

# The Order of the Lucid Fist

## Setup

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You encounter a wayward monk. He begs you to help him drive out the infestation from a nearby (now abandoned) monastery. He offers his assistance, and the riches of the monastery if successful.

### The Monk (Ka Nui)

Basic cleric, no weapons, healer. Not from that monastery, but sent by neighbouring one to help. Will answer vague questions. Drow Elite Warrior stats, can heal up to

## The General Area

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A wide, flat pasture, surrounded by a low stone wall. The party enters through a small break in the wall (southern-most point) with a rusted sign that reads "Order of the Lucid Fist Monastery: Enlightenment through acts of brutal kindness". There are four relatively humble buildings (see below) and a small stream with a pond. Many small meditation shrines surround the area. Generally peaceful, slight corruption permeating the air.

- Close inspection of the grass will reveal many centipedes and creepy crawlies.
- Close inspection of the wall reveals that it is designed to contain magic. This has now been perverted to stop all who enter from leaving. It is built using runic mortar (runic mortar: runes are inscribed on the stones during their construction so that when they are put together they fuse into a single stone).

### Mess Hall

Low slung stone building with chimney and some small windows. Peering through the doorway it is clear to see this was a mess hall. Inside is a single long banquet table with a cooking fire at the far end. Stacks of plates and water jugs can be found on the table. A small door off to the side enters into a store house with a [FLYING SWORD\(#page=21\)](#) but some useful rations (About 1.5 per party member).

- Rancid food is near the cooking fire, but is possibly redeemable with some cooking.
- The sword is only there to defend the food. As such, it will not attack a player wearing a monk cloak. Players may disengage without opportunity attack.
- On closer inspection of the table, a page of the prayer book is on a bench.

## Bunk Room

A low stone building similar to the mess hall, but no chimney or windows. Peering through the doorway reveals nothing from a distance. Close up, it is absolutely packed with hammocks strung up everywhere, like a web. On closer inspection, there are actual cobwebs among the bunks. Upon entering, engage with 2 [LARGE SPIDERS](#)(#page=329) (15 HP, DEX +1) and a SPIDER QUEEN (Bites inflict 1d4 poison for 3 turns).

- There is a chest that contains a magical monk robe (+1 AC, not obvious) and a ring with compass and muttering (-1 Stealth, the muttering is an echo of an old prayer. If learned, player may roll 1d4 healing during short rests).
- Once clear of spiders, players may rest in the hammock.

## Small shack

A small stone shack with a wooden door. Door is a [MIMIC](#)(#page=221). Inside is freshwater well, totally clean. Restores health upon consumption, and purifies of all evil and temporary negative effects.

- Close inspection of the inside of the shack reveals another page of the prayer book

## Stream and Pond

Though pretty at first glance, it is not nearly as attractive close up. The water is dirty, and there are no fish in the algae-filled pond.

- If the players inspect the water closely or enter it, a [NEUTRAL/EVIL WATER WEIRD](#) (modified to 35 HP, +2 STR and speaks Common). It will attempt to scare the players away with the message "I can longer defend this pond from corruption, but I can still defend it from you!"
  - If the players engage it, it will fight back reluctantly. Players may disengage without opportunity attack, and it will not attack unconscious players. Should they kill it, loot is 2 Blue quartz stones (10 GP each)
  - If the players put the water from the well into the pond, the WEIRD is purified of its evil, moving it's alignment to good. It will offer a Moonstone of Good Luck (+1 to saving throws, 75 GP)

## Main Building (Exterior)

Large building made of rough stone, but exquisitely built. It's layout is that of a five pointed star, three levels high, with intricate stained glass windows running from the ground all the way to the top. At the top of the building sits a small stone bell-tower. The arm of the building pointing towards the break in wall has an opening, but no door.

- Close inspection of stone reveals that the stone is held together with runic mortar, but the stained glass windows are typical glass.
- Each panel of the stained glass panel tells the story of some value that monastery embodies. If every panel is inspected it can be substituted for any one page of the prayer book.

## Main Building (Interior)

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### First Floor

The first floor is not subdivided in any way. The wing players enter through (South) is relatively empty. A wooden desk sits off to one side, piled with moldy prayer books Seating mats filling the four far wings. A large circular stair case in the centre leads upwards, yet the hole in the centre continues down into darkness.

- inspecting the books reveals another book of the prayer book.

### Second Floor

The central pentagon-shaped room

- South Wing
  -
- East Wing
  - aaa
- West Wing
  - aaa
- North-East Wing
  - aaa
- North-West Wing
  - aaa

### Third Floor

The staircase deposits the party in the southern wing. A walls runs from the eastern wall to the stairwell (forcing the players clockwise around this level).

