

# The Siege of Grimstan Monastery

**Byron  
the Bard**





This adventure is the second installment in the series *The Monks of St Bogolred*, following the adventure *The Relics of St Bogolred*. It is designed as an investigative adventure (with few tactical fights) for a group of 4 gnomes of 3rd or 4th level. This is a rule-light module focused on a story-driven plot. Refer to the *Dungeons & Dragons Player's Handbook*, *Dungeon Master Guide*, and the *Monster Manual* for rules and statistics about objects and creatures.

## STORY SYNOPSIS

 GROUP OF GNOMES belonging to the monastery of St Bogolred's is invited to return to Grimstan Monastery to help the local clergy to shed light on some disturbing accidents happening at night around the holy place. Soon after the arrival, the monastery is the target of a small kuo-toa raid. Investigation into the attackers and inside the monastery leads the PCs to connect the foray to the figure of Idar, who was presumed dead. Before or after a further attack now headed by the more resolute cleric Kloop-Tood, the PCs uncover the lair of the kuo-toas. Here they find Idar, transformed into an aquatic creature, and bound in chain. The fate of the old villain is in their hands.

## BACKGROUND

The facts narrated take place in a region of the kingdom of Brig (see the map *Region* in the Map Appendix). Monk Grimstan founded the eponymous monastery in 2764 after leaving St Bogolred's Monastery, convinced that this last place was becoming too lax and laid back. He founded his new institution on the opposite bank of the Lake, in a remote, lonely and marshy place. A bunch of monks from St Bogolred's decided to join this new venture, convinced that a more rigorous way of life was what Garl Glittergold wanted from them. Among these gnomes, there was Idar. The new community built a new monastery, bringing wood from the nearby forest and carrying stone from the mountains. The small community flourished for a few years, until a new internal crises about the mores of the community arose. At the end of the dispute, in 2770, Grimstan banished Idar from the monastery.

Enraged, Idar left the monastery, swearing revenge on his former brothers, especially Grimstan. Traveling north, he settled down in a hut along the lake, from which he could keep an eye on the monastery. He spent his time refining his magical skill, and plotting his revenge, although his objectives were constantly frustrated against the power of Grimstan. In 2830, talking with the old hag living along the lake and with other evil creatures, Idar learned about the possibility of forging an object of power able to bestow a crippling curse on the

monastery. Realizing that his power was limited, he entered in contact with some kuo-toa worshipers of Blibdooploop, who suggested that their goddess could help him in exchange for a fair price.

In 2833, Grimstan died, and Idar, furious to have missed the opportunity of exacting his revenge on his enemy, accepted a diabolical pact with the kuo-toas. In exchange for an object that would have brought a curse on Grimstan's monastery, Idar accepted to give up his human nature to become a kuo-toa. Moreover, the deal also agreed that in twenty-five years, a fully-kuo-toa Idar, together with a group of kuo-toas, would have returned to the devastated monastery of Grimstan to convert it into a blasphemous temple of Blibdooploop. Idar thus received from the cleric Kloop-Tood the eye of a giant planar whale who used to spend some of its time in the Lake. In the weeks of mourning that followed the death of Grimstan, Idar sneaked into the monastery, and placed the cursed object in the very tomb of Grimstan. Crazy with the success of his mission, Idar, already half-gnome and half-kuo-toa, was now ready to leave his abode. He captured and slew a local gnome fisherman Poben to pretend his death, in case any monk were to look for him, and he left with the kuo-toas.

The power of the cursed object was slow to manifest. Its location, sealed inside a sacred tomb and next to the holy relic of Grimstan, prevented its power from affecting the monastery for a long time. However, in 2846, its deadly effects were finally released, and the inhabitants of the monastery started suffering from a mysterious and apparently incurable disease. This was the time of the first adventure *The Relics of St Bogolred*, which ideally ended with the rescue of the eye and its return to the planar whale.

In 2858, twenty-five years after the agreement, Idar has come back to the Lake. About a month ago, he arrived together with Kloop-Tood and a pack of kuo-toa warriors (12-16). They set up their base under the cave of the now gone sea-hag, erecting a small sanctum for Blibdooploop and preparing for the take over of the monastery. Idar and the kuo-toas expect to overtake the cursed monastery easily and install the cult of Blibdooploop with minimal effort.

# SETUP

This adventure naturally follows the adventure *The Relics of St Bogolred*. PCs that have not played the previous adventure may be gnome monks or gnome guests present at the monastery when the delegation of Cedric arrives. These characters should be briefly informed by Fonkin about the events that previously took place at Grimstan's Monastery in 2846.

# ADVENTURE

This adventure is divided in a series of interludes (passages explaining events and not involving the PCs) and scenes (game moments involving the PCs). Time is measured from day 1.

## INTERLUDE 1: NIGHT 1/MORNING 2, PREAMBLE

About thirty days after arriving back at the lake, during the night of day 1, Idar decides to leave the kuo-toa lair to go on a recon of the monastery in preparation for the coming takeover. He envisions the monastery as a cursed, and probably abandoned place. However, contrary to his expectations, he stumbles into a quiet and serene place. This discovery affects him deeply, as he suddenly realizes that the sacrifice of his gnomehood and twenty-five years spent among kuo-toas for the coveted object of power had been in vain. This leads to the threshold of a painful madness, and he starts crying in pain. His voice resounds with the shouts "Grimstan!" and "the Eye!". The monks are awoken by these ghastly cries, while Idar runs around the monastery, and bashes on the door trying to break in. The monks gather around Randolph who forbids anyone from leaving the sacred ground and invites everyone in the chapel for praying. Before long, Idar is lost in the surrounding forest and in his anguish.

The monks spend the rest of the night in prayer and contemplation. Shaken by these events, they meet all together in the morning in the hall, in order to discuss what could be done. There is no agreement on what the disturbance could have been, and Randolph is at loss on how to manage the crisis. At last, the old Hamar, who has joined the gathering later than other because of his sickness, proposes to send an envoy to St Bogolred's to ask for assistance. Hamar, as everyone else, has no idea that the current events are connected to Idar; however he has faith that the gnomes who helped them tackle the curse of 2846 may once again bring help. At the end of the council, Randolph decides to dispatch Cedric to St Bogolred's and to send

Simbert to Toenail's Edge to look for provisions that may help them defend the monastery.

Cedric leaves immediately, and rides straight to St Bogolred.

## SCENE 1: EVENING 2, ST BOGOLRED'S MONASTERY

In the evening of day 2, a tired and shaken Cedric finally reaches St Bogolred's Monastery. Here, he is welcomed by Fonkin, who invites him to dine at his right. Cedric accepts the honor, and the same night he begs Fonkin to allow the gnomes who previously saved Grimstan monastery from its curse to be allowed to bring help once again. If the PCs did not play the previous adventure, the request of Cedric is converted into a plea for receiving any help.

At this point Fonkin will call the PCs. The meeting between Cedric and the PCs can take in Fonkin's cell or during the dinner. Cedric will be very happy to see his former friend (or very honored to be introduced to the gnomes that may help his monastery). He is, however, also very tired by the long journey and shaken by the experience of the previous night. He will humbly beg for the help of the "brave gnomes" in the name of Randolph and the whole community. If asked about the disturbance, Cedric will give a complete description of the events as he experienced them. His voice will start to tremble as he recall the shrieks he heard in the night, but he will muster all his courage to convince the PCs to help them. Afraid that his monastery may in dire danger, he will also underline the urgency of the task. Fonkin will show his support for the PCs to join Cedric and bring help to Grimstan's monastery. If the PCs refuse to take up this mission voluntarily, Fonkin may first try to persuade them using his charisma as the head of the monastery; if this were not to work, he may appeal to his authority and order them to take up this task.

