

Holy Mandate

A Dungeons & Dragons Adventure Series

Chapter 2: A Clashing of Knights



About GND Adventures

Holy Mandate is part of a new series of adventures designed to be easy to read, easy to run, and a blast to play. They focus on detailed world building that grows alongside the characters. In these pages, players will find cunning intrigue, intricate puzzles, crafty combats, and grand adventures. The Dungeon Master will find easily accessible information, full stat-blocks for any monsters, creatures, or NPC's, and well laid out content that makes your job easier.

In the course of this adventure, some text appears in **Bold**. Any text, outside of a stat block, appearing in bold should be read or paraphrased to the PC's.

Stat Blocks

Full Stat Blocks are enclosed for each creatures or NPC used in this adventure. Abbreviations are used in some places. An explanation of the stat blocks and those abbreviations is listed below.

Example:

8 Brick Skeletons (**Number and type of creature appearing in the encounter**)

Atk (**Attack**): Shortsword +4 1D6+2 Dmg (P) (**Damage amount and type; (B) Bludgeoning, (P) Piercing, (S) Slashing**), HP: 15, AC: 14, Speed: 30; Saves: (+0,+2,+2,-2,-1,-3) (**Save values for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma in that order**); M (**Size. (S) Small, (M) Medium, (L) Large**) Undead, LE (**Alignment**)

Vul: (**Vulnerabilities**) Bludgeoning, Imm: (**Immunities**) Poison, Exhaustion, Poisoned. Darkvision 60 ft. Perception 9. CR ¼

NPC's

Key NPC's are described in detail, but random and minor NPC's have stat blocks that tell their gender, race, age, and general character traits. They appear as such:

M/HE/25/Random and Aloof.

Explanation

Gender (M(Male), F(Female))/**Race** (Hu(Human), HE(Half-Elf), Dw(Dwarf), E(Elf), G(Gnome), Hl(Halfling), HO(Half-Orc), DB(Dragon Born), TF(Tiefling))/**Age**(years old in appearance)/**Character traits**(How they usually interact with the world.)

Introduction

Just outside the Lonely Desert, on the edge of civilized lands stands a massive 200 ft., black cube known as The Brick. Glyphs and symbols adorn The Brick, etched into its impossibly hardened sides in an ancient forgotten language. Some say The Brick is a doorway between the living and the dead. Some say it is a gateway to another plane. Still others claim that it is the foundation for the entire world and discovering its secrets will unlock the keys to the multiverse.

Every night, as the sun falls below the horizon, the glyphs on The Brick blaze to life in a hundred different hues. The Brick can be seen for miles and is a dazzling display, that is, before it vomits forth it's horde of undead. A seemingly steady stream of zombies, skeletons, and worse exit The Brick and roam the night, venturing out only as far as it would take them to return by the time the sun makes its appearance in the morning. Even worse, at random intervals throughout the year, The Brick releases a violent, negative shock-wave that destroys anything in its path. Trees, animals, even rocks are destroyed by this wave. Those that fall, rise again as undead versions of their past self.

Into this unique landscape clerics and holy orders of all types come to The Brick to train in destroying and controlling undead. The vast majority of the undead are lowly skeletons, zombies, and other common types, but every once in a while, a truly intelligent undead will venture out and compel the undead waves to a specific task.

What secrets does The Brick hold? What treasure might be uncovered within its black sides? Gather your companions, grip your holy symbols, and bring light into true darkness as you come face to face with the mysteries of The Brick.

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This series of adventures takes place in and around the Town of Safeport, an area about two miles south of The Brick. It is the furthest point that a shock-wave has ever been recorded and is heavily fortified by holy orders that train in fighting off the undead. Once the PC's have gathered enough experience and power, they will find themselves entering The Brick itself in an effort to discover its lost secrets. The adventure is broken up into 12 parts and designed to start with first level characters. Each Chapter is set-up to run in one evening and should give the PC's enough experience to advance to the next level. They are designed as a fast paced, hack and slash adventure with problem and mystery elements.

Chapter Synopsis

Chapter 2 puts the PC's in the middle of a diplomatic squabble. Two Holy Orders, The Temple of Discipline and The Templar's of Light are fighting over property rights. The PC's investigate and find a strange creature is causing the unrest. Along the way, they discover clues to elements of the Cult of Withering Rebirth located within Safepoint itself.

What's really going on.

A powerful Lich emerged one evening from The Brick several months past. Since then she has established herself as a reputable citizen and even manipulated events to get herself elected mayor. She is building a following of cult members to help undermine the town's defenses.

Hooks

There are many reasons why the PC's might head to Safepoint. Here are a few ideas if needed.

One of the PC's is here to train fighting undead. Safepoint is renowned as the safest way to learn how to fight the undead.

One of the PC's has a close relative or friend who lives in or near Safepoint and needs assistance.

The PC's have heard legends of a rare relic inside The Brick and go looking for information on it.

Key NPC's

Delila Norsh, young, mid-20's. Female human. Curly brown hair and green eyes. The current leader of the Templar's of Light. This is her first post and she second guesses herself constantly. She is currently looking for a partner in life and will target one of the PC's that exhibit the tenants of Pelor; good, strength, light. She'll pursue the PC throughout the story arc, though she is very shy. She'll give what healing she has daily for those that pay lip service to Pelor. The DM should do their best to cultivate this NPC-PC relationship throughout the adventure arc. Doing so will make decisions in the final chapter much more interesting and satisfying for the story. F/Hu/24/Shy and Nice

Commander House Loring, mid 30's, Male Dwarf. Shaggy, black hair and beard. Leader of the Temple of Discipline and organizes the nightly town defense. Devout follower of St. Cuthbert. Nice in demeanor, but stern and disciplined. Looks down on alcohol consumption. Doesn't know anything about what is going on in town.
M/Dw/36/Disciplined and Polite

Jarino O'Portin. Male, late 50's, Strong of body, stutters. Runs the quarry south of town. Love to talk about rocks and digging. Brings it up in every conversation. Fascinated by new and interesting gems.
M/Dwu/58/Experienced and Helpful

Lady Falow Parson. Looks early 30's or late 20's, Human, female, strawberry blonde hair, pretty. Smiles and laughs easily. Her eyes seem older. Current elected mayor of the town. Will seem very helpful to the PC's investigations. However, she is really known as The Falow Princess, a Lich in disguise from The Brick. She will attempt to manipulate the PC's into causing discontent in the town. Her goal is to bring about the destruction of Safepoint and raise it's residents as her army. Note that Lady Falow wears a ring of mind shielding and is excellent at deception. Falow will do everything in her power to hide her true form from the PC's. On a practical note, if the PC's find out the truth and try to take her on too early, she would be way too strong. F/Hu/28/Helpful and flirty

Random NPC's

Many NPC's exist in the town. Several random ones that can be used to flesh out the town are listed here.

