



## The Sisters' Abbey

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*The Sisters' Abbey is a Dungeon Architect supplement. When your players decide to travel down a path you did not expect, or they finish the main adventure with time left to play, you can use one of these maps to provide a reprieve while you create something more substantial for them to explore so that the fun does not end too soon.*

*Please keep in mind that a Dungeon Architect supplement provides a theme and a location but only suggestions for the types of creatures and rewards that may exist. You, the game master, must change these to suit the strength of your players' characters and adapt them to whichever fantasy role-playing system you are playing.*

### **Game Master Notes**

The adventure contains information for both the game master and the players.

Information written in **bold and italics** should be read out loud to the players. This information is usually descriptive text that outlines things the characters can observe.

Information written in *italics* should be read out loud to the players but only after a specific event. These events could be a sprung trap, a conversation with an NPC, or text found on scrolls. The game master should review this carefully and present it when appropriate.

### **Map Key**

Unless otherwise stated, each square on the map is 5 feet x 5 feet.

### ***The Sisters' Abbey***

Decades ago, a local king had a church constructed along a trading route that connected a river town, which traded with the kingdom proper, with a few highland communities. For years clerics who honored a good-aligned deity lived at the church. Services and rituals were held on the holy ground to for marriages, burials, births, and harvests. Eventually, the kingdom was pulled into skirmishes with orcs and ogres, forcing the king to withdraw his military and abandon the region. Trade with the river town trickled and stopped. Soon after, the clerics migrated away, leaving the church and holy grounds behind.

The church remained unused for decades as trade between the river-town and highland communities dwindled. The building fell into disrepair and became the transient lair of the occasional monster or thief. Recently, a band of five women moved back to the church. By this time, the area had been defiled and no longer considered holy ground. With the help of some brave men, they cleared out the building and made some general repairs. The women would not perform religious services at the structure, for they are not clerics, but they offered healing and respite to those in need.

The building became known as the Sisters' Abbey. The women who live here farm the fields behind the structure, cultivate herbs and plants, and concoct healing ointments and poultices to help with fevers, ailments, and diseases. People travel from the river town and highlands when they are in need, and none are turned away.



### ***Sister Hanstin***

Sister Hanstin is the matriarch of the abbey. She is a human woman in her mid-fifties with grayish-blond hair. She has blue eyes and is very pretty by conventional standards. She is the daughter of the current king and departed the castle to do good work in the world. As a child, she had heard stories about the church and the people of the river town and highlands that the monarchy abandoned, and she wanted to do something to make right the injustice. Sister Hanstin is good-hearted, kind, honest, and very compassionate. She is skilled at binding wounds, in alchemy, and is fluent in several languages. She does not talk about her heritage, and no one knows she is royalty.

### ***Sister Mungere***

Sister Mungere is the oldest human woman at the abbey. She is in her late seventies and has short white hair and wrinkled, leathery skin. She is just under five feet tall and weighs no more than ninety pounds. Although she looks frail, she is stern and disciplined. She says what she thinks, even if it might offend someone, and never smiles or laughs. Most of her time is spent cleaning, sweeping, and tidying the rooms. If someone asks her a question, she will provide her best, honest answer in as few words as possible. Even with her abrasive attitude, Sister Mungere is dedicated to helping those in need. She is an excellent cook and prepares many of the meals.

### ***Sister Ranara***

Sister Ranara is a young human woman in her early twenties. She has long brown hair, hazel eyes, and delicate features. She enjoys singing and laughing and always seems to annoy Sister Mungere. Ranara loves the outdoors and spends almost the entire day tending to the garden. She tries to tell silly jokes, though they often make no sense, and she enjoys riddles and puzzles. Ranara is learning the art of binding wounds from Sister Hanstin. She was born in the river town and came to the abbey soon after it was rebuilt.

### ***Sister Madaryn***

Sister Madaryn is a young human woman in her late twenties. She was an orphan in one of the highland communities and came to the abbey to find a home. Madaryn is unable to speak, though she smiles often. She

has long black hair that hangs down to the middle of her back and wears a band of colorful flowers around her forehead. Sister Madaryn loves working in the garden and is very close with Sister Ranara. She is highly intelligent and is quite adept at math.

### ***Sister Amberlee***

Sister Amberlee is a young human woman in her late twenties. She has long, bright red hair and green eyes. Her voice is beautiful, but she does not sing in public. Sometimes, people can hear her singing while she is cleaning or tending to the garden, but she will stop when people draw near. Sister Amberlee is shy. She speaks several languages but never converses with anyone except the other sisters.

### ***Arriving at the Abbey***

***You have come upon a single-story building of stone and wood. The roof is fifteen feet from the ground, made from thatch, and peaked. Some thatching is wearing thin, a few joists are rotten, and the stonework is crumbling in a few places. Ten small windows with shutters are visible along the outer walls, and a pair of heavy wooden doors block the entrance. Farming fields, bushes, and trees stretch out behind the building.***

The abbey needs some repairs. The stonework needs some fixing, and the roof needs mending. Vegetables, grains, and other crops grow in the surrounding fields. The produce is quite abundant.

### ***The Quests***

When the characters arrive at the abbey, Sister Hanstin will greet them at the door. She will ask if the characters need any healing. The sisters can provide healing and cure non-magical diseases and ailments using alchemic poultices and will provide such services without fee.

If the characters are friendly, Sister Hanstin will ask them to help her with a problem. Monstrous, evil-natured hounds are trampling their garden, and one attacked Sister Amberlee one morning, and she barely escaped. Sister Hanstin will ask the characters to slay the animals. She cannot offer much as a reward but will promise future healing in exchange for the service.



