



# OA 2 - The Monastery of the Dragon Sons

## Introduction

One of the Player Characters is ordered by his family to visit a family member who has not contacted his house for several years. He became a member of the Sons of the Dragon, a monastic order specialising in a martial art emphasising dragon-like moves and dragon-inspired weapons. However, once the party arrives at the monastery (situated in the Province of the Red-Gloved Daimyo) they find out, that Wing Lang (the relative) has disappeared 4 years ago on a quest into the great crater nearby. The monks seem to be extremely reluctant to talk about this matter and more than willing to see the PCs off. Many of them seem ill or have physical handicaps.

## The True Story

While it is true that Wing Lang went to the crater, it is a lie that he never returned. He came back after a month, completely mad and trying to set the monastery on fire. He was severely wounded in the ensuing fight and driven back to the crater where he sunk into the water. The monks were extremely embarrassed by their deed and vowed to never talk about it.

A year later however, their former companion returned - as a ghost (actually a mist reaper from CC2). He started stalking them, causing fear and terror by attacking. However he never killed at once but inflicted one wound per night and returned the next full moon. He also used his new skills to cause terrible accidents and paranoia.

Today the monks are little more than sleepless lunatics who do their very best to keep their shame secret from the world. However, as the PCs are attacked by the ghost, they realise that they must solve the mystery of their friend's relative.

## The Even Truer Story

One fact that even the monks do not know is the reason why Wing Lang went mad. The brave monk was steadily and poisoned by Asao Wu because he humiliated him during the visit of the grand mystic of red orders. Asao wanted to get his revenge and used his herbal knowledge to induce madness into Wing. When Wing entered the crater to study the pieces of the meteor lying in the middle he went completely mad and lived in the wilds for a bit before attacking the monastery. Only by burying Wings body together with the poisons antidote can the mist reaper be defated for all times.

## General Event Outline

PCs will arrive very late and have to rest in (or nearby) the monastery, even though monks try to be very unfriendly. They will see how the mist reaper enters the room of the abbot and attacks him. It will attack all who try to hinder him. Its attacks will take place in physical form, thus it will reform after a few days if slain. The PCs will have to find out a way to put it to rest permanently.

The Events and their connections are outlined in the chart at the end of the adventure.

## Initial Attack



The initial attack is already described above. This scene is basically a fight. To create tension, use the following elements:

- Describe a night with full moon. Later fog starts to build. Mention how this is very unusual for this time of the year. The fog will become so dense that there is an 25% increase in concealment for every 15 feet of range.
- There will be screams in the abbots room as soon as the reaper manifests. It looks like the original Wing Lang but has an insane facial expression and many wounds on its body. It wields a dragon staff with great skill. If attacked or talked to it will charge the newcomers. However it will not kill anybody, more intent on scaring them and using psycho-terror. It will retreat if after a while unless slain. The slain reaper will reform on the next full moon.

### **Next Attack**

If the reaper was not slain it will come back every night now with the intention to scare away the PCs. It will attack them, spook them by passing through walls and chasing isolated ones (maybe one of them was on his way to the bathroom in the middle of the night...). It will try to avoid killing them however.

### **Any Monk**

Talking to any monk or servant other than the ones with a special entry will reveal the "true story" after a bit of digging. They all feel terrible and would love to have the curse removed, however, they feel too much shame to really tell anybody. A good approach to make them talk is by appealing either to their sense of lawfulness (no lying), their duty towards Wing (to give him eternal rest), or by stressing how this will improve their situation. The diplomacy DC will depend on the kind of arguments used. Maybe several monks will have to be asked to get the full story.

### **The Shepherd**

Ari will be eager to help the PCs, since she wants to get rid of the curse. However, she will be intimidated by any nobles, samurai etc., preferring to talk to one of her own race, or anybody low on the social ladder. She might even seek out those and invite them to the dining hall to have some tea and talk.

