

QUICK SHEET

Benedict's Paradox

a Parallel Adventure Publication

by

DungeonMastering.com

Adventure overview

- Pits 4 factions – and probably your D&D party – against one another.
- Four major events (4 scenes) will take place
- The PCs can choose to take part in these events or sit back and watch.

Factions overview

- *Benedict* is the head of the Earth Templars.
- *The Red Robber* is a serial robber.
- *The city guards* are trying to catch the Red Robber.
- *The city residents* don't want the templars within the city walls.

Video overview URL

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

Scene 1 - Bounty hunters hunt the templars

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 objective

- Find the templars' camp before anyone else does

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

- Gather Information skill, PC contacts, authorities have a general idea of the location, tracking skill, scrying / clairvoyance spells, blind luck

The conflict

- Between PCs, keeping templars alive for bounty or not, PCs vs. Environment (Ranger has tricks), Other bounty hunters want the bounty (plant false info), defending the templars without hurting bounty hunter

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

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.

Conflict

- It's tough to fight against city guards because they're all good guys. If the PCs are on the guards side, they might have to face the templars or convince the guards that the party could help

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?

- There a live manhunt!

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

- Red robber swaps clothes

Scene 4 – Into 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 with this scene.

Conflict

- Traps + fight

Knockout

- Benedict show up!

Benedict – Master of the Earth Templars (Monk 12)

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

HP: 65

AC: 25

Attacks: +15 / +10

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

Saves +10 / +10 / +10

All monk skills +15

Other skills +0 or +5

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.

Lucky Tom – Earth Templar (Ranger 8)

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

HP: 50

AC: 17

Melee: +10 / +5

Ranged: +15 / +0

Saves +5/ +5 / +5

All ranger skills +10

Other skills +0 or +2

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. 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.

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.

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

Saves +9 / +9 / +9

All monk skills +10

Other skills +0 or +3

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.

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

Crosbow: +10 / +5

Saves +10 / +10 / +10

All rogue skills +12

Other skills +0 or +5

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.

Lucian – captain of the guard (Fighter 10)

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

HP: 80

AC: 20

Attacks: +15 / +10

Ranged: +15 / +10

Saves +10 / +5 / +5

All monk skills +15

Other skills +0 or +5

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.

Just a city guard (fighter 3)

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

HP: 25

AC: 20

Attacks: +5

Saves +10 / +10 / +10

All monk skills +15

Other skills +0 or +5

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	
Janaga the Bard	
Horeak Sapphiredge	
Xyratra Laughshield Much-Smiling	
Carsys the Loremaster	
Ravarath Carter	
Yllalyassa Pegason	
Kevben Armorsmith	
Wilaver	
Caiiries Silentread	
Gursaadi Milner	

Maps

Since the Parallel Adventures Project focuses on saving time I chose to use free online maps from Wizards of the Coast. The Map-a-week archive is a great time-saving resource for DMs. Here are the links for all the maps you might need for this side-quest adventure:

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

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

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

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

[Red Robber's hideout](#)

[Templars' camp area](#)

[Earth Temple](#)