



HOUSE OF PAPER SHADOWS

AN OGRE GATE ADVENTURE



HOUSE OF PAPER SHADOWS

A Wuxia-Horror Adventure for Wandering Heroes of Ogre Gate



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INTRODUCTION

PREFACE

The House of Paper Shadows is one of my favorite organizations in *Wandering Heroes of Ogre Gate*. I introduced them on a whim in an early campaign, for a session around Halloween, with some Leather Shadow Puppets. The reaction of my players to the puppets was the strongest of any monster in the rulebook and to this day they still react when they come across oiled paper walls (which are abundant in Qi Xien). From that encounter, they grew into a powerful network whose influence stretched across the setting. This module is a horror adventure based around the House of Paper Shadows.

The House of Paper Shadows takes inspiration from movies like *A Chinese Ghost Story*, *The Bride From Hell*, *Seeding the Ghost*, *Bloody Parrot*, *Human Lanterns*, *The Enchantress*, and *Hex*, but it also draws on other influences like the body horror of Clive Barker and the gruesome dangers of Chang Cheh's *House of Traps*. I highly recommend viewing these films, as they are filled with what I was aiming for with the House of Paper Shadows.

I didn't want the House of Paper Shadows supplement to be all puppets and subtle horror. This is a module filled with fear, horror, and disgust. It is meant to be lethal with a lot of gore and unnerving parasites. Initially, it may not seem so upon initial exploration. Ideally, the more grotesque aspects of the module are unveiled the deeper the players go.

STARTING THE ADVENTURE

The House of Paper Shadows is an exploration adventure intended for characters Qi rank 4-6. It is a dangerous and lethal scenario, and very likely one or more characters will die during the adventure. How lethal exactly will depend on the reasons the party ventures into the House of Paper Shad-

ows, so it can be tailored to lower Qi rank parties. If they are there to put an end to the Society of Leather Shadows, then they will most certainly face powerful foes and risk death themselves. If they go inside in search of an object or person, they stand a much better chance of survival. If the House of Paper Shadows is merely testing the party, then the adventure will only be an illusion of danger. Therefore, the adventure hook is quite important. Gamemasters are encouraged to devise a hook that fits their campaign best. After the adventure overview, we provide Possible Hooks to begin the adventure, but feel free to create your own.

NOTE: The term House of Paper Shadows may refer to either The Society of Leather Shadows or to the Shadow House that is their headquarters (see Hai'an section of map on page 249 of the **WANDERING HEROES OF OGRE GATE** rulebook). It is the term people outside the organization itself use to describe it.

ADVENTURE OVERVIEW

This is a basic site-based adventure and how it unfolds can vary as players explore. Most likely they come to the House of Paper Shadows either in search of something or to destroy the organization itself. Once there, they will have to survive the horrors within and potentially look for ways to kill the figure behind it all: Feng Yin. There are multiple methods to destroy her, but one of the possibilities involves venturing back in time to solve the mystery of her past via an enchanted paper shadow screen. While it is an unlikely scenario we have included a chapter and map covering this miniature mystery. Other means include finding the Amber Seal of Lady Feng Ritual and sacrificing a member of the Feng clan to imprison Feng Yin for many years, acquiring the Blood Dagger of Bao and using that against her, or using a weapon fashioned from a Cherry Blossom tree.

FENG YIN AND DIRECTOR LONG SHISAN

The Director of the House of Paper Shadows is a man named Long Shisan; however, he is really just a host for the true power behind the organization, Feng Yin. Feng Yin is a master artist and shadow puppeteer who unleashed the House of Paper Shadows upon Qi Xien when she slaughtered the people of her walled village. For information on her see **CHAPTER THREE: RESIDENTS OF THE HOUSE OF PAPER SHADOWS** and view her entry. Understanding her past and personality is crucial to running the adventure successfully.

POSSIBLE HOOKS

Here are some potential hooks for luring the players into the House of Paper Shadows:

The Destruction of the Society of Leather Shadows: The party is drawn to the House of Paper Shadows in order to destroy it. There is a wide array of possibilities here. A powerful person, such as Queen Ai Nu (**WHOG**, 334), could offer titles, wealth and favors for a party willing to perform this task. But more ideally, they are drawn into a conflict with the House of Paper Shadows and go in willingly to settle the grudge. Whatever their reason for going in, this is the deadliest hook and most likely to result in one or more character deaths. If Queen Ai Nu hires them, she likely seeks to eliminate the PCs afterwards, so she cannot be tied to the incident.

The Search for Zuan Yuan: Members of the Silken Robe society will pay a high price to anyone who returns Zuan Yuan safely to their Songbird Villa. He disappeared many months ago after bragging he would seduce the leader of the House of Paper Shadows. They believe he is a prisoner inside. He is easily identified by his silver hair and attractive features. For information on the Silken Robe Society see *Sects of the Martial World: The Silken Robe Society*.

Lured to the House: If any of the player characters have artistic talent or impressive skills that the Society of Leather Shadows can use, then they are potential targets for abduction. The society may try to lure the person there by stealing something of value from them and bringing it back to the House of Paper Shadows (leaving an easy to follow trail).

In Search of a Friend: An ally of the party sends them a message just before going into the House of Paper Shadows to steal Rejuvenating Honey for an ailing family member. The message arrives late, and in it she explains her reasons and asks them to look after her family if she does not return. If the players go to the family, they learn she told them that she went to the city to buy sweets for an upcoming festival and never came back. If they ask around the city, friends can confirm she was planning to go into the House of Paper Shadows. If the party does not go to the House of Paper Shadows to learn more, they may never see her again.

The House of Ulterior Motives: The party is hired by a Yen-Li priest to venture into the House of Paper Shadows and retrieve a book called the Legend of Sunan and Bao. In truth, the House of Paper Shadows has set them up and the Yen-Li priest is one of their agents. They merely want to observe the party's abilities and see if they will one day be worthy of joining the House of Paper Shadows. If they succeed and impress Feng Yin, the house will establish contact with them and bring the party into its information network. This is a light scenario where lethality is very low to non-existent as the House of Paper Shadows is not trying to harm the party but simply test them.

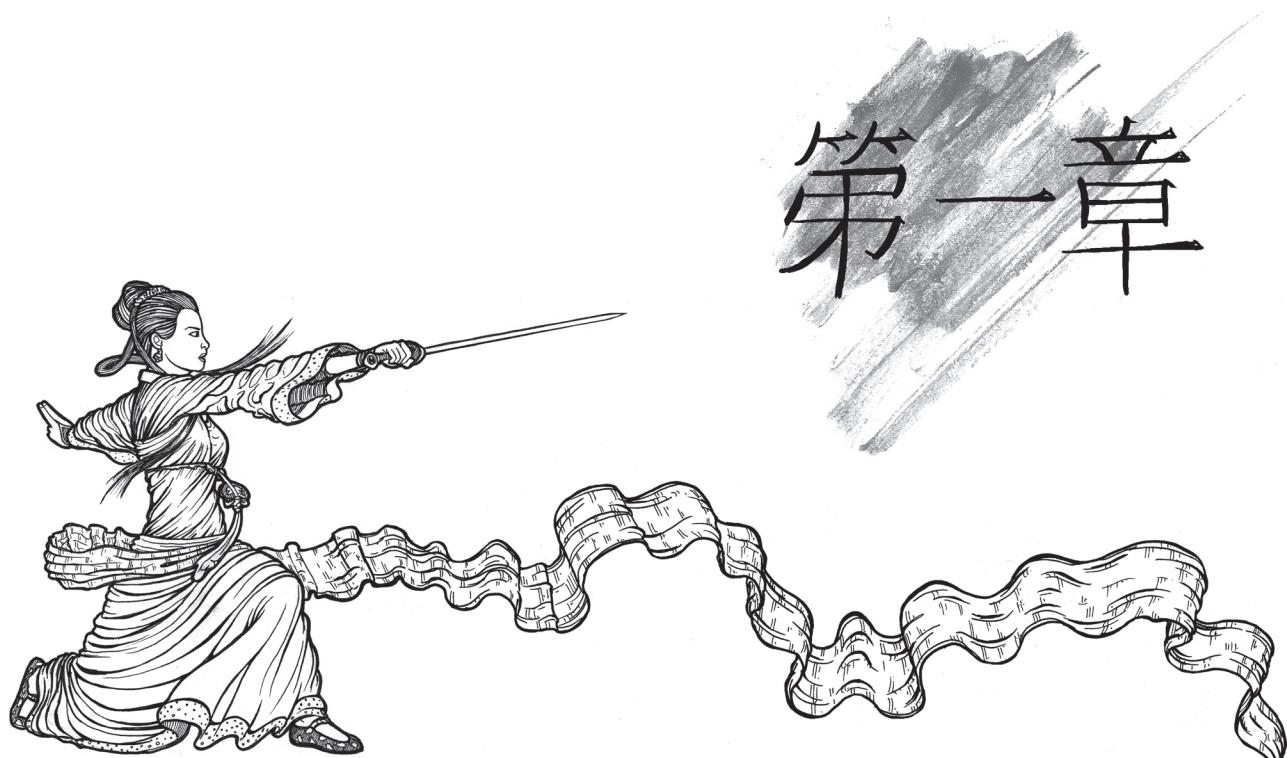
RUNNING THE ADVENTURE

Treat the following description of the House of Paper Shadows as a snapshot, and all the details as moveable parts and living characters. Change and growth are the rule of the house. It adapts and alters over time. Players who venture in and cut their way into the inner halls, may find a very different place if they return the next day.

