



The Missing Monk

by D. David Diaz

Suitable Character Levels: 1-3.

Plot Summary: An Orc named Kap O'Herra, tired of Orcs getting a bum rap for being treated like barbarians, found a book on an ancient fighting style of Unarmed combat. He has studied all he can but has now kidnapped a monk from the Freeport area and to force her to explain that which he cannot comprehend.

Full Plot Details: Kap O'Herra, an orc near Freeport, is tired of his kind being picked on from anyone looking for some quick faction or to collect their belts for a bounty. One fateful day (as per typical with all fateful days) he ran across a book from a stash of merchant supplies that he and his clan has just "acquired". After realizing the book was a historical text on a lost (and not very practical to non-monks) unarmed fighting system he formed a small group to study the art within. Latter calling themselves the Death Foot Orcs. Kap O'Herra's goal is to form a structured society of orcs, focused on "discipline and order". If only he knew what all that meant. Thus he feels that if he were trained by a monk from nearby Freeport, who already knows what they are talking about, his band of brothers could be an uncommon force in the Commonlands. The Death Foot Orcs start by taking over a small farm house where a tailor lives, there secluded and out of the way, the make patchwork pants and begin training in the martial arts. When they feel they are ready they capture a monk as she trains for her first sash just near the wall of Freeport, with her help they can learn more than just what the pictures in the book show.

The Players come in when asked by the Ashen Order in Freeport to find the missing monk, the guards have written her off as dead even if Master Kane can "feel she's still alive." and since he has to stay at the guild and order monks around while the other Masters give out quests, he needs someone to look into this for him. No one will do so because monks are broke.

Either way the Player should start from the scene of the crime and follow the clues back to the orcs. There they can deal with the small band of thugs and return the missing monk.

Scene 1: The Dojo

There are several ways to get the players to the Ashen Order Guild house. They could hear about a job for the monks that everyone had been turning down. If a monk is in the party they are called to aid their brethren or sisters. If the party is mostly dark elves and trolls you may say this is a good way to pick up some great faction. Either way the Monks are in need and will accept nearly anyone. Master Kane is a master of the two handed staff and a 30+ lvl monk, but also the person the PC will have to negotiate with. He has no stats, if he attacks, let every blow land and do about 10+1D4 damage. Nothing but a 20 hit will hit him and he has 600 Hit Points. Basically if the players are attacking Master Kane, they obviously don't want to go on Quests much, do they? The Monks of the Ashen Order have no money to offer the PCs and they will make that clear from the start, thus there is little to negotiate. If the Players feel the need to get a reward in view upfront all the Monk can offer is his own personal Fighting Staff. That may or may not seem like much. But Master Kane's personal staff is the one his teacher gave to him when he was just learning, though it has some energy infused from the years of being wielded by Kane it's still better than nothing. Master Kane will explain that the Monks name is Adira, and she was last seen outside of the West Freeport gate training near the south wall. He recommends the party starts there.

Scene 2: The Scene of the Crime

The South wall leads from West Freeport to the Eastern Commonlands. It will be come clear as the party moves further from Freeport. Have leader of the Party make Either a Tracking (DC 16) or a Search (DC 18) roll per hour that they search. Regardless of the result a group of 1D4 Orc Pawns

will stumble across the party. Once the fight is over the players may once again look for the crime scene. If they failed the previous attempt they may try again. From this point on, each time they fail the DC check the gain a +1 to the next die roll BUT must now face another party of 1D4-1 Orcs (if the number is 0, then they have lucked out and encounter no orcs)

Deathfist Pawns

Medium-Size Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0 (Dex)

Speed: 30 ft

AC: 14 (+1 natural, +3 hide)

