



Playground Adventures!

A Friend in Need

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

by Jenny Jarzabski

A Friend in Need

Credits

Author: Jenny Jarzabski

Contributing Author and Editor: BJ Hensley

Developer: Stephen Rowe

Cover and Interior Artist: Jacob Blackmon

Cartographer: Travis Hanson

Layout Design: Daniel Marshall

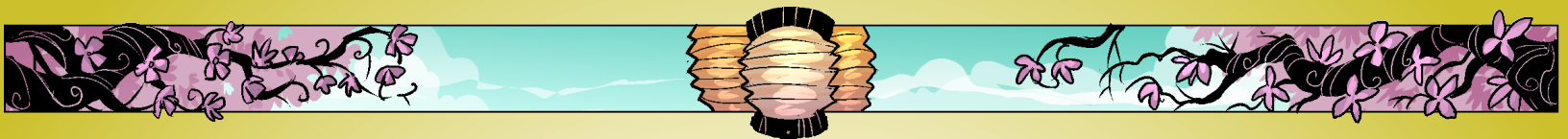
Contents

Adventure Background	2	Monastery Basement	10
Adventure Summary	2	Conclusion	20
Introduction	2	Continuing the Adventure	20
Kneeling Wind Monastery	3	Open Game License	22

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.





Adventure Background

The Kneeling Wind monastery lies hidden in a thick bamboo forest, nestled high in the foothills of the Jade Mountains. The Monks of Kneeling Wind designed their grounds as a tranquil tribute to the elements, complete with moon-viewing tower, koi pond, and rock garden. They used this visible part of the monastery as a place to study, meditate, and practice their healing arts on local villagers.

The clever monks crafted a secret underground level of orderly tunnels and rooms to house their order. These subterranean halls provided living quarters, training areas, and served as a refuge in times of war. Unfortunately, the defenses proved insufficient when evil soldiers invaded their sanctuary. The pacifists within the monastery bought time for innocents to escape, but refused to take the invader's lives. The lingering spirits of the last Kneeling Wind Monks still haunt this home, unable to rest while their ways remain forgotten.

Abandoned for more than a century, the monastery's secluded location kept it empty for decades. However, twenty years ago the ruins caught the eye of the crystal dragon Azhuryx. The expecting mother settled in the underground part of the monastery to care for her offspring, and in those hidden halls she laid a single egg.

When her egg hatched, Azhuryx crafted sentinels to protect her precious wyrmling while she flew far afield to find food and new items for her hoard. For two decades Azhuryx and her son Kurisutaru lived together in the monastery, but two years ago, Azhuryx left for a routine outing and never returned.

Warned by his mother not to leave the lair's safety, Kurisutaru waited obediently, exiting only to hunt local livestock. However, Kurisutaru grew bored with the soulbound doll, animated objects, and haunts within the lair, which made poor playmates for a young dragon.

One day as Kurisutaru flew over the bamboo forest he saw a child folding colored paper into fantastic shapes—birds, frogs, flowers, and even dragons! He watched as the child spoke a word and launched her paper creations into the air to flutter and dive in the breeze.

At last, lonely Kurisutaru had found a friend! Overjoyed, he swooped down and gently scooped up the girl. She screamed despite his attempts to console her, and he believed her fear similar to the alarm he recalled from his first flight.

The child, an 11-year-old magical prodigy named Azumi, panicked when the dragon caught her. She didn't

understand the dragon's good intentions and sent an animated origami crane to bring help! Three days later the crane finds the PCs as they travel through the bamboo forest

Adventure Summary

The PCs receive Azumi's message and follow her origami crane back to the monastery. There, they confront guardians left behind by the dragon Azhuryx to protect and entertain her son. PCs also contend with the haunts lingering in the monastery, intent on testing Kneeling Wind apprentices and ensuring a legacy. They must solve puzzles and find clues to reach the dragon's horde. The wyrmling and girl may surprise the PCs, who find the pair have already settled their differences. However, they must still negotiate a solution pleasing to both parties to truly solve the matter. By rescuing Azumi and befriendng Kurisutaru, the PCs gain powerful lifelong allies.

Introduction

Sunbeams dance through the maze of towering bamboo stalks in this dense green forest. Birds chirp and swoop through the leafy canopy high above and small animals scurry around the edges of the path. A bright yellow creature darts through the bamboo, but as it dives low over the path, it seems too big to be a bird or butterfly. The brilliant yellow flier flits closer and lands gracefully on a leaf. A paper crane, folded expertly out of yellow rice paper, pauses as if to watch and think.

Scribbled letters peek out from one wing. The crane must be some sort of note!

The PCs are in the middle of a bamboo forest at the edge of the Jade Mountains. The animated origami crane waits for someone to approach it. If no PCs try to touch or call to the crane, it flutters over to land on a shoulder, nudging gently with its marked wing. The note reads as follows:


Dear Friends,

My name is Azumi. I've been kidnapped in the forest by a DRAGON and I need help! I'm trapped in an old monastery in the Jade Mountains. Follow my crane. I'll tell you more when you get closer. Please hurry!

Knowledge (local) or (geography)

With a DC 15 check, the PCs realize that the nearest village is over a mile away.





As soon as the PCs read the note, the crane zooms down the path, stopping for a moment to allow the party to catch up. The crane first leads the group two miles down an easy forest path. At this point, the path narrows and begins climbing a rocky hill into the Jade Mountains.

The abandoned Kneeling Wind Monastery rests high in the foothills of the Jade Mountains. Creatures without wings must climb the sloping hills, out of the bamboo forest, and ascend a quarter mile through meandering mountain paths to reach the monastery.

Hazard

PCs who traveling up the steep slopes must succeed on a DC 15 Fortitude save or become fatigued. Stopping to rest for an hour acclimates the PCs to the altitude and removes the fatigue effect. A successful DC 15 Survival check alerts PCs to this danger as they begin their climb.

Development

In two hours (three if they stop to rest) PCs reach the monastery.

A. Kneeling Wind Monastery

The mountain path leading up to the Kneeling Wind Monastery widens into a large clearing. An intricate, spiral-patterned rock garden (area A1) remains in nearly pristine condition even a century after the monastery's last habitation. Bamboo and bonsai trees, now unkempt and shaggy, grow among the rocks. Wide stone steps lead up to four stone archways. One of four heavy wooden doors stands ajar, providing entry past the 15-foot high stone walls that surround the monastery.

Inside the courtyard (area A2), a huge stone statue of a fu dog, a mythical guardian beast that appears to be a dog with leonine traits (see area A4) crouching on a swirling cloud greets any who enter. Hard-packed dirt covers the ground here. A large koi pond dominates the courtyard, and stone stairs lead up to a 40-foot tall red-roofed tower (area A3).

A stone bridge crosses the pond to connect the two parts of the courtyard. On the far side of the pond, two more stone arches sport closed wooden doors leading to a 20-foot tall stone building (area A4).

A secret trapdoor (area A4) opens to reveal a staircase leading down to the basement (area B) and more stone steps lead directly from the front doors to a terrace overlooking

Animate Origami

School transmutation; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a sheet of origami paper)

Range personal

Effect one Diminutive origami creation

Duration see text

Saving Throw none; **Spell Resistance** no

You fold a Diminutive origami creation, imbuing it with mobility and a semblance of life. The animated object gains a fly speed of 30 feet with average maneuverability. You assign the creation one simple task, which can take no more than 25 words to describe. The origami creation is incapable of combat, but can perform entertaining tricks, seek out a specific location, or even lead other creatures along a predetermined path. The task cannot last longer than 1 hour per caster level. You can send the origami creation to a specific location, but you must envision the location and have seen it yourself. If you speak a message of no more than 25 words as you fold the paper, the spell inscribes that message on the paper in the language you speak when you cast the spell. You may enclose a Fine item within the paper as you fold it. The origami creation is mindless and performs errands exactly as ordered. When the task is complete or if it is unable to accomplish the request, the animated origami reverts back to an inanimate object.

the north side of the mountains (area A5).

Stone blocks form the main monastery building and surrounding walls (hardness 8, 90 hp, break DC 35, Climb DC 25) with heavy wooden doors set into arches (hardness 5, 20 hp, break DC 25). The red-tiled roof features elegantly sloping eaves.

Knowledge (history)

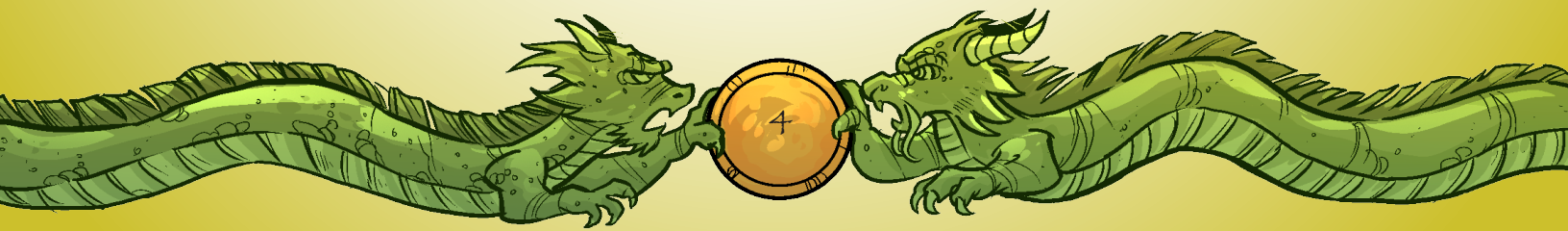
With a DC 15 check (DC 20 Knowledge [local]), a PC recalls the Kneeling Wind Monastery was originally built over 500 years ago by a pacifist order of monks who dedicated their lives to the pursuit of knowledge and





跪
在
地
上
的
風
金
融

跪
在
地
上
的
風
金
融



tranquility. Though the monks shunned fighting, in times of war they allowed local villagers to retreat into the safety of the monastery, and kept a small supply of bows and staves to defend these innocents if necessary. Over the centuries the local farmers migrated to larger cities, and fewer apprentices wished to learn the ways of the Kneeling Wind. One hundred years ago, the handful of remaining monks left the monastery to serve as healers in a nearby village.