Unless a different plan is conceived, Cedric expects to spend the night at the monastery and leave early in the morning, in order to reach by horse Grimstan monastery by evening. Fonkin, as well other monks that may be summoned by the abbot, are happy to help the PCs with the preparations. Fonkin will make available to the PCs horses, in order to reach Grimstan monastery as quickly as possible; if requested, he will allow the PCs to gather provisions and resources in the monastery; limited sums of money may be obtained by Fonkin, if the PCs are able to persuade him of the need and the reasonableness of the request.

After dinner, Cedric takes residence in one of the guest rooms of the monastery, and here he

takes a well-deserved rest until the early morning.

## INTERULDE 2: NIGHT 2, IDAR'S RESCUE

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As the darkness lowers on Grimstan monastery, all the entrances of the monastery are ordered to be closed, and the monks are organized in turns to vigil by the door or at the shrine of Garl Glittergold. Around midnight, a group of kuo-toas headed by Kloop-Tood reaches the monastery. Here they divide in order to look for Idar, who never made back to their lair. Randolph and Briston, who are awake and vigilant, hear the movements and noises outside; they hear the inhuman barking of the kuo-toas, and among the senseless sound they produce, some of them ring as "Idar". Randolph is the only one who distinguishes this name (Briston never heard of Idar, and he doesn't distinguish the word), although he remains in a state of self-denial. After a short time, not too far from the monastery, the kuo-toa search party, stumbles into Idar, roaming and raging. Idar is beyond himself, and all attempts to reason with him fail. Kloop-Tood and the kuo-toas try then to subdue him. Idar is a powerful caster, but in his madness, and tired from a night and a day of restless wandering in the forest, is captured and bound in chain. Kloop-Tood orders then Idar back to the lair of the kuo-toas. The kuo-toa cleric spends the rest of the night in vain trying to reason with in him. Frustrated, he decides that he will carry out the plan anyway, even without the "gnome" (as other kuo-toas despisingly refer to Idar on his back). The monastery is manned after all by few gnomes, and certainly the Sea Mother, Blibdooploop, will not approve of any indecision. And, if they successful conquer the monastery, this may bring Idar back to sanity.

## SCENE 2: DAY 3, JOURNEY TO GRIMSTAN MONASTERY

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Early in the morning, the PCs will meet Cedric in the entrance of the monastery, ready to leave. The PCs can feel free to organize the last preparations, collect their stuff, and consume their breakfast. However, if they take more time than reasonable, Cedric will start to press them about the need to leave as soon as possible in order to reach the monastery by evening. Cedric is worried that by nightfall the area around the monastery may not be safe.

The preoccupation of making good time will hold Cedric for the whole journey. PCs can ask him more about the situation in the monastery,

and Cedric will freely provide any information requested, both about the current crisis and about his fellow-monks. Talking with Cedric, and recalling the previous crisis, will help him relax. Despite this, he will always keep a quick trot. Such haste is necessary to cover the distance between the two monasteries in a day. PCs who are not very skilled in riding may be requested for a skill check.

Cedric will voluntarily agree to a single break for rest; if the PCs are making a good time, he may accept further stops. These breaks, and the journey itself, are essentially eventless, although the DM is free to enrich them with random encounters or meeting with other NPCs.

## SCENE 3: EVENING 3, GRIMSTAN MONASTERY

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If everything proceeds according to Cedric's plan, the PCs will reach Grimstan Monastery by evening. They will find the area surrounding the monastery particularly calm and empty. The monastery itself appears very silent, and its doors are closed shut. It will be necessary to knock repeatedly on the door and identify themselves, before the monk left to guard the entrance, Brunberg, will unlock it. Refer to the maps *Grimstan Monastery* in the Map Appendix.

Inside the monastery, the PCs will find a group of scared and lost gnomes. Randolph welcomes them, and with a feeling of impending doom, will tell them of the attack that took place the previous night, while Cedric was gone. Randolph also orders to prepare some food for the newly-arrived guests, and he lets the PCs know that everyone and everything in the monastery is at their disposal in order to deal with "this new curse".

Few gnomes are now manning the monastery. Randolph spends most of the time of the day and the night praying at the shrine and organizing the activity of the other gnomes; he sleeps little, mainly during the day, when everything is under control. Cedric will try to stay with the PCs; unless something happens, he trusts them and see them as the best chance for the monastery to weather the current problem. Hamar is very old and sick; he can not walk anymore and spends most of his time resting in his bed; despite this, he can still dispense useful advice to the younger gnomes. Brunberg and Briston alternate between two tasks; the first one is to guard the main door at night, and be certain it is always securely locked; the second one is assisting Hamar, bringing him food and preventing him from being disturbed when asleep.

After food the PCs are shown their rooms.

Randalf assign them guest rooms on the first floor, in the same area with all the other monks. PCs are free to ask for specific rooms, such as rooms with windows opposite the Lake, if they so desire.

Once they have settled down, leave the PCs a short time to familiarize with the monastery and its surrounding if they want to. They can start asking questions around and explore the monastery. Refer to *Scene 5* for more information about the monastery.

## SCENE 4: NIGHT 3, FIRST ATTACK

Between 10pm and midnight, once the monastery and the surrounding area are covered by the darkness, a small group of 6-8 kuo-toas emerges at the side of the Lake. After the reconnaissance of the previous night, Kloop-Tood realized that few monks remained in the monastery, and decided that a small group of kuo-toas would be more than enough for slaying the gnomes and conquering the location. These kuo-toas bring with them short spears, hammers, crowbars and alchemist's fires in order to break into the monastery and raze it. They were also given a rough map of the monastery with essential orders (see handout *Map of the attack* in the Handout Appendix)

The kuo-toas arrive little by little on the lakeside, one or two per turn. If any PC is keeping guard in the area of the Lake, allow for a Listen or Spot check to detect the kuo-toas arriving. They head for the main entrance, with the aim to force their way in. Kuo-toas expect minimal resistance, just few old monks. They will engage the PCs and, even if surprised by the opposition, they will fight fiercely. In the fight, their voices sound like the screams the monks heard the previous nights, but no kuo-toa repeats the words "Grimstan" or "Idar". If overcome, the last few kuo-toas may try to escape by diving again in the Lake.

The PC can engage the kuo-toas in the Lake, in front of the monastery, from the safety of the walls of the monastery, or inside the monastery itself. The kuo-toas may take advantage of the aquatic environment in the Lake, but they are too disorganized to lure the PCs into a trap. If the PCs try to leave the monastery, Brunberg or Briston will make sure that the door is securely locked after them; Cedric and Brunberg may decide to intervene if the PCs are in grave danger. If the kuo-toas gain access to the monastery, they will try to run around and start fires by throwing their alchemist's fire.

After the fight, the PCs are free to recover in the monastery. If they want to search the bodies of the kuo-toas refer to *Scene 5*. The rest of the

night passes calmly.

## SCENE 5: DAY 4, INVESTIGATION IN THE MONASTERY

Starting on day 3 and for the entire duration of day 4, the PCs are free to investigate in the monastery and around to find out the causes of the attack. Aware that the attack they have witnessed may not be the last, Randolph once again expresses all his support for the activity of the PCs. The following are places of interest where the PCs may find interesting trails.

**The Lake.** On day 3, surveying the area along the lakeside, the PCs may notice several scattered footprints. A successful Survival check will reveal that these footprints are not human, but belong to a creature with webbed feet. A good success reveals that a group of these creatures arrived, moved in the direction of the monastery and the forest beyond, and then came back carrying something heavy. A very good success allows to conclude that the footprints belong to kuo-toas. The footprints can not be followed in the forest. On day 4, PCs can still detect footprints, but these footprints now belong to the kuo-toas they had fought the previous night.