Attacks: Short sword +2 melee

Damage: Short sword 1d6+2

Special Qualities: Ultravision

Saves: Fort +3 ,Ref +0 ,Will +0

Skills: Listen +5, Spot +5

Feats: Alertness

Challenge Rating:1/2

Alignment: Discordant Neutral

Faction: Deathfist Orcs

When the character do get to the scene they find a cracked staff, a fish roll and some large spider silks on the ground. Adira was collecting silks to fashion herself some armor when the orcs attacked. One orc dropped this staff during the abduction of Adira. She also dropped the fish roll to let others know it was a monk who was here. If they are lost and return to Master Kane he could tell the party that fish rolls are a common monk food, they are well preserved, last a good while, are filling and lightweight. Perfect monk food indeed. The next encounter comes about then the players find the crime scene. The leader of the orc gang sent back the lone Orc to recover the evidence and as all good stories go, he finds the party in true form.

Orc Monk with Patchwork Pants

Medium-Size Humanoid (Orc)

Hit Dice: 2d8+2 (10 hp)

Initiative: +2 (Dex)

Speed: 30 ft

AC: 13 (+1 natural, +2 Dex)

Attacks: Kick +3 melee or Staff +2 melee

Damage: Kick 1D4+2 or Staff 1D6+2

Special Qualities: Ultravision

Saves: Fort +4 ,Ref +1 ,Will +0

Skills: Listen +5, Spot +5, Tumble +2

Feats: Alertness, Weapon Specialization (Kick)

Faction: Deathfist Orcs, Death Foot Orcs

Notes: The Orc Monk will start off with Kicks using wide circular motions. Almost as if he's doing flips and twirls and his feet are hitting people by accident. Note that the Orc Monk does NOT have Hand-To-Hand feat so he WILL be taking an attack of opportunity against his opponent, if he survives the first round of combat he will move to pick up the staff and use it for combat.

If the Orc monk gets away, that's fine. The party should still get the reward for defeating him. The idea here is not to kill or be killed but survive and either follow him or figure out where he went. A ranger could simply track the Orc back to their location or, the players could get yet, another clue, The Orc was carrying a crafted belt pouch and wearing only patch work pants. The nearest tailor that could do such work lived along the mountain line, half a days travel west. If the players just get plain stuck, suggest they return to the guild house where Master Kane can ask about the strange orc and mention that it seems he's trained in an unorthodox fighting system that hasn't been used in over 400

years. He also mentions the tailor. Also, anyone in the area can direct the players to the nearest tailor if they want better fitting patchwork pants.

Scene 3: Big Trouble in Little Commons

The Players come to a small 2 room hut with 4 Orcs guarding the hut. Inside are 2 More Orc monks and the leader Kap O'Herra.

The leader of these Orcs is named Kap O'Herra and stumbled upon a book of ancient fighting systems when he and a band of orcs took down a caravan from Qeynos. He has studied the text in detail and has even taught a few fellow orcs. Most are rather slow to pick up on it but he doesn't give up hope. In abducting Adira he was hoping that she could teach him that which he didn't understand. By the time the party has shown up Kap is inside with Adira sitting in a chair, her hands tied to the chair she is sitting in and a table with an open book behind her stands an Orc Monk armed with a staff. The Owner of the shop is being kept in another room with another Orc Monk also armed with staves. The 4 Outside are also armed with staves. Kap O'Herra will sit back and stay out of the fray until all of his boys go down. Then he will say something like "You fight well, but now you face The Master!" if the players take out the Orcs in record time Kap O'Herra will change his line to "You fight well, but now- BYE!" and RUN!

If the fight is going bad for the players then Adira might leap up and flip into the least wounded orc monk, both breaking her chair and leaving all but her hands unbound... miraculously the orc she lands on to break her fall is quite literally out of the fight. Adira should now be included in the XP split for this fight and that orc should be included.