STATBLOCK ENTRIES AND NPC'S

While complete descriptions and explanations of abilities for major NPCs are found in **CHAPTER THREE**, stat blocks are often repeated in condensed format for convenience at their respective locations. The GM should read their entries in **CHAPTER THREE** before play. Note that Feng Yin's entry is found under Director Long Shisan/Feng Yin.

CHAPTER I



EXPLORING THE HOUSE OF PAPER SHADOWS

F

ew people can bravely enter the House of Paper Shadows, and those who do, often do not return. Exploration of the House of Paper Shadows should be a terrifying experience. Many *Wandering Heroes of Ogre Gate* locales have a horror element to them, but the House of Paper Shadows is a pure horror experience. Intruders will face threat after threat, from paralyzing shadow puppets to mind altering Phoenix Wasps and deadly traps. At

the heart of the complex is Feng Yin, a Wasp Demon, buried deep in the flesh of the house's director, Long Shisan. Her Shadow Agents are nothing more than hosts for her Shadow Wasp drones. The paper walls of the house serve as a surface for the Shadow Puppets to attack, and they are constantly being repaired or changed by Feng Yin's Paper Wasps. Characters venturing into the house stand a good chance of dying, and this should become apparent as they explore.

How you choose to describe details in the house will be important. This is body horror so do not be afraid to describe things in a way that emphasizes that aspect of the module. It does not mean delivering longer descriptions than you are accustomed to. It means focusing in on unusual details, like the suddenly odd expression on Director Shisan's face before it twists and a large wasp escapes through his neck, leaving his dead body behind. If a player becomes a Living Shadow Puppet, feel free to describe the agonizing transformation of their flesh.

This chapter describes the basic structure and defenses of the house, explains how to manage encounters, and includes descriptions of each room.

THE EARTHEN ROUNDHOUSE: A WALLED VILLAGE

The House of Paper Shadows is an earthen round house or circular walled village. These are defensive structures that can house an entire clan and provide living quarters for all inside. The outer chambers form a multistoried ring. Within the roundhouse are inner rings as well and a central shrine. In the case of the House of Paper Shadows its inner rings are waxy cells filled with amber jelly that helps form flesh for Shadow Agents.

This is not a traditional earthen roundhouse (also called a tulou). Most such structures are much more symmetrical and practical. This was customized for the needs of the House of Paper Shadows and this adventure module. In particular, the paper walls made for a slightly different structure. We will provide examples of more traditional earthen round houses in the War of Swarming Beggars supplement (the map of the House of Paper Shadows before Feng Yin's transformation also provides a view of a more traditional style clan house, though this is also presented with the adventure module rather than historical accuracy in mind).

THE DEFENSES OF THE HOUSE

The house has a number of defenses the Gamemaster should keep in mind while running the adventure.

Bee Swarms: Feng Yin can summon large swarms of bees whenever she wishes from within the walls of the House of Paper Shadows. Each round a swarm attacks everyone in a 1000-foot area with a 1d10 Attack roll and does 1 Automatic Wound on a Success (2 on a Total Success). Feng Yin is always reluctant to use this ability because it means the House of Paper Shadows is seriously threatened (she is especially cautious about using the ability inside the House of Paper Shadows). This is quite effective at preventing large scale attacks with soldiers, but less effective against powerful heroes.

Outer Rammed Earth Walls (Hardiness 6; Integrity 16): These rammed earth walls are 2 meters thick and covered in tiles. The outer wall has a Hardiness 6 and Integrity 16. The interior wall protecting area 15 is thinner with Hardiness 6; Integrity 10.

Paper Walls (Hardiness 7; Integrity 5): Most rooms of the House of Paper Shadows are made of walls resembling oiled paper. The walls are naturally self-illuminating, giving off a soft golden glow so that shadows can form on them at any time. When cut, a thick, yellow liquid oozes out like oil and seems to be the source of the illumination.

These walls repair regularly. Paper Wasps are dispatched anytime the paper walls of the structure are damaged and they repair them on their own naturally. This happens, for example, when player characters hack through the walls of the House of Paper Shadows. As soon as the walls are harmed, a squadron of Paper Wasps come to repair the walls (and an additional squadron arrives every other round). The paper walls on the inside of the house are incredibly strong, as hard to penetrate as steel and are resilient as well. The Hardiness of the Paper walls is 7; their Integrity is 5.

Some walls, such as those found in areas 15 and 16 are made from a more waxy substance, which is used to create cells containing an amber jelly that help form the flesh of new Shadow Agents. These are easier to penetrate than paper walls, having a Hardiness of 5 and Integrity of 3.

Burning the Walls: The walls do not burn well. When flame is put to them they light like slow burning lamps and quickly fade (within 5 rounds). However, in the time they are on fire, they release toxic plumes of black smoke that fill a 10 by 10-foot area that spreads every round. Roll 4d10 against the Hardiness of anyone exposed. They suffer 3d10 Wounds as it burns their flesh, they suffer a -2d10 to Detect for the next hour as it burns their eyes, and they must make an Endurance TN 6 roll or lose 2 Hardiness for 1 hour.

THE RESHAPING WALLS OF THE HOUSE OF PAPER SHADOWS (OPTIONAL)

The Paper Wasps can not only fix damaged walls but also create new ones, alter existing ones, and add new features to confuse intruders. Every ten minutes there is an optional 3 in 10 chance that the Paper Wasps alter the walls of the room the players just exited. When this occurs, roll randomly on the table below and pencil in the change on the map. When walls are removed simply place an 'X' over them.

The GM can also use his or her judgment rather than roll, making changes which fit the aims of the Paper Wasps.



PAPER WASP WALL ALTERATIONS TABLE	
Roll 1D10	Effect
1	Entrance to the room is sealed over once the players exit the room.
2	Door the players just passed through seals.
3	Objects within a room are rearranged or moved to another chamber.
4	New wall is added to the room.
5	Wall is removed from the room.
6	Existing stairway is sealed if one exists, if none exist, a stairway is created.
7	Small labyrinth of walls created.
8	Door is created with the intent of harming the intruders or leading them astray.
9	Floor is completely removed posing a threat should anyone go back in and fall (if on the first-floor re-roll). This is typically a 20-foot fall.
10	Roll for another chamber in the area (roll 1d10 and that is how many rooms away from the PCs the change is). Then roll again on this table.

ENCOUNTERS

In most places within the House of Paper Shadows there is a 4 in 10 chance of an encounter every ten minutes. When such encounters occur, roll on:

ENCOUNTER TABLE ONE: HOUSE OF PAPER SHADOWS.

However, areas marked "F" are considered high-traffic or public spots, and in these locations the chance of an encounter is 6 in 10 every minute.

Clan Ghost Encounters: These appear on **ENCOUNTER TABLE THREE: CLAN GHOSTS.** Clan Ghosts look like shadow puppets but are the ghosts of the Feng Clan members that Feng Yin killed. They are helpful to intruders because they want revenge and can communicate. They speak in a singing whisper and move as if performing a shadow play. There are hundreds of such spirits, we provide names for convenience, but the GM should feel free to ad lib and create new Clan Ghost personalities as needed. Each entry provides what the ghost will say to intruders and/or describes their actions briefly.

On the Clan Ghost Table Mad Emperor Hu can appear multiple times (each time he remembers his previous dealings with the party).

