

The Monastery of Theraan

By NE Saume

Background

- In the Monastery of Theraan, backward-evolution is regarded as an ideal. Monks strive to turn in to more and more ancient life forms
- Recently a schism has wreaked havoc in the monastery: Conflicting beliefs on the proper path of regression escalated and turned violent
- Mammalians believe that proper regression should be into mammals, while the newer Sarcoterians believe, that fish are the proper path

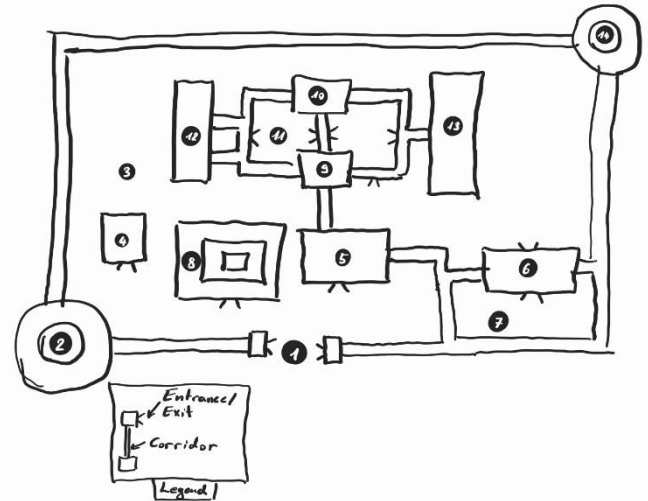
Evolution Effects / Random NPC Traits

D6	Plant Evolution	Fish Evolution	Mammal Evolution
1	Bark skin	Dimly glowing esca	Antlers
2	Edible leave hair	Scales	Long fangs
3	Grow regenerating berries	Gills	Dense fur
4	Attract insects through odor	Interdigital webbing	Longer arms
5	Grow lianes	Swim bladder	Rodent teeth
6	Slimy, slippery, wet skin	Shark teeth	Tail

2D6	Random Events / Encounters
2-3	Fire. Yanis burns the Study
4-5	Save against random Plant Evolution
6-8	2d4 Monks of opposing sides, in battle
9-10	Save against one random trait of Fish or Mammal Evolution
11-12	1 wounded monk

Dungeon Key

1. **Entrance.** Archway. Broken glass and wood. Circular engravings of evolutionary development (from primitive mammals to humans, back to primitive mammals)
2. **Watch Tower**
 - a. **Bottom Floor.** Dead monks with animal (mammal) heads. One body is wearing a *Ring of Shapechange* (That body loses all animal traits when removed)
 - b. **Top Floor.** No walls. Intricate golden chains hang from the ceiling. *Nyagu* (Fish head) is trying to calm himself down here. He was injured by Amelia and killed the monks in 3a. Amelia and Nyagu are in a stalemate. He stole the *Hammer of Ondra* from 2b and carries it visibly. Wants to get the Liquid Gold from the Ancestor Shrine, to repair the 3rd bell and revert mammal evolution
3. **Garden.** Beautifully tended little trees and flower beds. Pond with little fish. Fish have subtle human traits (like fingers, eyes or drowned from lack of gills)
4. **Ancestor Shrine.** Underground. Piles of dead Sarcoterians Stone floor and walls serve as sealed graves, where bodies are pushed into. One grave contains no body, but floating, *Liquid Gold* (worth 600 gp). *Amelia* (goat head) is prostrating in prayer. Destroyed the third bell. She was injured by Nyagu
5. **Main Hall.** Lavish golden chains, bells, statues with human features and paintings. Tired elder monk *Mirano* (almost complete ape transformation) collects and mourns the dead bodies here. Has difficulties responding from his sorrow
6. **Training Hall.** Constantly lit, magical fireplace. Quarterstaffs line the walls. Rythmic booming from Dorians punches in the courtyard is audible. Among the quarterstaffs is one *Fiery Quarterstaff*
7. **Training Courtyard.** Ground covered by springy sand, that reverberates and springs from movements. *Dorian* (Moose antlers, gorilla arms) has been training here for five days in a row (no break), ignoring the killings. His punches make the entire sand spring up
8. **Pagoda.** Eldest monk Phom'Dren meditated until she turned into a giant tree, that grew upward through the entire pagoda
 - a. **Bottom Floor.** Decorated with chains, bells and vases. Tree trunk growing through roof
 - b. **Middle Floor.** 2d4 *Sarcoterians* are currently gnawing at the tree, trying to fell it
 - c. **Top Floor.** Cushionings for meditation. Meditating for 1h applies a random Plant Evolution effect
9. **Study.** *Yanis* (tall, alien-like, shiny skin, tentacles, glowing eyes) barricaded himself here. He accidentally evolved forwards and was therefore excommunicated. He used the chaos to return and barricade himself here. He



wants to end all the practices here and is in the process of stacking all the books in the study, to burn them and thinking loudly about how to escape afterwards and how to deal with the surviving monks

10. **Shrine.** Pillars, pillows, mostly empty. Simple and refined. 3 *Sarcoterians* and 3 *Mammalians* are currently fighting here. One Mammalian is wearing a *Porcupine leather armor*, one of the Sarcoterians is wielding a *Shark Jaw Sword*
11. **Inner Garden.** 2d4 bulbous, colorful fruits, ready for harvest, the fruits have random effects (d4: (1) temporary random Plant evolution for 1d4 hours (2) as healing potion (3) strengthening (4) as speed potion)
12. **Kitchen.** Dirty, stinks. *Ladle of the Plague* (not cleaned for 100 years) lies here.
13. **Dormitories.** Simple rooms with floor beds. Entrance has been trapped. 4 *Sarcoterians* claim to have taken two *hostages*. Terms for release: (1) Amelia must die as revenge (2) Sarcoterian and Mammalian teachings must be regarded as equal (3) Dorian and Nyagu must leave (they fear the former, the latter is too radical). They will call on everyone who approaches, before they trigger the trap and try to negotiate, warning them not to get too close. The hostages are elder monks *Malfan* (gorilla body, very old) and *Hakim* (Whale shark face with large mouth), who are not real hostages, but act like hostages, to force negotiations, as they are liked by most and tired of the bloodshed
14. **Bell Tower**
 - a. **Bottom Floor.** Little chest containing *106 gp* on a table
 - b. **Top Floor.** No walls. Intricate golden chains hang from the ceiling. Three large bells. If rung, using the Hammer of Ondra: (1st) reverts all fish evolution traits (2nd, if rung three times) Wakes up eldest monk Phom'Dren as a giant, living, walking tree (3rd) Reverts all mammal evolution traits, currently destroyed