A1. Rock Garden CR 1

Smooth, multi-colored rocks swirl in an intricate spiral pattern and overgrown bonsai trees sprout from the spaces between them in this large clearing. Directly to the north, broad stone steps lead to four archways set in a 20-foot high stone wall. Four heavy wooden doors stand before the massive stone building with a red-tiled roof peeking out over the walls. One of the doors is ajar, leaving just enough space for someone to squeeze past.

Years ago, Azhuryx recruited several earth elementals to stand as sentinels for her home while she was away. In the two years since her disappearance, most of the elementals burrowed away, no longer bound by the powerful dragon. One small earth elemental still lingers in the rock garden and attacks PCs as they approach.

Creatures

Pebbles and stones from the rock garden tremble as a creature of dirt and stone erupts from the earth.

Small Earth Elemental CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 13 (*Pathfinder Bestiary*)

Fort +4, **Ref** -1, **Will** +3

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Special Attacks earth mastery

STATISTICS

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4, **CMD** 13

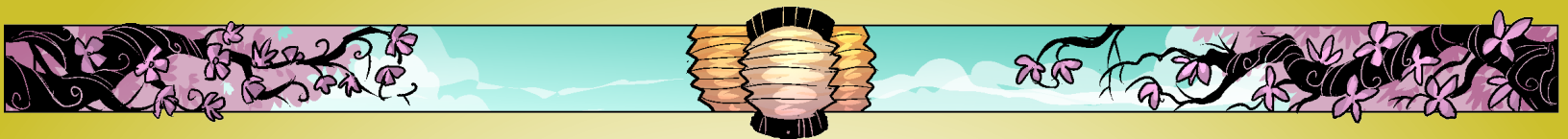
Feats Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.





Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Encounters With Children

Before you begin your first battle encounters you need to settle on a way to manage the death of enemies. Will it be an actual death or something on the lighter side? If your gamers are capable of dealing with slaying the bad guys, that's perfectly fine. However, if they are more sensitive in nature it doesn't hurt to avoid terms like killed or death and replace them with more friendly words such as defeated or unconscious. Instead of having bodies littering the battle field, you could say "The bodies disappear and the creatures return home, leaving only a pile of their belongings on the ground before you". Alternatively, you could offer extra XP for peacefully solved conflicts or rendering the enemy unconscious and delivering them to the proper authorities.

A2. Monastery Courtyard CR 1

A large courtyard of hard-packed dirt lies beyond the wall. A huge stone statue of a fu dog crouching on a swirling cloud stands facing the doors, looking fierce except for the tongue lolling out of its smiling mouth. A lone wisteria tree leans over a massive koi pond, trailing its purple and white flowers across the water's surface. Lily pads grow thick in the blue waters and dragonflies hum lazily in the air. A stone bridge provides a path across the pool. On the east side of the pond, a stairway leads to a tall tower and a stone building with two wooden doors waits to the north.

The monastery's courtyard is currently deserted, as Kurisutaru makes his home in the lower levels. A successful DC 15 Perception or Survival check identifies a single set of child-sized humanoid footprints leading from the monastery's front doors to the stone bridge, and picking up again from the stone bridge to the wisteria tree, where they abruptly stop.

When Kurisutaru and Azumi arrived at the monastery three days ago, the young dragon landed in the courtyard and called for an awakened koi who lives in the pond to deliver the key. He learned about the koi from his mother, and always leaves the key with him for safe keeping when

he flies out to hunt. While Kurisutaru spoke to the koi, Azumi, still fearing the dragon's intentions, hurriedly cast *magic mouth* on the wisteria tree and whispered her message. Read or paraphrase the following if the PCs move within 10 feet of the wisteria tree.

The bark of the tree trunk ripples and twists into the shape of human lips. The wooden mouth opens and a young girl's voice whispers, "It's me, Azumi! He's taking me to the basement. He locked the doors. The key is in the pond, just jump in! Trust me!"

The shallows near the banks of the koi pond are four feet deep, but gradually slope to a depth of 15 feet at the middle of the pond. Read or paraphrase the following if the PCs investigate the pond.

A smooth, pebbled bottom appears to be about four feet deep in the clear water at the edge of the pond, but fades to a darker blue in the middle and disappears. The golden, black, and white scales of dozens of koi fish teeming just below the surface glitter in the sunlight.

PCs of Medium-size or larger can easily stand in the shallows, but must succeed on a DC 10 Swim check to move through the water after wading out a few feet. The dozens of koi fish that swim here are friendly, and move out of the way if a PC jumps or wades in, but lurk nearby to nibble on any offered food. Searching the bottom of the pond reveals nothing but smooth, colorful rocks, and waterlily roots.

Three rounds after a PC enters the pond, an enormous spotted koi swims over and blows a large bubble at them. Read or paraphrase the following when a PC first encounters the enchanted koi.

The koi's lips part and a large bubble pops out, the bubble doesn't burst but forms a pocket of air around your head. Suddenly, you realize you can breathe underwater. The koi's long whiskers trail behind him as he slowly swims over. "Greetings, land-walker," the fish speaks! "I am Shu Lai. A long time ago a most generous monk gave me the gift of intelligence. That made me curious, and I am most curious about you. Who are you? What brings you to my pond?"

If some of the PCs are not yet in the pond, he urges the PC he's speaking to, to tell them the water is fine, assuring that he can blow enough bubbles for everyone. He is polite and genuinely interested in the party, encouraging



them to speak of their journey to the monastery and any past adventures they may have had. He's lived in a small pond for over a century, and it's been a long time since he spoke to a human. If the PCs ask where the key is, Shu Lai reveals that he knows its location and can help them find it, if they first answer a riddle:

Round and round the world I race,
When I am young I hide my face.
A shining sickle in the clouds
As I emerge from birthing shrouds.
As days go by my belly swells,
And to the shore I carry shells.
Soon I wither, but never die
Born every thirty days am I.

Riddles with Littles

For young children, change the first line to "Across the starry sky I race," to give them an additional clue. The answer to the riddle is "the moon." At the GM's discretion, Shu Lai provides extra clues to PCs who are having a difficult time solving the riddle, for instance: "some have seen a man in me" and "I am the brightest light at night." There is no losing here, as many hints as are necessary may be given until the riddle is solved

If PCs ask for Shu Lai's help, he explains that he cannot leave the pond and knows nothing about the monastery's interior. He only knows that the key unlocks any door in the building.

Creatures

A koi awakened 150 years ago by one of the monastery's inhabitants guards the key within the pond.

Enchanted Koi

CR 1

XP 400

Male awakened koi

NG Small magical beast (aquatic)

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 13 (3d10-3)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed swim 40 ft.

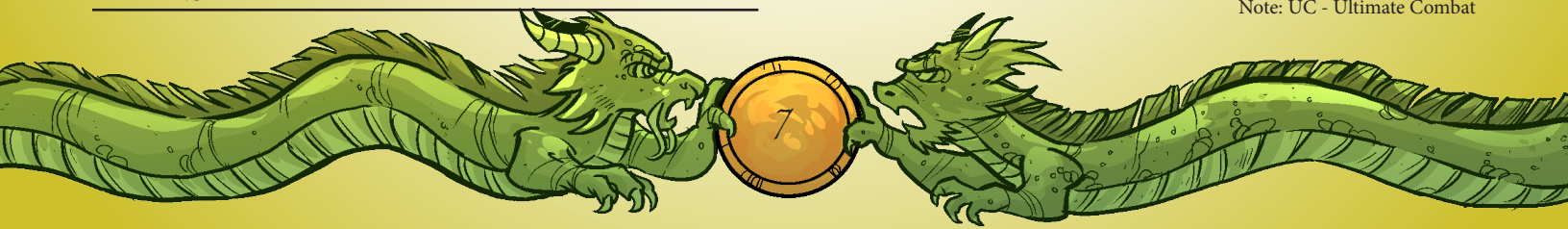
Melee slam +0 (1d4-2)

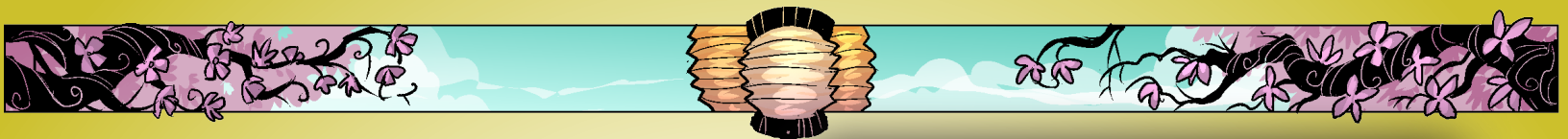
Special Attacks swallow whole (1d4 bludgeoning, AC 11, hp 2)

Spell-Like Abilities (CL 2nd, concentration +1)

At will - *air bubble*^{UC}

Note: UC - Ultimate Combat





TACTICS

Before Combat The enchanted koi uses his air bubble spell-like ability to allow PCs to breathe underwater. He then asks them a riddle and what their intentions are in the monastery. He begins as friendly to the PCs. If the PCs mention that they want to use the key to rescue someone, they gain a +5 bonus to make the koi helpful.

