

PERSM4-03

Seeker of the Sleeping Fist

A One-Round D&D LIVING GREYHAWK[®] Perrenland Special Mission

Version 0.5

Round 1

by James Dempsey and Dean Bailey

Your request to progress to Seeker within the Order of the Sleeping Fist has been received. You have been called, to an audience with the Master of Trials of the Order at the Monastery in the Yatils above Krestible. This is an APL 4-12 special mission for members of the Order of the Sleeping Fist.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that this is a solo mission and only one player may play it at a time.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide*

when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in grey boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Advancement within the Order of the Sleeping Fist from Acolyte to Seeker requires a special mission of the trials be played. It is based on the following information.

Sleeping Fist

The philosophy of the Sleeping Fist is one of blending the mind and body. It is the belief of the order that the body should be honed to perfection, but the spirit must be disciplined enough to only strike when no alternative exists. True power comes not from the body but from the disciplined and trained mind. To help a monk on this path they are taught philosophy and the ethos of Zodal, musical training (to develop discipline, order and timing) and martial training to focus and develop their bodies.

This is a small series of trials that test the physical and mental discipline of the monk.

Zodal

Only by experiencing kindness and mercy can evil be turned from its path. You are the master of your feelings and by acting upon your positive ones you set an example for those who have know only misery.

There are many Flan legends of Zodal testing the mercy of mortals. In the tales he usually appears as a hungry waif or an injured traveller. The rewards of someone aiding him are great but woe is the fool who strikes the waif or robs the traveller, for Zodal treats these failures harshly.

Adventure Summary

The monastery of the Sleeping Fist will play host to the aspirant as they undertake the trials necessary to test their readiness for advancement to the rank of Seeker. The trials will test the character's physical and mental prowess. It focuses on the testing the following traits:

- Trained and Disciplined mind
- Martial Training
- Only strike when no alternative exists

In the **Introduction** the Master of Trials sets the scene for the trials.

Encounter One is the test of Intelligence and focus. It takes the form of a puzzle that the aspirant must solve.

Encounter Two is a test of restraint. In it, the aspirant will face a monk polymorphed into a

monster. The aspirant will get the first move and if they attack the test is failed.

Encounter Three is a test of the use of alternatives to combat. The aspirant will face a large monster with a number of fires about. Placing some peat (which is nearby) into the braziers will create smoke allowing the monk to pass by without fighting.

Encounter Four is a test of mercy. The aspirant will face a natural creature defending its home, which the monk must pass. The aspirant should subdue rather than kill the creature.

Encounter Five is the final test, one of combat. In this trial, the aspirant faces a creature that they must fight, as no alternative exists.

In the **Conclusion**, the aspirant is either granted promotion or sent off to further study the philosophy of the Sleeping Fist.

Note: Members of the Order of the Sleeping Fist receive free standard upkeep during this adventure as they are accommodated for free at the monastery.

Introduction

The bright morning sun peeks over the ridges of the Yatils, lighting the campsite where you spent your last evening. You turn to the South and resume your trek up to the remote monastery of the Order of the Sleeping Fist.

It has been a year or more since you were last at the monastery, sent out after your training to see the world and gain experience. Now having gained that experience you are returning to gain recognition and become a Seeker of the Sleeping Fist.

After only an hour's more climbing, you can see the monastery walls above you and shortly after you come to the gates.

The PC will be able to enter the monastery, and a number of other monks will recognize him/her. The monastery is guarded, and the PC will have been spotted as he/she climbed up. The PC should have time to have a wander about the monastery and reacquaint themselves with the place.

Once the PC reaches the main building, he/she will be greeted and shown to the office of the Master of Trials – Brother Engrald Betal.

You are shown into the office of an aging but obviously very fit monk. He stands and bows to you:

“Welcome back <aspirant’s name>, it is good to see that you have returned to us. I am Brother Engrald Betal, the Master of Trials.”

Brother Engrald will happily chat with the PC, both about the monastery and the PCs last year of experience. Once settled, Brother Engrald will continue:

“We have prepared the Seeker trials for you today. Each trials tests that you have taken to heart one of the philosophies of our order. In order to pass you must fail no more than one of the trials. Now, would you prefer to rest first or start immediately?”

Once the PC is ready to start, move to **Encounter One**.

Encounter One

“The first of the trials will take place in the library. Please follow me.”

You are ushered through to the second floor of the monastery and into the library. Sunlight streams into the scriptorium, and you are soon seated at a writing desk, armed with a quill and a piece of parchment.

Hand the player **Player Handout #3**.

“To complete this test you may use the full resources of the library here. Please bring the results back to me once you are finished. Good luck.”

