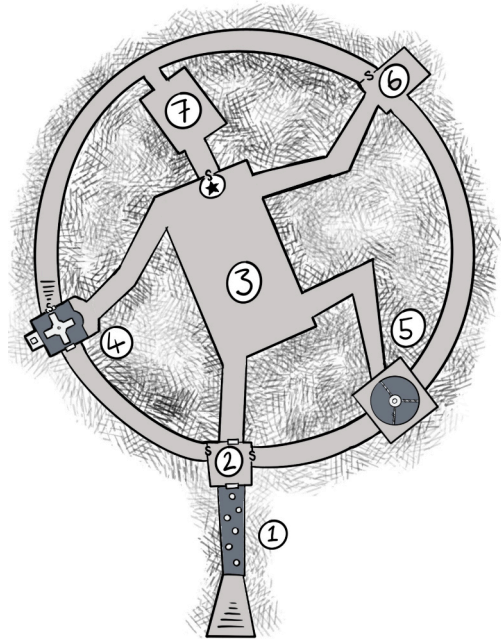


THE RELICS OF ST ROWAN THE BALANCED

St Rowan was a sage who sought balance in all things. He mediated between rival factions and brought harmony to a war-torn land. His teachings emphasise the importance of equilibrium in life and nature. His name like his sanctuary is mostly forgotten. The party may be aware of his sanctuary because a ruler needs St Rowan's relics to aid in their trade negotiations, a church wants to recover the relics and re-house them or a local drunk tells tales of a holy man who once settled every dispute in the village.



1. THE STEPPING STONES

Ceremonial stepping stones lead to a locked circular **stone door**.

Stone door. There are five small obvious buttons at the 1,4,6,8 and 11 o'clock positions. The buttons must all be pressed simultaneously to open. If not a defective trap sprays out lantern oil but fails to ignite.



2. THE CLERICS VESTRY – THE KNEE THAT STABILISES

A vestry for followers to prepare themselves. Hooded cowls on various **bone pegs**. Ritual balancing stone worn from use sits in the centre.

Bone pegs. One peg on which a highly embroidered cow (50gp) is hooked is the **knee bone relic**. There are two secret doors which are activated by twisting the appropriate bone pegs.

3. THE CHAMBER OF BALANCE

This central chamber has statues of various clerics in challenging yoga positions, all precariously balanced. Several piles of **balanced stones** are about the room, some have fallen in small heaps. An **empty plinth** in the centre of the room. A skillfully carved **statue of St Rowan** stands at the far end of the room. *Note.* On entering this room a second time the party will come across two clerics and two hired goons, from a rival church who are also looking for the relics. The goons are not happy about their pay and can be bargained with, the clerics are devout.

Balanced Stones – Spending time balancing stones will please St Rowan, knocking them over will displease him.

Statue of St Rowan. The statue has several holes and is missing one foot, one knee, both hands and a head. Returning the relics to their correct places and adopting the same pose on the empty plinth will grant the poser +1 DEX and +1 WIS. This can be repeated after the next eclipse. There is a small crawl-sized tunnel behind the statue which can be accessed if moved carefully.



6. THE HAND THAT GRASPS

A room with six mummified hands protruding out from the wall. If touched roll 1d6 (or on investigation notice).

1. Will scratch and inflict mummy rot (sharp nails).
2. Will shake hands opening the secret door (clean skin)
3. Will grab hold of the character's hand and not let go without a remove curse spell (gold rings with arcane symbols)
4. Will scamper away, but could be tamed (may see movement out of the corner of your eye)
5. Will crumble to dust (desiccated papery skin)
6. Is the mummified hand of St Rowan (is the only left hand)

7. THE HEAD OF COMPOSURE

In this room an ancient **monk** with a staff balances on a skull. The walls are lined with several **ceremonial jars and small ornate chests**.

Monk – Mortsby the Devoted, has been here in prayerful balance for 60 years. He will be very angry and attack if disturbed. He takes three attacks per turn but will want to give the party a hiding and not inflict lethal damage. He wants to be left alone, the sanctuary to be restored and the word of St Rowan to be preached again.

Jars and Chests contain a total of 400gp in coins and jewels. Scrolls of Hold Person and Remove Fear.

THE RELICS

If the relics are housed in a suitable reliquary and carried two handed in reverence. Allies within 10 feet of the carrier gain a bonus to saving throws against fear and charm effects, while enemies have a penalty to the same.

4. THE HAND THAT REACHES

The room contains a **cross-shaped platform** that is elevated over a **pit** on a single pillar acting as a fulcrum. On the far side of the room is a **mummified right hand** on a plinth. There is a door on the south wall and an easily discover hidden door 6ft down into the pit on the north wall.

Cross-shaped platform can tilt/seesaw around a central fulcrum.

The pit contains a slow-acting sticky acid.

Mummified right hand is magically heavy whilst in this room and weighs 180kg (400lbs).

5. THE FOOT OF POISE

A square room with a 30ft circular pit and a 3ft diameter pillar in the centre. A **mummified foot** sits on a plinth on the pillar. There are two tightropes across the **pit** to the central pillar. Two doors on the east and west walls

The mummified foot is on a pressure plate, if the foot is removed the tightropes are cut.

The pit contains a slow-acting sticky acid.