Ari knows nothing about the event, but can tell the PCs that there was a holy man about 1 year ago, who tried to banish the ghost. Chadra Singh, a mystic from the east, got a vision from a spirit that said that the ghost could only be put to rest in one way. Its words were: "To put Wing to eternal rest, he has to get that which will heal his ills!"

Also, Ari knows that the reaper has often tried to enter the Gardeners cell, yet it was always repelled by the old man in some way (actually by a flask of the original poison, which will scare off the ghost as it created him in the first place so to speak). Yet, it has tried several times over the years, seeming to search something there.

Singh, however, was killed when he confronted the mist reaper and flung healing spells at it.

Ari will easily befriend anybody she is talking to, due to her open, almost naive nature. She might very well become a long-term contact.

### **The Gardener**

Wu will be very unfriendly and hostile, accusing the PCs to be spies for the Daimyo, especially if one of them is a samurai. He will not answer any question unless threatened and then he will



try to mislead the PCs without lying outright. He will go to the abbot immediately to complain and the abbot will not tolerate having any of his monks threatened.

The gardener will not reveal his connection to Wings death, unless the PCs directly confront him with his reasons to hate Lung and accusations of what he did. The more concrete the accusations are the easier is the Sense Motive roll (vs. his Bluff) to confirm the theories (modifiers between -2 to +5).

If asked about what repelled the ghost, he will not say anything, unless ordered by the abbot. he claims not to know why this works. The poison he names induces madness in low doses and paralyzes in heavier ones (knowledge nature DC 15).

### **One Arm**

Chiu is not the most talkative person, almost catatonic and deeply depressed. He will not answer most questions, unless he is asked about how he lost his arm. There he becomes very scared and will rumble on about some underwater cave where evil lurks. The entry is marked by the "headless tree". He becomes so excited and captivated in his memories that he will have to be tied down. The abbot will forbid the PCs to talk to Chiu again.

### **The Crater**

The water in the crater is murky and contains quite a few fiendish squids (covered with slightly glowing outlandish runes and squirting human blood instead of ink) and a Blood Sea Jellyfish. These creatures will attack anyone who stays in the water longer than 3 minutes, simply for the joy of inflicting pain. The middle of the crater contains a huge green stone that does 1d4 damage to anybody touching it, also causing a disease similar to filth fever. It has many small holes that are home to fiendish squids. Thus exploring the crater is difficult unless knowing the spot where the cave is. The "headless tree" is a sapling of a Bitter Tree (CC2) not yet big enough to be dangerous.

### **The Underwater Cave**

The underwater cave was a temple to the Entities of the Realm Beyond. Which was destroyed by Wing Lung on his quest into the crater. Here he succumbed to his madness and returned to the monastery. This is also the place he fled to and where he died. His skeleton still lies among the shattered ruins of the smashed altar (which lies at the bottom of the lake).

PCs actions:

- Touching the skeleton will conjure the mist reaper, unless it has to reform at the moment.
- Destroying the corpse will transfer the curse from the monks to the PCs! Every full moon they will have to battle against the Mist Reaper, unless they atone in some (expensive) way at some temple of the red order. If you are particularly nasty, there will be no way to get rid of this ghost.
- The only way to permanently put the reaper to rest is to bury it (even in this spot) together with the antidote to the poison that drove him insane.

### **The Monks**

The order of the dragon sons focuses on fast movement, jumps, and claw-like weapons. Originally, there were 30 monks and 20 lay members but now only 5 monks and 8 servants are left. Senior members use the dragon staff, an exotic weapon.

### **Xiu Peng:**



Peng is a tall skinny man with a blank face and slow wits. He was an orphan raised by the other monks and while he is an accomplished martial artist, he has to be directed by others, since he can only act on the simplest instructions. Luckily, he recognises his weaknesses and follows the orders of Abbot Xuxu to the letter. However, since he does everything to please his master, sometimes he resorts to evil deeds (which he commits secretly, so the master does not find out). This might even lead him to attack the PCs in secret, if the abbot has begun to dislike them. In a way his personality is that of the Frankenstein monster in the early stages.