This test is a test of Intelligence. It takes the form of a puzzle that the aspirant must solve. The player should be allowed access to the Living Greyhawk Gazetteer, representing the resources of the library.

> **The correct answer is Keph, the warhorse of Allitur.**

Given the right prompts, the following can be determined:

- Old Faith God of justice – Allitur; Knowledge (Religion) DC 5
- Allitur has a horse called Keph; Knowledge (Religion) DC 12
- The Rosrijders revere a horse called Keph; Knowledge (Local – luz’ Border States) DC 10
- The symbol of Allitur is two clasped hands; Knowledge (Religion) DC 8

- The Old Kerk are followers of the old faith; Knowledge (Religion) or Knowledge (Local – luz’ Border States) DC 5

Encounter Two

Brother Engrald leads you out to a field not far from the monastery. On the opposite edge of the field stands a dark-coloured wolf. As you move onto the field it growls and bares its teeth. Brother Engrald nods to you, then backs away, leaving you on the field.

This is a test of restraint. The worg opposing the monk is actually a monk polymorphed into a worg. The aspirant will get the first move and if they attack the test is failed.

Creatures:

All APLs (EL1)

Monk Worg (1): hp 30; see *Appendix 1*.

Tactics: If the worg wins initiative, it will delay, waiting on the aspirant to make the first move. At the end of each round, it will end its delay and growl some more.

If the Aspirant attacks the worg:

As you strike the worg, Brother Engrald calls out from behind

“Why strike the creature <aspirant’s name>? What has it done to you other than disagree with your smell?”

The worg then transforms into another monk, who shakes herself off. Brother Engrald continues

“You have failed this test of restraint <aspirant’s name>. Where there is no need, a follower of the Sleeping Fist should never strike. Now, whilst you have failed this trial, you still have the others to complete. Should you succeed in these, you may still advance today.”

If the Aspirant still has not attacked by the end of the 2nd round, read or paraphrase the following:

As you eye off the worg, it transforms into a monk, who shakes herself off and bows to you. Brother Engrald calls out from behind

“Well done <aspirant’s name> you have obviously taken to heart the philosophy of Zodal. Only when it is necessary should a

monk of the Sleeping Fist strike. Come, we will see to the other trials."

Encounter Three

Heading back to the monastery, you arrive in one of the lesser-travelled courtyards. This one is used to house the winter fuel supplies and neat slices of peat are stacked in the Southern end of the courtyard, behind you. Within the courtyard are scattered a number of braziers.

At the far end of the courtyard, another monk lets a giant bee out of a cage and ducks through a door. The bee seems to sense your presence and then swings towards you.

From behind a screen on the Southern wall, Brother Engrald, calls "You must pass through to the other side of the courtyard. Proceed."

This is a test of the use of alternatives to combat. The aspirant should ideally place some peat into the braziers to create smoke allowing the monk to pass by without fighting.

The courtyard is 15' wide and 60' long.

Note if asked, a DC 5 spot check will allow the PC to note that there is a fine mesh above the courtyard and the bee is not able to escape.

A DC 5 Knowledge (Nature) check will allow the PC to recall that bees are pacified by smoke.

Creatures:

All APLs (EL1)

Giant Bee (1): hp 13 see *Monster Manual* p284.

Tactics: Unless pacified, the bee will stick to the centre of the courtyard and attack when it gets the chance. If smoke is created with the peat and braziers, then the bee will not attack and the character may pass.

If the Bee is Attacked

Once the combat is over, read or paraphrase the following:

Once you have finished the fight, Brother Engrald walks over with a concerned look on his face. He stoops down to examine the bee, tutting under his breath.

"There will be no honey for our mead this year it seems." he mutters. Standing up, he faces you,

"<Aspirant's name>, there was no need to fight this creature, a simple application of smoke would have calmed it down. You must always look for other alternatives than violence. Fighting should always be your final option."

If this is the PCs second failure, then read or paraphrase the following:

"It would seem that you are not yet ready to advance to the rank of seeker, <aspirant's name>. Let us go back inside and we can restart your tuition."

The adventure is now over for this aspirant, proceed to the **Conclusion**.

If this is the first failure, then read or paraphrase the following:

"You have failed this test of alternatives to combat <aspirant's name>. Where there is no need, a follower of the Sleeping Fist should never strike. Now, whilst you have failed this trial, you still others to complete. Should you succeed in these, you may still advance today."

DM's Note: Any damage (ability or hits) taken in this encounter will be healed by a cleric of the order at this stage.

If the Bee Stings the PC

Once the bee has stung the PC, read or paraphrase the following:

The bee pulls back from you, and with a horrid ripping sound, the sting is torn from it. It feebly flies off to die. Brother Engrald walks over with a concerned look on his face. He stoops down to examine the bee, tutting under his breath.

