech and splinters will ignore LooBay unless a gem is thrown in his direction.
- If any adventurer throws a gem, the leech will direct the nearest splinter to retrieve it, even if this means suffering an opportunity attack. The splinter will return it to the leech (one action) before rejoining combat.
- If Ol' Rocky was not killed by the adventurers, he will make an appearance in the geode at the beginning of the third round of combat. During this time, he will attempt to steal some portion of the geode and draw the attention of the leech and any splinters. All attacks against the leech or splinters during this round have advantage. Ol' Rocky will disappear at the end of the round.



GRAND GEODE LEECH

Huge ooze, unaligned

AC: 14 (natural armor)

Hit Points: 123 (13d12 + 39)

Speed: 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	16 (+3)	2 (-4)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 80 ft. (blind beyond this radius), passive Perception 6

Languages: —

Challenge: 4 (1,100 XP)

Crystal Hide: The grand geode leech possesses an outer skin made of fist-sized crystal shards. Anyone falling on or touching the leech will sustain 4 (1d8) slashing damage.

Divided Mind: The grand geode leech can create up to three geode splinters that will split off from its main body. These newly created geode splinters begin with half their normal hit points. Each creature acts as one mind and can coordinate their attacks. When a geode splinter rejoins with the grand geode leech, the two creatures combine their hit points.

Gem Focus: The grand geode leech will direct attacks against any targets that are carrying crystals or gems within 120 feet.

ACTIONS

Multiattack: The leech makes two Shard Blast attacks.

Shard Blast: *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 9 (2d8) slashing damage.

REACTIONS

Shard Defense: When a creature makes an attack against the grand geode leech, the grand geode leech can expel a directed shard from its hide. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 4 (1d8) slashing damage.

A grand geode leech is an intelligent creature that feeds on crystals and gems. It is gray in color with blue speckles. A leech makes its home in giant geodes found in the Beneath; leeches can live for dozens of centuries on the crystals found in a giant geode. Any breach of its geode is perceived as an attack on the leech, and the leech will divide itself in an attempt to fight off invaders and take advantage of possible alternate food sources. Up to three geode splinters can split off from a single grand geode leech. It takes 2 rounds for a geode splinter to be reabsorbed into the grand geode leech.

GEODE SPLINTER (3)

Medium ooze, unaligned

AC: 15 (natural armor)

Hit Points: 45 (6d8 + 18)

Speed: 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 80 ft. (blind beyond this radius), passive Perception 10

Languages: —

Challenge: 2 (450 XP)

Amorphous: The geode splinter can move through a space as narrow as 5 inches wide without squeezing.

Gem Grab: When the geode splinter makes a successful pseudopod attack on its turn, it can take a bonus action to remove a gem from a staff, weapon, or bag if the target possesses one. If a gem is obtained, the geode splinter will spend one action digesting the gem and recovering 1d8 hit points. If a gem is tossed at the geode splinter or placed between it and another creature, the geode splinter will always move towards a gem.

Gem Sniff: The geode splinter is sensitive to the presence of crystals and gems up to 120 feet. It will attempt to move towards and attack the enemy with the most valuable gem, or the largest quantity of gems, on their person.

Ooze Climb: The geode splinter can move a maximum of 10 feet up a vertical wall.

Slashing Form: A creature that touches the geode splinter takes 4 (1d8) slashing damage from its sharp crystal-covered hide. Any nonmetallic, nonmagical weapons or parts of weapons (such as arrow shafts) that hit the geode splinter are destroyed.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 4 (1d4 + 2) bludgeoning damage.

AWARDING EXPERIENCE

Divide 1,100 XP if the grand geode leech is killed and 450 XP for each geode splinter killed. However, if the koomilahn tunnel is sealed and the leech is not killed, divide 3,000 XP among the survivors.

CONCLUDING THE ADVENTURE

Whether or not there are any survivors from inside the geode, the koomilahn will successfully seal the tunnel. LooBay will provide Ol' Rocky with the *Shard of Keeb* as promised—if the bixorn is still alive—and he will reward each survivor with 75 gp and one of his emblem rings that identify them as friends of the bazaar.

LooBay will reveal another route back to the surface; this trip will take a full day, but excavation of the primary tunnel will be done in a few weeks allowing a two-hour trip to and from the monastery. Mewze will ask the adventurers to stay a few weeks and assist with the rebuilding and provide some protection.