Male human Mnk3: CR 3; Size M (5 ft., 5 in. tall); HD 3d8+3; hp 15; Init +3 (+3 Dex); Spd 40 ft.; AC 14 (+3 Dex, +1 Wis); Attack +6 dragon claw (1d4+5), or +5 monk (1d6+3), or +5 ranged; SV Fort +4, Ref +6, Will +4; AL LE; Str 17, Dex 17, Con 12, Int 5, Wis 13, Cha 10.

Skills and feats: Balance +8, Climb +5, Jump +9, Listen +7, Move silently +3; Blind-fight, [Deflect arrows], [Improved unarmed strike], [Stunning fist], Weapon focus (dragon claw), Exotic Weapon (dragon claw).

Equipment: masterwork dragon claw, thunderstones (2)

#### **Abbot Xuxu the Dragon Fist:**

Xuxu was once a master of the unarmed combat but now he is a wreck and has to be supported by Peng wherever he goes (he gets -4 on all rolls involving physical activity). He is plagued by nightmares and jumps at every sound. Half of it is the haunting of the ghost, half is his guilt over the death.

Male human Mnk2/Nob2: CR 3; Size M (6 ft., 5 in. tall); HD 2d8 + 2d8; hp 20; Init +0; Spd 30 ft.; AC 14 (+4 Wis); Attack +3 melee, or +3 monk, or +2 ranged; SV Fort +3, Ref +3, Will +10; AL LN; Str 12, Dex 11, Con 10, Int 12, Wis 18, Cha 13.

Skills and feats: Balance +5, Climb +5, Concentration +4.5, Diplomacy +8, Gather information +3, Handle animal +6, Hide +5, Innuendo +9, Intimidate +5, Knowledge (arcana) +5, Knowledge (nature) +6, Listen +5, Move silently +4, Spot +6, Swim +5; Blind-fight, Combat reflexes, [Deflect arrows], [Improved unarmed strike], Point blank shot, Skill focus (diplomacy), [Stunning fist].

#### **Chief Gardener Asao Wu:**

Wu is unfriendly, hostile, and foul-mouthed. He is an old man who has seen too much evil and conflict and only sees the bad things in others. He is untidy and dirty and tries to avoid others as much as possible. The only person he listens to is the abbot.

When the PCs arrive at the monastery, he will do his best to make their stay as unpleasant as possible, even resorting to minor pranks such as throwing rotten fruit at them out of hiding.

Male human Exp2/Mnk1: CR 2; Size M (5 ft., 8 in. tall); HD 2d6 + 1d8; hp 17; Init +0; Spd 30 ft.; AC 11 (+1 Wis); Attack +1 melee, or +1 monk, or +1 ranged; SV Fort +2, Ref +2, Will +6; AL LE; Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 9.

Skills and feats: Alchemy +3, Appraise +7, Concentration +3.5, Diplomacy +3, Escape artist +4, Handle animal +0, Heal +2, Hide +0, Intuit direction +6, Knowledge (arcana) +4, Knowledge (nature) +6, Knowledge (religion) +4, Listen +6, Move silently +0, Perform +3, Profession(Gardening) +6, Spellcraft +4, Spot +5, Swim +1.5, Wilderness lore +2; Alertness, Blind-fight, [Improved unarmed strike], Quick draw, Skill focus (Gardening), [Stunning fist].

#### **Chiu One-Arm:**

Chui is a cripple with broken spirit and delusions. A year ago he lost his arm in what he claims was "an accident". However, he was attacked when venturing out to the crater to destroy the mist reaper at its source. He was unable to eradicate this source however and was attacked by the reaper, losing his arm. Ever since, he is a broken man, unable to gather his will for even



the most minor chores. The Lawful Guardian brings him food every day, otherwise he would starve himself. However, if represented with a feasible way to put the spirit of his former comrade to rest, he might gather himself enough to help the PCs. Chiu has gained some supernatural abilities (represented as a level of sorcerer) due to intensive meditation.

