

# The Shadow Monastery

by richard fraser

## set up

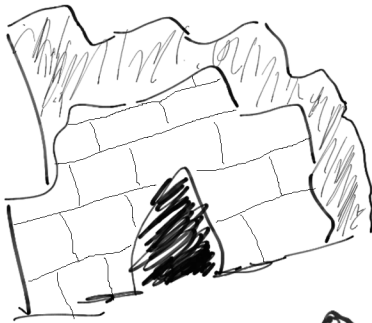
Turning, a ghostly monk, pleas for help from the adventurers to free them from evil and guides them into the shadow of the temple where they can constantly hear a bell ringing in the distance. Turing is tangible once they enter the shadow. **play up the bell**. Turing says you will have to fight me if you return.

## exploration

After exploring the maze for the first time, **roll a d4** to find out which area they enter. Cross out the room rolled. When the characters explore the maze again, roll to find out where they exit skipping to the **next highest room**. If the players choose to **follow the sound of the bell** roll the d4, **but only use the crossed out rooms**.

## monks

Each time they enter a room they encounter a low threat group of monks numbering the same as the **players +d4** monks have **half the hit die as the average level (AL)** of characters, **2 attacks a round**, and do **dAL damage (min 1)**



### entrance

leads to the shadow monastery and the maze. Turing is here waiting to be freed. The second time players return he will attack. Turing has 3 attacks and a chance to stun unless the character hit makes a con save. Turing will be friendly after the fight and will stabilize characters that are knocked down.  
**crumbling walls, sandy ground, and real world**



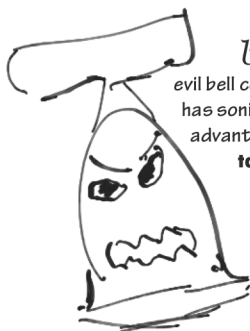
### sparring ring

the ring is surrounded by lush carpets for spectators. The characters are challenged to a melee by the resident monks, a successful attack from a monk causes a creature hit to roll a dex save to stay in the ring and the fight. If all the monks are not slain, the characters will be challenged again.  
**carpets, hanging lights, and chalk**



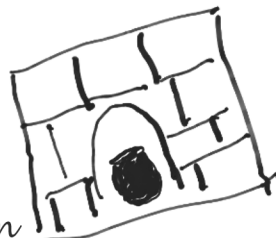
### meeting room

monks hide and lie in wait behind the pulpit and in alcoves around the room. They will start the engagement with throwing weapons and move to melee  
**benches, candles, higher ground**



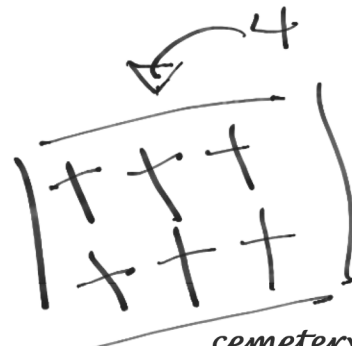
### bell tower

evil bell construct (as clay golem) has sonic attack that gives disadvantage (or -5) on attacks.  
**tower, stairs, rope**



### kitchen

ghostly monks cook food for their fellows. Eating the food gives characters an advantage in the next combat.  
**Eternally burning fires, hot bread, boiling soup**



### cemetery

hands grasp from the ground holding characters that don't make a dex save every round  
**grasping hands, headstones, wooden crosses**