**The bodies of the kuo-toas.** Searching the bodies of the kuo-toas reveal their razing equipment (hammers, crowbars, alchemist's fires), as well a rough map of the monastery. This map had been produced several days ago by Idar and report, in kuo-toa script, the basic orders for his minion: kill the gnomes, but leave the tomb of Grimstan for me. See *Map of the attack* handout in the Handout Appendix.

**Questioning the kuo-toas.** If the PCs managed to capture one of the kuo-toas, they may try to interrogate him. The kuo-toa does not speak Common, and it will incessantly try to get itself free. The kuo-toa considers itself already dead, it is not afraid of dying, and will prove resistant to threats. A successful Intimidate check, may convince him to be more cooperative. If a way of communication is found, it will answer with loathing. However, the kuo-toa may easily induced to reveal that his leader is Idar and that all the kuo-toas are serving Blibdooploop (the kuo-toa does not consider this information a secret). If questioned about Idar, he will threaten the PCs that "Idar will return". If requested to lead the PCs to the lair, it will refuse. A good success on an Intimidate or Persuasion check, or any magical solution, may convince the kuo-toa to reveal the entrance of their base.

**Idar's hut.** When realizing the possible involvement of Idar, the PCs may think of going back to visit the hut of the late Idar. The location may have been affected by events in the

previous adventure, but despite it, after then end of the previous curse, Randolph decided to dispatch two monks, Hamar and Simbert, to tear down the hut and collect the remnants of Idar; despite all his scheming, Randolph thought that, at this point, after his death and the end of his curse, Idar should be forgiven and his body could find rest in the crypt of the monastery along with his old brothers. If Randolph or any other monks discover that the PCs plan to visit the site, they will let the PCs know that the body and the hut are not there anymore. Despite this, Randolph will not oppose to the plan of the PCs to travel there. The journey is not very long, about six hours by foot. The path follow the Lake on one side, and the forest on the other. Except for random encounters the travel is eventless. At the site, the PCs will find only the marks of the foundation of the hut; the wood that made up the little house has been torn down and burnt; no traces of Idar's body or possessions are around.

**Randolph.** As the head of the monastery, Randolph may turn out to be a good and honest source of information. Notice that Randolph does not by himself connect the present trouble with Idar (in part because of his self-denial); therefore he will not voluntarily provide information about Idar, unless explicitly asked or convinced that the current happenings are tied to the old gnome.

If questioned about the events during the first and the second night, he will repeat the story about the inhuman screams surrounding the monastery, underlying their evil nature and intent. A success in a Persuasion or Diplomacy check, will lead him to reveal that those shouts took the form of "Grimstan!". A very good success in a Persuasion or Diplomacy check, or proper role-playing, may lead him to overcome his self-denial and admit that during the second night the shouts sounded like "Idar!".

If questioned about the other gnomes, he will openly speak and laud them, for their faith and their strength in difficult times.

If questioned about the kuo-toas, he will provide very basic information about this race, details that may be learned from books. He will deny ever meeting any creature of this race. He will also negate any knowledge about a connection between the kuo-toas and the Lake.

If questioned about the removal of Idar's body, he will admit to the idea of bringing the presumed body of Idar back into the monastery. He will explain that he chose the old and wise Hamar and the strong Simbert for this task; the two of them came back with the bones of Idar. If questioned further, he will recall that Hamar appeared slightly upset for some days

afterwards.

If questioned about any object found at Idar's hut, Randolph will recall the journal with Idar's confession, which may have been found during the previous adventure and it is now kept in the library; and Idar's tome, which was also part of the previous adventure and it is kept by Randolph himself. This last volume has been restored thanks to some additional fragments found by Hamar and Simbert during their journeys to Idar's hut. Randolph let the PCs consult these sources, and they are both (*Idar's confession and Idar's tome*) available in the Handout Appendix.

**Hamar.** The old and wise Hamar may also prove a precious source of information for the player. The PCs may have met Hamar in the previous adventure, but since then, Hamar has grown even older, and it is now relegated most of the time to his bed. The young monk assisting him, Brunberg or Briston according to the time, will try to prevent the PCs from disturbing Hamar when he is resting. Both the gnomes have a deep admiration of Hamar, and they will forcefully oppose the whim of the PCs to see Hamar. A good success in a Persuasion, Diplomacy or Intimidate skill check, or simply explaining the urgency and the importance of the task, will be enough to get access to Hamar.

The PCs may meet Hamar in his room. He will be very happy to see them, and he will express his gratitude for the decision of the PCs to help once again Grimstan's monastery.

If questioned about the current events, he will report the event of the first night; but he won't remember much of the second night because he was deep asleep.

If questioned about the other gnomes, he will praise the work of Randolph, and ask the PCs once again to support the abbot. He will also spend generous words about all the other gnomes.

If questioned about Idar and the retrieval of his bones, Hamar will get serious and recall the day he spent with Simbert at Idar's hut. He will describe his sense of uneasiness there, and his suspicion about the bones they collected. If pressed on this point, Hamar will justify himself saying that everything was more a matter of feeling than certainty; yet, the bones they collected seemed to young and strong to belong to the old and hunched Idar (indeed they were the bones of a young fisherman killed by Idar). Despite this, they decided to take those bones with them, to give them burial, whoever those bones belonged to.

**Briston.** Briston is a young monk, who joined the monastery in 2850, after the end of the previous adventure. He is the son of the merchant

Brisfan, who used to visit Grimstan's monastery from time to time to trade with the monks; during these journeys, he would sometimes take his little son along; the two of them would spend a couple of the days in the monastery, and during these stays Briston developed a fascination for monastic life. Briston is now an eager monk, with a strong faith and respect in Randolph. He spent half of his time helping Hamar, and half of the time looking after the chores in the monastery.

If questioned about the current events, he will report the event of the first night; but he won't have much to add about the second night as he was with Hamar.

**Brunberg.** Brunberg is a young monk, who the PCs may have met in the previous adventure. Brunberg is an active and sometimes combative monk. A good success in Persuasion, or particularly dire situations, may convince him to grab a weapon and fight along the PCs.

If questioned about the current events, he will report the event of the first night; during the second night he was guarding the door and he reports that the creatures outside were shouting different strange words he could not identify.

**Cedric.** The PCs may decide to talk to Cedric, as well. The young monk has already told them everything he knows about the disturbances in the area of the monastery during the visit at St Bogolred. In any case, he will be happy to repeat what he knows, and to be of use to the PCs.

**The crypt.** Under the sanctuary of Garl Glittergold lies the crypt of the monastery, where the former monks rest in peace. A survey of this small and dark area will reveal a couple of new tombs since the last time the PCs had been here (at the time of *The Relics of St Bogolred*). One tomb belongs to Finnar-migle, a gnome the PCs may have met in the previous adventure, but who finally succumbed to the curse brought by Idar. The second tomb is dedicated to Idar, although it contains the bones of a fisherman named Poben. The date of death is incomplete, reporting a question mark as no one know exactly when Idar died (actually, he is still alive). A very good success in Survival or Knowledge(anatomy) may reveal that the bones belonged to a young gnome; magical means may also reveal that the bones do not belong to Idar.

**Simbert's room.** Simbert is another monk that the PCs may have met in the previous adventure, but who is now away at Toenail's Edge. The PCs may be interested in him, as he is the second of the two gnomes sent to collect the remnants of Idar. The door of the room of Simbert is open, and if the PCs look inside they may find his journal, which gives details about the journey

(see the handout *Simbert's diary* in the Handout Appendix).