"There will be no honey for our mead this year it seems." he mutters. Standing up, he faces you,

"Sometimes the consequences of doing nothing do not achieve a desirable result. We should always look to see if an alternative exists. Sometimes that alternative may require a creative approach. That is the result of a disciplined mind."

If this is the PCs second failure, then read or paraphrase the following:

“It would seem that you are not yet ready to advance to the rank of seeker, <aspirant’s name>. Let us go back inside and we can restart your tuition.”

The adventure is now over for this aspirant, proceed to the **Conclusion**.

If this is the first failure, then read or paraphrase the following:

“You have failed this test of alternatives to combat <aspirant’s name>. Where there is no need, a follower of the Sleeping Fist should never strike. Now, whilst you have failed this trial, you still others to complete. Should you succeed in these, you may still advance today.”

DM’s Note: Any damage (ability or hits) taken in this encounter will be healed by a cleric of the order at this stage.

If the Bee Is Not Attacked and Does Not Sting

Once the combat is over, read or paraphrase the following:

Having reached the other end of the courtyard, you do not have to wait for long until Brother Engrald comes from another corridor to meet you.

“Indeed <aspirant’s name>, you do seek to avoid violence. You have done well. We have but two more tests left, let us proceed.”

DM’s Note: Any damage taken in this encounter will be healed by a cleric of the order at this stage.

Encounter Four

Brother Engrald leads you through the corridors of the monastery and out the front door. He beckons for you to sit on the front step with him.

“We have a task for you to do now. We believe that the nest of the eagles on the crag there” He points to the cliff-face overlooking the monastery “contains some ‘foreign’ eggs. It is possible they are cockatrice eggs and they must not be allowed to hatch. We want you to retrieve the eggs and bring them back here.”

This is a test of mercy. The aspirant will have to face the two eagles defending their home. The aspirant should subdue rather than kill them.

First however, the aspirant must climb or otherwise reach the 10’ square ledge below the nest. At APLs 4 to 8, climbing up requires a DC 15 climb check. At APLs 10 and 12, climbing requires a DC 20 climb check, as the rock face is smoother.

The rock face that must be climbed will vary in height by APL. This is to account for the monk’s slow fall ability.

APL	Cliff Height
4	40 feet
6	50 feet
8	60 feet
10	70 feet
12	80 feet

DM’s Note: Cockatrice eggs are speckled whereas eagles eggs are plain white.

Creatures:

All APLs (EL1)

Eagle (2): hp 5 see *Monster Manual* p272.

Development: Once the eagles are defeated, or the eggs are retrieved, the real owner of the eggs will arrive.

DM’s Note: The eagles must survive and the eggs be retrieved for the aspirant to pass this test. Move to **Encounter 5**.

Encounter Five

With the eagles incapacitated, you reach into the messy nest and pull out four eggs. One looks much as you would expect for an eagles egg, the other three are oddly speckled. They certainly don’t look like regular eagles eggs.

From below you hear cries of alarm! Casting a quick look about you see a <insert creature here> diving towards you.

This is the final test, one of combat. In this trial, the aspirant must fight the creature, as no alternative exists.

Creatures:

APL 4 (EL1)

Dire Bat (1): hp 15 see *Monster Manual* p62. Note this creature is starved and under the effects of fatigue (see *Dungeon Masters Guide* p301).

APL 6 (EL2)

Dire Bat (1): hp 30 see *Monster Manual* p62.

APL 8 (EL3)

Cockatrice (1): hp 27 see *Monster Manual* p37.

APL 10 (EL4)

Cockatrice (Advanced) (1): hp 52 see *Appendix 1*.

APL 12 (EL6)

Cockatrice (Advanced) (1): hp 82 see *Appendix 1*.

Development: This is an intentional test, so its success or failure does impact on the promotion for the aspirant. If a character is incapacitated though, the monks will retrieve them. If the PC has been turned to stone a "Flesh to Stone" spell will be cast for them for free.

Conclusion

Should the aspirant complete the tests, read or paraphrase the following.

At the common meal that evening, you are reunited with a number of the acolytes you did your training with. There is great excitement at your promotion. None are so undisciplined as to ask about the trials, but you get many requests for tales of your adventures of the last year.

The chosen successor to the Grandmaster, Maria Starbright, calls for quiet, stands and addresses the congregation.

"Tonight we have a new Seeker amongst us. <Aspirant's name>, please stand. <Aspirant's name> you have done well in completing the trials. Many follow the path of the Sleeping Fist, but many also stray and do not achieve the level of discipline, training and the thirst for enlightenment that mark a Seeker of the Sleeping Fist. When you return to the regular world, take with you a continued attitude of wonder and kindness."