During Combat The enchanted koi is a pacifist like the monk who awakened him a century ago and has no wish to fight. If the PCs attack, the koi attempts to escape.

STATISTICS

Str 6, Dex 12, Con 8, Int 11, Wis 13, Cha 9

Base Atk +2; CMB -1, CMD 10

Feats Skill Focus (Perception, Swim)

Skills Perception +8, Swim +10, Stealth +8)

Languages Common

Development

When the PCs solve the riddle, Shu Lai gives them the key without further negotiations, and thanks them for their company. Before they leave the pond, Shu Lai asks the PCs for a simple favor. He was not born in the monastery pond. Monks caught him in the wild when he was just a fry. He wants to return to the large lake he spawned in many years ago, where he can explore the wider world and have the chance to meet other types of aquatic creatures. He asks the PCs to return one day soon and transport him to that lake, which is miles away on the other side of the Jade Mountains. He thinks he knows how to find the lake, since he used to spend hours in conversation with the monk who awakened him, and learned a bit about dry land geography from him. If PCs agree, he thanks them again, and says he waits patiently for their return.

Treasure

When the PCs successfully answer the riddle, Shu Lai spits out the key that unlocks both the monastery's front doors and the door to the moon-viewing tower.

Story Award

The PCs gain an additional 400 XP for solving Shu Lai's riddle.

Exploring with Small Children

Little gamers don't always know which direction to travel and need a bit more guidance than your average adult player. If you find they are struggling to follow the adventure, or are needing to be redirected from attempting to climb the walls, try offering more precise options. Instead of "You see all of this what do you do?" try encouraging them with assumptive questions such as "Do you approach the doors or would you rather try the stairs first?". You could also offer them guidance in the form of an NPC party member that wanders off in the required direction. Especially their first adventure, it's good for them to have an example to follow. You may feel a bit like you're running a game for yourself but children usually catch on quick and need less aid in no time!

A3. Moon-Viewing Tower

This square turret hugs the stone wall surrounding the monastery and is accessible by a staircase of the same material. A locked wooden door bars entry to the chamber within. Beyond the door, large windows on every wall provide a beautiful view of the bamboo forest below and the rising mountains to the north. A telescope on a wooden stand points toward the south window, where the sky can be clearly seen. A polished wooden desk stands against the north wall. A few woven bamboo mats on the floor provide a place to comfortably sit and enjoy the view.

The heavy wooden door to the moon-viewing tower is locked (Disable Device DC 20). PCs can use the master key found in area A2 to unlock this door.

The chamber at the top of the tower has an eight-foot high ceiling. Large windows set with clear glass begin two feet from the floor and stretch up to the ceiling. The door is the only break in the vista granted by the windows.

The monks of Kneeling Wind Monastery once used this room to enjoy the view of the surrounding lands as well as record star charts and track the movements of the moon and planets. A monk inspired Shu Lai's riddle by describing the moon's beauty from this room. The wooden desk is well-stocked with ink wells, scroll paper, and calligraphy pens. Several scrolls piled neatly on the desk reveal complicated star charts and sketches of various constellations.

The bronze telescope rests on a heavy wooden tripod and requires a DC 20 Strength check to move. The telescope does not fit through the door unless disassembled, requiring a successful DC 25 Disable Device or Knowledge



(engineering) check. PCs may look through the telescope and operate it to zoom in on objects in the surrounding area with a DC 15 Intelligence or Knowledge (engineering) check.

Within the desk's drawers are several useful items that the PCs might discover with a successful DC 15 Perception check.

Treasure

Hidden within the desk's compartments are the following items: compass, *potion of cure light wounds* (3), and a sunrod. In addition, a basic map of the monastery located here reveals the location of the secret doors in areas A4, B2, and B3.

Don't Forget!

When you're playing with new gamers you may have to explain things you wouldn't normally need to. A great many 6 year olds will easily make the connection that cure light wounds means heal. But if you don't think it's clear enough, it doesn't hurt to explain it's a bottle of liquid and add an Alice tag that says drink me for healing. Likewise, the sunrod could have an engraving that says strike for light.

A4. Monastery

CR 2

A narrow room branches into two separate wings, each guarded by three tiny fu dog statuettes, smaller versions of the grand statue found in the courtyard.

The heavy wooden doors are locked (Disable Device DC 20). PCs can use the master key found in area A2 to unlock this door.

The large chamber branches to the left and right of the doors. The ceiling is 20-feet high and the simple decor consists of a trio of fu dog statuettes on either side of the doors. Stone stairs facing the doors ascend 20 feet up to the unlocked trapdoor leading to area A5. A secret trapdoor in the floor of the room's west wing provides access to the basement (area B).

The monks once used this room as a communal work area. They allowed local villagers here when they arrived in need of healing, blessings, and quiet moments of meditation. The monks used the hidden trapdoor in the west wing to move between the public part of their monastery and the private living and storage areas located below.

The map from area A3 shows the secret trapdoor's location and the PCs can easily locate the door with a DC 10 Perception check when using it as a reference. Without the

map, PCs need to make a successful DC 20 Perception check to find the secret door.

When Azhuryx made the abandoned monastery her home, she animated several of the fu dog statuettes as an additional layer of protection for her family and hoard. The fu dogs do not react to the PCs' presence until they try to open the trapdoor leading to the basement.

Creatures

Three animated object fu-dog statuettes leap to life as PCs discover the hidden trapdoor.

Animated Statuettes (3) CR 1/2

XP 200 each

N Tiny construct

Init +2; **Senses** darkvision 60 ft.; **Perception** -5

DEFENSE

AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +2, **Will** -5

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 15 ft.

Melee slam +1 (1d2-2)

TACTICS

During Combat The statuettes attempt to flank PCs and attack.

Morale The statuettes fight until destroyed.

STATISTICS

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

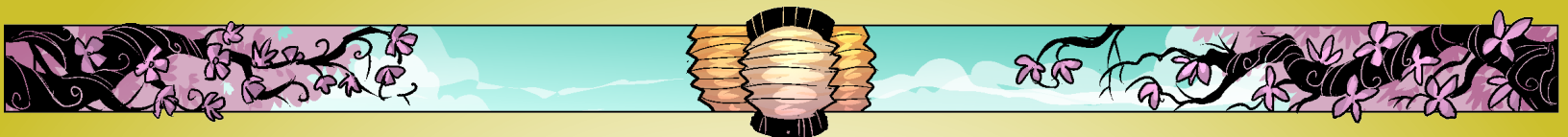
Base Atk +1; **CMB** -3, **CMD** 9

SQ construction points (stone)

Fun Fact!

Candies and small fruits, such as gummy bears and grapes, make great placeholders for monsters! They are the perfect size to occupy squares on a battle map and the victors love to eat them as reward for winning the conflict! We recommend you wait till the battle is over entirely and split the candy equally amongst the party.





A5. Wall-Top Terrace

This bare, windy terrace overlooks the green, rocky slopes of the mountains.

Two fu dog statuettes stand in the corners of this uncovered rooftop terrace. The terrace faces north into the mountains. Despite the otherwise tranquil nature of the monastery, a DC 15 Perception check reveals arrow slits in the lower part of the four-foot wall surrounding the terrace.

Creatures

Traces of the Kneeling Wind monks who lived and died here linger throughout the monastery. While pacifists, the monks realized one could not embrace a life of perfect non-violence in a world with wicked people willing to do harm. They learned to fight, but only to protect others. A haunt, the spiritual residue of a monk who once trained apprentices in the use of the quarterstaff, materializes to test the PC's combat skills.

Weapon Master (haunt)CR 1

XP 400

N persistent haunt (5-ft. radius)

Caster Level 1st

Notice Perception DC 10 (to see the ghostly figure of a man armed with a quarterstaff)

hp 8; **Weakness** magical weapon damage;

Trigger proximity; **Reset** 1 day

EFFECT

The haunt challenges a martially inclined PC to single combat, tossing her a ghost touch quarterstaff with which to fight. The haunt's statistics are as follows.

Weapon MasterCR 1

N Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 deflection, +1 dodge)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +3

Defensive Abilities incorporeal, undead traits

OFFENSE

Speed 20 ft.

Melee +1 ghost touch quarterstaff +4 (1d6+1)

TACTICS

Before Combat The weapon master haunt bows to its opponent.

During Combat The weapon master haunt attacks with its quarterstaff, using Acrobatics to change positions in an effort to confuse its opponent. The haunt deals nonlethal damage to the PC it fights and ceases fighting when an opponent is unconscious or surrenders.

Morale The weapon master haunt battles until reduced to 0 hp, at which point it bows again and fades from existence.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +3, **CMD** 15

Feats Dodge

DESTRUCTION

When a PC successfully defeats the haunt in combat, the haunt is dismissed. The +1 ghost touch quarterstaff disappears when the encounter ends.