Personalities: These are residents of the House of Paper Shadows. Their entries appear in more depth in **CHAPTER THREE.**

ENCOUNTER TABLE ONE: HOUSE OF PAPER SHADOWS	
Roll 1D10	Result
1-2	Roll on ENCOUNTER TABLE THREE: CLAN GHOST
3-5	Roll on ENCOUNTER TABLE FOUR: SHADOW PUPPETS
6	Shadow Agents Puppet Master
7	Society of Leather Shadows Agent
8	Shadow Wasp
9	Phoenix Wasp
10	Roll on ENCOUNTER TABLE TWO: PERSONALITIES

ENCOUNTER TABLE TWO: PERSONALITIES	
Roll 1D10	Result
1-3	The Drunken Twins
4-5	Assistant Director Shang Yang
6	Zuan Yuan
7	Jingyi the Spider Demon
8	Su Anzhong (Shadow Hero)
9	Fan Heng (Shadow Hero)
10	Director Shisan/Feng Yin



ENCOUNTER TABLE THREE: CLAN GHOST

Roll 2D10	Result
2	Chief Zhi of the Feng Clan. He appears, says nothing, but heals all to full health because he desperately wants revenge.
3	Scholar Wei. He appears and lectures at length about an object called the Blood Dagger of Bao, saying it is the perfect weapon.
4	Two gossips. These are two villagers who speak in hushed whispers and reveal a secret about a random personality in the House of Paper Shadows.
5	Mad Emperor Hu. He appears in the regalia of an Emperor and claims to be Emperor of Hai'an. He deliberately misleads the party into danger.
6	Qui Sun the Merchant. He appears, throwing rice and demanding money. If money is presented to him, he says "I murdered the wicked couple and created this evil child."
7	Scholar Wei. He appears and says with poetic cadence "To survive the house of shadows be mindful where you place your step."
8	Master Feng Mi-Feng the beekeeper. He appears, singing in a childish melody "I have made a fragrance to deter the wasps. I think I left it in the library."
9	Madame Hong, an old weaver and fortune teller. She appears and sings "Director Long Shisan is not all he seems to be".
10	Feng Wu, head of the Coral Dream Shadow Troupe. He appears and says in a sing-song cadence "The shadow begins with flesh, pig hide is fine, but human is best."
11	Qingyan the Scholar. He appears and says, "The secret of her destruction is here, in the outer chambers" (points in general direction of the outer chambers).
12	Mad Emperor Hu. He appears in the regalia of an Emperor and says "I am the Emperor of Hai'an. Travel by way of paper mountain to unravel the evil of the Feng clan".
13	Maidservant. She appears and sings "She always returns. She always returns."
14	Madame Hong, weaver and fortune teller. She appears and offers to read the character's palms.
15	Magistrate Cao Meng. He appears and declares "Feng Yin has been sentenced to death, the task of execution is yours to carry out."
16	Mad Emperor Hu. He appears in imperial regalia and says "Meditate upon the Paper Mountain Landscape to the time before".
17	Yen-Li priest. A lone priest appears with a sword and hat and says "Kill her before she grows. This will stop her from returning".
18	Ten minute shadow play depicting the imprisonment of Feng Yin and the ensuing slaughter of the clan.
19	Shadow play revealing the past crimes of Feng Yin. It depicts how the residents of the walled village began to suspect and then capture her.
20	Shadow play revealing Feng Yin's coerced loyalty to the King of Hai'an and her secretly forming an alliance with the empire.

ENCOUNTER TABLE FOUR: SHADOW PUPPETS	
Roll 2D10	Result
2	1 Shadow Puppet of Fruition
3	5 Shadow Puppets, Living
4	3 Shadow Puppets, Living
5	2 Shadow Puppets, Rotten Scholars
6	1 Shadow Puppets, Living
7	1 Shadow Puppet, Rotten Scholar
8	2 Shadow Puppet, Beasts
9	4 Shadow Puppet, Archers
10	1 Shadow Beast
11	2 Shadow Puppets, Leather
12	4 Shadow Puppet, Archers
13	Mixed
14	4 Shadow Puppets, Leather
15	8 Shadow Puppet, Archers
16	8 Shadow Puppets, Leather
17	6 Shadow Puppet, Beasts
18	12 Shadow Puppet, Archers
19	10 Shadow Puppets, Leather
20	2 Shadow Puppets of Fruition

DAY AND NIGHT: THE SPLIT IDENTITY OF FENG YIN

Feng Yin is a Spirited Wasp, or Wasp Demon, who has multiple forms and can control human hosts by burrowing into their chest and devouring their Dragon Spirit (where she resides as a kind of parasite). During the day, she is usually inside her current host, Long Shisan. At night, she leaves his body through his mouth and ventures out in human form to work on her craft (she assumes other forms as needed). It is possible for her to have more than one host at a time, so the GM can freely create new bodies for her to inhabit.

INVITED GUESTS

The House of Paper Shadows occasionally receives guests who are little more than prisoners. The situation is usually not obvious to the guests initially as they are well treated and given quarters. They are even escorted to dinner each night and their needs are tended to. But they are not permitted to explore the house freely, and are usually placed in area 18, where escape is very difficult (due to the wasps in areas 12-14).

THE LAYOUT OF THE HOUSE OF PAPER SHADOWS

This section includes descriptions of key areas in the House of Paper Shadows.

LETTER KEY

A. Outer Wall: This is the outer wall. It is 70 feet to get to the roof (and roughly 20 feet between each floor). Climbing it is a TN 8 Athletics roll for every 10 feet. The wall has a Hardiness 6; Integrity 16

B. Inner Wall: This wall to the inner ring of cells (areas 15 and 16) is similar to the outer wall, but less thick. The wall has Hardiness 6; Integrity 10

C. Honeycomb Passage: This is a narrow passage between the honeycomb cells. The walls on either side appear to be made from a waxy, paper-like substance. There are rows upon rows of cells, each filled with a strange jelly and the body of an agent of the House of Paper Shadows being formed. There is a glue trap here (see HG below).

D. Slit Entrance: This is a wide opening ten feet above the ground leading into area 7. It has a wooden covering that can be open or closed on the interior to allow light into the chamber. Feng Yin uses it to aid the drying process of her hides.

E. Collapsed Walkway: This is a collapsed section of the second-floor walkway. It was created deliberately to trap Xiaohui the last of the Feng Clan in areas 35 and 36.

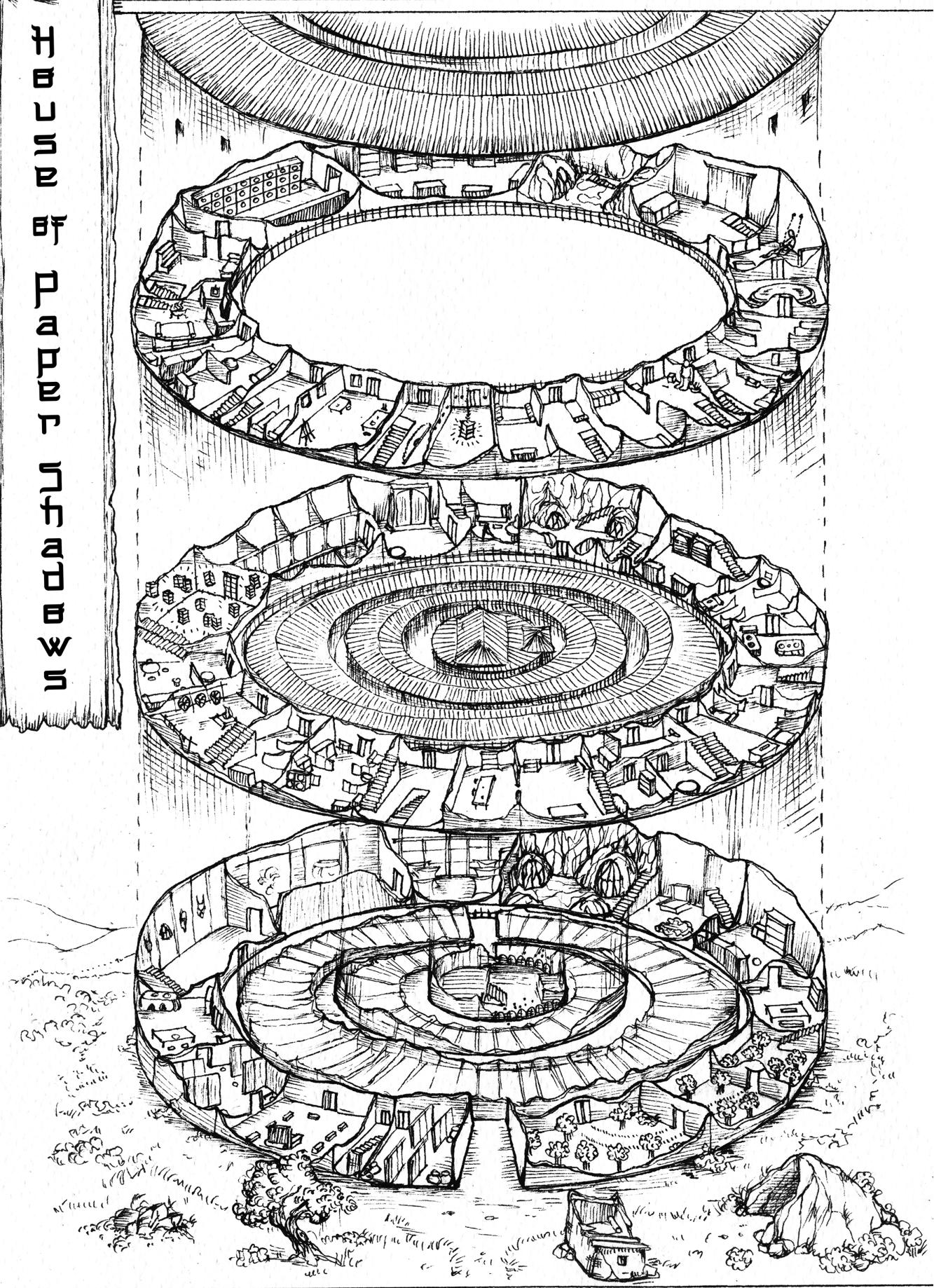
F. High-Traffic Areas: Sections marked with an F are high traffic, meaning there is a 6 in 10 chance of an encounter every minute. Basically every balcony and major corridor is considered high traffic.