With that she bids you return to your group. The celebrations continue on well into the evening.

Failing the Trials

Should the aspirant fail in the tests, read or paraphrase the following.

Greatly disappointed, you follow Brother Engrald back into the monastery. He motions you to a seat and then takes a seat himself.

"You show great promise young one, but it seems you still need to travel farther in your journey to enlightenment. Please, stay with us for a short while and we will see if we can prepare you better for becoming a seeker. After a week or so, you can retry those trials you failed."

If the PC chooses, he may spend an extra TU at the monastery in tuition, guided meditations etc. At the end of this, they may then redo the trials they either failed or did not attempt.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

The worg is not attacked.
APL4 30 xp; APL6 30 xp; APL8 30 xp;
APL10 30 xp; APL12 30 xp

Encounter Three

The bee is not attacked.
APL4 30 xp; APL6 30 xp; APL8 30 xp;
APL10 30 xp; APL12 30 xp

Encounter Four

The eagles are defeated without being killed.
APL4 30 xp; APL6 30 xp; APL8 30 xp;
APL10 30 xp; APL12 30 xp

Encounter Five

APL4 180 xp; APL6 270 xp; APL8 360 xp;
APL10 450 xp; APL12 540 xp

Story Award

The applicant succeeds in becoming a Seeker:
APL4 30 xp; APL6 30 xp; APL8 30 xp;
APL10 30 xp; APL12 30 xp.

Discretionary roleplaying award

APL4 37 xp; APL6 60 xp; APL8 82 xp;
APL10 105 xp; APL12 127 xp.

Total possible experience:

APL4 337 xp; APL6 450 xp; APL8 562 xp;
APL10 675 xp; APL12 787 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyse dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items

immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

Total Possible Treasure

None

Special

The applicant, if successful, will receive a Seeker of the Sleeping Fist certificate.

Items for the Adventure Record

Item Access

None

Appendix One

cockatrices, but other petrification attacks affect them normally.

Encounter 2

All APLs (EL 1)

Monk Worg: CR 2; Medium magical beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 natural]; BA/G +3/+6; Atk +6 melee (1d6+4, 1 bite); Full Atk +6 melee (1d6+4, 1 bite); SA Trip; SQ None; AL LN; SV Fort +6, Ref +6, Will +6; Str 17, Dex 15, Con 15, Int 13, Wis 14, Cha 10.

Skills and Feats: Balance +11, Jump +7, Knowledge (Arcana) +3, Knowledge (Religion) +5, Listen +4, Perform (String Instruments) +3, Sense Motive +4, Spot +4, Survival +3, Swim +5, Tumble +9, Combat Expertise, Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist.

Encounter 6

APL 10 (EL 4)

Cockatrice, advanced: CR 4; Small magical beast; HD 8d10+8; hp 52; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14 (touch 14, flat-footed 11) [[+3 Dex, +1 size]]; Atk +13 melee (1d4-2 plus petrification, 1 bite); SA Petrification; SQ Darkvision 60ft, low-light vision; AL TN; SV Fort +8, Ref +10, Will +3; Str 6, Dex 17, Con 12, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +8, Spot +9; Alertness, Dodge, Weapon finesse, Weapon focus (Bite).

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 13 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

APL 12 (EL 6)

Cockatrice, advanced: CR 6; Medium magical beast; HD 11d10+22; hp 82; Init +6; Spd 20 ft., fly 60 ft. (poor); AC 12 (touch 12, flat-footed 12) [[+2 Dex]]; Atk +12 melee (1d6 plus petrification, 1 bite); SA Petrification; SQ Darkvision 60ft, low-light vision; AL TN; SV Fort +11, Ref +11, Will +4; Str 10, Dex 15, Con 14, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +10, Spot +10; Alertness, Dodge, Improved Initiative, Weapon finesse, Weapon focus (Bite).

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 13 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other

Player Handout #1

Monastery of the Sleeping Fist

History and Background

Emmeran Gilish, a human monk from Tusmit, on his search for inner balance, founded the Monastery of the Sleeping Fist 60 years ago. When passing through Perrenland, he had the opportunity to witness a boxing match in a highland village. Impressed by the display of skill, Emmeran, became a student of Hans Besser, winner of the competition, and soon had blended his traditional skills with those that he was taught by Hans.

During the years that he spent learning his new style, he started to explore the surrounding mountains and about fifteen miles from the village he discovered a small sheltered valley. The valley was less than two hundred yards in length, but it contained a hot spring and an almost pleasant microclimate. Once his training was finished, Emmeran Gilish built a small hut in the valley and prepared to practice his art in solitude.