B. Monastery Basement

A stone stairway descends 30 feet down to the subterranean part of the monastery. The walls and floors are superior stone masonry (hardness 8, 90 hp, break DC 35) unless otherwise noted and the doors are constructed of heavy wood (hardness 5, 20 hp, break DC 25). The ceilings here are 10 feet high.

Though wall sconces provide a place for torches every 10 feet on either side of the walls, any torches left here by the last monks have long since decayed. It is completely dark in the basement.

A wide hallway leads from area B1 to B2. Some of the tiles in area B2 have numbers etched into them. A piece of chalk left on the floor invites the PCs to solve a Sudoku puzzle. A secret door on the eastern side of B2 leads to B3, a room containing a deep pool (uniformly 20 feet in depth) spanned by a woven rope bridge. The bridge leads to a rectangular area blocked by 12 large stones, each with a number clearly etched on one side. These stones are easily rolled into adjacent squares and rearranged. If PCs place the stones in the correct order, a secret door in the eastern wall opens to reveal a tiny meditation chamber (B4) built of



natural rock. A small shrine carved into the eastern wall of area B4 provides a boon to any who spend time meditating here.

A hall on the western side of B2 leads to what was once the monk's sleeping chambers, areas B5–B7.

Wooden double doors lead from the southern wall of B2 to a short, wide hallway ending in another set of double doors. Area B10, once the monastery's communal dining area, is now occupied by the dragon Kurisutaru's hoard. Smaller wooden doors in the eastern and western corners of B10 lead to the pantry (B9) and well, respectively. The well in B8 is still functional and descends 80 feet to access an underground spring.

B1. Foot of the Stairs

Wooden double doors in the southern wall are the only exit from this bare stone chamber. To the north, the stone steps lead back to the ground floor of the monastery.

A DC 15 Perception check reveals a few fading lines

written on the wall in chalk:

A disciple of the Kneeling Wind must be a master of logic, peace, and perception. If you enter, we shall test all of these skills.

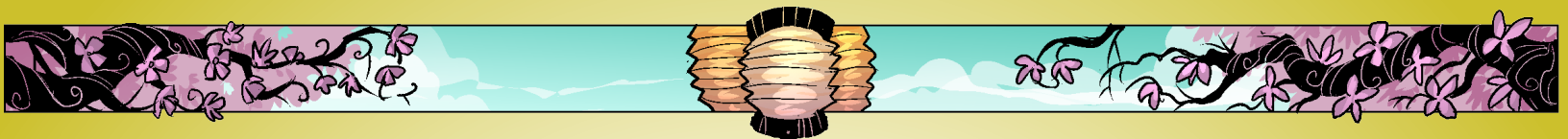
—Master Hachiro.

Master Hachiro wrote this message to would-be members of his monk order several centuries ago at the monastery's founding. The current Master traced these ancient words to renew them every year, insuring they never faded, but no one has taken time to trace the words in a century. Monks who joined the order bypassed the constantly-changing magical puzzles each day when they rose for work and returned to sup and sleep. PCs succeeding on a DC 15 Knowledge (history) check can recall learning this information about the monastery.

Creatures

A shade of Master Hachiro lingers here as a haunt. The haunt manifests after PCs read the writing on the wall, or





when they try to leave the room.

Master Hachiro (haunt) CR 1

XP 400

N persistent haunt (5-ft. radius)

Caster Level 3rd

Notice Perception DC 10 (to see ghostly mist rising from the chalk words)

hp 4; **Trigger** proximity; **Reset** 1 day

EFFECT

The incorporeal form of a wizened man dressed in simple blue robes, his long white hair and beard hanging in braids that reach his waist, manifests in front of the room's only door. He holds two identical objects in his hands, both scrolls tied with a bit of twine. "Greetings, apprentices," he addresses the PCs and bows. "You are here because you passed the test of the body, but now your mind must triumph. Tell me, which is real, and which is an illusion?" The illusory scroll in the haunt's right hand is the result of a minor image and can be identified as such if a PC interacts with it and succeeds a DC 16 Will save. A PC who casts detect magic notes that both scrolls are magical, but a Knowledge (arcana) check identifies the school of the scroll in the haunt's right hand as illusion.

DESTRUCTION

When a PC successfully identifies which scroll is illusory, the haunt smiles and drops the scroll in his left hand. "Remember, apprentice, that looks can be deceiving," he says as he dissipates.

Treasure

The scroll dropped by the haunt is a *scroll of aid* (CL 3rd)

B2. Trial of Logic CR 1

Numbers appear etched into some of the stone tiles of this

Brain Break!

Here or immediately after the Sudoku puzzle may be a good place to take a break, stretch your legs, and get a small snack. While children are likely to play for hours if you allow them, they don't always realize that they sometimes need a "brain break".

large room. Other squares remain blank. A piece of chalk lies just inside the doorway, ready for use. A stone hallway leads out of the room to the west, and the southern wall features sturdy double doors.

The puzzle here once tested those wishing to join the order of the Kneeling Wind and sharpened the minds of the monks who permanently dwelt here.

To complete the puzzle, the PCs must write the correct numbers on the empty squares. If they write a wrong answer on a square, the tile flashes red before vanishing, leaving a square chamber 10 feet deep. Any PC standing on the square must succeed a DC 10 Reflex save or fall into the pit. PCs can hop over a single vanished square with a DC 10 Acrobatics check, but greater distances of missing squares require a higher DC.

Once the PCs solve the puzzle, any missing squares rise up to rejoin the floor, and the PCs may move freely across the room. The puzzle resets in 24 hours.

The PCs can find a secret door in the eastern wall of this room with a DC 10 Perception check if PCs have the map from area A3, or with a successful DC 20 Perception check without the map's aid. The answers to the original puzzle are in red and should not be written on the map.

Development

A tiny origami dragon folded out of blue paper lies abandoned in the hallway between B2 and B3.

Leveling the Puzzle

This simple Sudoku puzzle should be suitable for older children to solve. Make sure to explain the rules of the puzzle: each number 1-6 may be used only once in a row, column, and 6x6 grouping. Allow the players some scratch paper to work out the puzzle before writing the answers on the map. If players are struggling to solve the puzzle, even with hints, read the following out loud:

The squares glow with a dim white light and the numbers seem to squiggle and squirm on the tiles. When the light fades, more numbers have appeared magically on some of the blank squares.

After you read this text, fill in some of the answers to help players along. Alternatively, for young players a simple skip-counting pattern (such as counting by 2s or 4s) could be used instead of Sudoku. The solution to the puzzle is provided below.

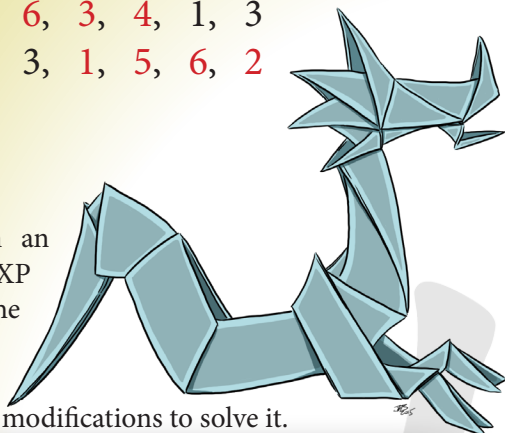


Sudoku Squares:

6, 5, 3, 1, 2, 4
1, 4, 2, 6, 3, 5
3, 1, 4, 2, 5, 6
5, 2, 6, 3, 4, 1
2, 6, 3, 4, 1, 3
4, 3, 1, 5, 6, 2

Story Award

The PCs gain an additional 400 XP when they solve the puzzle, regardless of whether or not they require aid or modifications to solve it.



Junior Trials

For younger players who don't yet know how to count by threes, reduce the numbers to a manageable amount (such as 1 through 10) and ask them to place the stones in numerical order.

B3. Trial of Peace CR 1

A narrow hallway connects to a larger stone chamber. The square stones set into the floor here form a checkered pattern of dark and light stone. A woven rope bridge hangs precariously over a rectangular pool and a silver bell is tied to the far end of the bridge. Beyond the crossing a formation of large, smooth stones each marked with a different number block the eastern wall.

Crossing the rope bridge and solving the puzzle here tested the tranquility of apprentice monks. The pool is 20-feet deep. A successful DC 15 Acrobatics check allows crossing the bridge without falling into the water below. A PC who falls into the water may easily pull herself up onto the pool's ledge, but finds that the water is uncomfortably cold and deep.

PCs crossing the rope bridge may try their hand at solving the rock puzzle. These rocks easily roll into adjacent squares and reposition. Prompt the players to "look for the pattern" in the numbers, or, for players who need a bit of help, to "count by threes." When the PCs arrange the stones in order from 0 to 33, the secret door in the room's eastern

wall opens. Read or paraphrase the following once PCs solve the puzzle.

The walls and floor shake for a moment with a sound like far-off thunder. A section of the eastern wall creaks open, revealing the doorway to a tiny room.

Creatures

The remnants of a monk who drilled apprentices to master balance and dexterity inhabits this area as a haunt. When PCs approach within 5 feet of the rope bridge, the haunt manifests.