- South Wing (Intro)

- Contains a stone statue of a four-headed hydra. Each mouth of the hydra contains a broadsword, engraved with "MONITOR. MIMIC. MASTER. MANIPULATE." A scroll on the wall behind the statue reads:
  - The four chamber of understanding:
  - Monitor. Mimic. Master. Manipulate.
  - Only through these can we hope to understand both ourselves and the world.
  - The four chambers of understanding are not external, but within.
  - The four chamber represent [Scroll is torn off after this]
- Investigating the statue reveals a small ruby (10 GP) on the chest of the hydra. Taking it will cause the hydra to turn to dust, the swords clattering to the ground. If the swords are taken before the ruby, they are shortswords with +2. If taken after, they are normal shortswords.
- Investigating the room yields a small scroll with a simple description of the trials to come.
  - Monitor: Observe before all else. He who has nothing to hide needs not fear a watchful eye.
  - Mimic: To face an equal is to face oneself, only then may we learn. We are mirrored in those around us.
  - Master:
  - Manipulate: Once something is understood, it is easy to change. Once a dog's motivation is understood, it is no trouble to coax it to fight it's brother.
- East Wing (Monitor)
  - Walls are lined with stuffed animal heads, and a small rusty plaque off to the side reads "Remember the fallen". In the centre sit a trio of stuffed wolves. The eyes of all the creatures in the room follow the party as they move. No amount of stealth is useful. Touching any of the heads, they are warm but yield no reaction. If the players touch the wolves, they dissolve into a mound of spiders that scurry off into the walls leaving only three warm hearts on the ground (rolling medicine above 10 reveals they are human).
- West Wing (Mimic)
  - Walls are covered floor to ceiling with silver mirrors, with openings for the windows. An [ANIMATED SUIT OF ARMOUR](#) (players do NOT know it is animated, and investigating it will bring them in range unless they have a mechanism to do otherwise. ALT: if they investigate, roll a 15 arcana check to see if they notice while still out of range.) stands at the corner of the room, apparently wielding a magical staff. There is no way through without engaging. The ARMOUR will attack player with the same weapon(s) that player is holding, as is magical staff can shape-shift (no unarmed bonus or magical buffs, though). Upon defeat, the staff returns to being a quarterstaff with beacon.

- North-East Wing (Master)
  - The floor of the room is similar to a chessboard, alternating white and black squares. On the walls sit tapestries of intricate geometric designs. In the middle sits a [SPHINX\(#page=319\)](#) (Use Black Bear. Sphinx will not attack unless provoked). As the player enters, the sphinx looks at them and says "Welcome to the third trial, Mastery. There can be no mastery unless the mind and body work as one. As such, I have a challenge for you. Three riddles, two tries for each. Should you pass them, you may pass on. Should you fail, you must defeat the Shadow Boxer. Are you ready?"
  - "I can imitate anything, but never change, and if I am bent I will make you look strange. What am I?" (A mirror)
  - "I'm the part of the bird that's not in the sky. I can swim in the ocean and yet remain dry. What am I?" (A shadow)
  - "I can be broken and remain intact. Some can touch me without making contact. What am I?" (A heart)
  - If the party gets all three riddles, the sphinx congratulates them and sends them on their way with the warning "Beware of yourselves, you can be your own worst enemy."
  - If they fail any of them, the sphinx retreats and the party engages with the [SHADOW BOXER\(#page=125\)](#) (invisible air elemental, 45 HP, 13 AC, +4 DEX, 2d8 dmg and optionally no whirlwind. It casts only a faint shadow of itself on the floor, though no amount of light makes it stronger. Any dust/smoke reveal its form, as will a cloth draped over it. Sticky things will stick to it. If unrevealed, players must make a perception check to attack it before rolling for armour class)
  
- North-West Wing (Manipulate)
  - The room is devoid of any decorations, save a series of intricate runes carved into the floor. Rusted steel bars cover the windows.
  - Upon entering the room, players roll a constitution check. If all players roll above 15, they are safe, and a [SPIRIT MEPHIT\(#page=216\)](#) (Smoke mephit with no breath power) cowers in the corner (will not engage unless provoked, no loot). Otherwise the lowest roll (or any failed rolls) becomes possessed. The possessed player MUST attack their party members until incapacitated, subdued, or otherwise purged of evil (or if they incapacitate all other party members). Should the possessed player leave the room, the mephit leaves them but will immediately repossess them on re-entry. Once incapacitated, the mephit exits the player, healing them of all conditions and bringing them back to half the HP they started with.

Upon Ascending, there's a beating heart of corruption. Monk tries to fix it, gets corrupted, and jumps down staircase. Initiate Death House final scene.