Kap O'Herra

Medium-Size Humanoid (Orc)

Hit Dice: 4D8 (35)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 14 (+3 Dex +1 for lvl)

Attacks: Punch +2; or Kick +3/-1

Damage: Punch 1D4; or Kick 1D4+1

Face/Reach: 5ft by 5 ft

Special Qualities: Ultravision, Lvl 2 "Synergy" Monk

Saves: Fort +4, Ref +3, Will +0

Abilities: Str 15, Dex 16, Con 13, Int 10, Wis 10, Cha 10

Skills: Listen +5, Spot +5, Tumble +5, Hide +4

Feats: Hand-To-Hand, Weapon Specialization (Kick)

Challenge Rating: 3

Alignment: Discordant Neutral

Faction: Death Fist Orcs, Death Foot Orcs

Notes: Always smarter than the average Orc, Kap was tired of getting picked on by the other races. Where most orcs were just getting by with being barbarians Kap decided he wanted more. After on fateful attack on a vendor in the Commonlands, Kap refused to allow a book to be burned for the fire. Instead he read the historical text on an old Martial art style where he latter drew the inspiration for his own name. Now, as Kap O'Herra he felt that through discipline and education he and his students could become more than just axe wielding madmen. The style Kap focuses on uses wide spinning motions to create powerful kicks. While his monks Fight Kap will clap and chant creating a rhythm for the Monks to follow, they may think Kap is a Bard but he's not. The rhythm has no real effect on the Monks fighting but it may intimidate the players as they see the Monks fight in almost a synchronized flow. In a fight O'Herra will flip, spin and roll to strike his opponents with his legs. It's a combination of Martial Arts and Acrobatics.

Regardless of the previous Orc Monk being killed or not, there are the totals above in the building, these are not quite as bad as the one above but use the stats below regardless.

6 Orc Monks with Staves and Patchwork Pants

Medium-Size Humanoid (Orc)

Hit Dice: 2d8+2 (10 hp)

Initiative: +2 (Dex)

Speed: 30 ft

AC: 13 (+1 natural, +2 Dex)

Attacks: Kick +3 melee or Staff +2 melee

Damage: Kick 1D4+2 or Staff 1D6+2

Special Qualities: Ultravision

Saves: Fort +4 ,Ref +1 ,Will +0

Skills: Listen +5, Spot +5, Tumble +2

Feats: Alertness, Weapon Specialization (Kick)

Faction: Deathfist Orcs, Death Foot Orcs

CR: 1

Notes: The Orc Monks will fight with staffs at first, if a monk does NOT get hit in a round of combat his staff breaks (he would have blocked with it anyway) and he must now fight using Kap O'Herra's system of circular rolls and kicks. Note that the Orc Monks do NOT have the Hand-To-Hand feat so he WILL be taking an attack of opportunity against his opponent.

Adira

Medium-Size Human (Female)

Hit Dice: 3D8+6 (25 HPs)

Initiative: +4 (Dex)

Speed: 30 ft.

AC: 15 (+4 Dex, +1 Martial Defense)

Partial Attack: Punch +7

Full Attack: Punch +5, Punch +0 and Round Kick +5

Damage: Punch 1D4+2, Round Kick 1D8+2

Special Qualities:

Saves: Fort +2, Ref +3, Will +2

Abilities: STR 14+2, Dex 18+4, Con 14+2, Int 10, Wis 10, Cha 16+3

Skills: Language: Common 4, Alcohol Tolerance +10, Bluff +7, Jump +4, Sneak +6, Swim +4, Tumble +8

Feats: Dual Wield, Hand to Hand, Mend, Mystic Strike, Fire Resistance (3), Improved Hand to Hand, Martial Defense, Round Kick, Weapon Finesse (Unarmed)

Challenge Rating: 3 (based on Level)

Alignment: Orderly Evil

Notes: Adira entered the Order to learn to focus her energy and possibly bring order to her life. At first she seemed to gain focus, but then quickly she became drunk with the physical power she had. She get a rush to this day when she enters a fight and almost seeks trouble to get into. The monk have warned her that she is on a path of self destruction. Early on she also found that both her lack of heavy clothing and her physical beauty could be used as even more weapons. She is infamous for wearing the minimum she can get away with and often uses her Bluff skill to face affections for men in attempts to dominate them or to feign weakness to manipulate them. Either way she's always playing some kind of game that has finally gotten her into trouble.