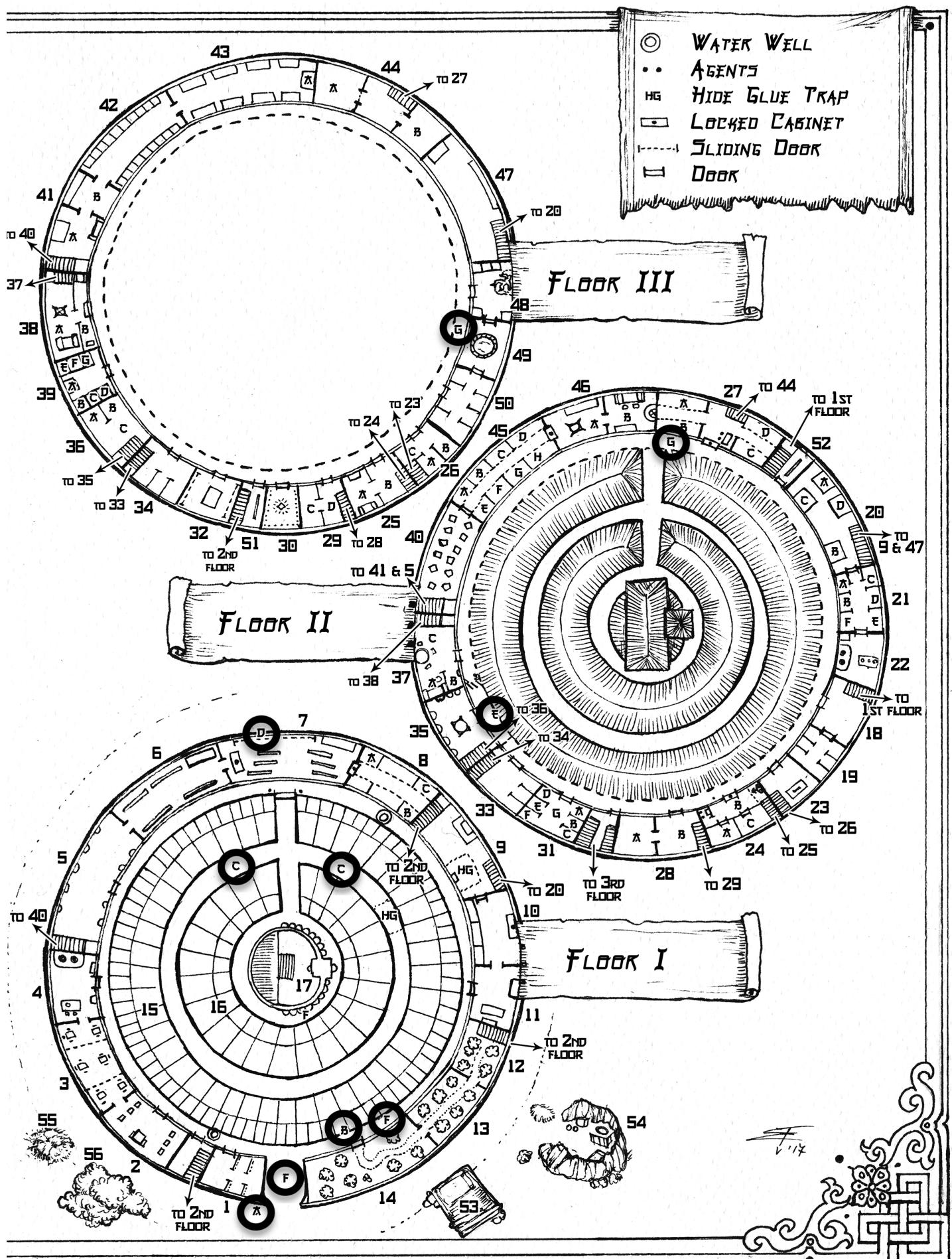
G. Walkway: This is a narrow walkway with a rail on the second and third floor. It is all along the inner side of the outer ring.

HG. Honey Glue Trap: This is a special trap; see Area 15-16 entry for details.



תְּמִימָה וְמִמְּלֵאָה





I. FOOD STORAGE

This is a storage area, with several chambers for different dry food items, separated by paper walls. There are three chambers for rice, a chamber for spices, and a chamber for rice flour, dried fruit and similar items. The rice is kept in bronze storage vessels.

Recently a spirited loris monkey has found its way into the House of Paper Shadows storage area and been consuming insects, dried banana, goji berries, and occasionally grain. It has not been discovered yet but anyone who spends time prodding around is likely to find it.

SLOW LORIS DEMON

This looks like a small loris monkey, with large round eyes, a round face, and hands and feet that end in gripping digits. Its fur is almost entirely white except for a black stripe running from its face to tail. Mostly it plods along slowly consuming insects and dried fruit, but its spirited nature gifts it with a sudden quickness when threatened. It will leap toward foes, biting them and gripping their face, inflicting a suffocating venom on the Target.

Defenses: Hardiness 6, Evade 6, Parry 4, Stealth 9, Wits 4, Resolve 4

Key Skills: Bite: 1d10 (2d10 Open Damage), Grapple: 3d10, Arm Strike: 2d10 (4d10 Damage), Speed: 0d10 (5d10 when fearful), Muscle: 4d10, Detect: 3d10, Athletics: 3d10

Max Wounds: 8

POWERS

Tight Grip: The grip of the Slow Loris Demon is very strong, enabling it to roll twice for any given restrain attempt with its Grapple.

Fearful Speed: When threatened the Slow Loris Demon goes from 0d10 Speed to 5d10 Speed until the threat passes.

Climb: Can climb at normal speed.

Bite: The bite of a Slow Loris Demon inflicts 2d10 Open Damage and exposes the victim to suffocating venom.

Regeneration: Slow Loris Demons heal quickly, regaining health at a rate of 1 Wound every 10 minutes.

Beast Strength x3



SLOW LORIS DEMON

Suffocating Venom: Anyone exposed to the Slow Loris Demon's suffocating venom is at risk. Roll 4d10 against Hardiness. On a Success the character swells internally and has difficulty breathing. This requires an Endurance roll for the next 3 rounds per the Suffocation and Drowning rules on page 83 of the **WANDERING HEROES OF OGRE GATE** rulebook. On a Total Success it requires an Endurance roll for 5 rounds. In both cases the TN for the roll is 1+4 per round without air (TN 1 the first round, TN 5 the second round, TN 9 the third round, etc).

2. RECEPTION HALL

This is a formal reception hall where Feng Yin (usually as Director Long Shisan) receives guests or emissaries. There is a teak chair for the director to sit in, and stone seats for guests. The hall is also used by Assistant Director Shang Yang. Occasionally people are brought here as a trap. When this occurs, they usually ask the victim to wait, then 10 Paper Wasps seal off both doors and random Shadow Puppets appear on the wall. See monster entries in **CHAPTER THREE** for details on these creatures (and use the above encounter tables for determining the random Shadow Puppets).

3. BANQUET HALL

This chamber is large but subdivided into three areas with long paper screens. The screens can be adjusted as needed to create a unified hall. Each section has several square tables with narrow benches around them. Should the players manage to become invited guests, they will likely be asked to dine here.

4. KITCHEN

At first glance this looks like a normal kitchen with a number of cooking vessels and similar bronzeware. There are also a variety of bins, shelves, and cupboard cabinets for storing ingredients. However, whereas the other food storage area (area 1) is primarily filled with things for the human inhabitants of the House of Paper Shadows, these are filled with ingredients for Feng Yin and her drones. Therefore, there are lots of dried fruit and insects. There is also a simmering clay stove filled with boiling tarantula and scorpion bodies. Near the stove is a bowl of fruit from areas 12, 13, and 14.