**Library.** On the top floor of the monastery there is a small library. The PCs may use this place to try to find information about the kuo-toas or about other religion-related or nature-related subjects. The library also hosts a copy of Idar's confession that the PCs found during the previous adventure (see handout *Idar's confession* in the Handout Appendix).

## SCENE 6: NIGHT 4, SECOND ATTACK

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At the end of day 4, if the PCs have not yet realized the location of Idar and his base, the kuo-toas may carry out a second attack. With Idar still out of his mind and bound, the leadership rests with Kloop-Tood. The priest, dissatisfied with the results of the previous attack, and finding it ludicrous that a pack of kuo-toas may have really been stopped by few harmless gnomes, decides that he will personally lead the new attack with all the remaining kuo-toas (6-8 warriors plus any survivor of the previous night).

Again, around midnight, the kuo-toas will leave their lair and reach, after a short while, the shore next to the monastery. The PCs may expect their arrival, and if on guard they may be able to spot their arrival a couple of rounds before they get on land. The kuo-toa will follow the same basic tactic they used before, trying to open a way towards the monastery and break through the doors. This time Kloop-Tood will support the attackers with his magic: he will target with his spells the most dangerous monks, trying to inflict as much damage as possible and open a way to the monastery.

The kuo-toas under the eye of Kloop-Tood will fight until the end, knowing that there is no escape from Kloop-Tood and Blibdoolploop. Kloop-Tood himself will hold his ground until the end. If captured, Kloop-Tood will refuse to co-operate; as other kuo-toas, he does not speak Common, but if a way for communicating is found, he will swear that Idar and Blibdoolploop will bring their vengeance on the gnomes. A very good success in Intimidate or Persuasion, as well as magical means, may convince Kloop-Tood to reveal the location of the lair. If Kloop-Tood, or his body, is searched the PCs may find Idar's contract (see handout *Idar's contract* in the Handout Appendix)

## SCENE 7: RAID OF THE KUO-TOA LAIR

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During day 4, or on any of the following day, the PCs may decide to go and check the lair of the kuo-toas under the sea-hag cave. The PCs may be lead to check this location either by information they extracted from the kuo-toas or from the reference left by Idar in *Idar's Tome*.

If the DM sees it fit, the PC may encounter on the way to the lair Simbert on the way back from Toenail's Edge. The monk would be happy to see the old known friends from the previous adventure, and, if necessary, he may make available to the PCs equipment he had bought in town.

The structure of the lair of the kuo-toas is shown in the *Lair of the Kuo-toas* map in the Map Appendix. The underground complex will be more or less inhabited according to the events preceding the arrival of the PCs. If the PCs explore the dungeons after the first attack, but before the second one, they will find the place defended by about half of the kuo-toas (6-8 warriors) led by Kloop-Tood plus the survivors who escaped the first battle. If the PCs reach the place after the second attack, the place will be mostly deserted, hosting only the survivors who sought refuge here to rest.

Idar, the source and cause of the current problems, lies bound in the underground shrine.

## EPILOGUE

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Upon the discovery of Idar, the fate of the old gnome is in the hands of the PCs.

If the PCs release Idar (either because they have not realized who this kuo-toa is or because they think it is the right thing to do), the gnome will attack using his spell to subdue his liberators. This may cost dearly to the PCs and force them to subdue him again. Attempts to calm him down are fated to fail, although Idar will retain his magical power from hurting Aloysius directly.

If the PCs tries to reason with Idar, they will find it impossible to make sense of his kuo-toa ramblings.

If the PCs decide to kill Idar, this will mark the end of his curse, but the PCs may face consequences on their alignment if they carry out a cold blood execution of a bound madman.

If the PCs choose to take Idar with them, they may bring him to the monastery. Being in the old Grimstan monastery causes an intense pain to Idar, a mix of regret and rage. Hamar will actually be able to recognize Idar, despite his being a kuo-toa. Randolph may be open to collaborate with the PCs to find a solution to the

problem of dealing with Idar. He may suggest taking Idar to Rag Ragdall to look for expert advice.

If the PCs abandon Idar in the wilderness, he will wander away and disappear once again.

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# TIMELINE

## GENERAL TIMELINE

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**2764** Grimstan leaves St Bogolred

**2770** Idar is banished

**2830** Idar begins search for an object of power

**2833** Grimstan dies

    Idar makes the pact with the kuo-toas  
    (Death of fisherman Poben)

**2846** Year of the previous adventure

**2858** Return of Idar

## ADVENTURE TIMELINE

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The adventure takes place in March.

**-30** Idar arrives with a group of kuo-toas.

**1** (night) Idar goes out to scout the monastery by himself and gets crazy, shouting the name of "Grimstan!" and "the Eye!"

**2** (early morning) On Hamar's suggestion, Cedric is sent to St Bogelred's, and Simbert to Toenail's Edge.

(late evening) Cedric reaches St Bogelred's.

(night) Kuo-toas rescue Idar and bring him back to their lair

**3** (early morning) Cedric tries to persuade the PC to come help.

(day) PCs travel to the monastery.

(night) Kuo-toas attack the monastery.

# PLACES

## ADVENTURE LOCALES

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**St Bogolred's monastery.** home monastery of the PCs. The monastery is dedicated to St Bogolred, and the local gnomes venerate Garl Glittergold. The monastery is headed by Fonkin.

**Grimstan monastery** Splinter monastery from St Bogolred. Founded by Grimstan, who left St Bogolred's and founded a new monastery based on a stricter rule. The local gnomes venerate Garl Glittergold. The monastery is headed by Randolph.

**Lake.** A large body of water separating the two monasteries. It is surrounded by the dangerous marshlands of Hremkin's Keep.

**Old hag hideout.** Previous residence of the old hag living along the lake (the hag might have been killed in the previous adventure, or she just had moved out). Now entrance to the kuo-toas base.

**Idar's hut.** Last abode of Idar, before joining the kuo-toas. Now abandoned.

**Toenail's Edge.** Small village and primary source of resources for both monasteries.

# CHARACTERS

## GRIMSTAN MONASTERY GNOMES

**Randalf.** Old head of the monastery. He feels desperate in that the tribulations he had/has to face seem beyond his power: first the disease, now the night screams; however, he feels grateful towards the PC for their previous assistance, and is coldly hopeful.

He has heard the cry “Grimstan” in the night; he also heard the word “Idar” but he is in self-denial about that.

He keeps the fragment *Idar’s Tome* and knows of the *Idar’s Confession* in the library.

**Hamar.** The oldest monk. Very weak, spent most of the time in his bed now, assisted by Brunberg or Briston. He has strong faith in the PCs.

He knows of the congenital defect of Idar. Together with Simbert, he buried the presumed Idar.

**Cedric.** Young gnome monk. He deeply admires the PCs.

**Briston.** Last gnome to join the monastery. Son of the merchant Brisfan who used to visit the monastery. Strict monk.

**Brunberg.** Young gnome monk. More combative.

**Simbert.** Young monk. Travelling now to Toenail’s Edge to acquire goods that may help the monastery fight the curse.

Together with Hamar, he buried the presumed Idar. He noted it down in *Simbert’s Diary*.

**(Aelfric).** Former monk from *The Relics of St Bogolred*. He has now left.

**(Hrafle).** Former monk from *The Relics of St Bogolred*. He has now left.

**(Finnar-migle).** Former monk from *The Relics of St Bogolred*. Now dead and buried in the crypt.

## ST BOGOLRED’S MONASTERY GNOMES

**Fonkin.** Old, forgetful, but wise and generous head of the monastery. He is very attached to the relics of St Bogolred’s kept in the monastery.

