

Benedict's Paradox

a Parallel Adventure Publication

by

DungeonMastering.com

What is a Parallel Adventure?

Dungeon Mastering's parallel adventures are side-quests, scenes and NPCs that can be *easily and quickly* added to an ongoing campaign.

You don't even have to read a parallel adventure!

Parallel adventures are released with a screen capture overview and video commentary by the author. You don't even have to read the adventure module! Here's what your prep time will consist of:

- *Download it* *2 minutes*
- *Print it* *2 minutes*
- *Watch the video* *20 minutes*
- *Tweak it* *20 minutes*

That's right! In less than forty-five minutes you will have added an independent subplot that will make your ongoing campaign richer, more entertaining and unpredictable.

Table of contents

1. What is the Parallel Adventure Project?	2
2. Foreword	4
3. Video overview	5
4. Adventure overview	6
5. Guidelines	7
6. Scene 1 – Bounty hunters hunt the templars	8
7. Scene 2 – Templars reach the sunset gate	11
8. Scene 3 – Red Robber is chased by guards	13
9. Scene 4 – Into Red Robber's hideout	15
10.NPCs	16
o Benedict	16
o Lucky Tom	18
o Armand	20
o The Red Robber	22
o City guards captain	24
o NPC resources	25
11.Extra maps	26
12.Useful links	27

Foreword

I am proud to introduce an innovative tool for dungeon masters. I hope and expect this adventure module will change the RPG publication industry, or at least give it a good nudge!

This adventure and all future installments of the Parallel Adventure Project will benefit from your feedback. Please let me know if you have comments or suggestions.

-Yax

yax@dungeonmastering.com

www.dungeonmastering.com

Video overview

Once you have downloaded Benedict's Paradox – and maybe printed it – you can watch the video. No need to read the module before watching the video.

Video overview URL:

<http://www.dungeonmastering.com/parallel-adventure-benedicts-paradox>

Adventure overview

Benedict's paradox pits 3 factions – and probably your D&D party – against one another. Four major events (4 scenes) will take place because of the different factions' agendas and the PCs can choose to take part in these events or sit back and watch.

Faction overview

Benedict is the head of the Earth Templars and he has sent 2 templars to find the Red Robber – who allegedly possesses the gift of the earth – and bring him back to the temple. The earth temple finds gifted individuals very rarely – once or twice per generation. The gift allows for some control over the elements and forces like light and gravity.

The Red Robber is a serial robber who is stealing fortunes and terrorizing accountants across the city.

The city guards are trying to catch the Red Robber - and might have to deal with the templars too because the templars want to keep the Red Robber out of jail.

DM guidelines

Before going into the details of this parallel adventure, I need to make some general comments and disclaimers:

1. I don't like rules. I know them very well and even know the Player's Handbook page numbers of many rules, but I don't really care about them. Parallel adventures are not about rules and game mechanics. It's about having fun and saving time.
2. Parallel adventures are meant to be tweaked. Since they are meant to be added to an ongoing campaign, I assume that a lot of details will be determined by the campaign setting. Feel free to change names, stats, locations, rules, scenes, etc.
3. Don't worry about improvisation. Trust your wits and storytelling skills. Both you and your players should find the gaming experience enhanced.
4. Read [Dungeon Mastering](#) for DM tips and tricks. Since the whole point of the Parallel Adventures Project is to keep prep time short I won't go into too many DMing concepts now. [DungeonMastering.com](#) is a great resource for a quick D&D fix!

Scene 1 – Bounty hunters hunt the templars

Map

[Templars' camp area](#)

Why should the PCs care?

For racial reasons – or anything that fits in your campaign setting – a bounty has been placed on the templars that are coming to the city.

The PCs could try to capture or kill the templars and claim the bounty or they could try to help the templars and fend off the templars.

They could also not care in which case you can keep the map and general idea of this scene for a future game – it's all about saving prep time!

The objective : Find the templars' camp before anyone else does

No matter if the PCs side with or against the templars they will want to find the templars' camp before anyone else does. If they're out for the bounty they need to find the templars first. If they're out to help they need to find the templars before they die or flee.

How can the PCs learn about the templars' camp location?

Here are a few ways the PCs could find the templars:

- Gather Information skill
- PC contacts
- The authorities have a general idea of the location
- Tracking skill
- Scrying / Clairvoyance spells
- Blind luck
- Anything you can think of

The conflict

Great scenes always have conflict. Physical conflict will probably arise from this scene but I think that social and moral conflict always makes scenes better. Here are my suggestions.