During the day there is a 6 in 10 chance that Chef Tian is present. If he is present, he would warn people not to eat the Nine Tingling Flavors. At night there is a 4 in 10 chance he is here. If he is not then he is in area 53.

The Nine Tingling Flavors: There is a dish laid out on a table cooling called the Nine Tingling Flavors. It looks like stir fried fruit and meat with heavy sauces, and has a bitter aroma. It is accompanied with bowls of rice. This is a blend of nine venomous insects and is quite lethal (but many of the house residents are immune). Roll 5d10 against the Hardiness of anyone who consumes the dish. They immediately feel the tissue in their body breaking down as their skin turns purple. Each hour they take 2d10 Damage plus 2 Extra Wounds and suffer a progressive -1d10 Penalty to all Skills. This can be cured with Rejuvenating Honey.

CHEF TIAN

Chef Tian is a normal human chef who has a peculiar interest in strange flavors. He is obsessed with cooking venomous insects and bitter seasonings. This preference has led to him struggling for work in the cities. He came to the House of Paper Shadows as a last resort and was delighted to find his foods so well received. While he is aware there are strange creatures such as Paper Wasps in the house, he makes an effort to know as little as possible about the place and spends his evenings living in the abandoned home-stead outside. He minds his own business and is not particularly hostile or helpful to anyone unless they force him to act.

He is not just a skilled chef, but an expert martial artist as well. He spent some time as a member of Perfect Heaven Lineage sect before his odd ways led to his removal.

Defenses: Hardiness 7, Evade 5, Parry 7 (9 with Sleeve Blade), Stealth 6, Wits 7, Resolve 7

Key Skills: Arm Strike: 2d10, Leg Strike: 2d10, Grapple: 0d10, Throw: 0d10, Light Melee: 3d10 or 4d10 with Sleeve Blade, Medium Melee: 3d10 or 6d10 with Jian, Heavy Melee: 1d10, Athletics: 2d10, Muscle: 3d10, Speed: 1d10, Endurance: 2d10, Meditation: 2d10, Ritual (Spirit Keeping): 2d10, Ritual (Celestial Spirit Ritual): 2d10, Religion (Yen-Li): 3d10, Places (Hai'ain): 3d10, History (Era of the Righteous Emperor): 2d10, Medicine: 2d10, Talent (Cooking): 3d10, Talent (Poison): 3d10, Creatures (Insects): 3d10

Qi: 5

Max Wounds: 11

Weapons: Jian (4d10 Damage, +2d10 Accuracy), Sleeve Blade (1d10 Damage)

Expertise: Medium Melee-Jian, Light Melee-Sleeve Blade, Talent-Composition

Key Techniques (Waijia 2, Qinggong 1, Dianxue 1): Blasting Blade, Drift of the Butterfly Fish, Flight of the Hawk, Four-Point Touch, Phoenix Star Strike, Slashing Blade, White Flower Palm, Whirling Dodge (counter)

5. FENG HALL

This hall was once where plaques memorializing the spirits of Feng clansmen were kept. Now it is a hall of masks made from human faces. There is also an Ogre Mask hanging on the wall (see page 390 of the **WANDERING HEROES OF OGRE GATE** rulebook). These seem to have no special or magical properties but sometimes the members of the House of Paper Shadows don them when they want to frighten people or during abductions. However, four of them are enchanted and animate as Living Masks with moving faces. They awaken and attack when anyone takes the Ogre Mask.



LIVING MASKS (4)

These look like the peeled off and treated faces of people. They are hide masks with empty eyes and teeth-filled mouths, capable of fluttering around like strange birds or bats. They attack by biting or unleashing swarms of bees.

Defenses: Hardiness 9, Evade 8, Parry 8, Stealth 9, Wits 4, Resolve 7

Key Skills: Bite: 3d10 (3d10 Damage), Detect: 3d10, Fly: 5d10, Speed: 3d10

Max Wounds: 4

POWERS

Bite: Their bites do 3d10 Damage.

Small Bee Swarm: A living mask can unleash a bee swarm that lasts 2 rounds. The swarm attacks everyone in the area with a 2d10 Attack roll and does 1 Wound Automatically on a Success. Only 1 swarm can exist in a single area at a time.



6. HALL OF PAPER MOUNTAINS

These are where Feng Yin constructs and stores her screens and set pieces. There are four screens mounted on the wall. Three are blank but one is illuminated and appears to show the House of Paper Shadows. On closer inspection of the image, one can see the head of a shadow puppet upon the ground near a cherry blossom tree. This is the head of Feng Li, one of Feng Yin's first victims when she started making Shadow Puppets.

If characters touch the screen, ask them to make a Meditation roll (TN 6). On a Success, they are transported upon its surface as a shadow puppet. From their point of view, everything looks real, it is as if they are at the House of Paper Shadows the day Feng Yin killed her first person to make a Leather Shadow Puppet. They inhabit not their own body, but the body of a random villager. To people in the room, it looks like a shadow play.

The player remains in the screen for 1 hour and must make a Meditation TN 6 roll to remain after that time (at which point they leave the screen and return to the room). If they find an important clue they are thrust back into the room immediately. While in the screen they can interact with the villagers and Feng Yin. If the players go into the screen, jump to **CHAPTER TWO: THE PAPER MOUNTAIN MYSTERY.**

THE SCREEN'S HISTORY AND USING IT TO STOP FENG YIN

This screen is special. It was created from the flesh of a woman who carried the Sword of Time into the past and lived through the Era of the Demon Emperor, witnessing the rise of Sunan and Bao. It allows limited interaction with the past, and by venturing into the screen, the players can potentially change the present. It is not easy, but the House of Paper Shadows can be destroyed if they prevent it from forming in the first place. Methods such as killing Feng Yin, merely make the present worse and the House of Paper Shadows more dangerous. For instance, if she is killed in the past she may rise as a powerful Gui instead of a Wasp Demon. However, if the players resolve the situation by discovering her lineage and curse, and work to purify the evil inside her, that can avert the creation of the House of Paper Shadows. This is difficult and nearly impossible, but attainable.

DOES TIME TRAVEL GIVE YOU A HEADACHE?

If running an adventure set in the past or the potential of changing the present through time travel is not to your liking, feel free to run the screen in area 6 as a shadow play of the history of Feng Yin. In this scenario, simply have it show the murders, her capture, torture, the destruction of her shadow puppets, and her revenge upon the people of the village.

7. HALL OF PAPER FLESH

There are several standing wooden frames in rows here with skin stretched to make rawhide material for use in leather shadow puppets. The skin is made from human flesh (discernible on a Medicine roll TN 7). There are also a number of wooden basins, a long table against the back wall (littered with shadow puppet parts being designed), and a wide window slit (D) ten feet up on the outer wall (which allows light into the chamber for drying during the day). There is also a white sheet covering a recent skinning victim named Chu Buwei, who is alive and suspended above a basin on the eastern edge of the room (Detect TN 10 to see the basin poking out from the bottom of the fabric with specks of blood).

During the night time, there is a 3 in 10 chance that Feng Yin is here in her human form working on Shadow Puppets. During the daytime it is usually empty.

FENG YIN'S METHODS

This is where Feng Yin skins victims and crafts her paper shadow puppets. Her preferred skinning method is case skinning, where the victim is suspended upside down, feet spread apart. Then Feng Yin slices a U shape from the heel of the foot, down along the inner leg, past the genitals up to the other foot. Once the slice is made the flesh is peeled off like a shirt or stocking, allowing for a less damaged final product.

Feng Yin then cuts the skin so she can lay it out in a sheet. Once it is cut she scrapes away the fat and meat with a knife then washes it in a water basin with a mixture of ash to remove the hair. After that the skins are stretched on wooden frames. When dried she cuts out shapes as needed and designs leather shadow puppets with needles, push knives and other tools.

CHO BUWEI

Chu Buwei is a member of the Hidden Sparrow Society, a shadow play troupe. He was recently recruited into the Society of Leather Shadows against his will. Feng Yin skinned him, but he bit her before the process was finished. To punish him, she kept him suspended and has been feeding him Rejuvenating Honey so he remains alive, rather than put him directly into one of the cells in areas 15 or 16. Buwei is in agonizing pain and close to death. If he does not get another dose of rejuvenating Honey in the hour or have proper healing, he will die. However, he is extremely resentful of Feng Yin and clever parties may find a way to use him against the House of Paper Shadows.