Ryndarien Craftsman (potions and implements); silver hair and bright hazel eyes; modest garments; M/E/156/Friendly and Curious

Amyria Paladin; red Hair and green eyes; Wears plate armor and wields a great sword. F/HE/26/ virtuous and passionate

Amon Khet Warlock; rough in appearance; hunts those of unnatural death; M/TF/38/Serious and focused

Xakrist Ranger; Copper in color; wears studded leather and wields a longsword; M/DB/32/Impossibly Lucky

Castiel Barkeep; tall and built with white hair and blue eyes; former adventurer full of stories. M/Hu/46/Loud and Boisterous

Shondo Aristocrat; copper hair and hazel eyes; wears fine raiment and several pouches hang from her belt; F/Hu/32/Polite and Courteous

Feldgar Druid, short and overweight, with auburn hair and brown eyes; wears leather armor and wields a scimitar and darts. M/Dw/78/Pleasant

Grimm Rogue; Friend of Feldgar; with auburn hair and brown eyes; wears leather armor and wields a rapier and sap; M/Dw/76/jealous and greedy

Markham Smith (weapons/armor); thick gray hair and gray eyes; family has been hunting undead for many years; M/Hu/48/Quiet and Content

Raylen Commoner; messy black hair and large blue eyes, and a beaked nose; always searching for a missing item; M/Hu/42/Friendly and Absent Minded

Mitraxx Warrior (Mercenary); messy black hair with gray eyes; wears hide armor and wields a warhammer and heavy wooden shield; M/HO/28/Rugged and Focused

Amanza Bard; round face, with golden hair and sharp blue eyes; wears studded leather and wields a short sword; has an animal companion, a hawk named Ziri; F/G/88/Curious and Loud

*Jenna Nius, Server, last Knight Inn. Tiny. Red Hair. Loves to wear red. F/Hu/17/Cheerful and Clueless

*: Makes an appearance in Act 1

Investigations

Investigations are tidbits of information PC's might learn from NPC's as they investigate the town. Not all of them are true; some don't even make much sense. They exist to add flavor or foreshadow future events. Each time the PC's are looking for clues or other guidance; have them roll Investigate Checks, DC 10. Success rewards one of the following rumors, which may or may not be true.

- The Temple of Discipline and the Templar's of Light are feuding. So far it is just the occasional brawl, but sooner or later someone is going to end up dead.
- The next Negative Energy Wave will be the biggest ever seen. It will wash over the walls and destroy everything and everyone. Best to get out now.
- Den Freeman used to be a Knight in The Holy Order of the Vanguard. But after he came out of The Brick, he sold everything he owned and opened up an Inn to retire.
- Many people have complained about a high pitched ringing in their ears over the last few weeks.
- The town vampire has moved on to people. So far he is just eating the elderly that are near death, making their deaths look natural.
- Delila Norsh of The Templar's of Light is really a powerful cleric, pretending to be clueless. She has a divine plan she only shares with her inner circle.
- The Brick acts as a doorway to the negative plane. Without it, undead would invade our world.
- There is a strange beast out at the Jakobson farm. It has been killing sheep and making strange symbols in the fields.
- Undead from The Brick are more powerful than their earthly kind. The stronger ones have resistance to divine magic.

Act 1: Last Knight Inn

The adventure starts with the PC's enjoying some quiet time and a good meal.

Last Knight Inn has a reputation for honest drinks at fair prices. Located at the heart of Safepoint it is clean, lively, and a great place to meet and conduct business. You find yourself enjoying a meal and listening to dueling, harp wielding bards, when a commotion breaks out at a nearby table. Two groups of men, one group wearing the standard of the Temple of Discipline, the other the symbol of the Templar's of Light, have pushed back their chairs and are about to start a brawl. Your server, a cute, redheaded teenager sighs audibly and utters, "Not again!"

Give the PC's a chance to do something as the two groups hurl insults at one another. Make it clear that without intervention, the two sides will begin fighting soon.

If the PC's intervene, they must make diplomatic overtures to each side to get them to calm down. A Persuasion Check DC 12 is sufficient to get them to part ways begrudgingly. The PC's might get the feeling that something is very off here. The two holy orders are both good aligned and have more in common than different. If the PC's question that groups, both have superficial reasons for fighting; he looked at me funny, he was whispering about us, he made a rude gesture, etc.

If the PC's let them fight it out, they'll pummel each other bloody and be unavailable this evening with dire consequences. If the PC's choose to fight, neither side will see them as allies, and it will become a wild, three-sided melee. The knights will not use their weapons, just fists,

unless they are attacked with weapons, in which case they will attack with weapons, but non-lethally.

4 Unarmed Knights Of Pelor

Atk: Fist +4 4 (1+3) Dmg (B), OR Longsword +5 1D8+4, HP: 21, AC: 13, Speed: 30; Saves: (+3,+1,+2,+0,+4,+3); M Humanoid, LG Perception 13. CR 1/2

4 Unarmed Knights Of St. Cuthbert

Atk: Fist +4 4 (1+3) Dmg (B), OR Longsword +5 1D8+4, HP: 21, AC: 13, Speed: 30; Saves: (+3,+1,+2,+0,+4,+3); M Humanoid, LG Perception 13. CR 1/2

If the fight is broken up peacefully, read or paraphrase the following:

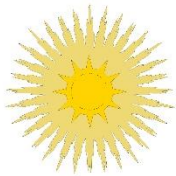
You break up the fight and head back to your seat. Your server, Jenna is there with a smile on her face. "Thank you so much for that! I'm gonna get you all a round of drinks on the house." She leaves and appears moments later with a tray of ale, "I just don't understand those two groups, they are generally such nice people, but for the last two weeks they've been at each other's throats! It's just so strange. I just hope somebody does something about them before someone gets killed."

The PC's can question Jenna, but all she knows is that she's seen groups of Pelor followers getting into brawls with those of St. Cuthbert.

