



Playground Adventures

A Friend in Need

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

by Jenny Jarzabski



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 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 Kurisutaru 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 befriending 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!