Balanced Monk (haunt) CR 1

XP 400

N persistent haunt (5-ft. radius)

Caster Level 1st

Notice Perception DC 10 (to hear the soft ringing bells)

hp 4; Trigger proximity; Reset 1 day

EFFECT

The incorporeal form of a woman clad in blue robes appears on the ledge of the pool next to the bridge. She bows to the PCs and speaks: "One who follows the way of the Kneeling Wind must always find balance. Ring the bell to pass my test, apprentice." The rope bridge begins to shake violently and the DC to cross the bridge increases to 20.

DESTRUCTION

When a PC manages to ring the bell at the end of the bridge, the haunt bows and disappears.

Story Award

The PCs gain an additional 400 XP when they solve the puzzle, regardless of whether or not they require aid or modifications to solve it.

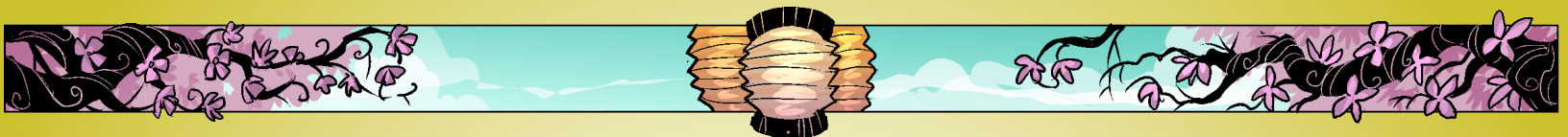
B4. Kneeling Wind Shrine

Though cut stone blocks form the rest of the monastery, this tiny room seems carved from the earth itself. A light breeze blows, even though it is deep underground, and a shrine carved directly into the eastern wall faces the door.

Knowledge (history) or (religion)

With a successful DC 20 check, the PCs identify the





cloud-riding fu dog carved into the shrine as the aspect of the Kneeling Wind; a representation of the order's philosophy.

Development

If a PC spends 5 minutes resting calmly in this room, she receives the effects of the spell *bless* (CL 10th).

B5. Monks' Chambers

Simple wooden cots are the only furniture in this unadorned room. The monks of the Kneeling Wind gave up all earthly possessions when they joined the order, so only items needed for daily life, study, and defense remain. The monks slept here for a sparse few hours each night before rising early to tend to chores, healing duties, and study. Though Kurisutaru rarely enters this part of the monastery, some of the animated objects created by Azhuryx to protect him currently patrol this area and notice the PCs' arrival.

Azhuryx created a soulbound doll to protect and see to her son's needs while she was away with the help of a willing human. Eva was a great-grandmother, and sacrificed herself to ensure that the dragon would protect and guide her descendants. The soulbound doll demands to know if PCs plan to hurt Kurisutaru. If the PCs ask who Kurisutaru is, the doll simply replies, "my friend." A successful DC 15 Diplomacy check convinces the doll that the party is friendly.

Creatures

The soulbound doll once sang a young Kurisutaru to sleep while his mother was away at night, and tries to use its magically calming voice on the PCs before attacking alongside an animated incense burner.

Soulbound Doll CR 2

XP 600
N Tiny construct
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 19 (3d10+3)
Fort +1, **Ref** +3, **Will** +1
DR 2/magic; **Immune** construct traits

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed 20 ft.
Melee dagger +3 (1d2-2/19-20)
Spell-Like Abilities (CL 3rd, concentration +2)
3/day - *light*, *mage hand*, *open/close*, *prestidigitation*
1/day - *deep slumber*, *levitate*

TACTICS

During Combat The soulbound doll uses its *deep slumber* spell-like ability, then attacks PCs with its dagger.
Morale The soulbound doll perceives PCs as a threat to Kurisutaru and fights until reduced to 10 hp or fewer, at which point it surrenders and begs PCs not to hurt Kurisutaru.

STATISTICS

Str 7, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9
Base Atk +3; **CMB** +3, **CMD** 11
Feats Improved Initiative, Toughness
Skills Perception +3, Stealth +13
Languages Common
SQ soul focus

SPECIAL ABILITIES

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

Animated Incense Burner CR 1/2

XP 200
N Tiny construct
Init +2; **Senses** darkvision 60 ft.; Perception -5

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +5 natural, +2 size)
hp 5 (1d10)
Fort +0, **Ref** +2, **Will** -5



Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 15 ft.

Melee slam +1 (1d2-2 plus 1d6 fire)

TACTICS

Before Combat The incense burner sits on the floor near the doorway and appears to be an inanimate object until PCs enter the room.

During Combat The incense burner slams into PCs when the soulbound doll attacks.

Morale The incense burner is a mindless construct and attacks until destroyed.

STATISTICS

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** -3, **CMD** 9

SQ burning

SPECIAL ABILITIES

Burning (Ex) The incense burner adds 1d6 fire damage to its attacks.

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6-1 plus poison)

TACTICS

Before Combat The centipedes try to sneak up on PCs.

During Combat The centipedes flank a PC and deliver their poison.

Morale These vermin see the party as a potential source of food and will fight to the death for their meal.

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** -1, **CMD** 11 (can't be tripped)

Feats Weapon Finesse

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

B6-7. Monks' Chambers CR 1

These rooms have the same appearance and function as area B5, occupied only by simple wooden cots. A wooden door in the eastern wall of B6 separates the bed chambers. Area B7 is the only room in which the monastery's superior masonry has an apparent flaw. PCs notice a narrow crack in the western wall with a DC 10 Perception check.

Creatures

Two giant centipedes hiding in the wall of B7 attack PCs as they enter.

Giant Centipede (2) CR 1/2

XP 200 each

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

B8. Ancient Well

A large well takes up most of the floor of this room. A rope and pulley system rigged to the well allows anyone to lower wooden buckets, fill them up with water, and bring them back up. The well shaft descends 80 feet into the earth, where it meets an icy natural spring running beneath the monastery basement. The pulley system is still functional and PCs can draw clean water from the well. The well's water is pure and refreshing.

Creatures

The last remnant of the Kneeling Wind monks waits in this room. When PCs approach the well, Master Hachiro appears a final time as a haunt.

Master Hachiro (haunt) CR 1

XP 400

N persistent haunt (5-ft. radius)

Caster Level 1st

Notice Perception DC 10 (to see a ghostly swirl of mist)

hp 4; **Trigger** proximity; **Reset** 1 day



EFFECT

Master Hachiro (from area **B1**) appears and tells the PCs that a part of the techniques and knowledge of the Kneeling Wind can live on if they spread word of the monastery. He expresses his wish for a new order of monks to inhabit the monastery and revive its status as a place of healing and wisdom. As a final request, he asks that PCs put his memory to rest, which can only be accomplished once all the tests are completed. If the PCs have trouble passing any of the tests, Master Hachiro provides guidance and advice on how to overcome the challenge.

DESTRUCTION

This haunt can only be permanently destroyed by passing the tests. Once this haunt is destroyed, all other haunts within the monastery are put to rest.

B9. Pantry

Bundles of dried herbs hang from the ceiling of this small pantry. Shelves carved into stone walls hold containers of dried meats and fruits, pickles, and canned vegetables. A few metal pots and pans hang from hooks, and an iron cauldron rests on what was once a fire pit.

This room served as a pantry and kitchen area for the monks. Some dried meats, fruits, and pickled foods in jars still line the dusty shelves of the pantry. The magically preserved foods here provide the equivalent of 10 days of trail rations.

Creatures

When the PCs first enter area **B10**, Azumi is in the pantry, attempting to squeeze herself under the shelves while playing hide and seek with Kurisutaru. As soon as she hears the PCs talking, she runs back to area **B10**.

Treasure

Four finely made kitchen knives (actually cold iron daggers) protrude from a chopping block on one of the shelves should anyone think to take them.

B10. Kurisutaru's Hoard CR 6

A faded but beautiful mural of fu dogs, snake-like dragons, and birds with fiery orange feathers frolicking through fluffy clouds covers all four walls of this grand hall. Hundreds of items crowd the polished stone floor of this room. Coins, scrolls, goblets, weapons, and other knickknacks form tidy piles in every corner. A magnificent creature with bright blue and purple scales shining like glass sits in the center. The creature's front claws cover its eyes as it rests on its hind legs with glittering wings folded against its back. Its claws still clasped over its eyes, the creature whispers, "One...two...three...four..."