If the PC's fail or refuse to intervene the two groups beat each other senseless. Afterwards, as the injured stumble out, Jenna will utter, **"Someone better do something about them or someone is going to get killed soon."**

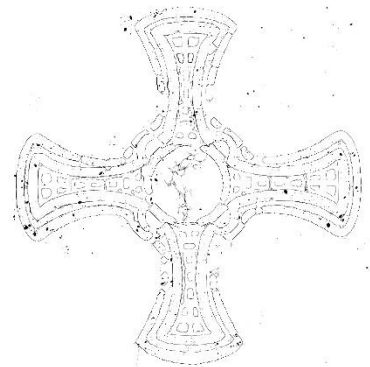
Holy Orders of Safepoint

Safepoint is home to many Holy Orders that come to train and fight against the undead. The three largest with permanent bases here are:



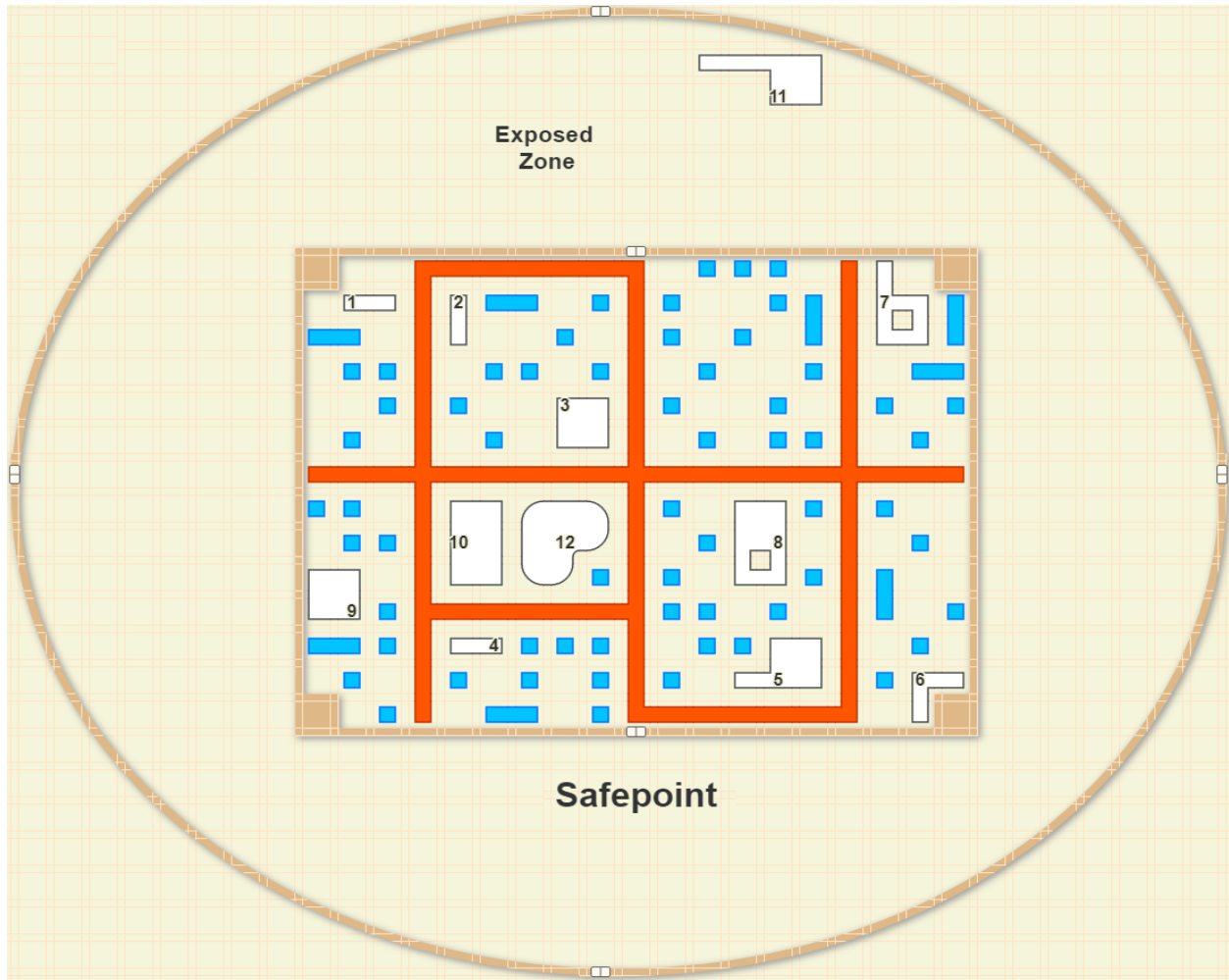
The Templar's of Light: Devotees of Pelor this group is mostly clerics and other healers that spend most of their time tending to wounds and bringing light to dark places.

The Temple of Discipline: Those dedicated to St. Cuthbert are Paladins, Clerics, and Fighters that make up a large fighting force. They are dedicated, disciplined, and helpful.



Holy Order of the Vanguard: The Vanguard accepts disciples of any good-aligned deity and train them in the ways of combat, specifically against undead. This group encourages groups to bring the fight to the undead and they help to organize groups to enter and fight the undead inside The Brick. They are pragmatic, good aligned, and eager to fight.

Safepoint City Map



Key

Orange Line: Major Roads

Blue Square: Walls

1: Skeletal Fitting

7: Six Holy Arms

2: Sam's Serious Sundries

8: Temple of Discipline

3: Last Knight Inn

9: Templar's of Light

4: Poundin's Pete's Pastries

10: Holy Order of the Vanguard

5: The Old Ones

11: Ehlonna's Stand

6: Secrets and Lies

12: The Stand

Locations Detailed

1: Skeletal Fittings: A wealthy clothing shop that makes designer clothing as well as fitted light armor. Ran by a thin, frail man named Wyarm with beady, black eyes. M/Hu/58/Quiet and Misunderstood.

2: Sam's Serious Sundries: Ran by a woman, Samantha Doorkeel, who took over the business when her father, Nigel, passed away several years ago. She secretly buried him, as he wished, rather than cremate him as is required by town law. She sells most common items, rations, and other bulk food for long journeys. F/Ef/24/Loud and Anxious.

3: Last Knight Inn: A large inn always with a bard ran by, Den Freeman, a former member of the Holy Order of the Vanguard. He opened this place after exploring the first level of The Brick. He does not talk about what he saw. But the ordeal broke him, made him not want to adventure anymore. He stays here because he feels like he owes The Order something. Members can always stay for free. The Order has a saying, "Going Den." Which means you saw something that was too much for you to bare. M/Hu/29/Broken and Sad.

4: Poundin' Pete's Pastries: A small inn and tavern run by Poundin' Pete, an adventurer who retired after his group found a large cache of treasure. Quaint place known for Delina Cakes, an invention of his late wife, who died of disease. He likes to help sometimes with nightly raids. M/Hu/40/Honest and solemn.

5: The Old Ones: A lively tavern run by the elected mayor, Lady Falow Parson. Looks around 30 years old, but her eyes seem older. Rumor has it that she has consumed a great many Potions of Longevity, which has kept her young. Actually, she is a Lich and the true power behind what has been going on in town. She is polite and loves a good joke. She plans to make all of Safepoint her undead domain. She gives food to the downtrodden and lets people stay in front of the hearth if they can't pay for a room. F/Hu/28/Helpful and flirty, actually F/Lich/?/Cunning and Evil

6: Secrets and Lies: A two-story tavern ran by Uri Povyin', a semi-retired rogue. He does not get along with the holy orders. They always assume if something went missing, he did it. Sometimes they are right. He has dirt low prices on food and lodging. The right person could buy poison's here. M/HI/27/Personable and Annoyed.