Male human Sor1/Mnk1: CR 2; Size M (5 ft., 9 in. tall); HD 1d4+1 + 1d8+1; hp 7; Init +4 (+4 Improved initiative); Spd 30 ft.; AC 13 (+3 Wis); Attack -1 melee, or -1 monk, or +0 ranged; SV Fort +3, Ref +2, Will +7; AL LG; Str 8, Dex 11, Con 13, Int 11, Wis 17, Cha 14.

Skills and feats: Alchemy +4, Bluff +4, Escape artist +4, Gather information +3, Hide +2, Knowledge (arcana) +4, Listen +3, Move silently +4, Spellcraft +4, Spot +3, Tumble +4; Exotic Weapon (dragon claw) - this feat cannot be used since the weapon is two-handed, Improved initiative, [Improved unarmed strike], [Stunning fist], [Evasion].

Sorcerer Spells Known (5/4): 0th -- Detect Magic, Detect Poison, Light, Mage Hand. 1st -- Mage Armor, Spider Climb.

### **The Lawful Guardian of the Dragon Shrine:**

This nameless monk has to wear a facemask when in public and is not allowed to talk to others. He has to guard the Dragon Shrine, a place of worship inaccessible to outsiders. The Guardian is the only monk not harassed by the reaper, since he was not present at the time of the evil deed. The Guardian is relatively young, having joined the order only 3 years ago, when he turned 14.

male human Mnk1: CR 1; Size M (5 ft., 8 in. tall); HD 1d8-1; hp 7; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+3 Dex, +1 Wis); Attack +0 melee, or +0 monk, or +3 ranged; SV Fort +1, Ref +5, Will +5; AL LN; Str 11, Dex 17, Con 8, Int 12, Wis 13, Cha 11.

Skills and feats: Alchemy +2, Diplomacy +4, Escape artist +7, Hide +3, Listen +5, Move silently +3, Pick pocket +4, Spot +3, Use rope +5; Improved initiative, [Improved unarmed strike], Iron will, [Stunning fist].

### **Ari, the Korobokuru Shepherd**

Ari is a young korobokuru female in the service of the monastery. She has joined them only recently after fleeing her cruel master and spends little time in the monastery, normally staying with the sheep in the field.

However, she knows that the monks are being attacked by something every night and desperately wants to help them. Of course, nobody she has asked was willing to listen to a korobokuru!

female korobokuru Rog1/Exp3: CR 3; Size M (4 ft., 1 in. tall); HD 1d6+1 + 3d6+3; hp 24; Init +5 (+1 Dex, +4 Improved initiative); Spd 20 ft.; AC 11 (+1 Dex); Attack +1 melee, or +3 ranged; SV Fort +2, Ref +4, Will +2; AL CN; Str 8, Dex 12, Con 12, Int 16, Wis 9, Cha 10.

Skills and feats: Alchemy +9, Appraise +5, Balance +4, Bluff +6, Climb +1, Concentration +3, Craft +5, Diplomacy +5, Disable device +5, Gather information +1, Handle animal +2.5, Heal +1, Hide +5, Intimidate +2, Knowledge (Shadow Plane) +4.5, Knowledge (arcana) +5, Knowledge (nature) +5, Knowledge (religion) +4.5, Listen -1, Move silently +6, Pick pocket +3, Ride +3.5, Scry +5, Speak language +3, Spellcraft +4, Spot -1, Tumble +3.5, Wilderness lore +1; Improved initiative, Point blank shot, Shield proficiency.

## New Items

### **The Dragon Claw**



This two handed exotic weapon has reach. It is a long staff with a claw-like blade on each side. When hitting someone not only does the weapon damage but there is also an automatic check whether the enemy is tripped (in effect a free trip attack that must hit, instead of a simple touch attack). Normal trip attacks are also possible. Monks can use their unarmed attack bonus with this weapon.

Dragon Claw	20 gp	1d4	x2	-	10 lb.	Piercing
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