Defenses: Hardiness 5, Evade 4, Parry 6, Stealth 7, Wits 6, Resolve 7

Key Skills: Arm Strike: 1d10, Muscle: 1d10, Speed: 3d10, Athletics: 2d10, Talent (Shadow Puppetry): 3d10, Trade (Hide): 2d10, Talent (Suono Horn): 3d10, Creatures (Demons): 2d10

Max Wounds: 1 (Presently 0)

8. HALL OF IRON WILL (INCLUDES AREAS 27 AND 44)

This area is made from human skin, grown, shaped, and cultivated over a great length of time by Feng Yin's hand. It began with her first prisoner, Zun Li. While keeping him alive, she nailed him to the ground, stretched his skin, and grew it by feeding him dark Qi energy. With time his flesh took up the entire Tower of Iron Will and extended up to areas

27 and 44. The 'iron will' in question is his. All that remains visible of Zun Li is the faint impression of his face and body in the entrance. His eyes, nose and mouth look like a face pressing through a thin film of flesh. Occasionally he speaks but rarely chooses to do so. He enjoys the suffering that fills the prison and this is what sustains his body.

Flesh Walls: Hardiness 5; Integrity 13

THE CELLS

The walls made of flesh form into cells and are barred with growth of bone. These are the secret of the prison's security. Cutting through to escape is hard, not only do they have a Hardiness of 5 and Integrity of 13, but every Wound one inflicts on the walls, inflicts 1 Wound on the attacker as well. If you cut the wall, that same cut forms on your body. The exception to this is if you get a Total Success on your initial Attack roll (in which case you take no Wounds).

Players who get captured might end up in a cell here. Feng Yin enjoys watching people try to escape. Presently the following cells contain prisoners.

A. Guanyu: Guanyu is a poet and traveler with no martial skill who became the servant of Jingyi the Spider Demon when he lost a poetry contest to her. He is loyal to Jingyi and came to the House of Paper Shadows to retrieve her Hair Brush (which was stolen). However, he was caught and imprisoned here. Feng Yin got tired of his poetry and sewed his mouth shut. He and Jingyi live in the Phoenix Cave together.

B. Wei Tian: Wei Tian is a tired old scholar and the father of Wei Fenfang and Wei Lihua (see **DRUNK-EN TWINS** entry in **CHAPTER THREE**). He was captured and imprisoned by Feng Yin, who uses the threat of his execution to control Fenfang and Lihua.

C. Scholar Yu Guo: This scholar from Xuanlu had the misfortune of gaining the interest of Feng Yin, who liked his natural charm and talent for poetry. However, over time she studied his face and sought to replicate the very quirks that made him charming in her own Paper Shadow Puppets (the unusual tilt of his smile, the warmth of his eyes). In order to fully study his features, she peeled back the outer layer of skin on his face and held it in place with needles then strapped him to the cell wall. She visits hourly to give him Rejuvenating Honey (so the process does not kill him). Presently he is in incredible pain.



SPIRITED FLESH OF ZUN LI

Zun Li's skin forms the entire prison structure from areas 8, 27 and 44. His face and torso have all but rotted away but remain barely visible in the entrance to room 8. There are characters tattooed onto his skin as well, part of the process of making him into the living prison. Zun Li is a fading mind. It takes time for him to understand what unfolds around him. But there is a spark of interest and curiosity remaining. He feeds on the pain and misery of those enclosed in his prison, yet he is also interested in those he houses, even cares about them. When he wishes, he can be most persuasive. However, he is reticent to speak.

As his flesh forms the walls of the prison, the easiest way to escape is cutting through him. This is dangerous as slicing through his skin causes Wounds on the attacker as well.

Defenses: Hardiness 5, Evade 2, Parry 2, Stealth 9, Wits 6, Resolve 10

Key Skills: Persuade: 3d10, Endurance: 3d10, Detect: 0d10

Max Wounds: 120

POWERS

Rebounding Wound: If someone inflicts a Wound on Zun Li, they suffer a Wound themselves. Whatever Damage one inflicts, is mirrored on one's own body. However, if the attacker gets a Total Success on the Attack roll, they take no such Wound.

Feed: Any Wounds inflicted on people inside the prison (that are not a product of Zun Li's Rebounding Wound) heal him as he feeds on the suffering.

Immunities: Zun Li is immune to normal Attacks, only being affected by Magic or Cathartic Kung Fu Techniques.



SPIRITED FLESH OF ZUN LI

9. DIRECTOR SHISAN'S RECEPTION HALL

This is not an official reception hall, it is more of an interrogation chamber. A large and well-crafted chair stands at the back of the room, but there are no seats for guests. It is where Feng Yin (usually in the body of Director Long Shisan) meets with intruders trapped by her Shadow Hide Glue (provided they are not killed by her wasps first). There is a large 20-foot by 30-foot area of the floor coated in a thick layer of Shadow Hide Glue (HG). This blends seamlessly with the finished floor (only discernible on a TN 10 Detect roll).

Under the chair is a gap leading into the paper walls. Wasps or a swarm of bees emerge from here when people are caught in the trap. Roll 1d10, on a result of 1-6 a squadron of Shadow Wasps attack the intruders. On a result of 7-10 a Bee Swarm attacks for 3 rounds. Usually at the end of three rounds, Feng Yin appears to see who is caught (unless she is busy with another matter).

Shadow Hide Glue Trap: Type Obstacle, Detect TN 10, Attack anyone who steps on surface is glued to the floor, Effect must make Muscle roll TN 9 to move.

Anyone who steps onto the trapped area is glued to the floor. They cannot move unless they make a successful Muscle roll TN 9 (in which case they can move 5 feet). They must make Muscle rolls to move until they are free from the Shadow Hide Glue.

BEE SWARM

Fills room and attacks all inside. Attack each round with 1d10 Attack roll, doing 1 Automatic Wound on a Success (2 on a Total Success). Lasts for 3 rounds.

SHADOW WASPS (SQUADRON)

Defenses: Hardiness 3, Evade 8, Parry 8, Stealth 7, Wits 9, Resolve 9

Key Skills: **Sting:** 3d10 (2d10 Damage), **Bite:** 1d10 (1d10 Damage), **Speed:** 3d10, **Fly:** 4d10 (70 Feet), **Muscle:** 1d10, **Detect:** 5d10

Max Wounds (single): 1

Max Wounds (Squadron): 5

POWERS

Swarm, Paralytic Sting, Lay Eggs, Hive Mind (see **CHAPTER THREE** for details)

IO. DIRECTOR SHISAN'S LIBRARY

This is Feng Yin's Library. It contains several cabinets with books on a wide variety of subjects. A locked cabinet contains books of great importance.

NORMAL CABINETS

Record of the Calamity Star by Shi Xun: An account by the poet Shi Xun of the night general Dou Lun died at the Battle of Yu Zhing and how the Calamity Star fragmented. See page 238 and 251 of the **WANDERING HEROES OF OGRE GATE** rulebook for details.

Histories of Qin Gu: This is a compilation of historical events over the course of the Era of the Dutiful State. It places great emphasis on the love story between the Red General and the Dutiful Empress. See pages 216, 226, and 469 of the **WANDERING HEROES OF OGRE GATE** rulebook for details.

Riders from the West: This is a history of the Era of the Eastward Bound Invaders that describes the Targa and Kushen invasion that split the Chezou Empire in half. See page 216 of the **WANDERING HEROES OF OGRE GATE** rulebook for details. Interestingly it mentions a man by the name of Mang Guozhi, a com-

mander who failed to report to a crucial post because he was asleep and thus enabled the Kushen to enter the Chezou empire freely. This is the same Mr. Mang alluded to in area 18.

The Forgotten Son: This is one of many historical romances by Shi Xun. Most take historical events and turn them into tales with a moral lesson that is very pro-Dehuan and against the teachings of Hen-Shi. This story focuses on the assassination of Emperor Chanku, the slaughter of his family, and the ill-fated quest for revenge of a hitherto unknown son. Over the course of the story, the son slowly comes to understand his father's death was a product of his own inflexible and cruel reign. The son stages a suicide mission of revenge meant to ensure the crimes of his family are not forgotten and that the corruption of his father's assassins could also come to light. In the end, his mission is only a partial success. He dies, but the event itself is quickly covered up by a man whom he could not bring himself to kill earlier in the book.

Records of the Celestial Demons: This is a compilation of accounts and stories about celestial demons. It includes a reference to Lord Demon Horn (see page 365 of the **WANDERING HEROES OF OGRE GATE** rulebook).

LOCKED CABINET

(TALENT: THEFT TN 8 OR TRADE: MECHANICAL TN 10 TO OPEN)

Book of the Golden Meridians: This is an old Yen Li manual that explains the power inherent in human flesh and how it can be unleashed for a variety of magical effects. It is not a ritual book per se, as it contains no ritual instructions. It is more theoretical and suggestive. It even has a passage suggesting that using human flesh for normal everyday items could produce astounding effects.

Mojie Chuanqi: This curious book describes the war fought against Yao Feng by Sunan and Bao during the Era of the Demon Emperor, and most of it accords with the standard legends. However, in this version, they fail and the Demon Emperor triumphs. The name of the author is unknown.