7: Six Holy Arms: A weapon shop and smith run by Lilith Farstride. She purchased the shop two months ago from the former owner who left town. They make and sell custom weapons. Has five workers that are all scared of her. She is actually a Marilith in disguise. She was summoned here by Lady Fallow and likes the ruse. She has a ring of mind shielding as well. She is great at deception and makes any Deception checks at +12 and with advantage. F/Hu/36/Stern and Impulsive, actually (F/Marilith/?/Deceptive and Cruel)

8: Temple of Discipline: The house of Cuthbert is built like a fortress with a wall surrounding the inner house and two towers protecting the walls. The Temple of Discipline organizes the nightly defenses. The Order is very strict with no alcohol use and chastity proclamations. Currently ran by Commander House Loring. M/Dw/36/Disciplined and Polite

9: Templar's of Light: The temple of Pelor is a two story brick building with a blazing sun statue at the top. They provide healing at half cost to those that at least give lip service to Pelor. They sell minor healing potions and scrolls. Currently run by Delila Norsh F/Hu/24/Shy and Nice young

10: Holy Order of the Vanguard: This square, one story building is home to a small knightly order made up mostly of good aligned paladins, clerics, and fighters. They train specifically in fighting undead and hate the abominations. They sell holy water at half price. They will also cure any disease inflicted by an undead for the cost of the material components of the spell. Currently ran by Sir Gladus Fellstone, Long, curly black hair, muscular. Wears rich clothing. M/Hu/50/Disciplined and Polite

11: Ehlonna's Strand: In the exposed zone stands a ring of shaped trees with a thatched roof. Serving as both a temple to Ehlonna and a way stop for those that pray to her, it is informally organized and frequented by Druids, Rangers, and Monks. Those at balance with nature can use it free of charge, although no metal is allowed through the doors. Caretaker is Terif Gorinhide who loves philosophy and meeting new people. M/HE/28/Calm and Ugly.

12: The Stand: At the center of town stands the largest structure, a four story, round, stone tower topped with an emblazoned open eye. The Temple of Boccob allows anyone into their first floor to buy minor scrolls or talk magic. The second level is a lounge specifically for those that work on the arcane arts to trade spells or discuss arcane matters. The third and fourth levels are for members only and are off limits to most travelers, though members can stay on the third level as they will. The tower mostly stays out of town affairs, though they practice spells on the undead hordes each evening and would come to the town aid if ever necessary. The fourth level is the home of the Tower First, Yamik Klav, the wizard who runs the place. He is largely over weight and eats a lot. M/Gn/41/Cocky and overweight.

Act 2: “Badgering” The Witness

Part 1:

At this point, the PC’s should have a clear direction of trying to figure out what is going on with the Holy Orders. If they ask around randomly, refer to the rumors under the section, “Investigations.” Of course it would be easier to talk directly with the Holy Orders. The Temple of the Vanguard has been keeping out of the affairs and knows very little about what is going on. If the PC’s seek out the other two temples, refer to the following two sections.

Temple of Discipline

Built like a small keep, the Temple of Discipline has a ten foot, stone perimeter wall with two Towers adjacent to a strong portcullis and gate in the front. Normally the gate and portcullis is open, allowing citizens to seek safety if needed. Inside large open grounds houses a temple blacksmith, weaponsmith, tailor, and other craftsmen. In the very center is a sturdy looking stone building surrounded by a ten foot moat and drawbridge.

Temple members take regular patrols in groups of two and there is always at least two guards at the front entrance. Temple members are polite, but curt, love with discipline. Commander House Loring is usually available to speak with citizens and he takes matters of the city safety seriously. The PC’s will find most of the members have a serious shift in attitude toward anger if they are questioned about the Temple of Light and their property dispute. An Insight Check DC 18 will reveal that the response

always seems more intense than usual. Although there is no magic or compulsion on the surrounding area.

The two Orders are in dispute as they both want to claim a piece of land near the gate to build an Order Stable. St. Cuthbert argues that they organize the nightly defense and need access to their horse first. Pelor’s order complain that they heal the wounded and need greater mobility to get to those that need saving. Both sides refuse to budge, showing an unnatural lack of respect for the other holy order. There is not enough room for both of the Orders to use a stable together, so one will have to win out.

A careful search of the grounds, DC 15 Investigation Check will reveal a unique, oddly greenish rock hidden behind one of the buildings. A Nature Check DC 14 or Arcana 18 will reveal it to be a rock known as Elefarium, a rare mineral that is sometimes use as a spell component in rare spells. No member of the Order has ever seen or knows anything about the rock. If questioned, they recommend the PC’s talk to Jarino O’Portin, a town resident that runs the local quarry to the south.

Templar’s of Light

In stark contrast, the Temple of Pelor is an open-aired, garden with a small, white, marble building at its center. The building is open on two sides and houses a large statue of Pelor as well as two small, stone rooms. One of these rooms is used as lodging for traveling Order members that may not have town lodging and the other is Delila Norsh’s quarters. Above the building

is a shining symbol of the Temple of Light symbol.

Delila has a safe in her quarters that has 12 healing potions that she sells to help raise funds to keep the property kept up. Members of the order wonder the garden at almost every hour in quiet prayer or reflection. Some even sleep there under the stars.

Like the Temple of Discipline, the members of the Temple of Light have a burning anger under the surface when questioned about their rival Order. They tell how the Temple of Discipline is too rigid and doesn't show enough compassion.

If Delila has targeted one of the PC's as a spousal candidate, she will be warm and affectionate, but shy with that individual. However, it will be very easy to see that all compassion leaves her voice when she discusses the Cuthbertites. An Insight Check DC 18 reveal that it seems very unnatural. Although there is no magic or compulsion on her or the surrounding area.

A careful search of the grounds, DC 15 Investigation Check will reveal a unique, oddly greenish rock hidden behind one of the buildings. A Nature Check DC 14 or Arcana 18 will reveal it to be a rock known as Elefarium, a rare mineral that is sometimes use as a spell component in rare spells. No member of the Order has ever seen or knows anything about the rock. If questioned, they recommend the PC's talk to Jarino O'Portin, a town resident that runs the local quarry to the south.

Part 2:

At this point, the characters have a real mystery on their hands. Both Holy Orders are acting strangely toward one another, an

odd rock has been found at both locations, but neither side knows much about it.

Jarino can be found at his residents on the west side of town. Asking around town will easily lead to his residence.

If the PC's follow this lead, read or paraphrase the following:

You ask around and quickly find your way to the residence of one Jarino O'Portin. The older Dwarf looks seasoned, but strong and is working on moving large rocks around his front garden area when you arrive. He looks up under a mop of thick black hair and beard and grunts as he places another large stone. "Greetin's folks. What can an old Dwarf do fer ya?"