Many months later, a man who had lost everything visited the valley. In desperation he was looking for some meaning to life and was told that Emmeran had the answer. Emmeran agreed to teach him his style and he helped the man find balance. Soon word spread and Emmeran had gathered over a dozen students to the valley looking for guidance.

As more people came to the valley for teaching, Emmeran Gilish grew concerned with the growing chaos and he decided that order needed to be restored. Work began on the building the monastery and soon the Order of the Sleeping Fist came into being.

Location

Nestled in a small valley high in the Yatils, sits the monastery of the Sleeping Fist. The monastery is located about thirty miles Southwest from Krestible and can be reach by travelling a narrow path that winds it way through the mountains. Travelling to the monastery can be slow and treacherous, generally taking many days on foot.

Style and Philosophy

The style of the Sleeping Fist is a unique blend of the traditional martial arts practiced by many monks, and bare fist boxing that is a common sport in Perrenland's highland villages.

The philosophy of the Sleeping Fist is one of blending the mind and body. The order teaches that during life one must not left their spirit be rule by aggression. During conflict, one must remain calm at all times and not to strike out at the opponent unless all other means have been exhausted. Martial training is important to the order and all monks are trained for combat, although the sleeping fist only awakes when no other option exists. To help a monk on this path, they are given teaching in philosophy and the ethos of Zodal, musical training (to develop discipline, order and timing) and martial training to focus and develop their bodies.

The Monks of the Sleeping Fist

The Monastery of the Sleeping Fist is currently home to twenty-three souls. Eight of the population are junior novices, first level monks who have just started their training (Mnk1, hp 8) and six are senior novices who have completed a years training (Mnk2, hp 13). The monastery is also home to a pair of orphan boys, Cedric (Com1, hp4) and Bertrium (Com1, hp 5) who are being cared for by the monks. As well as the novices and the fosterling, there are seven monks that make the monastery their permanent home and offer instruction and guidance to the novices.

Emmeran Gilish (Male Human Mnk9/Weapon Master4, hp 78, AI LN) is the founder of the monastery. He is elderly human close to 90 years in age but with a mind still sharp. Rarely teaching now, he is sometimes called upon to instruct the student in the philosophy of the order. Lately he has been handing more and more tasks onto his successor, Maria Starbright.

Maria Starbright (Female Half elf Mon7/Weapon Master2, hp 67, AI LN) is the chosen successor of Emmeran Gilish. A female half-elf, she was a foundling left at the gate of the monastery while it was still only a few small huts. Now over 40 years old, she is a highly trained monk who has fully embraced the teachings of her foster father. Hard and unforgiving while training, but kind and compassionate at other times she expects high standards from her students. Maria enjoys the

martial aspect of the order, finding pleasure in its movements and discipline.

Engrald Betal (male Human Mnk7, hp 52, AI LG) is the Master of Trials. He has been with the monastery for almost 25 years, joining when he turned 16. He is an earnest man who is a fervent believer in the teachings of Zodal. He takes pride in the successes of the students and hopes the word of the Grandmaster Emmeran will spread throughout Perrenland.

Johan Krendal (Male Human Mnk5, hp 28, AI LG, Profession [Herdsman] Rk 4, Animal handling Rk4, Healing Rk4) is responsible for the care and health of the livestock belonging to the monastery. A kind man he has training as a veterinarian and enjoys working and training animals. He has also taken on the care of the two foundlings Cedric and Bertrium.

Hans Wanderwind (Male Halfling Mnk4, hp 23, AI LN, Profession [Cook] Rk7) is responsible for the kitchen of the Monastery. Joining the order 20 years ago, Hans discovered a sense of purpose and fulfilment that he did not have in his life. While happy and jolly, always ready with a joke, if you enter his kitchen you had better be ready to work. Well skilled in the cooking arts, it is often said by those who sit down to one of his meals that he is one of the few people that can make turnip stew edible.

Fritz Hossinger (Male Human Mnk4, hp 27, AI LG, Craft [Blacksmith] Rk6, Craft [Weaponsmith] Rk4) is the blacksmith of the monastery. A young man in his mid thirties, Fritz joined the order only 10 years ago. Fritz is responsible for keeping all the equipment and tools in the monastery in good working order. He also likes to use the smithing arts to teach discipline to the novices. Many an undisciplined novice found themselves working a double shift in the workshop.

Tomas Berger (Male Human Mnk4, hp 23, AI LN, Profession [Brewer] Rk7, Profession [farmer] Rk5, Profession [Herbalist] Rk3) is a calm and serene man nearing forty summers. A skilled gardener, herbalist and brewer, Tomas is responsible for the monastery's crops and for the cellar. His speciality is a beer made out of beets, and is the most common ales found on the monastery's table.