II. STUDIO

This is Feng Yin's studio for writing shadow plays and contemplating ideas. She has several scroll poems upon the wall and a cabinet with her shadow plays in it. These provide some clues about the screen in area 6. There is a 2 in 10 chance that she is here as Director Shisan during the day and a 3 in 10 chance that she is here in her human form at night.



TABLE

Here are sheets of paper for a play Feng Yin has been working on for over five years. She seems to be stuck. The title is *The Triumph of the Demon Emperor* and it begins with the lines “Can history be rewritten?” Those reading what she has written, see that she has invented a tale where someone uses the Sword of Time to change the outcome of Sunan and Bao’s struggle against the Demon Emperor so that Yao Feng (the Demon Emperor) is victorious and establishes a lasting dynasty.

This hints to the players the possibility of changing time. Coupled with the Paper Mountain poem, this may give players an idea to change Feng Yin’s History by using the screen in area 6. It may also give them false concern if they are of a more paranoid mind-set. All of the plays in her cabinet are based on real history, except the one she is currently writing. It is not unreasonable to conclude she is concocting a plan to make the Demon Emperor victorious by traveling back in time. There may be a kernel of truth to this, though she has yet to fully realize the viability of her idea. Right now it is just a thought in a play.

CABINET

This contains 20 shadow plays written by Feng Yin. Almost all of them are historical romances or comedies. And they are based on the histories in her library. They include: The General and the Calamity Star, The Glorious Assassin (based on the Forgotten Son; see AREA 10), Borte Mounts for War (about a female Kushen general during the Era of Eastward Bound Invaders), The Crimson Satchel (about the Red General and Dutiful Empress), and many more.

MOUNTED POEMS AND OBJECTS

Sword of Time Poem: This is a poem that describes the forging of the Sword of Time. It says that a powerful alchemist and Martial Hero tried to master time, but became time’s slave and was imprisoned in the sword (which can cut back into the past).

Jingyi’s Hair Brush: This brush belongs to Jingyi, a spider demon. It was stolen two months ago by one of Feng Yin’s agents. She knows that Jingyi prizes it, and therefore it has value to her.

The Paper Mountain: This is a poem by Feng Yin (her seal is visibly imprinted upon it). It describes a paper landscape that contains memories of the past and says that memories sometimes change. This is a hint about area 6.



14

12. PLUM ORCHARD HALL

This is one of three orchard halls, that all smell of earth and decay. Each hall is a garden filled with soil, with trees that seem to bear edible fruit. On closer inspection, the trees are not natural. On a Detect TN 10 roll, it is clear that the bark of the trees is hardened muscle, not wood. The fruit, while delicious looking, has a faint coppery aroma. If one cuts the trees themselves, they bleed. They are relatively harmless, but they have roots which can pull things under the ground and feast on them. Thankfully, the roots are too effete to attack living prey (they are limited to pulling in scraps of dead flesh or the occasional dead body).

These trees were formed when Feng Yin buried bodies of her victims here. In time the trees sprouted. She found that feeding them the organs of her victims nourished them and allowed them to yield fruit. The residual phoenix spirit is what feeds the trees, allowing them to survive without a light source. The trees in this room she has mainly fed human livers. On close inspection (Detect TN 10) scraps of human organs can be seen here and there.

The trees in this chamber appear to be plum trees. Biting into this fruit is like biting into a piece of liver. Eating this fruit does wonders for Qi balance. Anyone who consumes a piece loses any imbalance points they may have gained.

This hall is protected by 2 squadron of Shadow Wasps:

SHADOW WASPS (2 SQUADRONS)

Defenses: Hardiness 3, Evade 8, Parry 8, Stealth 7, Wits 9, Resolve 9

Key Skills: Sting: 3d10 (2d10 Damage), Bite: 1d10 (1d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 1d10, Detect: 5d10

Max Wounds (Single): 1

Max Wounds (Squadron): 5

POWERS

Swarm, Paralytic Sting, Lay Eggs, Hive Mind (see **CHAPTER THREE** for details)

13. CITRON ORCHARD HALL

This is another tree orchard hall. See area 12 for important details. It is filled with trees that look like oranges with a crimson blush. The pulpy meat of the fruit is also crimson and stains the hands of those who eat it. Eating this fruit restores lost Hardiness (2 Hardiness per fruit). This tree has been fed a diet primarily of human kidneys.



CITRON ORCHARD HALL

This hall is protected by a swarm of bees residing in a hive in one of the trees.

BEE SWARM

A Swarm of Bees fills the room and attacks. It attacks each round with 1d10 Attack roll, doing 1 Automatic Wound on a Success (2 Wounds on a Total Success). Does not stop until hive is destroyed.

14. PURPLE ORCHARD HALL

This hall is filled with trees like area 12 (see that entry for important details). The fruit upon this tree is oddly shaped and on close inspection (Detect TN 9) appears to pulse ever so slightly. If eaten, the fruit is gelatinous and coppery. Eating this fruit can restore lost Qi ranks (1 per fruit). This tree has been fed a diet of human hearts.

This hall is protected at all times by 2 Shadow Wasp Squadrions hiding in the trees.

SHADOW WASPS (2 SQUADRONS)

Defenses: Hardiness 3, Evade 8, Parry 8, Stealth 7, Wits 9, Resolve 9

Key Skills: Sting: 3d10 (2d10 Damage), Bite: 1d10 (1d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 1d10, Detect: 5d10

Max Wounds (Single): 1

Max Wounds (Squadron): 5

POWERS

Swarm, Paralytic Sting, Lay Eggs, Hive Mind (see **CHAPTER THREE** for details)

15-16. CELLS

These one-story structures were once filled with communal halls and shops; since Feng Yin's transformation they have been turned into narrow hive cells. A thin hallway (area C) passes through the middle, separating the outer cells (15) from the inner cells (16). It is within area C that the true nature of this place is clear. These cells are divided horizontally into ten, one-foot wide cells that are reminiscent of the honeycombed chambers of a beehive. Inside each cell is a forming Agent of the House of Paper Shadows immersed in a thick, amber jelly. After their skin has been taken, new initiates are placed here and new flesh forms upon their body. The walls of the cell look much like the oiled paper walls of the outer chambers, except they are thicker and waxier.

The jelly inside area 16 can cure Shadow Venom if consumed.

There is also a Shadow Hide Glue Trap here (HG). A Bee Swarm emerges and attacks as soon as someone is caught in it.

Shadow Hide Glue Trap: Type Obstacle, Detect TN 10, Attack anyone who steps on surface is glued to the floor, Effect must make Muscle roll TN 9 to move.

Anyone who steps onto the trapped area is glued to the floor. They cannot move unless they make a successful Muscle roll TN 9 (in which case they can move 5 feet). They must make Muscle rolls to move until they are free from the Shadow Hide Glue.

BEE SWARM

This fills the room with a Swarm of Bees. The bees Attack each round with 1d10 Attack roll, doing 1 Automatic Wound on a Success (2 Wounds on a Total Success). Lasts for three rounds.

17. THEATER

This used to be the ancestral shrine. In its place, is a traditional shadow play theater. It is quite large with a golden frame, ornamented with a motif of flowers. The theater is held in place by a dense honeycombed mound that forms the semi-circular enclosure. Though there are no shadow troupes performing, the Feng Clan Ghosts perform Feng Yin's memories upon the screen's surface. Her whole history is laid bare here again and again in the form of shadow play. In addition, anyone who stands before the stage will receive one clue every ten minutes from **ENCOUNTER TABLE THREE: CLAN GHOSTS.**

Anyone who makes it to this central area is sure to be attacked by a Bee Swarm within 1d10 minutes. Feng Yin does not like people coming in here and viewing her past. She comes here for reasons of nostalgia and to relish the deaths of her clansmen. This is where she has imprisoned their spirits. They perform because they are trapped in an endless cycle of remembrance, and this brings her great joy. The theater is also the source of Feng Yin's Bee Swarms.

Destroying the screen only agitates Feng Yin. Like other walls of the house, Paper Wasps can reform it. However, unlike other walls in the house, it has a special protection. Any cut along its surface swells with bees which swarm out and attack intruders. These are more deadly and fierce than the usual swarms in the house.

BEE SWARMS

Each round a swarm attacks everyone in the theater with a 1d10 Attack roll and does 1 Automatic Wound on a Success (2 Wounds on a Total Success).

SCREEN BEE SWARMS

As above except they do 2 Automatic Wounds on a Success (3 Wounds on a Total and the swarm lasts until the Paper Wasps can repair the theater).