Jarino is helpful and loves to discuss rocks and other geological formations. He runs the town quarry, though they have been shut down for the past few weeks due to low demand. This happens from time to time and he is happy to get some time off to work on his rock garden.

If questioned about the rock read or paraphrase the following.

Jarino takes the rock and holds it up to his left eye. "Aye, I've seen this before. Elefarium, it's known as. Rare as a shaved faced Dwarf it is. Where'd you get it? I'd be happy to buy it from you."

Jarino is interested and would pay 50gp per stone, if the PC's wish to sell. He tells them that he's found a few like it, in the quarry, but not many. Mages like Elefarium as they hold enchantments easy and Gem cutters like them as they are rare, pretty, and easy to work.

Jarino is happy to converse with the group. He isn't especially wealthy, most of his money is used to work on his garden, but

he has roughly 50gp worth of tiny precious stones in his house.

Part 3:

The PC's may want to question a wizard or two, many can be found at the Temple of Bocoob in the center of town. Most of them will tell them they have heard of these stones, but can tell that there is no magic on them. Any of the group members can deduce this with a *Detect Magic* spell as well.

At this point the PC's should have a clue to head out to the quarry. Most residents can give them simple directions, as the quarry is easy to find, roughly an hour along the southern road.



Act 3: “Badgering” The Ground

If the PC’s head down to the quarry read or paraphrase the following:

The journey to the quarry is easy and uneventful. A small dirt road juts out from the main with a wooden sign that reads, “Quarry” with a second sign hastily mailed on that read, “Closed”. You head down the side road and find the quarry, a large hole in the ground, 50 ft. deep and several hundred in diameter. A set of rickety looks scaffolding lead down to floor, covered in carts, pickaxes, and loose pieces of stone.

The PC’s are free to look around. The stone down here is chipped away at places and it is very clear what the miners were working on at the time the place was closed. The place looks normal, but a DC 16 Investigation Check will reveal a hatch, mostly covered with dirt and debris in the northern corner of the hole.

The Hatch

The hatch is locked and bared from the inside. A DC 18 Sleight of Hand Check is required with Thieves Tools in order to open the hatch. A DC 16 Perception Check reveals that there is a trap on the other side. A series of bells will toll if they are not disabled. Separate Sleight of Hand Check DC 15. If the trap is not noticed or checked for, the bells will chime loudly when the door is opened. The door can also be bashed open with a DC 21 Strength Check, although this causes a lot of noise as well as the bells to chime after every attempt.

Outside a DC 14 Nature check reveals that one set of footprints, booted and female, enters and exits the hatch occasionally in the past week.

Once opened, the hatch reveals a wooden ladder leading down to a roughly dug tunnel.

First Tunnel

The tunnel is natural dirt and only 5 ft. high by 4 ft. wide. Larger PC’s or those in big armor will be able to squeeze through, but it will be hard going. The tunnel runs for 100 ft. slopping downwards gently before opening into a large, circular chamber, 30 ft. round. Lying around the edges of the chamber are dozens of human bones, picked clean. Two other tunnels head off on either side of the chamber.

An Investigation Check 22 will find one of the bones has a valuable opal inlaid in it. If this bone is picked up or if the PC’s try to enter one of the other tunnels, read of paraphrase the following.

Suddenly, you are startled as the bones in the room start vibrating rapidly. They levitate and begin flying toward each other in the center of the room. Only a few seconds pass before the bones have adjoined together to form some sort of large, humanoid bone creature. Pieces of bone swirl around it and it looks at you with black, cold, dead eyes and lumbers toward you.

Bone Monstrosity (See Appendix 1)

1 Bone Monstrosity

Atk: Slam +6, 1D10+4 Dmg (B), HP: 58, AC: 14, Speed: 20; Saves: (+4,+1,+3,-4,-1,-5); L Construct, Unaligned

Imm: poison, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, Negative Energy; Resist: Bludgeoning and Slashing Poison, Exhaustion, Poisoned. Darkvision 60 ft. Perception 9. CR 3

Abilities: Bone Whirlwind: Recharge (5-6) 20ft. cube, Dex DC 15 or 2d6 Dmg. ½ on Save. Grants cover in area until beginning of next turn.

The Bone Monstrosity will pursue PC's down either tunnel or back to the hatch, but will not go above ground. It is not very tactical and simply hits whatever is in front of it as much as it can.

If the PC's defeat the creature, the bones fall lifelessly to the ground. The one that had the gem in it can now be safely removed. It is worth 200gp. if sold in town.

Left Tunnel

The left tunnel is a straight shot 40 ft. and ends in a solid oak door. The door does not look like it has a lock or handle on it, just a small, square indent in the center, roughly 6 in. deep.

The door is Arcane Locked. A Knock spell will open it or the spell can be dispelled and it can be pushed open. Finally, the door can be forced down, which requires a Strength Check DC 30. (due to the arcane Lock) A Detect Magic spell will reveal the

abjuration. If one of the Elefarium stones is placed in the indent, the door will open.

The door swings open of its own power to reveal a tiny, cozy bed chamber. A cot, writing desk with a scroll case on it, and foot locker take up most of the room, although all appear empty and unused for some time.

One of Lady Fallow's lieutenant's used this chamber for his research and study for a while, but has not used it for a week or so. An Investigation Check DC 14 tells that no one has been here for at least a week.

The scroll case has a letter written in flowing, flourishing elven script. It reads:

My lady, my studies of the creature here are complete. I've taught it as best I could and have left it here to do the deed. Although difficult, if you can create more of these beats, they would be of great use against the living. For now, I will continue my observations from The Wardstrom Estate and report when the crops are ready.

A Knowledge History Check DC 14 reveals that the Wardstrom Estate is a large farmstead to the south of Safepoint.

If the PC's make the Investigation Check at a DC 20, one of the floorboards appears, loose. Under it is a sack with 250gp., a scroll of *Stone Shape*, and 2 minor healing potions, each which restores 2d4+2 hp.



Right Tunnel

The right tunnel is a long, meandering thing that loops around, down, up, and around again several times for nearly twenty minutes. It quickly turns from stone to a dug tunnel only 3 ft. wide and 6 ft. tall.

Cunning underground PC's might determine that they are heading back north, the general direction of Safepoint. Nature Check DC 20.

Eventually the tunnel opens up into an excavated area. Read or paraphrase the following.

The tunnel you've been following finally opens up into a large excavated area, approximately 60 ft. by 80 ft. and extending up over twenty feet. A stream of fresh looking water cuts the area in half and a half dozen small 2 ft. tunnels lead off in several directions. A 7th tunnel, about the same size you entered exits the area on the far side.

