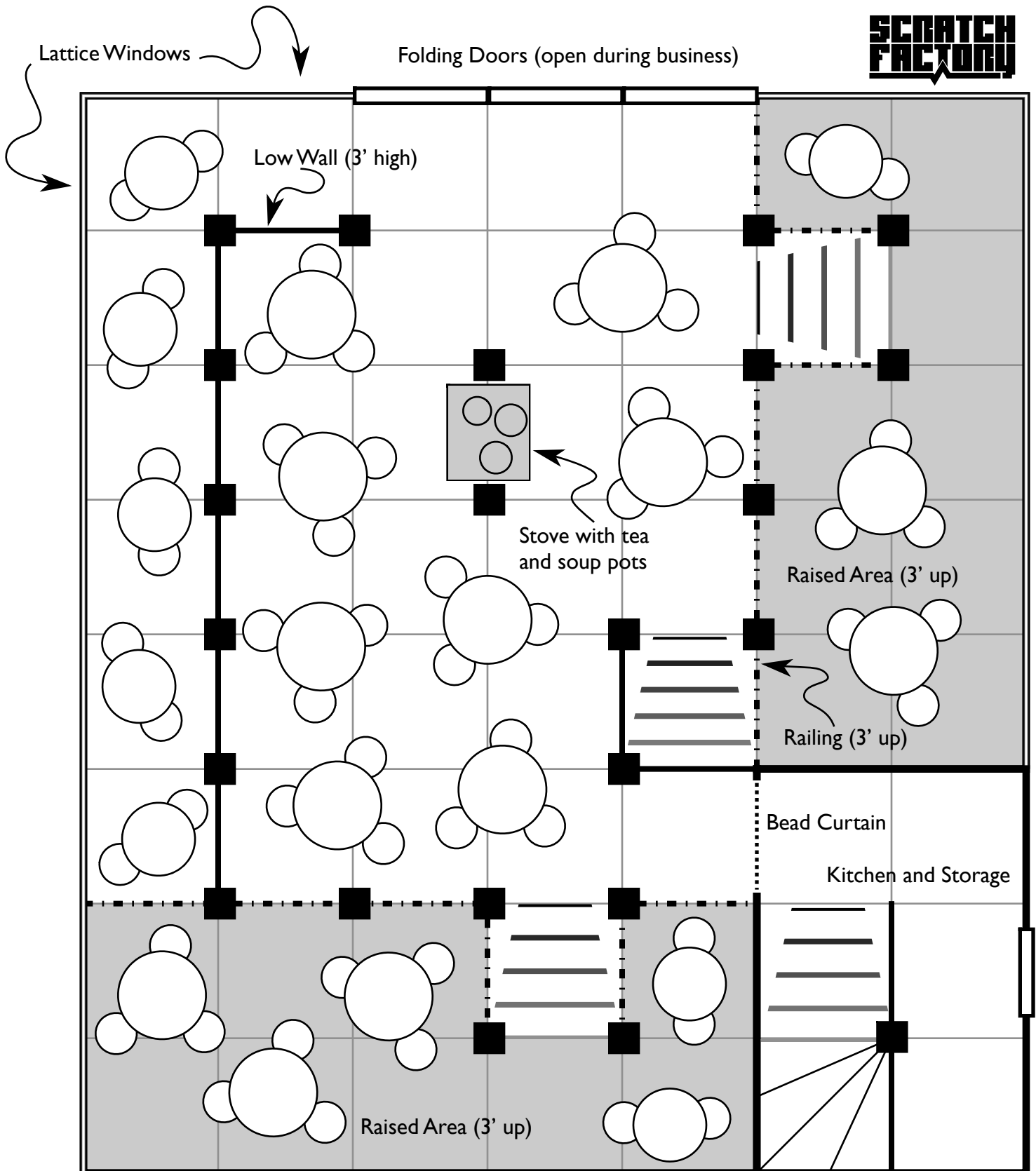


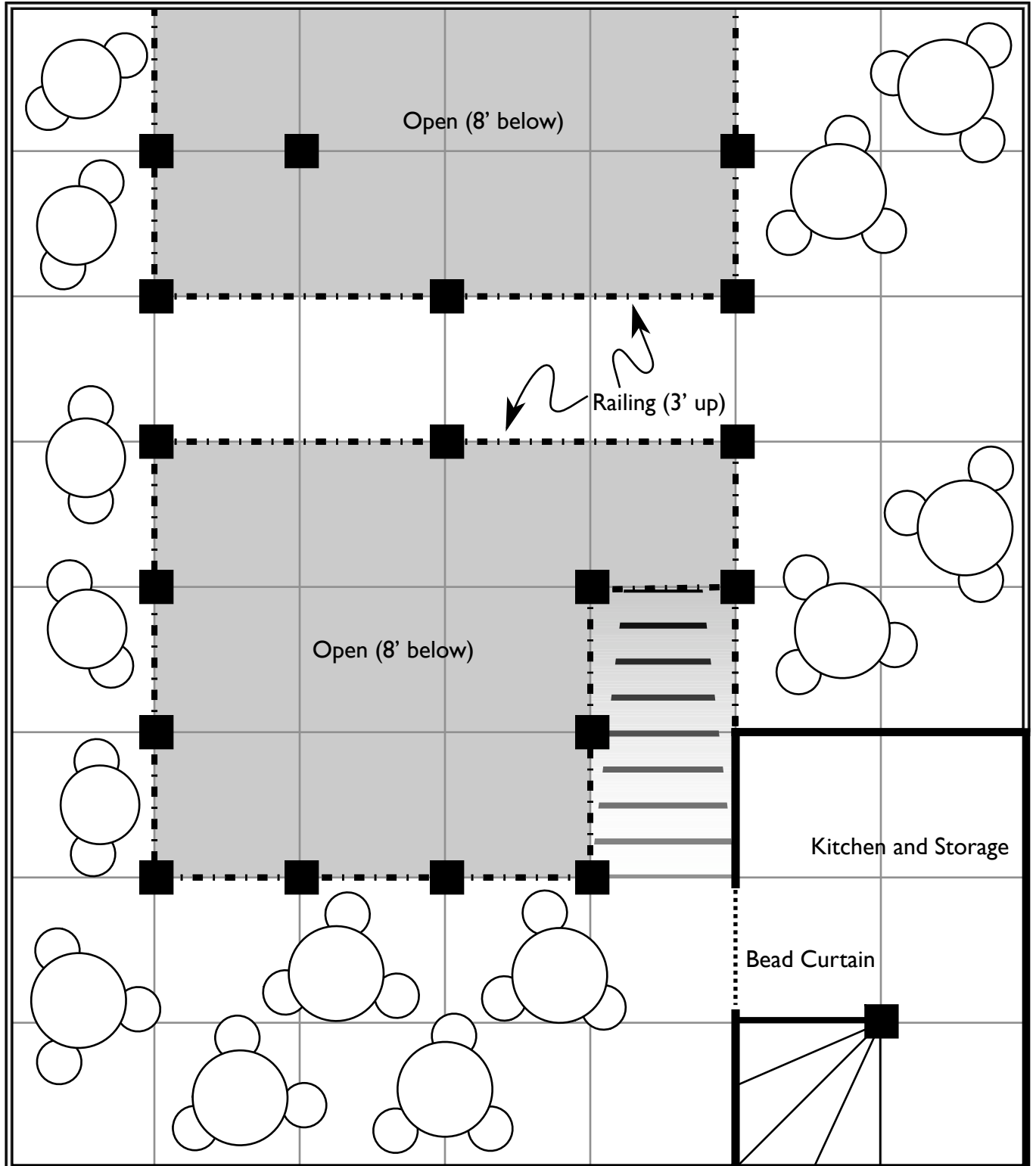
The Green Lotus Teahouse

First Floor



The Green Lotus Teahouse

Second Floor



The Green Lotus Teahouse

The Rule of the Teahouse

The rule of the teahouse is: there is always a fight at the teahouse. And in a fight at a teahouse, pretty much everything in the teahouse gets used and destroyed. Here's a partial list of things to be used and destroyed around the Green Lotus Teahouse.

Each table has a half-dozen teacups, a teapot, three soup bowls and a container of chopsticks. Teacups, soup bowls and teapots are destroyed after their first successful attack.

- A teacup is a Diminutive weapon that is treated as Simple and adds +1 to damage once for any unarmed attack, or can be thrown to deal 1d2-1 damage.
- A soup bowl is a Tiny weapon that is treated as Simple and adds +2 to damage once for any unarmed attack, or can be thrown to deal 1d3-1 damage.
- A teapot is a Small weapon that is treated as Exotic and deals 1d4 damage once. Teapots cannot be thrown.

There are three stools at the large tables and two stools at the small tables.

- A stool is a Medium weapon that is treated as Exotic and deals 1d8 damage. It adds +2 to disarm attempts. A stool has a hardness of 5 and 3 hit points
- A small table is a Large weapon that is treated as Exotic and deals 2d6 damage. It adds +2 to bull rush attempts. A small table has a hardness of 5 and 7 hit points