Sonja Lissinger (Female Human Mon2/Clr4, hp 33, AI LG, Healing Rk7) originally came to the monastery 20 years ago as a young girl of 18. Completing her training as a senior novice, Sonja found that she was called by Zodal. Encouraged to find her path by Emmeran Gilish, she took up the teachings of the God and stayed as the order's religious adviser and instructor. She is also the medic for the monastery and is well known as someone that people can seek if they are in need.

Johann Janilla (male Human Exp2/Mnk2, hp 24, AI LG, Profession [Librarian] Rk 4, Profession [Scribe] Rk 4, Knowledge (History) Rk 3, Appraise Rk 5) was once a member of a family of greedy merchants. He abandoned material pursuits for the ways of Zodal in his thirties. After being injured rescuing a child from an avalanche he became librarian at the monastery. Now in his fifties, he still walks with a limp, although he can sense oncoming storms. He oversees the intellectual development of trainee monks and is considered to be one of the kindest and most selfless of the Masters.

Life of a novice

When an applicant comes to the monastery to seek entrance to the order, they are tested to ensure that they have the desire and dedication to embrace the philosophy and teachings of the Sleeping Fist. Should the applicant be found wanting they are gently sent home, however should they be acceptable, they are assigned a cell and instruction begins. For the first year they have the rank of junior novice.

Their day consists of rising before dawn to help tend the livestock or to work in the kitchen, then after a filling breakfast they begin their assigned chores, either in the kitchen, the workshop, the garden, etc. Around midday they break for lunch and for the next six hours they spend their time at lessons, usually philosophy, music and religion. After the evening meal, an hour is given to leisure and then before bed two hours are spent in meditation and reflection.

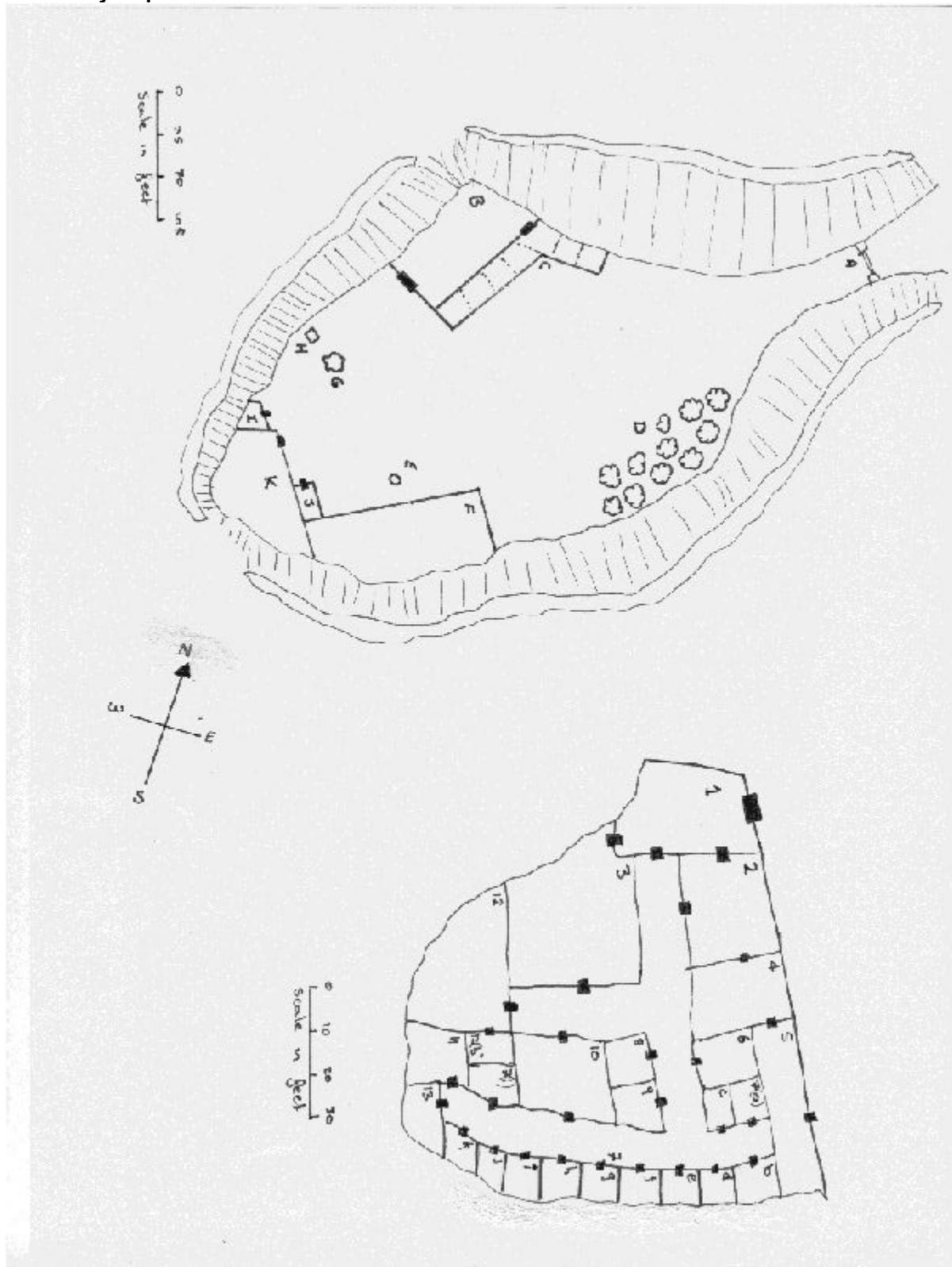
As the novices enter the last 4 months of their first year they begin their martial training, their duties may now include stand watch duty and outings to the local villages and settlements on monastery business. This is when most junior initiates adventure to gain experience and knowledge in the world outside the monastery.