## ANTAGONISTS

**Idar.** Old gnome who vowed revenge on Grimstan and his monastery. He exchanged his mortal form to be transformed in a kuo-toa in exchange for the power to bestow a curse on the monastery. Transformed in a kuo-toa he has lived with them for 25 years. At the return to Grimstan’s monastery he has gone mad seeing that his curse has had no apparent effect, and he has traded his gnomehood for nothing.

**Aloysius.** Shrew familiar of Idar. He has preserved more of his original nature, and he may be happy to speak with the PCs.

**Koop-Tood.** Kuo-toa priest of Blibdoolploop. He leads the kuo-toas tasked to conquer Grimstan’s monastery.

# HAND-OUTS

**Map of the attack.** This rough map represents the basic layout of the monastery. It was drawn by Idar, and, at close inspection, it appears not updated (recent changes are absent in his sketch as he could not know about them). There are a couple of sentences in a degenerated Aquan language written in Kuo-toa script, which may be read by anyone with sufficient knowledge or proper spells. Both these notes were written by Idar as directions to his kuo-toa minions. The first writing on the bottom translates to "Slay all the gnomes"; it is a generic and simple order. The second one, pointing to the chapel on the map says "*This is mine leave it to me*"; this requires the kuo-toas not to trespass in the chapel and its crypt because Idar wants to take care of the body of Grimstan personally.

**Idar's confession.** coming from the previous adventure, and kept in the library, this is the last page of Idar's journal, in which he regrets his decision and his fate to become a "Monster".

**Idar's tome.** coming from the previous adventure, and kept by Randalf, the last page of the tome reports the instructions collected by Idar to create an *Object of power*. Along with the instructions, there are more personal annotations by Idar complaining on the difficulty of finding a proper vessel. These notes refers to the Sea Hag who lived along the lake.

**Idar's contract.** carved on the shell of a sea-animal (as traditionally done by kuo-toas), this is a copy of the binding contract between Idar and the kuo-toas. Kloop-Tood holds a copy, keeping it either with himself or in his room, in order to remind to Idar its debt.

**Simbert's diary.** kept on the desk of Simbert's unlocked room, the PC may find in this diary the narration of the retrieval and the burial of the presumed body of Idar. The pages reveal some uneasiness, especially in Hamar, while accomplishing this task.

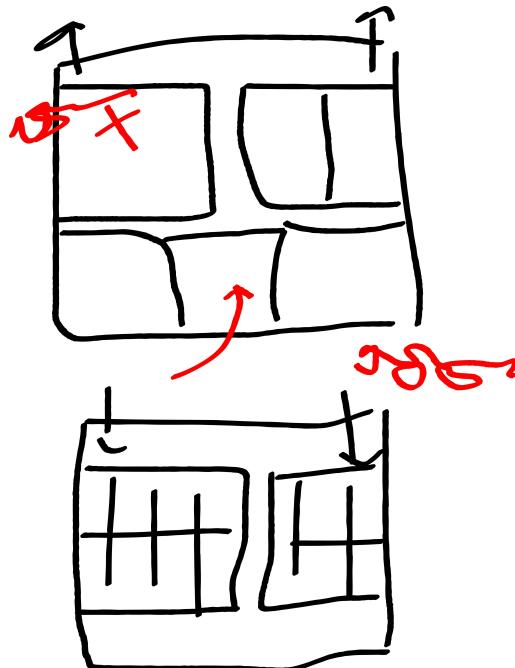


Figure 1: The map of the attack

After three years I have done it.  
I saw the pain in the helpless creatures' eye and I thought only of my revenge.  
I have become a MONSTER  
What I have done here come at a great cost. My strength leaves me.  
What I have done comes at great cost.  
It is done. Grimstan will suffer for eternity for its foul presence.  
My strength it leaves me  
The Eye...