Shop Owner

Medium-Size Human Female

Hit Dice: 1d4 (4 hp)

Initiative: +0 (Dex)

Speed: 30 ft

AC: 10

Attacks: +0

Damage: -2 (STR)

Special Qualities: Ultravision

Saves: Fort +0 ,Ref +0 ,Will +0

Skills: Profession: Tailoring +15

Feats: Skill Focus: Tailoring

Challenge Rating: 1/10

Alignment: Neutral

Faction: Residents of The Commons, Residents of Karana, Residents of Freeport, Merchants of Freeport

Here are the stats of the Shop Keeper, if she is needed then the party is in dire straights otherwise she will cower in a corner.

Bring it all together

The Final Scene should play out like the end of a Martial Arts Movie. Don't be afraid to make the monks run away either. They are no fanatics and if the situation looks grim, will bail out. And if someone wants to get creative here are some make shift weapons and the number (in parentheses) available to use Jackie Chan style.

The Chair (2-4)

To wield the chair the character must use a Partial Action to lift it. As a Partial Action the Character can then swing the chair with a -2 Penalty to their Attack Roll. If the chair hits it's target the Target must make a Fortitude Save vs. a DC of 12+Wielders Strength Bonus or be knocked out cold on a successful save the target still takes Wielders Strength+1 in Subdue damage. After the chair hits it's target roll a 1D6. On a roll of 1 the chair breaks and is useless. If thrown the chair has a range of 10 ft. and does NOT break but must now be picked up one again. Adira will easily use a chair for at least one round of combat.

Sewing Kit (1)

This kit is large and heavy. When used to swing for the first time it sends rolls of thread everywhere. Everyone in the room must make a Reflex Save or fall prone as if tripped. Every round there after a character must make a partial action to clear the ground before making an attack or trying to perform any kind of movement otherwise make Reflex Save again. The Sewing Kit itself can be treated if it were a Flail, Heavy doing stun damage. Feel free to have a disarmed monk grab the kit as a desperate attempt to get a weapon.

Large Knitting Needle (2)

Damage 1D4-1 Critical x3 Range 20 ft.

Type Piercing AND Throwing

Delay Quick

Special Note: If the Needle does not damage it has bent and is no longer an effective weapon. The Shop owner will use this desperate excuse for a weapon if she even has to get up.

Bear Skin Rug

Pulling the rug from under the convenient Orc Trainee will knock him out instantly.

Will Add a +7 to a Bluff or Intimidate Roll to scare off an Orc. After that is won't work again.

Damage: 1D10S Critical x2

Type: Two Hand Blunt

Delay Slow

Wrapping it All Up

XP Reward: CR 2 - Returning Adira to Freeport and Master Kane alive

CR ½ - Sparing Kap O'Herra in mercy (he will NOT fight to the death and may try to run but if they spare him he may be greatfull enough to ally with them as well)

Kap may make either a good ally or an interesting reoccurring villain, just because this adventure is over doesn't mean the players won't ever see him again (assuming he lives). Adira can also make an interesting NPC as she can easily be the focus of trouble.

The Staff of Kane

Looks like an ordinary fighting staff with dents from years of practice. It was the first fighting weapon that Master Kane was given and he has used it for over 3 decades. It would be an amazing status symbol for any monk who used it and considered truly priceless (Just imagine someone owning the same wooden man Bruce Lee Trained on.)

Magical it can hit creatures that can only be hit by magical weapons.

Damage 1D8/1D8 Critical x2 Weight 1lb. Type Blunt Delay Quick

The Staff is a double weapon and can be used with the dual wield feat for maximum effectiveness.

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