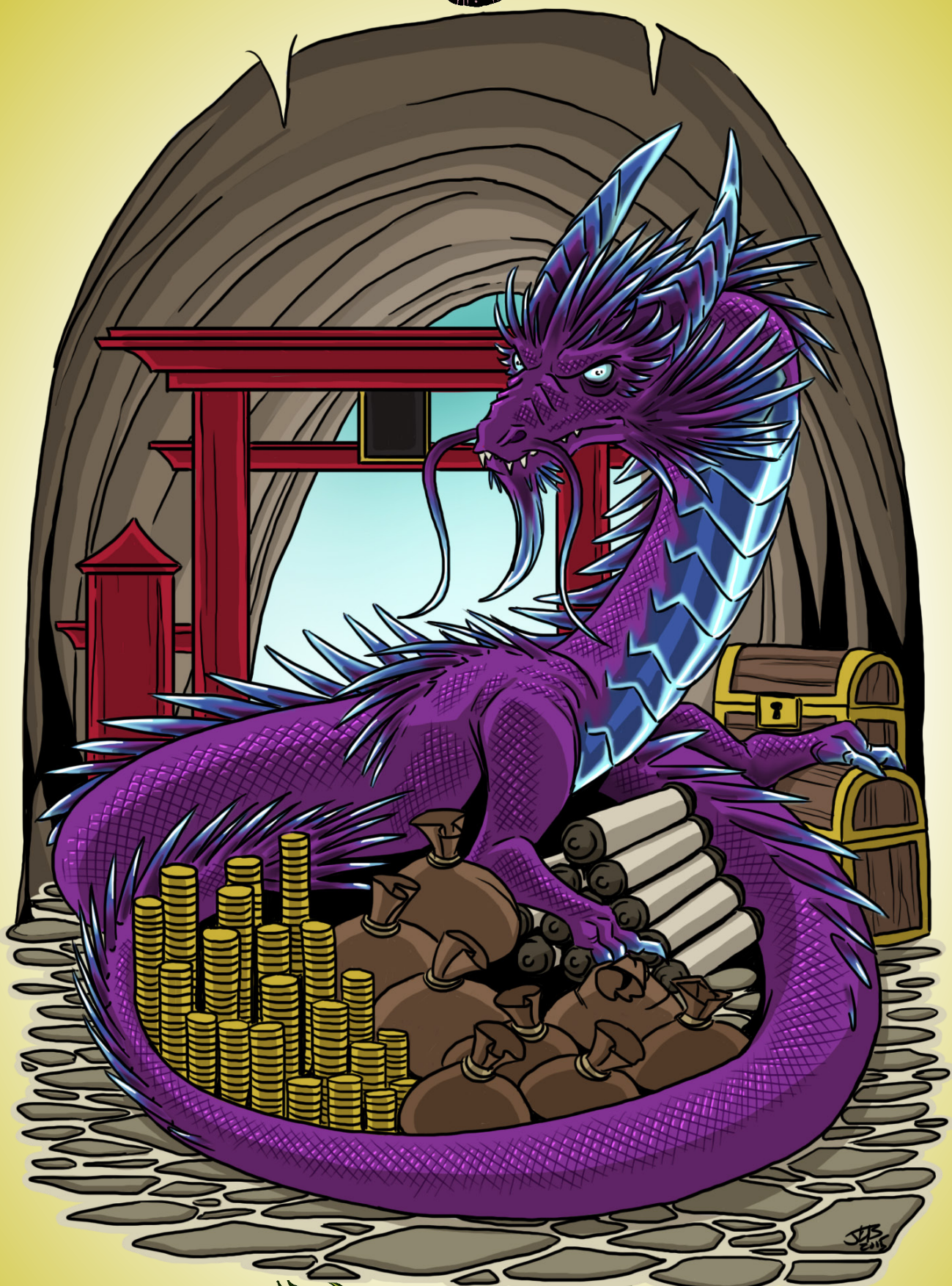
Show players the picture of Kurisutaru after reading the room's description. The ceiling in this grand room is 20-feet high. The monks used this chamber as a dining and living area, and the beautiful paintings that grace the walls were the only excess in their simple, structured lives.

The dragon Azhuryx used this room as her lair. A massive, orderly hoard takes up much of the room now. A DC 15 Appraise or Knowledge (arcana) check reveals that this hoard is much too large for a dragon of Kurisutaru's age. Kurisutaru maintains his mothers' hoard but has only added a few items to it himself, including several origami creations crafted by Azumi in the last three days. Upon noticing the PCs, Kurisutaru snatches one of them up and demands to know why they are there. Read or paraphrase the following when the PCs start explaining their plight to Kurisutaru, or if they call out to Azumi.

"Kuri-chan!" Calls a familiar voice. A human girl skips into the room with a huge grin on her face that quickly turns into a frown. She folds her arms over her chest and sticks out her lower lip. "Kurisutaru!" She scolds. "I told you that people don't like being snatched up by your claws!"

PCs must improve Kurisutaru's attitude towards them to friendly, requiring two successful DC 20 Diplomacy checks, and a third DC 15 Diplomacy check to convince him to let Azumi go. The PCs can gain bonuses to these checks. If they begin to run out of ideas or have difficulty passing the checks, Azumi can make suggestions on how to best convince her new friend. All bonuses to the Diplomacy skill stack. The PCs may retest failed checks, but only after





gaining a new bonus.

- PCs who put the haunts to rest at long last gain a +4 bonus to the checks.
- PCs who befriend Shu Lai (awakened koi) or Eva (soulbound doll) gain a +4 bonus to the check.
- PCs may gain a +2 bonus to these checks by telling Kurisutaru a story (DC 15 Bluff, Diplomacy, or Knowledge) or entertaining him (DC 15 Acrobatics or Perform). This bonus can be gained multiple times.
- Playing a game of hide and seek with Kurisutaru provides a +2 bonus to these checks. Kurisutaru begins as the seeker, and the PCs must find a hiding place while he counts for 3 rounds. PCs then attempt a Stealth check against Kurisutaru's Perception score. When it is the PCs' turn to be it, Kurisutaru has 3 rounds to attempt a rather clumsy Stealth check against the PCs' Perception score.

Creatures

Kurisutaru, a young primal crystal dragon, is "it" and is counting to ten while Azumi, a female human wizard, searches for a hiding place in an adjacent room. Azumi returns when she hears the PCs' voices.

Player vs. Character

Out of character most players should immediately recognize that this creature is a dragon. This is a great teachable moment for young players. Explain that just because they know it is a dragon does not mean their characters know. Their characters may have only heard stories of dragons and do not really know what they look like. A successful DC 10 Knowledge (arcana) Check identifies this creature as a young dragon. Scoring a 16 or higher on this check identifies the dragon as a young primal crystal dragon, a type of dragon that is usually good-natured.

Azumi

CR 2

XP 600

Young female human wizard 3

NG Small humanoid (human)

Init +6; Senses Perception -1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 17 (3d6+6)

Fort +3, Ref +4, Will +3

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4-1/19-20)

Special Attacks telekinetic fist (7/day)

Wizard Spells Prepared (CL 3rd, concentration +6)

2nd — *invisibility*, *spider climb*

1st — *ear-piercing scream*^{UM} (DC 14), *feather fall*,
vanish^{APG}

0 - *dancing lights*, *light*, *mage hand*, *mending*

APG - Advanced Player's Guide
UM - Ultimate Magic

TACTICS

During Combat If threatened, Azumi casts *invisibility* on herself and flees.

Motivation Azumi isn't afraid of Kurisutaru anymore, and the two have become fast friends in the last several days. The excitement of meeting a real live dragon is starting to wear off, though, and Azumi wants to go home. She misses her family and knows they must worry about her. While she wants to continue her friendship with Kurisutaru, and plans to visit, Azumi doesn't want to live in the monastery.

Personality Azumi is a curious and intelligent child. She loves to explore and learn new things but is a bit shy. Though she is profoundly gifted she isn't at all bossy or vain, and is sensitive to others' feelings. Still, she's not above using her magic to cheat in a game between friends.

Spellbook Azumi is willing to trade spells with arcane casters in the party. Azumi has the following spells in her spellbook: 1st — *animate rope*, *burning hands*, *ear-piercing scream*, *erase*, *feather fall*, *jump*, *mage armor*, *magic missile*, *vanish*; 2nd — *air step*, *animate origami*, *fiery shuriken*, *glitterdust*, *invisibility*, *magic mouth*, *spider climb*.

STATISTICS

Str 8, Dex 17, Con 12, Int 17, Wis 6, Cha 13

Base Atk +1; CMB +0, CMD 12

Feats Craft Wondrous Item, Improved Initiative, Prodigy (Craft [calligraphy] and Craft [origami]), Scribe Scroll

Skills Acrobatics +4, Appraise +3, Bluff +1, Craft (calligraphy) +8, Craft (origami) +9, Diplomacy



+1, Escape Artist +2, Fly +6, Knowledge (arcana) +9, Knowledge (nature) +9, Ride +4, Spellcraft +9, Stealth +6

Languages Common, Draconic

Combat Gear *potion of cure moderate wounds, scroll of gentle breeze, scroll of hideous laughter, scroll of mage armor, wand of magic missile* (30 charges);

Other Gear dagger, amulet (bonded item), *cloak of resistance* +1, *origami riding crane*, black ink, ink pen, rice paper (10 sheets), spellbook

Kurisutaru

CR 6

XP 2,400

CG Medium dragon (earth)

Init +2; **Senses** dragon senses, tremorsense 30 ft.; Perception +11

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 66 (7d12+21)

Fort +10, **Ref** +9, **Will** +6

Immune paralysis, sleep, sonic

OFFENSE

Speed 60 ft., burrow 30 ft., climb 30 ft., fly 150 ft. (average)

Melee bite +10 (1d8+4), 2 claws +10 (1d6+3), 2 wings +5 (1d4+1)

Special Attacks breath weapon (30-ft. cone, 6d4 sonic, DC 16)

Spell-Like Abilities (CL 4th, concentration +8)
At will - *color spray* (DC 15)

TACTICS

During Combat If the PCs attack Kurisutaru, he flaps his wings and flies 10 feet up until his head brushes the ceiling, saying, "I'm not coming back down 'til you play fair!" Kurisutaru's crystalline scales should easily deflect any projectiles, and the dragon patiently waits for the PCs to calm down before landing.