When the novices have reached 2nd level, usually during their second or third year, they become Senior Novices. Their day is much the same as when they were junior novices, but now their training is starting to focus on the martial aspect and the philosophy behind the Sleeping Fist.

After their fourth year, usually when they have reached 3rd level, the novices become full initiates into the order. Here they are encouraged to find their path, whether that is to go out into the world, as the majority do, or stay at the monastery to help instruct and teach. Initiates of the Sleeping Fist are required to spend 2 months (8 TUs) each year supporting the order and the monastery

Player Handout #2

Monastery Map



Map Key

A: Gate

A large wooden gate supported by two watchtowers, guard and protect the only entrance to the valley. The two watchtowers are manned at all times by a monk, who can ring a bell in times of trouble. Due to the isolation of the monastery, it is not expected that the gate will need to guard against an attacking army, but is more for protection of the livestock and monks from the creatures that call the Yatils their home.

B: Barn

This large stone and wood building is used to house the livestock, store their feed and stable the mounts of any guests visiting the monastery. When needed it can also be used to isolate sick animals and house the servants of visitors should the guest quarters in the monastery building itself be insufficient.

The barn has two levels; the bottom level is designed to house the livestock of the monastery with the outer walls being made of stone, while the top level is used to store the feed. The outer walls of this level are made of sturdy timber and can be accessed either by a number of ladders or a platform that is lifted using a block and tackle. The upper level is also the home for the two orphan stable boys Cedric and Bertrium who have been taken in by the monks and help look after the livestock.

C: Livestock Pens

While most of the livestock are free ranging over the valley, there are times when they need to be penned. Built off the South wall of the barn are a number of fenced pens connected by a series of gates. These are used to house the livestock (such as pigs, goats etc) when they are giving birth, when they need to be protected or placed in quarantine.

D: Grove

Sheltered against the mountains, this small grove of trees provides shelter for the livestock and a small amount of firewood for the monks.

E: Well

The second source of water for the monastery, this well taps an underground river and is the primary source of drinking water for the monks and their livestock. At times mountain trout can be caught or netted from the mouth of the well.

This is a favourite pastime for some of the monks once they have finished their duties.

F: Gardens

Sheltered between the steep mountain cliffs and the monastery, this strip of land is able to grow a good variety of vegetables during the warmer months and provides the main food staples for the monks. While herbs and leafy vegetables are grown in the garden, the majority of crops tend to be root vegetables like carrots, parsnips, turnips etc, or gourds like pumpkins, marrows and squashes. These types of vegetables are less susceptible for the cold than leafy vegetables like lettuce, tomatoes and the like.

G: Spring

Measuring about 15 feet in diameter, this spring provides water for the monastery. Generally around 40 degrees Celsius in temperature, this spring is a natural source of beneficial mineral water and is used by the monks for washing, bathing and medicinal purposes.

H: Hut

This small wooden hut was the original hut used by Emmeran Gilish when he decided to live in the valley as a hermit studying his path. Currently it is used as the laundry and bathhouse for the monastery due to its close proximity to the heated spring.

I: Smithy and workshop

This small building attached to the north side of the wall holds the forge and workshop for the monastery and is where the monks make and repair the equipment that they need for everyday life. Fritz Hossinger (Mon3, hp 21, Blacksmithing Rk 6, Weaponsmithing Rk 3) runs the workshop and the novices of the monastery help him as part of their daily duties.