Figure 2: Idar's confession

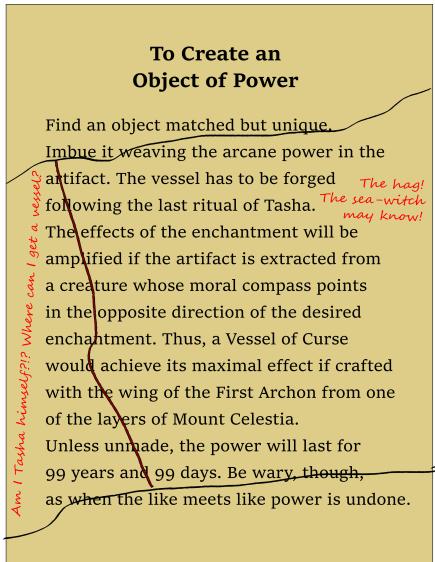


Figure 3: Idar's tome

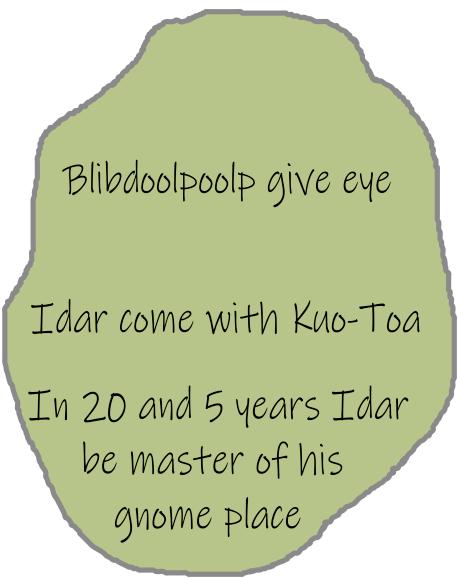


Figure 4: Idar's contract

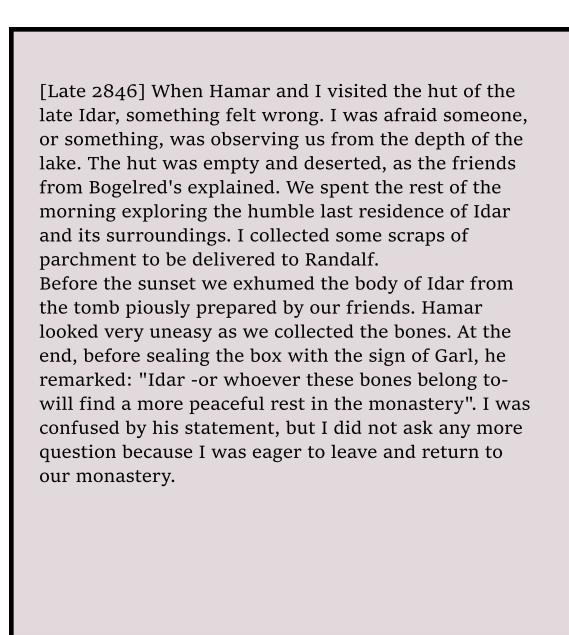


Figure 5: Simbert's diary

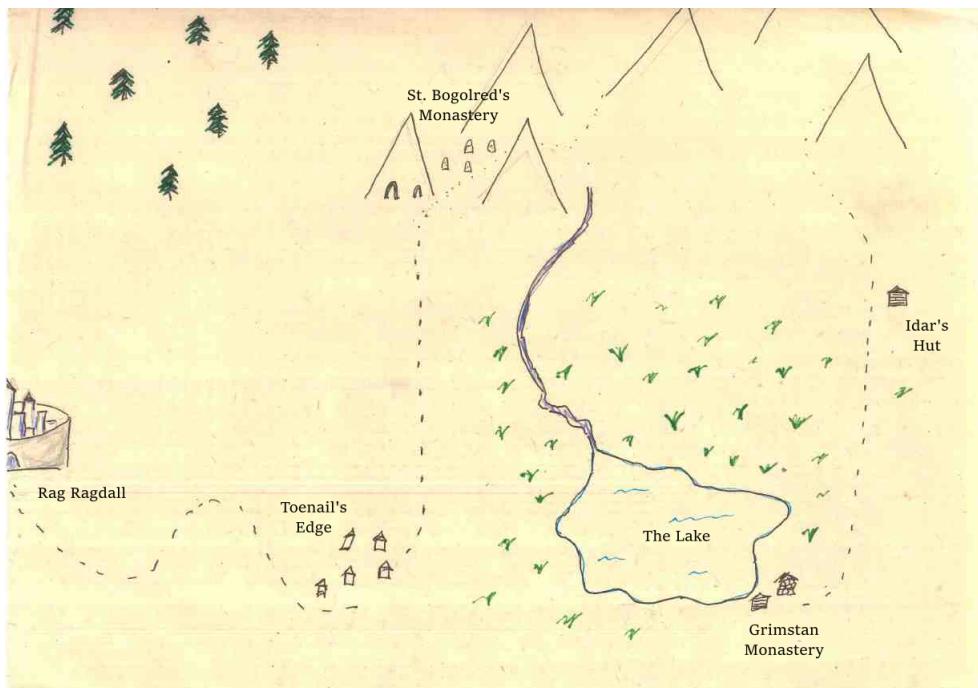


Figure 6: The map of the region

## MAPS REGION

This map portrays the region of the world for this adventure.

**St Bogolred's Monastery.** Located in the north, nested among the mountains, lies the monastery dedicated to St Bogolred's and hosting the holy relics of the saint. It is a vibrant community of gnome monks devoted to the worship of the patron god Carl Glittergold. The monastery is head by Fonkin, a very old monk who saw the old days of Grimstan and Idar. The monastery is welcoming and always ready to help gnome-fellows.

**Grimstan Monastery.** Located on the remote eastern reaches on the Lake, this monastery was founded by Grimstan in 2764 as a splinter community from St Bogolred. Grimstan, together with a small group of other monks (including Idar) left St Bogolred's in search for a place with a stricter rule of life. They built with their own hands the current monastery, and live for a long time in isolation. The history of this monastery has been recently marked by harsh events, such as the banishing of Idar (2770), the death of Grimstan (2833), and the curse bestowed by Idar (2846).

**Idar's Hut.** This is the place where Idar retreated after being banished from Grimstan Monastery. He lived here in isolation for many

years, planning his revenge. After signing his agreement with the kuo-toas in 2833, he left the hut to join his new aquatic kin. He set up his own death by placing the body of another gnome, the fisherman Poben, in the hut. In this way he marked his separation from the race of gnomes, and made sure no one would look for him. After the events in *The Relics of St Bogolred*, the hut had been disbanded and the body removed. Nothing remains here but the sign of the foundation of the hut.

**The Lake.** The large body of water separating Grimstan Monastery from civilization is known simply as The Lake, and it contains a wide variety of marine life (including a planar whale visting these waters from time to time).

**Toenail's Edge.** This tiny farming village is the closest settlement to both monasteries. Monks come to this village to trade their products and buy basic necessities. Toenail's edge market is extremely limited, except in the case when merchants from Rag Ragdall bring their wares here. PCs may find simple weapons and armors for sale; rest and meal at the inn; and an extremely limited selection of potions.

**Rag Ragdall.** This burg is a larger settlement where PCs may find a wider varieties of products and services. Monks travel to this far place very rarely, only to acquire important resources (books, papers, ink, incense).

**The Sea-Witch Lair / The Kuo-toa Hideout.** Located on the western shore of the Lake, and

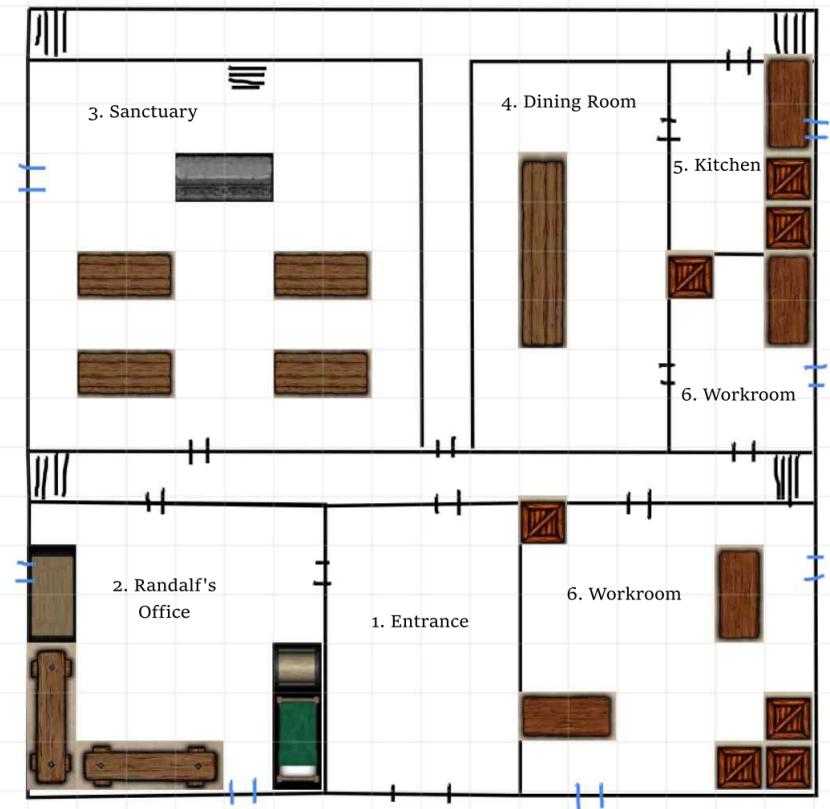


Figure 7: First floor

surrounded by a dangerous swamp, this cave (unmarked on the map) not far from the sea once provided the residence for a sea-witch (see events in *The Relics of St Bogolred*), but now it has been taken over by the kuo-toas that settled into its small underground network of caves. The kuo-toas have set up their base here and temporarily installed the statue of Blibdooloop.

## GRIMSTAN MONASTERY: FIRST FLOOR

The first floor of Grimstan Monastery hosts the rooms where the monks spend most of their daily time.

**Entrance.** A large but bare hall leads inside the monastery. The main door of the monastery is a robust oak door, which is closed every night by one of the monks. The monastery was never under attack or siege, but the door provides a good defense against whoever would like to break through.

**Randalf's Office.** This large room is the residence of the abbot, Randolph. It contains a large desk, three or four chairs, and a bookcase filled with religious books and hymnals. A small bed in the corner is where he sleeps. His limited personal possessions

are normally stored in a chest by the bed. In this chest he stores Idar's Tome (see handout *Idar's tome* in the Handout Appendix). Randolph spends most of his time between the sanctuary and his room. Here he works, prays or welcomes the guests of the monastery.

**Sanctuary.** This is the main room and the heart of the monastery, the sanctuary to the gnomish deity Garl Glittergold. A couple of rows of rough pews are placed on both sides of the entrance, more than enough for the monks now living in the monastery. A stone altar carved with the holy symbol of Garl stands in the center. It is not uncommon to find one of the monks here gathered in prayer. A small set of stairs on the far wall gives access to the crypt.

**Dining Room.** This is the convivial room where monks gather at set times to consume their meals. A long wooden table occupies most of the room. Randolph is by tradition assigned a fixed place, but all other gnomes take position as they arrive. Guests may be given honor posts.