Motivation Kurisutaru is lonely and bored after two years of waiting for his missing mother to return. He desperately wants to find Azhuryx but has no idea where she is now, and fears the worst. Allow PCs a DC 15 Sense Motive check to determine that Kurisutaru carries a sadness with him behind his playful manner. Kurisutaru kidnapped Azumi, not realizing that the

Draconic Friendship Bracelet

PRICE
900 gp

SLOT Wrist

CL 9th

WEIGHT —

Aura moderate divination



A clear chunk of quartz carved into the delicate likeness of a dragon dangles from a silver chain. The miniature dragon sparkles and casts tiny prismatic beams even in dim light. Crafted

by the crystal dragon Azhuryx to communicate with her child, once per week the item creates a sending to a dragon when the wearer speaks the dragon's true name. The contacted dragon can respond immediately as per the spell. Creatures who wear the draconic friendship bracelet gain a +2 circumstance bonus on Charisma-based checks made to influence dragons.

CONSTRUCTION REQUIREMENTS

COST 450 gp

Craft Wondrous Item, creator must be a dragon, *sending*

experience would frighten the poor girl. In the three days since then the two have become friends, though the dragon still does not really understand that what he did was not the right way to make new allies. He doesn't want to take Azumi back to her village and end their playdate, but can realize she must miss her family the way he misses his mother.

Personality Kurisutaru is playful and fun-loving. As a child of sorts himself, he lacks the emotional maturity to realize that his actions could scare or even hurt others. He gets anxious if PCs move any items of his hoard.

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +10, **CMD** 22 (26 vs. trip)

Feats Deceitful, Great Fortitude, Lightning Reflexes, Power Attack

Skills Bluff +16, Climb +21, Disguise +6, Fly +12, Intimidate +14, Knowledge (dungeoneering) +11, Perception +11, Stealth +12

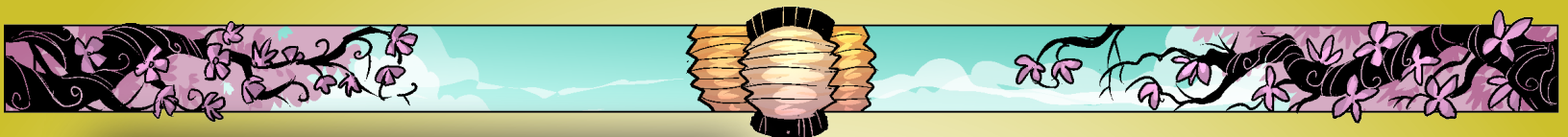
Languages Draconic, Undercommon

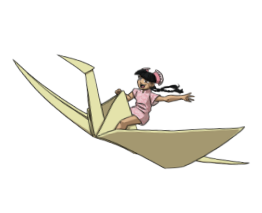
SQ razor sharp

SPECIAL ABILITIES

Razor Sharp (Sp) All of a crystal dragon's natural attacks deal slashing damage.





Origami Riding Crane		PRICE 450 gp
SLOT —	CL 12 th	WEIGHT —
Aura strong conjuration		
		
What appears to be a tiny origami crane transforms into a paper creature of the same shape capable of flying at a speed of 60 ft. with good maneuverability. It can comfortably carry two		
Medium characters and their gear. The <i>origami riding crane</i> lasts for 1 day and is usable once.		
CONSTRUCTION REQUIREMENTS		COST 225 gp
Craft Wondrous Item, <i>major creation</i>		

join Azumi's family for a tasty dinner of dumplings and cookies once they land.

Continuing the Adventure

The adventure does not have to end with returning Azumi to her family, and could be the beginning of an entire campaign! There is still the mystery of Azhuryx disappearance to investigate, now with the aid of Azumi and Kurisutaru. Or the PCs might wish to return the awakened koi Shu Lai to the pool he spawned from. Additionally, the party could continue the legacy of the Kneeling Wind by seeking out other monk orders or even founding their own.

The End

Treasure

Kurisutaru gives the party his *draconic friendship bracelet*, advising them to use it to call him if they ever need help or just want to play.

Story Award

The PCs gain an additional 600 XP if they help work out a solution for Azumi and Kurisutaru.

Conclusion

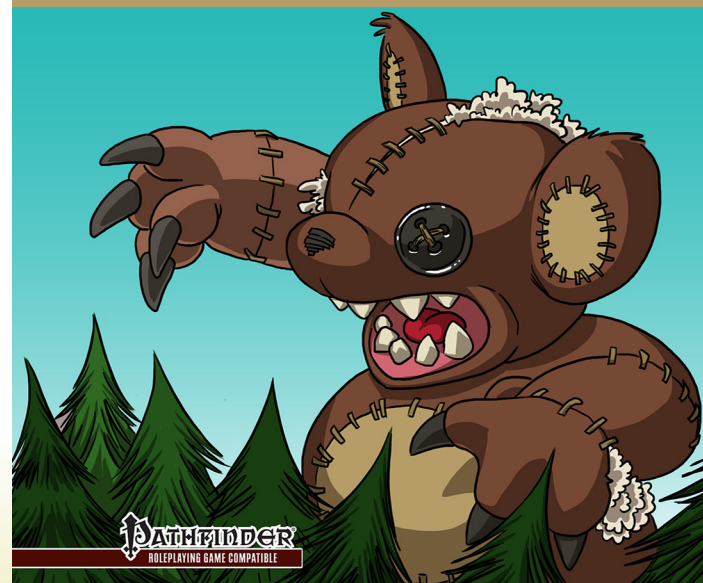
PCs can help Kurisutaru and Azumi reach an agreement about what to do next. Kurisutaru agrees to immediately fly Azumi back to her village so she can let her family know she's safe. He doesn't have enough room on his back or in his claws for everyone, but Azumi has another idea.

Azumi excitedly beckons the PCs to follow her. When they reach the courtyard, she retrieves a tiny origami crane from her pack and places it on the ground in front of the PCs. The young wizard speaks a command and the tiny crane transforms into a much larger version of itself that can comfortably seat two Medium characters. She has enough *origami riding cranes* to transport all of the PCs down the mountain. Azumi's wizard tutor recently helped her create these magical flying cranes, each useable only once. She explains that the cranes can navigate themselves in the mountain winds, and teaches PCs the commands needed to take off, turn, speed up, slow down, and land. The *origami riding cranes* are her gift to the PCs for "rescuing" her.

As the PCs prepare to fly down the mountainside on their cranes, Azumi clambers onto Kurisutaru's back and shouts, "last one there's a rotten egg!" PCs are welcome to



Visit us at
www.playgroundadventures.net
for more family friendly adventures!



Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Valles.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

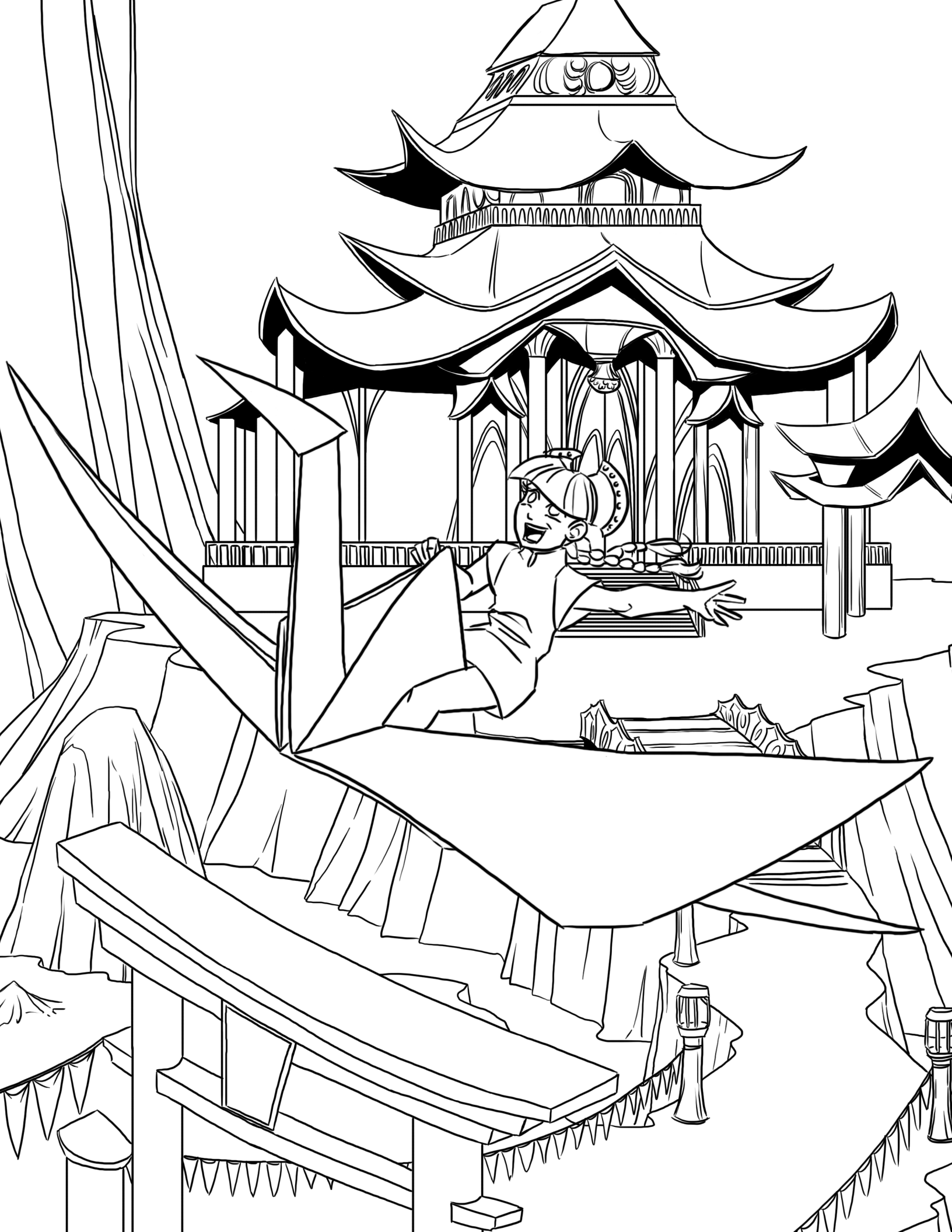
Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