- Moral / Social between PCs
- Moral between keeping templars alive for bounty
- Environment : Ranger has tricks
- Social : Other bounty hunters want the bounty (false info)
- Moral with defending the templars without hurting bounty hunter
- Moral: in for the bounty but they want to stop the red robber

The knockout

The templars, if they can wing it, will paralyse people and put them in their tent to be killed by more bounty hunters. And kill these extra bounty hunters when they're busy killing the wrong people.

Cool fight in the forest with quasi-flying monk and a ranger in his element

Scene 2 – Templars reach the sunset gate

Maps

[The Sunset Gate \(Original\)](#)

[The Sunset Gate \(Modified – I got rid of the catapults\)](#)

Why should the PCs care?

If the PCs chose to be involved, it's either payback time or help-the-templars into-the-city time.

If the PCs are not involved in the subplot yet they could just witness the scene, or happen to be in the wrong spot at the wrong time and bump into the templars

Conflict

Physical conflict again! Which we'll top with moral conflict again.

It's tough to fight against city guards because they're all good guys.

If the PCs are with the guards, they have to spot the templars sneaking into the city by night.

Depending on the level of defense the city has maybe only the monk can make it into the city undetected

Knockout

The templars start a fire – a big one – to force the city guards to disperse. They circle the city until they find a place they like to move in.

Scene 3 – Red Robber is chased by guards

Why should the PCs care?

If the PCs haven't participated in this subplot, they will be witness to a manhunt within the city itself . There is a lot of buzz around with people screaming that the guards are after the Red Robber.

If they have teamed up with the templars to some extent then the PCs have learned that the templars are after the Red Robber. They might try to catch him before the guards do.

Conflict

Full-on manhunt is conflict enough. If the PCs are running after the Red Robber you can add unknowing or stupid civilians in the way on top of guards who don't want anybody else in their way.

Helping with the Red Robber will cause trouble with the authorities.

Knockout

If the Red Robber is out of sight for a few seconds he tries to swap clothes with a beggar, or a dead guard, or a civilian.

Scene 4 – Into Red Robber's hideout

Map

[Red Robber's hideout](#)

Why should the players care?

Well, if they haven't participated in this storyline by now they won't go into the Red Robber's hideout – I wouldn't worry about this scene.

Conflict

A few traps protect the hideout. And the Red Robber goes into full-defense mode in there. He should be a tough opponent to get to.

You can find a lot of sample traps in the DMG in chapter 3:adventures. Choose a few of them that match the CR of your party.

Knockout

Benedict has been following his templars the whole way. He wants to watch the Red Robber to make sure he is the one he's looking for. Benedict might intervene if Red Robber is about to die.

NPCs

This is an overview of the main NPCs motivations and goals.

Benedict – Master of the Earth Templars (Monk 12)

S:10 D:16 C:10 W:16 I:10 C:16

HP: 65

AC: 25

Attacks: +15 / +10

Flurry of blows: +15 / +15 / +15 / +10

Damage: 2d6

Saves +10 / +10 / +10

All monk skills +15

Other skills +0 or +5

What makes him special?

Ring of invisibility (3X / day)

Move silently

Very charismatic

Good Bluffer

All monk related skills

Backstory

He was chosen a decades ago by his former master to become the head of the temple. He feels he never is dedicated and focused enough on being one with Terra. He wants to do better, be better, for the temple and for the world to be a better place through the benefaction of cult.

He is constantly putting his own health in jeopardy by forgoing meals and sleep to meditate or leaving the temple to go to the city to find more youngsters with the gift of the earth.

He has divided his own cult in 2 factions. Some believe he is leading the temple to new heights by being completely and entirely devoted to it. Others are trying to keep him from being too devoted for fear that he will succumb from exhaustion or get injured.

Benedict's total devotion - or obsessive-compulsive behavior - has led to much strife - even physical fighting - within the Earth Temple.

Roleplaying quirk

Speaks slowly

Lucky Tom – Earth Templar (Ranger 9)

S:14 D:14 C:14 W:14 I:10 C:10

HP: 50

AC: 17

Long sword : +10 / +5

Long bow: +15 / +10

Saves +5/ +5 / +5

All ranger skills +10

Other skills +0 or +2

What makes him special?

Use poison arrows (Fortitude save DC 18 or paralysis for a few hours)

He's lucky (3 free re-rolls during this whole parallel adventure)

Spells:

Entangle (Reduces movement – see PHB)

Longstrider (+10ft movement)

Jump (to follow his monk buddy)

Backstory

Lucky Tom is a Ranger and dedicated templar. He was sent to the city to find a man who supposedly possesses the gift of the earth.