**Kitchen.** Adjacent to the dining room, this is the place where meals are prepared. Normally one or two of the monks are in charge of preparing food for the whole community. Most

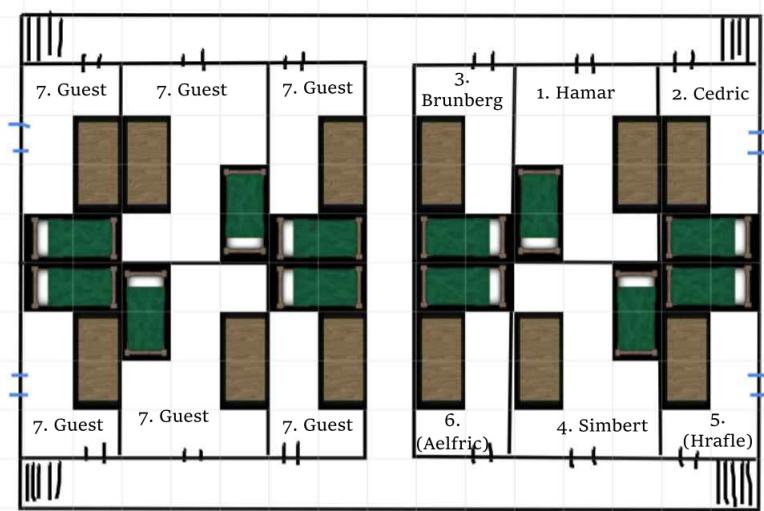


Figure 8: Second floor

of the stored food is kept in the kitchen.

**Workrooms.** A couple of rooms containing working equipment for basic carpentry, woodmanship, gardening, and fishing. Monks visit these rooms only when they have some manual labor to accomplish. PCs are welcome to use any tool they may find helpful, although they are expected to treat everything with the respect.

Notice that the ground floor has a single main entrance, but several narrow windows along the perimeter. These windows are pretty small for kuo-toas and they would require them a check to squeeze through. Most of them are now closed and barricaded though.

## GRIMSTAN MONASTERY: SECOND FLOOR

The second floor of the monastery is the main sleeping area. All rooms are basic cells containing a small desk to study and pray, and a simple bed for resting.

**Hamar's room.** This is the room of Hamar. Slightly larger than the other rooms, this is now the place where the old and sick Hamar is confined most of the time. Younger monks bring him food and take care of his needs. If the PCs want to talk to Hamar they will have to visit him in his room. Brunberg or Briston constantly vigil at the door, and they will try to prevent PCs from disturbing Hamar while he is resting.

**Cedric's room.** This is the room of Cedric. The young monk will be happy to have any PC as his guest.

**Brunberg's room.** This is the room of Brunberg. It looks quite bare compared to other rooms.

**Simbert's room.** This is the room of Simbert, who is currently away. The room is unlocked, and it contains quite a range of books and notes. Among these, the PC may find Simbert's diary (see handout *Simbert's diary* in the Handout Appendix).

**Former Hraflle's room / Briston's room.** This room formerly belonged to the monk Hraflle, until he decided to leave the monastery. It is now occupied by Briston, and it is quite bare.

**Former Aelfric's room.** This room formerly belonged to the monk Aelfric, until he decided to leave the monastery.

**Guest's room.** All the remaining rooms are empty and were left open for guests who may stop at the monastery.

## GRIMSTAN MONASTERY: THIRD FLOOR

These last floor, of recent construction, has only a couple of rooms:

**Infirmary.** This large room works as the infirmary of the monastery. Although it saw much use in the course of the previous adventure, it is now, luckily, most unused. The PCs may find basic items for first aid here, as well as some medical herbs collected by the gnomes.

**Library.** This room host the limited amount of books and parchments that the monastery collected in the years. The main subjects are religious (especially, theology and mythology of

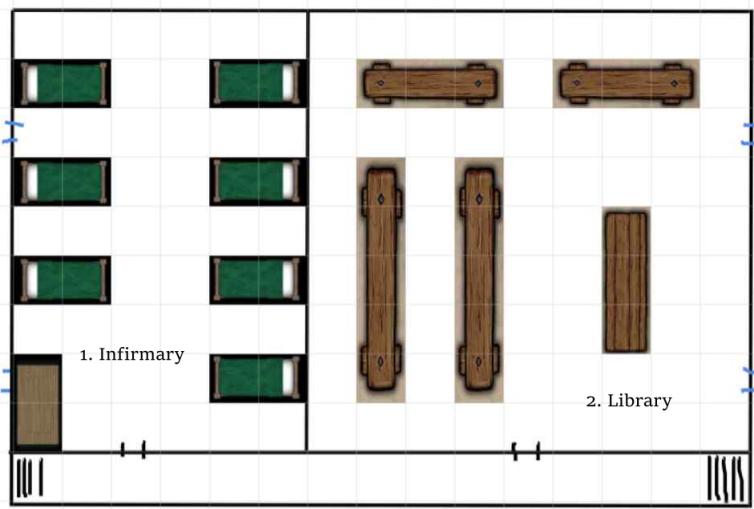


Figure 9: Third floor

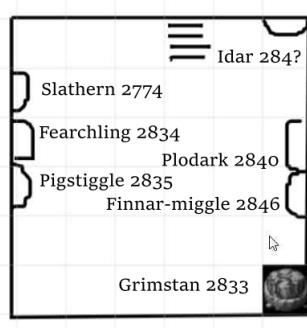


Figure 10: Crypt

Garl Glittergold), natural (especially fauna and flora of the region), and historical (accounts and stories from the time of Bogolred). The PCs may exploit these resources to learn basic fact about the community and the regional history. Here, they can also find a copy of Idar's confession (see handout *Idar's confession* in the Handout Appendix) which was retrieved from Idar's Hut during the previous adventure.

## GRIMSTAN MONASTERY: CRYPT

Below the sanctuary, a large and damp room contains the crypt for the former monks of the temple. In the crypt rest the former monks of the monastery. In one corner, a large slab stone forms a small mausoleum to Grimstan, the founder of the monastery; the stone reports the name and the date of death "Grimstan - 2833", along with the epitaph "*He travelled the desert to reach the peak*". On the side walls there are smaller resting places for the other brothers. The coffins for these monks are set inside the wall and closed by a tombstone. On the left wall, there are the graves of "Slathern - 2774",

"*Searchling - 2834*" and "*Pigstiggle - 2835*"; on the right wall, "*Plodark - 2840*" and "*Finnar-miggle - 2846*" (Finnar-miggle was alive and sick at the time of the previous adventure, and died shortly after because of the curse). Finally in a more dark corner there is the tomb carrying the bones presumed to belong to Idar (but actually belonging to the fisherman Poben); the tombstone reports "*Idar - 284?*", where the date of death is of course a guess of the monks of Grimstan's monastery.

## LAIR OF THE KUO-TOAS

On the western shore of the Lake, within what was once the cave of a sea-hag, the kuo-toas have installed their base.

**Sea-witch cave.** This natural cave is the space where the sea-witch used to live. It is a barren area, now deserted. Along a wall, under a pile of rubble, rests an old broken chest. Inside there are few tattered clothes and some old magical components that belonged to the sea-hag. Beyond the wide entrance, no other opening is visible. The access to the kuo-toa underground complex is concealed in a secret passage along the main wall. A good success in Spot or a success in Search allows to identify the secret door. A good success in Listen allows the player to hear the water of the lake resounding in empty chambers under the floor of the cave.