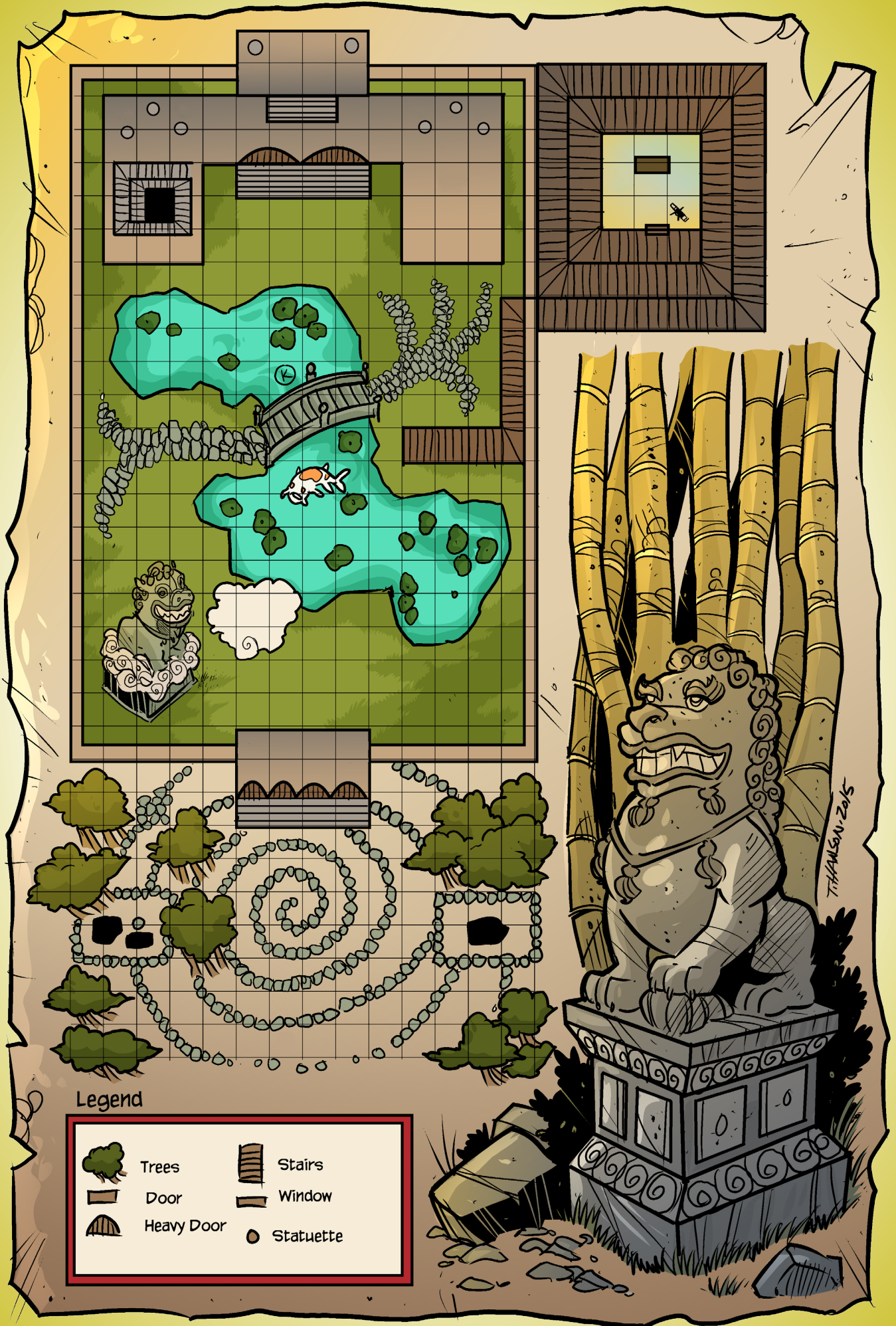
Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

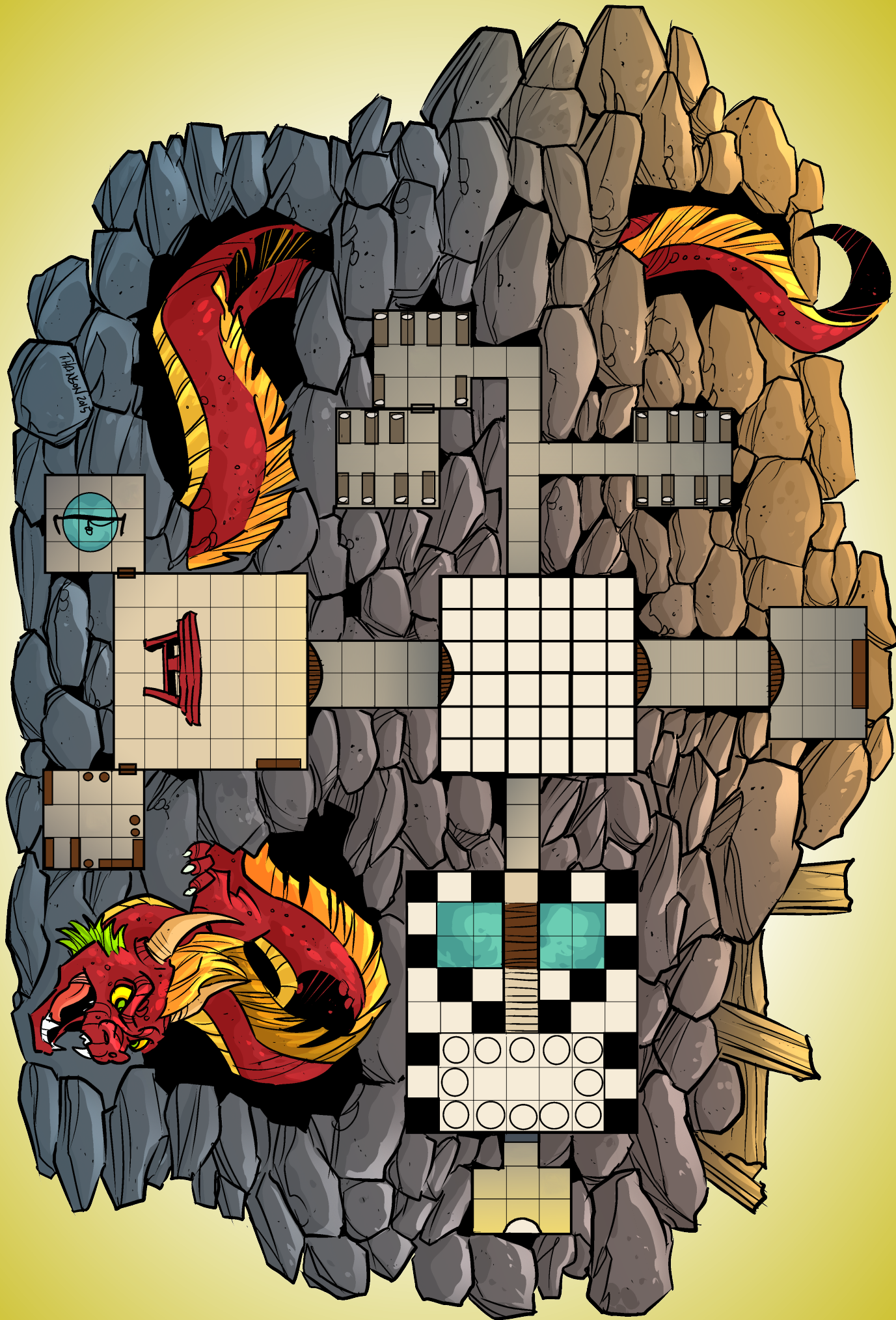
The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Friend in Need, © 2015, Playground Adventures; Author Jenny Jarzabski, BJ Hensley









Origami anyone?

Kurisutaru is an orphaned crystal dragon! When his mother disappears, he finds himself all alone in an abandoned monastery. After years spent with only constructs for company, he leaves to find a true forever friend and playmate. When he stumbles upon Azumi, he naively kidnaps the young magical prodigy with a gift for origami. The dragon scares the girl half to death, but she does her best to reach out to would-be rescuers! Can the PCs follow a trail of clues to save both Azumi and Kurisutaru from the dragon's loneliness?

A ***Friend in Need*** is a stand-alone mini-adventure for the ***Pathfinder Roleplaying Game*** and 1st level characters. Recommended for ages six and up this module includes adventure content as well as advice for gaming with children. Players can expect to be close to 2nd level by the adventure's conclusion.