Lucky Tom is an experienced adventurer and explorer but isn't socially inclined. He follows orders without hesitation but is very smart and is willing to bend the truth and break the law – not the temple laws though – to achieve his goals.

His current goal is to find the Red Robber and bring him back to the Earth Temple.

Roleplaying quirk

Nasal voice

Armand (Monk 10)

S:10 D:16 C:10 W:16 I:10 C:16

HP: 55

AC: 20

Attacks: +10 / +5

Flurry of blows: +10 / +10 / +10 / +5

Damage: 1d10

Saves +9 / +9 / +9

All monk skills +10

Other skills +0 or +3

What makes him special?

Spell-like abilities (Gift of the earth)

Telekinesis (at will)

Fly (1X / day)

Shocking grasp at will

Fireball (1X / day)

Backstory

He is a high-ranking temple member and was sent on a mission to find the Red Robber along with Lucky Tom. He is overseeing Tom's work and will handle all diplomacy issues that might arise during their search.

He is a devoted monk and possesses the gift of the earth which grants him unusual abilities like telekinesis.

Roleplaying quirk

Move his hands a lot when he talks

The Red Robber (Sorcerer 6 / Rogue 6)

S:10 D:16 C:10 W:10 I:16 C:16

HP: 45

AC: 18

Short sword: +10 / + 5

Light crossbow: +10 / +5

Saves +10 / +10 / +10

All rogue skills +12

Other skills +0 or +5

What makes him special?

Sorcerer spells:

1st level (6X/day)

- Alarm (protects his hideout and alerts him mentally if intruders)
- Expeditious retreat (+30ft move)
- Reduce Person (humanoid becomes half size)
- Silent Image (the red cloud)

2nd level (6X / day)

- Knock (unlocks door)
- Cat's Grace (+4 dex)

3rd level (3X / day)

- Lightning bolt (6d6 dmg / ref save for half damage)

Backstory

He is a overachieving thief who is looking at early retirement if he pulls off a few more thefts and heists. He is called the Red Robber because he uses cantrips and illusion magic to generate clouds of red smoke around him when he needs to escape a tricky situation.

The Red Robber is also rumored to be somewhat of a gallant rogue and the public opinion on his endeavours are divided. The city guards and rich people are definitely pissed at him though.

Roleplaying quirk

Blinks often

Lucian – captain of the guard (Fighter 10)

S:14 D:14 C:14 W:10 I:10 C:10

HP: 80

AC: 20

Longsword: +15 / +10

Heavy crossbow: +15 / +10

Saves +10 / +5 / +5

All monk skills +15

Other skills +0 or +5

Backstory

The city guards are working overtime to make the city safe from violence and thievery. The Red Robber is a thorn in their side.

Lucian is a great man and has been serving the city and its people for years. He is well regarded and has never let a serial robber escape before. His job is in jeopardy so he's on edge and might react aggressively to any tense situation.

Roleplaying quirk

Deep voice and swears a lot – fun PG-13 swearing

NPC resources

You might have to come up with NPC names during unexpected social interactions between the PCs and townsfolks. Here is a list of names and some space to write down notes next to the names if you happen to use them.

Caidove Woodsoul	
Breuvial Graveltoes	
Leolamin	
Magnys Graveltoes	
Alihana Gladdenstone	
Quokas Shortcloak	
Wilrry Spelloyal	
Gurlyassa	
Carsys Samulkin	
Lady Hollyiries	

Just a city guard (fighter 3)

S:12 D:12 C:12 W:10 I:10 C:10

HP: 25

AC: 20

Longsword / Heavy Crossbow: +5

Saves +10 / +10 / +10

All monk skills +15

Other skills +0 or +5

Extra Maps

Here are a few extra maps you can use if – when – your players choose an unexpected plan of action:

A map I ended up not using (deleted scene)

[The Golden Road \(Original\)](#)

[The Golden Road \(Modified - I added a road \) :\)](#)

A map you can use as the Earth Temple if your PCs decide to take the fight to the templars

[Earth Temple](#)

Links

[Dungeon Mastering dot com](https://dungeonmastering.com) for D&D tools and tips.

Mentionned in the video commentary

[LOCKing scenes](#)

[Better NPCs – Quirks](#)

[Planting info](#)

[Chase scenes](#)

[Improvisation tips](#)