**Main hall.** A narrow descending tunnel gives access to another large natural cave with rough walls. The environment is dark, and a dank fishy smell permeates the air. At the center of room, a wide pool of water connects this area directly with the Lake. This pool may

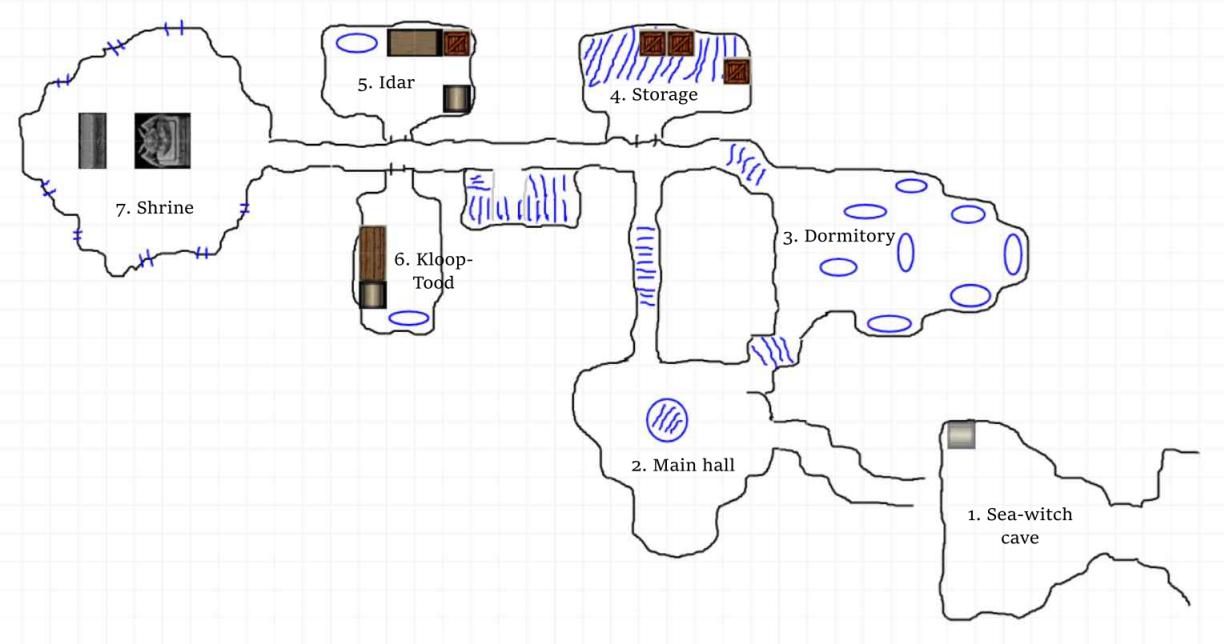


Figure 11: Lair of the kuo-toas

be used as an emergency exit by the kuo-toas. A couple of corridors, partly flooded with waters, depart from this central area. If still alive, 2-4 kuo-toas may guard this area.

**Dormitory.** This side room contains eight long pools with lukewarm water, which are alternatively used by the resident kuo-toas for sleeping. If any wounded kuo-toa escaped the previous fights, assuming that Kloop-Tood spared its life, it may be found resting here. Spare food and religious tokens may be found along some of these communal pools.

**Storage.** This room, almost completely flooded in water, contains several boxes crusted with algae. Inside the floating boxes, the PCs can find weapons (short spears, whips, daggers), armors (leather armors), and various other tools (shovels, pickaxes, hammers, a small portable battering ram, torches) that the kuo-toas carried for the siege of the monastery, and for destroying and rebuilding the shrine. If alive, a kuo-toa may guard this room.

**Cells.** Three cells shaped as deep wells have been dug out in the stone. The cells are flooded with water, and are currently occupied by three darkmantles. The cell was not conceived to keep prisoners (the kuo-toas follow a cruel "no prisoners" policy), but simply to keep creatures that the kuo-toas may release against their enemies, or again invaders. The doors to the cells can be controlled remotely using a level behind the statue of Blibdooloop in the shrine; if

Kloop-Tood is aware of the presence of the PCs, or if the PCs are trying to escape, he, or another kuo-toa, may release the creature. The PCs may also try to free the darkmantle. A good success in Open Lock will release the door. The darkmantles will attack without distinction PCs or kuo-toas; they will move only if there is water deep enough for them to swim, and they will try to leave the cave for the Lake.

**Idar's room.** This room with smoother walls is the room of Idar. Inside there is a personal resting pool, a large desk covered with papers and tomes, a single stool, and a large chest. This place is the residence of Idar, but at the moment he is held bound in chains in the shrine because he is still out of his mind. Looking across his books, the PCs may find notes written in Common on kuo-toa culture, translations in kuo-toa script, and sketches of the Grimstan monastery (although rough and not updated with the latest changes and improvements). The PCs can also find a couple of *Open* scrolls and a *Deep Slumber* scroll (prepared for the attack to Grimstan monastery) and an old *Water Breathing* scroll (dating back to the first days when Idar was transformed into a kuo-toa). The chest mainly contains clothes as well as an open cage. The cage is used by Idar to transport his familiar, a small shrew named Aloysius. Aloysius actually lives inside this room, hidden in a remote corner. As any familiar, Aloysius has a strong bond with its master, but since the transformation of Idar the connection

between the two had become distraught. Idar seems particularly attached to its familiar, either because of the magical connection or because it reminds him of his deep gnomish nature; but, despite this, he has been unable to communicate with the little rodent or to express his thoughts, and so he has been using a cage to carry the shrew around. On his side, Aloysius is still fond of its master, although he fears that any good side in Idar may have disappeared since he was transformed in a kuo-toa. Aloysius is now afraid both of its master (who behaves less and less as a gnome) and of visitors (who are normally kuo-toas). A very good success in a Spot or Search check is required to find the shrew. Aloysius will timidly relate with the PCs if they try to speak to him. If he suspects that the PCs have hostile intention towards Idar, he will try to escape or hide, and will not provide any information to the PCs. If the PCs convince Aloysius that they are acting in the interest of Idar, the shrew will assist them gladly; in particular, Aloysius, who had been with Idar since before his banishment from Grimstan monastery, may reveal to the PCs the deeds of Idar in time.

**Koop-Tood's room.** This room belongs to the priest Kloop-Tood. A comfortable resting pool for the old priest is located next to the farthest wall; along the side wall there is a small table and a chest. On the table the PCs may find a rough statuette portraying Blibdoolploop that Kloop-Tood uses as a focus for his divine magic. Moreover, if the PCs have not yet obtained Idar's contract (see handout *Idar's contract* in the Handout Appendix), it is likely that Kloop-Tood would have left it on the table. The chest contains ritual clothes and a collection of stones and shells used for ritual purposes.

**Shrine.** the largest room in the subterranean complex has been transformed in a shrine to Blibdoolploop. A massive and rough statue of Blibdoolploop (3 meters high) stand in the center of the room. Behind it a stone altar covered in dry blood stands ready for sacrifice. In a nook in a farthest wall lies Idar, bound in chain and gagged. The PCs may easily notice him because of his restless movements trying to free himself. All around the ceiling pipe-like tunnels let a shallow stream of water enter the room.

If Kloop-Tood and other kuo-toas are alive they will make their last stand in this room under the gaze of Blibdoolploop. The presence of their deity will make them fearless and provide

them with a morale bonus. Surviving kuo-toas will attack mindlessly. Kloop-Tood will first run towards the altar to press a lever that will activate a flooding trap: water will immediately start flowing into the shrine from the pipes along the wall, as well from all the pools in the complex quickly filling the entire area. In around 3 rounds water will reach the waist of the gnome; in 5 rounds swimming will be necessary, and kuo-toas will be able to take advantage of the aquatic environment; in 7 rounds gnomes will be underwater. The trap will also automatically release the darkmantles from their cells. After setting off the trap, Kloop-Tood will revert to support his minions in the battle (with spells if still available). Only in extreme circumstances will Kloop-Tood release Idar. Kloop-Tood knows that Idar is out of himself and is not reliable. Indeed, if set free, he will randomly and indiscriminately attack both kuo-toas (as he now hates because they captured him) and gnomes (as he hates them for reminding him what he is not). However, he will not attack a gnome who is accompanied by Aloysius.