Ask the PC's for a Perception Check

DC 15: You notice the water looks clean and fresh as well as a small current.

This is an underground river the Adubaton uses for a water source, but it is otherwise unremarkable.

DC 18: 8 patches of dirt on the ground seem unstable.

These are sections of ground that will collapse when and if stepped on. They all connect at the bottom, 15 feet down through small, 2 ft. tunnels. The Adubaton will emerge from the one marked one the map.

DC 21: A small section of worked stone can be seen on the ceiling.

This is a small exposed section of the Temple of Discipline that the Adubaton has been using to influence the Knights.

Refer to Appendix 4 for a map of the battleground.

After the PC explore the area for a few minutes or when and if one of them begins examining the unstable patches of dirt, have them roll Wisdom Saves DC 17. Anyone who fails begins getting irritated with their companions in some way. One PC might move too slow, another might smell, talk too much or too little, or dress inappropriately. If the PC's have recognizable characters

flaws, have those flaws start to really annoy the other PC's that fail their saves.

Arcana Check DC 16 by someone that is Proficient in the ability reveals that there is some sort of compulsion affecting some of them.

A *Calm Emotions* spell or *Dispel Magic* will end the condition.

The DM should encourage the players to have a good time with this. A little party in fighting can be good for the group when done through compulsion.

Once the PC's are bickering, if one of the PC's falls into an unstable hole, or just at an opportune moment, the Adubaton will attack.

Adubaton (See Appendix 1)

1 Adubaton

Atk: Bite +5, 1D10+4 Dmg (P), (2) Claws +5, 1D6+3 HP: 51, AC: 16, Speed: 30, Burrow 30; Saves: (+3,+2,+3,-1,+2,-2); L Beast, LE

Darkvision 60 ft., Tremorsense 30 ft., Perception 15. CR 2

Abilities: Close Scales (Reaction) +2 AC Parry against attack, Emotional Degregation: 30 ft. cube, Wis DC 14 or incapacitated 1 minute or until attacked or other's action to shake.

Once the Adubaton has been dispatched, the PC's can find it's horde of gathered treasure in a small burrow connected to one of the tunnels underground. It consists of the following:

750 gp., a lantern, a dagger with a green blade, and a set of bracers with images of a Pegasus on each them. (See appendix 3)

A DC 14 Investigate check will allow the PC's to find the exposed base of the Temple of Discipline.

If the PC's follow the other tunnels, most of them are too small for anyone other than a gnome or Halfling to enter. Even then, they only go for a few dozen feet before collapsing.

The last tunnel, larger than the others, heads off several hundred feet and ends with the base of another structure exposed. This is the Templar's of Light.

From here a final tunnel leads off another several hundred feet than slopes up quickly, exiting in a clump of dirt about 300 ft. west of Safepoint's exterior rampart.

Denouement

If the PC's talk with the Temple of Discipline and the Templar's of Light about what they found under their temples, both sides are grateful. In fact, each side admits to being embarrassed by the entire situation. They will pool their resources into a joint stable that should be sufficient for both groups.

The Temple of Discipline will give the PC's a Jade figure of a pouncing cat (500 gp.) as a reward. Delilia will offer a cache of items recently taken by a member of the church from an evil dragon cult to the west. The cache consists of the following: 2 Potions of Greater Healing (4d4+4), 6 Vials of Holy Water, 1 Potion of Speed, and a Bag of Tricks, Grey. Additionally, she will demand her spousal candidate have dinner with her this evening. After which, in private she will show her appreciation fairly aggressively. Additionally, the PC's have made positive contacts and earned a place of respect with both organizations.

This ends Chapter 2 of Holy Mandate. Award the PC's enough experience to advance to level 2. Chapter 3 will see the PC's uncovering a plot that could jeopardize Safepoint's entire population.

Each night the PC's are free to take place helping to defend the walls. However, make it clear that the defensive arrangement and number of defenders make it unlikely that they will learn anything new. In that way, they cannot grind experience.

Delila is happy to interact with the PC's, especially her spousal candidate. She will bring him little trinkets whenever they meet. (A frosted rose, a silver dagger, a bracelet of intertwined strings.) The more this bond is cultivated in these early adventures, the better the payout later on.

The DM should push this relationship as much as possible, as well as relationships with other notable NPC's. The more friendships the PC's have in town, the richer the experience.

Did something unexpected or amazing happen? Was there an especially epic or noteworthy encounter? Drop us a line at geeksnextdoorftw@gmail.com. We would love to hear from you. We will talk about it on our Geeks Next Door podcast and maybe even use your encounter as an NPC to liven up the world.

New Creatures

Adubaton

Large Beast, lawful-evil

Armor Class: 16

Hit Points: 51 (6d10 +18)

Speed: 30 ft., burrow 20 ft.

Str. 16 (+3), **Dex** 14 (+2), **Con** 16 (+3), **Int** 6 (-1), **Wis** 14 (+2), **Cha** 6 (-2)

Senses: darkvision 30 ft., tremorsense 30 ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Abilities: Emotional Derogation, Close Scales, Emotional Influence

Emotional Influence: As an Adubaton sits in its lair it sends out waves of negative emotions to anyone nearby. This starts as bickering and arguing, but over time the intensity can lead to fighting, betrayal, and eventual murder. For every week that an Adubaton lairs, any individual in a 100 ft. area must make a DC 14 Wisdom save or have their mood to those around them shifted negatively. Subsequent failed saves each week continues to shift the target's mood until they are Hostile to all those around them.

Actions

Multiattack. The Adubaton makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit 9 (1d10+4) piercing damage.

Claws. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit 6 (1D6+3) piercing damage.

Emotional Derogation: As an action, the Adubaton can intensify its emotional influence in a target area. All creatures in a 30 ft. cube within 120 ft. must make a Wisdom Save DC 14 or be charmed for up to 1 minute. While charmed a creature becomes incapacitated and its speed becomes 0. The spell ends for an effected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Reaction: As a Reaction the Adubaton may close its scales allowing it to increase it's AC against one attack by +2.

Description

An Adubaton is a horrible invention of negativity and evil bred by liches to undermine pockets of stability. They appear as a cross between a giant badger and a bulette, having a scaly hide covered in patches of fur. A large jaw sprouting protruding fangs and 2 massive claws jut from the front of the creature. Along its arms are two scales that appear to be natural grieves. When in danger, it can close these scales, making the beast harder to hit.

The Adubaton exists only to bring unrest, pain, and misery to people. It primarily burrows under a town or village and begins sending out its waves of negativity. Although cunning, an Adubaton is primarily a stupid creature, following the commands of its master into death.

Bone Monstrosity

Large Construct, unaligned

Armor Class: 14

Hit Points: 58 (7d10 +21)

Speed: 20 ft.