J: Cellar and Brewery

This building, and extension from the East wall, is the cellar and brewery for the monastery. This room is used to store the wine and oils used by the monks. This is also when beers and ales are made and stored under the watchful eye Thomas Berger (Mon3, hp 21, Brewing Rk 4, herbalism Rk 4) the monasteries brewer and gardener.

K: Monastery

This large, single story stone building is the main building of the monastery (sometimes called 'the

monastery') and houses and services the needs of the monks. It is set directly into the cliff face of the southwest corner of the valley. There are very few windows in building to help conserve heat, but air is circulated through a series of ventilation shafts and some light is provided through skylights in the roof.

1: Entrance Hall

This large room is the most decorated of the entire monastery. On the north wall there are a number of tapestries from Tusmit. A number of chairs line the walls to provide seating for guests waiting for admission to the monastery.

2: Common Room

Furnished with benches and tables, this large room provides a place for the monks to eat their meals and socialise in their spare time when all the duties are completed.

3: Library / Study room

Contains over forty books and 12 desks, this room is used by the monks for private study and research. The majority of the books are on philosophy and history. There are no books on magic or magical research.

4: Kitchen

The domain of Hans Wanderwind (Mon3, cooking rk 5), the kitchen is where all the meals for the monastery are prepared. This is also where all the consumables from the garden and the livestock are treated for storage or sale. On the east wall there is a large fireplace that almost always has a vegetable soup suspended above it, and oven used to bake the days bread. Even with the three large ventilation holds in the roof, this room is always pleasantly warm.

5: Storeroom (foodstuffs)

This large room can be accessed from either the kitchen or garden. Lined with shelves, this room holds preserved and pickled vegetables of all types for use in the winter months. Barrels of grain, flour, sugar, etc are set on the floor, making a person weave between them to move through the room. From the ceiling large bunches of drying herbs and vegetables that do not need to be preserved are hanging waiting to be used.

6: Office

Containing two small desks and a number of shelves, this room is the office used by Emmeran Gilish. All the administrative

paperwork is in files on the shelves and it is from here that the every day running of the monastery is handled.

7: Monk Cells

These small rooms are the living quarters for the monks of the sleeping fist. Slightly irregular in size, they average about 10 feet square. Each cell has either one or two cots, a wardrobe, a washbasin and a bedpan.

a: The cell of Hans Wanderwind, this room contains a cot, a wardrobe, a desk, a washbasin and a bedpan.

b: The cell of Thomas Berger, this room contains a cot, a wardrobe, a desk, a small chest containing herbal salves, a washbasin and a bedpan.

c: The cell of Frtiz Hassinger, this room contains a cot, a wardrobe, a desk, a small chest containing some personal items, a washbasin and a bedpan.

d: This is the cell of Johan Krendal, the animal handler. It contains a cot, a wardrobe, a desk, a small chest containing some personal items, a washbasin, a small basket for his cat Kressel and a bedpan.

e-k: These cells contain two cots, a wardrobe, a washbasin and a bedpan. These house the junior and senior novices

l: This is the cell of Maria Starbright, chief instructor in monastery. It contains a cot, a wardrobe, a desk, a small chest containing some personal items, a small rack of monk weapons, a washbasin and a bedpan.

8 & 9: Guest Rooms

These two rooms used to house guests visiting the monastery. Much less spartan than the monk cells, they contain a large feather bed, a small chest for storing belongings, a private fireplace and a small bath area concealed behind a screen.

10: Classroom / Work room

This large room is the classroom and workspace used to instruct the novices in the way of the Sleeping Fist.

11: Storeroom

This room is used to store the item other than food like blankets, fleece, oil and weapons for the monastery.

12: Chapel

This large room is the chapel of the monastery dedicated to the worship of Zodal. It contains a

large wooden altar and a number of stools. The small room marked **(b)** off to one side of the chapel is the private chambers of Sonja Lissinger (Female Human Mon2/Clr4, hp x, Al y) and contains a cot, a wardrobe, a desk, a small chest containing some personal items, a washbasin and a bedpan.

13: Emmeran Gilish Room

Larger than the common cells, this room is the private chambers of Emmeran Gilish. Like the other cells, this one contains a cot, a wardrobe, a desk, a small chest containing some personal items, a small rack of monk weapons, a washbasin and a bedpan. It also contains a bookshelf with the journals of Emmeran's travels and thoughts.

Player Handout #3

Trial 1 Question

I am the bearer of justice, a job only for the untiring.
I am one who expects no recognition, but is given it by those who ride the plains.
I am of the old faith, yet not a member.
Two hands are clasped above my neck.
Who Am I?