The local koomilahns will spread the news about the giant geode, and if the leech is still alive no further incursions will be made into the geode. The leech will be left alone in peace.

If the adventurers stay for a few weeks, the primary tunnel reopens and the monks welcome the party back with open arms and thanks. Cadril will provide each survivor with a gem valued at 50 gp and 10 packages of special herbs from the gardens that can be sold at any magic shop for 3 gp each. Additionally, any monk in the party that agrees to stay on an additional week will be provided basic training with the Jurra and given a *Master Gilb's Jurra* (see appendix A)—with a request to try and use it to save life, not take it.

While the primary tunnel is being reopened, LooBay will also begin work on rebuilding the bazaar. If the adventurers are willing to stay for a month or longer, LooBay will hire them to guard caravans to a number of wondrous locations in the Beneath that are sure to provide excitement and stories galore...

APPENDIX A: NEW MAGIC ITEMS

MASTER GILB'S JURRA

Wondrous item, uncommon

Any attacks made using this Jurra staff by an untrained user are made at +1, and the weapon is treated as a quarterstaff. Attacks by a trained user of the staff are made at +2, and a critical hit will result in the target being incapacitated until the start of your next turn.

MUNAR'S PINCE-NEZ

Wondrous item, very rare

The wearer of this single lens can discern the true value of any item looked upon. If the item has a magical ability, it will glow a light purple. If the wearer spends 1 hour

examining the object in closer detail, roll a d20 and on a roll of 15 or higher, the magical ability is also discerned. This examination may only be tried once.

SHARD OF KEEB

Wondrous item, uncommon

While holding or touching this unusual shard of amber, a person may pass through any type of stone. Any creature in contact with the holder of the shard may also pass through stone. The user (or users) will also not require air. The shard's abilities do not work underwater. The shard is fist-sized and weighs 1 pound. If the shard is ever shattered, the magical properties are lost forever.

APPENDIX B: THE WAY OF THE JURRA

J monks following the Way of the Jurra monastic tradition seek to promote peaceful coexistence between all living creatures. For this purpose, they avoid lethal combat whenever possible and practice a number of methods for incapacitating an opponent using ki and a Jurra staff (see sidebar).

DOUBLE-STRIKE

Starting when you choose this tradition at 3rd level, you can properly use the Jurra staff to make two attacks, whenever you take the Attack action on your turn. Additionally, you may spend 3 ki points to cast *silence* without needing to speak.

HUM STUN

At 6th level, you gain the ability to direct a unique sound at a single creature within 30 feet, from the spinning of the Jurra staff. The target hearing this sound must make a DC 13 Constitution save or be stunned until the end of your next turn.

MOVING TARGET

Beginning at 11th level, you may cast *distort target* (see sidebar) on yourself for 5 ki points in dim light or darkness, or 10 ki points in daylight.

DISTORT TARGET

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 minute

Your profile shifts and shakes, making it difficult for an opponent to target you. Any melee or ranged weapon attack rolls against you have disadvantage.

THUNDERCLAP

At 17th level, once per day you may spend 15 ki points and clap your hands together with tremendous force, targeting all creatures within 30 feet of you who are capable of being deafened, frightened, incapacitated, or stunned. Each target must succeed on a DC 18 Wisdom saving throw or have disadvantage on all attack rolls for 3 rounds. On a successful saving throw, the target has disadvantage on its next attack roll.

EXPANDING THE TRADITION

Followers of the Way of the Jurra may choose to replace standard monk features gained at specified levels with these new ones that require additional training with the Jurra staff.

JURRA LULLABY

At 9th level, you gain the ability to produce a focused harmonic with the Jurra staff that can lull a target to sleep. An opponent within 15 feet of this sound must succeed on a DC 15 Intelligence save or immediately fall asleep for 10 rounds. The target will awaken if jostled or slapped, or if it takes any damage.

DEAFENING HAMMER

At 13th level, you may use a combination of the Jurra staff and your acrobatic abilities to make a 10-foot leap into the air in any direction, and slam your Jurra staff on the ground. Each creature in a 30-foot cone extending from your staff must succeed on a DC 17 Constitution save or be knocked prone and frightened.

JURRARANG

At 15th level, twice per day you may perform a ranged attack with the Jurra staff. The staff is thrown at one target within 60 feet of you. If the target is hit, 4d8 nonlethal bludgeoning damage is delivered and the target must succeed on a DC 17 Dexterity save or be knocked prone. The Jurra staff then immediately returns to you.

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