Once the dogs are dead, she will ask the characters for one more favor. The abbey needs some repairs to the stonework and roof. The sisters have some materials and tools but need strong laborers to do the work. The effort will take four days. If the characters agree, Sister Hanstin will allow them to sleep in the abbey, and Sister Mungere will prepare the characters sufficient meals.

The sisters do not have much money, but Sister Hanstin does have influence with her father, the king. If the characters help with both the monstrous dogs and the repairs, she will send word of their assistance to her father. This may open up some role-playing elements and additional adventures.

### **Room 1**

***You have entered a temple area. Three wooden tables with stools stand before a stone altar that rests against the northern wall. A cabinet stands against the western wall, while shelves hang along the eastern wall.***

This room is the main entrance chamber for the abbey. The altar is no longer sanctified, but the sisters did not wish to remove it from the structure. They decorate it with colorful flowers and handmade ornaments. The tables and chairs are for communal meals. Travelers and those in need are always welcome in the abbey. The cabinet contains plates and utensils. The room has two windows that overlook the southern road. They can be closed and barred from the inside.

### **Room 2**

***This narrow room is a communal bathroom that has a seat with a bucket, a shelf with towels and bars of soap, and a bathing tub.***

One of the sisters empties the bucket a short distance from the abbey. When a bath is needed, the water is heated in the fireplace (room 7) and brought here to fill the tub. The room has two windows. One window overlooks the western hills, while the other has a view of the southern road. They can be closed and barred from the inside.

### **Room 3**

***This room is reserved for those who need a place to sleep. The room contains a wooden bed, a candle, a candleholder, a shelf, and a footlocker. The door does not lock but can be barred from the inside.***

This bedroom is currently unused. The bed is neatly made. The footlocker is empty. The shelf contains a tinderbox and 5 wax candles.

### **Room 4**

***This room is reserved for those who need a place to sleep. The room contains a bed, a candle, a clay candleholder, a shelf, and a footlocker. The door does not lock but can be barred from the inside.***

An elven traveler named Rhunaris occupies this bedroom. Rhunaris is a young male elf with blond hair and blue eyes. He is handsome and charismatic. He likes to sing and plays a lyre that he carries with him. He has been staying at the abbey for a few days as he claims to be down on his luck and destitute. Rhunaris is a criminal and swindler. He is hiding at the abbey and plans to rob the place before moving on. If the characters have anything of value, Rhunaris will attempt to steal it and then leave. The room contains 4 wax candles, a tinderbox, and Rhunaris's gear and treasure.

### **Room 5**

***This room is reserved for those who need a place to sleep. The room contains a wooden bed, a candle, a clay candleholder, a small shelf, and a footlocker. The door does not lock but can be barred from the inside.***

This bedroom is currently unused. The bed is neatly made. The footlocker is empty. The shelf contains a tinderbox and 7 wax candles.

### **Room 6**

***This room is a storage area that contains a few kegs, crates, and leather sacks.***

The door to this room has no lock. Vegetables, grains, eggs, milk, and other items are stored here. The room contains enough food for many people for many months if rationed.



## **Room 7**

***This room contains a fireplace used for cooking, a large iron pot, several candlestick holders, a small table, a stool, a cabinet, and a barrel of water.***

Sister Mungere is usually here cooking meals for the sisters and visitors staying at the abbey. She does not like to be disturbed and, if she is cooking, she will shoo people away with a broom. The cabinet holds a variety of pots, pans, plates, bowls, and utensils. The room has a window that overlooks the southern fields. It can be closed and barred from the inside.

## **Room 8**

***Three wooden cots and a cabinet stand in this room.***

When people arrive who are very sick and need special attention, they are allowed to sleep in this room to be closer to the sisters. The cabinet holds healing supplies, herbal remedies, and poultices that help with ailments and diseases. The room has a window that overlooks the southern fields. It can be closed and barred from the inside.

## **Room 9**

***This bedroom contains three wooden beds and footlockers. A cabinet stands against the eastern wall.***

This room is the shared sleeping quarters for Sisters Ranara, Madaryn, and Amberlee. The footlockers contain each woman's personal belongings and clothes. The cabinet holds additional clothes, a tinderbox, 17 wax candles, and a candlestick holder. The room has a window that overlooks the southern fields. It can be closed and barred from the inside.

## **Room 10**

***The door opens into a private study that contains a bookshelf, a wooden table cluttered with glass bottles and small firepots, a shelf with an assortment of bags and pouches, and an iron brazier filled with coal.***

This room is where the sisters use alchemy to create healing ointments and poultices. The iron brazier, when burning, provides adequate light to fill the chamber. The

bookcase contains books and scrolls with recipes and instructions. The bags contain components necessary to make the concoctions. Even with the general information, a character would still need the alchemy skill to use the contents of the room. The room has a window that overlooks the western hills. It can be closed and barred from the inside.

## **Room 11**

***This bedroom contains two wooden beds and two footlockers. A cabinet stands along the southern wall.***

Sister Hanstin and Sister Mungere share this room. The footlockers contain the women's items and clothes. The cabinet holds more attire, 11 wax candles, and a tinderbox. A candleholder rests on the dresser. Sister Hanstin keeps the abbey's money in a box beneath her bed. The box is locked but not trapped. There is not much money in it. Her footlocker contains some correspondence letters between her and her father. If the characters read them, they will know she is royalty. The room has two windows. One window overlooks the western hills, while the other has a view of the northern fields. They can be closed and barred from the inside.