- A large table is a Huge weapon that is treated as Exotic and deals 4d6 damage. It adds +4 to bull rush attempts and provides cover from anyone in front of you (including the target of a bull rush attempt). A large table has a hardness of 5 and 12 hit points.

All furniture can be thrown, allowing a sort of ranged bull rush attempt at a -2 penalty, but without drawing an attack of opportunity, and if the attempt fails, the attacker does not fall down.

On the stove and in the hands of waiters scattered about are hot kettles. A hot kettle is a Medium weapon that is treated as Exotic and deals 1d4 damage plus 1d3 fire damage. One time only, the contents of a kettle can be hurled as a line effect ten feet long, dealing 1d3 fire damage to all in the area of effect.

The stove contains burning brands that can be treated as Small flaming clubs, dealing 1d3 fire damage in addition to the usual 1d4. The stove can also be kicked over with a DC 12 Strength check, filling the six squares to one side or the other with flames and coals. Anyone in those squares takes 2d6 fire damage (Reflex Save DC 18 for half). These hot elements deal 1d3 fire damage to anyone who passes through an affected square for the next three rounds. Passing through multiple squares deals multiple damage.

Railings can either be jumped with a DC 24 Jump check (because it's impossible to get a twenty-foot run), or simply plowed through with a DC 12 Strength check (causing 1d3 damage to the plower). Bull rushes through railings automatically break the railing and deal the damage to the victim of the bull rush.