Str. 18 (+4), **Dex** 12 (+1), **Con** 16 (+3), **Int** 3 (-4), **Wis** 8 (-1), **Cha** 1 (-5)

Damage Resistance: Piercing and Slashing

Immunities: Poison, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, Negative Energy

Senses: darkvision 60 ft., passive Perception 9

Languages --

Challenge 3 (700 XP)

Abilities: Bone Whirlwind

Actions

Multiattack. The Bone Monstrosity makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit (1d10+4) bludgeoning damage.

Bone Whirlwind. (Recharge 5-6) As an action, a Bone Monstrosity may cause lose bones, stones, and even pieces of itself to fly around in an area, obstructing vision and causing damage. All creatures in a 20ft. cube must make a Dexterity Save DC 15 or take 2d6

Bludgeoning Damage or half that amount on a successful save. Afterwards, the area reduces visibility for the turn granting all creatures in the area Cover (+2 Bonus to AC and Dexterity Saves) until the beginning of the Bone Monstrosity's next turn.

Description

A Bone Monstrosity is a unique construct used to guard areas by powerful spell casters. Easier than a golem to create, they are powerful enough to stop most laypeople and work well to ward an area from curious eyes. In their benign form they appear as numerous, separate bones scattered around. Once activated however, they form into a large, humanoid being made of swirling bones.

In combat Bone Monstrosities fight only to guard the area they are tasked to guard. They utilize their Bone Whirlwind as much as possible, doing area damage and relying on the chaos to grant them Cover from retaliatory attacks. A gem is inlaid in one of the Bone Monstrosities bones in order to infuse it with magic. This gem is always left behind if the creature is destroyed.

Appendix 2

Full NPC stat Blocks

Delila Norsh, Cleric Lvl 4

Atk: Mace +4 1D8+2 (B), HP: 27, AC: 16, Speed: 30, Saves:(+2,+0,+1,+1,+5,+5); M Humanoid, LG

Str: 14, Dex: 10, Con: 12, Int: 13, Wis: 17, Cha: 17

Skills: Medicine +6, Religion +6, Perception +3,

Spellcasting: Delila is a 4th level spellcaster. Usually she has the following spells prepared.

Cantrips (at will): Light, Resistance, Mending, Sacred Flame,

1st level (4 slots): Bless, Cure Wound, Healing Word, Guiding Bolt

2nd level (3 slots): Lesser Restoration, Prayer of Healing, Warding Bond, Spiritual Weapon

Abilities: Divine Domain (Life), Discipline of Life: When using healing spells heal an additional 2+spell

level. Channel Divinity (Preserve Life) Heal 20 hp divided as you choose to creatures within 30 ft.

Channel Divinity (Turn Undead) Each undead within 30 ft. Wisdom save DC 13 or Turned for 1 minute.

Equipment: Scale mail, Shield, Warhammer, Light Crossbow, (20) Bolts, Backpack, (7) minor healing potions, Holy Symbol

Description: Female human. Curly brown hair and green eyes. The current leader of the Templar's of Light, this is her first post and she second guesses herself constantly. Her current motivations are keeping the temple successful and finding a partner in life. Sweet and shy.

Commander House Loring, Paladin Lvl 7

Atk (2): Oathsworn (Morning Star) +7 1D8+4 (B), HP: 66, AC: 20, Speed: 30, Saves:(+3,+0,+3,+0,+5,+5); M Humanoid, LG

Str: 17, Dex: 10, Con: 16, Int: 10, Wis: 14, Cha: 14

Skills: Athletics +6, Religion +5, Perception +2

Spellcasting: House is a 7th level spellcaster. Usually he has the following spells prepared.

1st level (4 slots): Protection From Good, Wrathful Smite, Searing Smite

2nd level (3 slots): Aid, Branding Smite

Abilities: Divine Sense: Sense Evil Within 60 ft. (3/day), Lay on Hands: Heal 35 hp. divided as you choose, Fighting Style (Defensive), Divine Smite: Expend Spell Slots to do extra Radiant Dmg. (2d8 for 1st lvl spell slot +1d8 per spell slot lvl above 1st. +1db vs Undead or Fiend), Divine Health: Immune to Disease, Aura of Protection: You or friend within 10 ft. gain +2 to Saving Throws, Oath of Devotion: You and allies within 10 ft. cannot be Charmed. Channel Divinity (Sacred Weapon): +2 to Atk rolls with weapon for 1

minute, Channel Divinity (Turn Undead): Each undead within 30 ft. Wisdom save DC 13 or Turned for 1 minute.

Equipment: Plate mail, Shield, Longbow, Quiver (30 arrows), Backpack, Holy Symbol, Oathsworn (Morning Star +1, allows wielder to cast Aid 1/day)

Description: Mid 30's, Male Dwarf. Shaggy, black hair and beard. Leader of the Temple of Discipline and organizes the nightly town defense. Devout follower of St. Cuthbert. Nice in demeanor, but stern and disciplined. Looks down on alcohol consumption. Doesn't know anything about what is going on in town.
M/Dw/36/Disciplined and Polite

Jacob Hillcrest, Cultist

Atk: Mace +4 1D6+1 (B), HP: 23, AC: 13, Speed: 30, Saves:(+x,+x,+x,+x,+x,+x); M Humanoid, LG

Str: 10, Dex: 14, Con: 12, Int: 10, Wis: 13, Cha: 14

Skills: Deception +4, Persuasion +4, Religion +2

Equipment: Mace, Leather Armor

Description: Male, late 40's, thin, bald. Long time resident of the town. Mason. Helps with wall repair. Recently converted to The Cult of Withering Rebirth. Given an Amulet of Sending. Recruited by Raviv Ulick, a man that was passing through town several months ago. Hasn't seen him since, but gets messages about weakening defenses and recruiting more followers. Has recruited 4 followers.
M/Hu/48/Angry and Weak

Lady Falow Parson Atk: Paralyzing Touch +12 3D6 Cold +Con Save DC 18 or paralyzed 1 minute. (repeat save at end of each turn), HP: 135, AC: 18, Speed: 30, Saves:(+1,+4,+11,+13,+10,+7); M Undead, LE

Str: 11, Dex: 18, Con: 16, Int: 20, Wis: 16, Cha: 16

Skills: Arcana +16, History +14, Insight +10, Deception +16, Passive Perception +19

Resistances: Cold, lightning, Necrotic

Immunities: Poison, Non-magic B, P, and S Dmg, Charmed, Exhausted, Frightened, Paralyzed, Poison

Spellcasting: Lady Falow is a 18th level spellcaster. Usually she has the following spells prepared.

Cantrips (at will): Mage Hand, Prestidigitation, Ray of Frost

1st level (4 slots): Detect Magic, Magic Missile, Shield, Thunderwave

2nd level (3 slots): Detect Thoughts, Invisibility, Mirror Image, Melf's Acid Arrow

3rd level (3 slots): Animate Dead, Counterspell, Dispel Magic, Fireball

4th level (3 slots): Blight, Dimension Door

5th level (3 slots): Cloudkill, Scrying

6th level (1 slots): Disintegrate, Globe of Invulnerability

7th level (1 slots): Finger of Death, Plane Shift

8th level (1 slots): Dominate Monster, Power Word Stun

9th level (1 slots): Power Word Kill

Abilities: Truesight 120 ft. Legendary Resistance: Make one failed saving throw 3/day, Rejuvenation: Regain new body if form is destroyed in 1D10 days if phylactery is intact. Turn Resistance: Advantage on Saves vs. Turning, Ring of Mind Shielding: Immune to magic that determines her alignment, her creature type, if she is lying, or read her thoughts.

Legendary Actions: 3 per round at the end of another's turn

Cantrip: Cast any cantrip

Paralyzing Touch (Costs 2 Actions): Melee attack with Paralyzing Touch

Frightening Gaze (Costs 2 Actions): 1 creature within 10 ft. DC 18 Wis. Save or Frightened for 1 minute. Repeat Save at the end of each turn.

Disrupt Life (Costs 3 Actions): Each living creature within 20 ft. DC 18 Con or take 6D6 Necrotic. Half on Save.

Equipment: Ring of Mind Shielding (Invisible), Ring of Protection.

Description: Looks early 30's or late 20's, Human, female, strawberry blonde hair, pretty. Smiles and laughs easily. Her eyes seem older. Current elected mayor of the town. Will seem very helpful to the PC's investigations. However, she is really known as The Falow Princess, a Lich in disguise from The Brick. She will attempt to manipulate the PC's into causing discontent in the town. Her goal is to bring about the destruction of Safepoint and raise its residents as her army. Note that Lady Falow wears a ring of mind shielding and is excellent at deception. Falow will do everything in her power to hide her true form from the PC's. On a practical note, if the PC's find out the truth and try to take her on too early, she would be way too strong. F/Hu/28/Helpful and flirty

Magic Items

Bag of Tricks

Wondrous item, uncommon

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Grey Bag of Tricks

d8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger
7	Dire wolf
8	Giant elk

BRACERS OF ARCHERY

Wondrous item, uncommon (requires attunement)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

LANTERN OF REVEALING

Wondrous item, uncommon

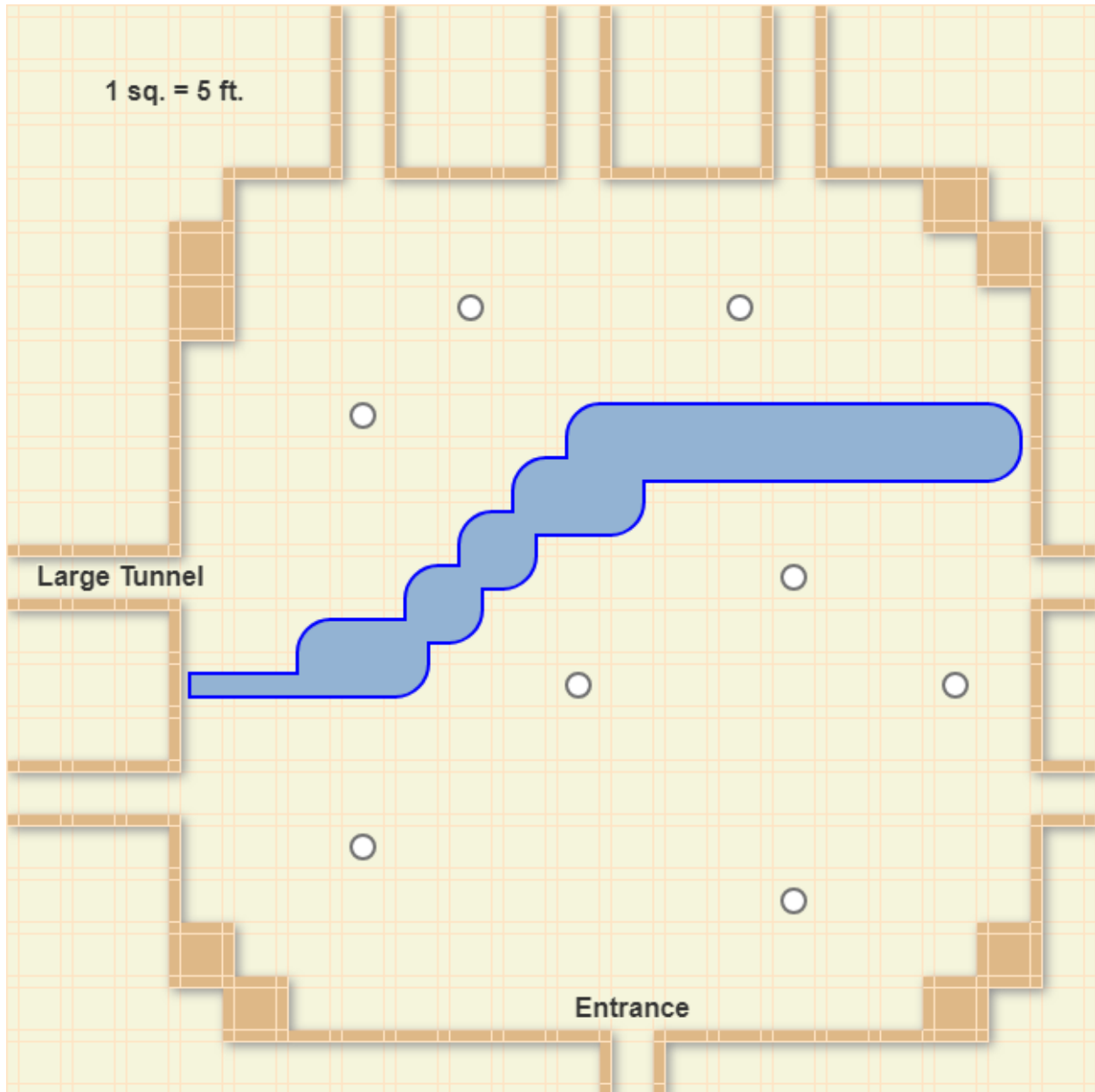
While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Lindal Trollbane

Weapon (Dagger), rare

Created and named after a renowned Halfling Rogue, Lindal Trollbane is a Dagger that grants a +1 Bonus to attack and damage rolls made with it. Additionally, the Dagger does an additional +2d6 damage vs. Trolls. Finally, once per day the blade allows the user to tap into the luck of Halflings and reroll any rolled 1 on an attack roll.

Battleground Map



Credits

Written by: CJNB

Art Design: D1

Layout Design: Adubz

Web Support: Ron

Play Testing Coordination: D2

The World of Tahalas



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