18. INVITED GUEST CHAMBER

The members of the Autumn Shadow Society, led by Director Xing are here. They are a shadow puppet troupe from Xuanlu who are highly skilled. They were invited and have been imprisoned in the House of Paper Shadows, though they do not know it yet. In the coming days, one member will be abducted each night, skinned and placed in a cell in area 15 to be turned into one of Feng Yin's Shadow Agents. The bees in areas 12-14 prevent their escape, as do the Shadow Puppets upon the walls should they attempt to flee. Presently the group has 7 members: Liang Gao (Musician), Liang Guang (Drummer), Liang Ji (Musician), Liang Feiyan (Musician), Wei Na (Leather Shadow Puppet Artist), Yin Kang (Puppeteer), and Liang Xing (Director).

Liang Xing believes the House of Paper Shadows to be a prestigious and justly secretive organization, so has instructed patience while they wait in their quarters. He is using the time to work on a new play. Most of the members of the troupe are of the Liang family. Liang Gao has fallen in love with E'hua, the ghost in area 19.

They can perform several plays of note. Their most famous one is an epic love story with lots of sword-play called the *Perfumed Satchel*, which is about the



Red General and the Dutiful Empress. They also have a comedy called *Mr. Mang Destroys the Empire*. Set during the Era of the Eastward Bound Invaders, this is the story of a comically idiotic old man who inadvertently brings about the near destruction of the Chezou Empire through a series of slapstick mistakes. It ends with him unintentionally letting in hordes of Targa and Kushen invaders through the city gates, splitting the empire in two.

LIANG GAO

One of the Autumn Shadow Society performers, Liang Gao players the suona horn. He also occasionally voices the puppets. He looks somewhat sickly and this is because he has fallen in love with the ghost in area 19, E'hua. Each night she appears in his bed and drains his life breath while bantering softly. The other performers hear, but assume he is practicing his voicing skills.

Defenses: Hardiness 5/2*, Evade 6, Parry 6, Stealth 9, Wits 8, Resolve 7

Key Skills: Arm Strike: 0d10, Talent (Shadow Puppetry): 2d10, Talent (Acting): 1d10, Talent (Suona Horn): 3d10, Muscle: 1d10, Speed: 1d10, Detect: 1d10, Command: 1d10, Persuade: 3d10, Places (Hai'an): 3d10, Survival (Wilderness): 3d10, Trade (Wood): 2d10, Trade (Fabric): 1d10

Max Wounds: 1

19. INVITED GUEST SLEEPING CHAMBERS

This area is partitioned into 6 rooms for sleeping, each equipped with a bed.

One of these beds is haunted by a ghost named E'hua. She usually only appears to people who are alone in the chamber. Liang Gao has fallen in love with E'hua, but kept knowledge of her from his companions (see above entry).

E'HOA

E'hua is the ghost of a woman who wandered in the halls and was stung to death by a swarm of bees. She haunts the bed of the guest chamber. She feeds on human breath surreptitiously and achieves this by engaging people in conversation about the House of Paper Shadows, slowly drawing on their life. She knows very little so most of what she says is made up (and she can be quite creative).

E'hua likes Liang Gao and is falling in love with him, so only depletes a little of his life each night (see area 18 for more information). However, she knows that Feng Yin will eventually skin him alive like the others and will offer to return the life breath of anyone she has drained if they help him escape to safety.

Defenses: Hardiness 6, Evade 6, Parry 6, Stealth 10, Wits 8, Resolve 7

Key Skills: Grapple: 1d10, Speed: 2d10, Muscle: 1d10, Detect: 2d10, Deception: 3d10, Persuade: 2d10

Max Wounds: 6

POWERS

Surreptitious Feeding: Each Round roll Deception against the Wits of the Target. On a Success she drains 1 Hardiness and the person is completely unaware. On a Failure she still drains a point of Hardiness but the target can sense their life being taken. Hardiness returns at a rate of 1 per day. She can also restore Hardiness to those she has drained.

Immunities and Destroying E'Hua: E'Hua is only harmed by Magic or Qi-based attacks. Normal Mundane attacks and even non-energy Kung Fu attacks do not harm her. E'Hua is vulnerable to Silver and Sunlight (both cause 4d10 Damage on contact). She is permanently destroyed if she is reduced to zero health by Sunlight, Silver, or the attacks of an Immortal or greater. Otherwise, she vanishes but can return in 1d10 days.

20. DIRECTOR SHISAN'S SECOND LIBRARY

This is a secondary library used by Feng Yin. Before Shisan was turned into her host, he was her guest and this is where he spent much of his time. There is evidence still to be found here of his experience. The second library is protected by the Living Face of Mang (see below).

Most of the cabinets have books on a range of subjects. Three cabinets in particular contain important items.

CABINET A

The side of the cabinet has a hidden compartment (Detect TN 7). Inside is a book written in the hand of Shisan before he was taken over by Feng Yin. He describes a growing fear about her intentions and explains that he believes her weakness is cherry wood.





DIRECTOR SHISAN'S SECOND LIBRARY

CABINET B

This cabinet has a number of books on acupuncture and healing. There is a container of Rejuvenating Honey in the cabinet as well. There is also a container of Mi-Feng's Aroma here.

CABINET C

This trapped cabinet has a number of general books on martial arts, describing basic principles most heroes understand. However, there is a special book called the Manual of Paper Shadows in here. This is a book of techniques devised by Feng Yin. It is described below and the techniques are explained in **CHAPTER FOUR: NEW KUNG FU TECHNIQUES AND RITUALS**.

Manual of Paper Shadows: Claws in the Dragon's Shadow, Heart Rending Shadow Claws, Misguiding Hand of the Shadow Claw, Shadow Claw Feint, Shadow Controlling Claw, and This Shadow Has Claws.

The cabinet is armed with a needle trap coated in Blood Honey.

Blood Honey Needle Trap: Type Attack, Detect TN 9, Attack 3d10 against Evade, Effect Poison (Blood Honey), Disarm TN 9.

These needles do no Damage but anyone struck is exposed to the Blood Honey that coats them. Roll 3d10 against Hardiness to see if they are affected by it. On a Success, they are affected for 1d10 rounds. On a Total Success, they are affected for 1d10 minutes. Blood Honey turns skin blue, causes teeth to sharpen, and makes a person stronger as they hunger for the blood of all nearby. It also increases Hardiness by 2, their Muscle by 1d10, and increases Current/Max Wounds by 3. See the **BLOOD HONEY** entry in **CHAPTER FIVE** for details.

CABINET D (LOCKED)

This is a tall rotating bookshelf cabinet that is locked. It cannot be opened without the Feng Seal. Otherwise it requires a Talent (Theft) TN 10 roll to open. It can also be broken into by force (Hardiness 9, Integrity 10). Inside are records of all the branch-heads of the House of Paper Shadows by location. However, the record sheets are all split in half, showing only the personal names and not the locations. In order to see the full record, one must acquire the other half of the record sheets in area 25. When combined, the information from **APPENDIX A: BRANCH-HEADS** is available.

LIVING FACE OF MANG

This is the face of General Mang, a foolish man who slept through his shift at a crucial moment during the Era of the Eastward Bound Invaders. He failed to protect a key position and the invaders freely entered a major city. Feng Yin went to great lengths to find his body, which was thankfully well-preserved in the aridity of Li Fan. She treated it and now it is little more than a raw-hide face with twisted features, capable of flying around like a bat or bird. He gibbers and shouts strange nonsensical riddles and bites intruders. Mainly he is a kind of alarm to let Feng Yin know someone is in an important area. He is not very smart but he can spot things well and shout loudly. He can also spray a small swarm of bees from his mouth.

Mang is mentioned in area 10 and 18. Players can use that knowledge to taunt and fluster him.

Defenses: Hardiness 9, Evade 8, Parry 8, Stealth 9, Wits 4, Resolve 7

Key Skills: Bite: 3d10 (3d10 Damage), Detect: 3d10, Fly: 5d10, Speed: 3d10

Max Wounds: 4

POWERS

Bite: His bite does 3d10 Damage.

Small Bee Swarm: He can unleash a bee swarm that lasts 2 rounds. The Swarm attacks everyone in the area with a 2d10 Attack roll and does 1 Automatic Wound on a Success.

21. SHISAN'S SLEEPING QUARTERS

This is where Shisan Sleeps (in area A). When Shisan is sleeping he is just an empty husk, as Feng Yin exits his body to tend to other matters in her natural form. Here there is a bed and a cabinet. The room is oddly clean, but within the cabinet is a bottle of Rejuvenating Honey.

On the bed frame itself is a locked cubby (Talent: Theft TN 6; Trade: Mechanical TN 8 to open). Inside the cubby is a memorial that is quite old.

Memorial to the Emperor: Memorials are messages from officials to the Emperor informing him of important matters. It is not clear which Emperor this is to, but the memorial itself appears to be quite old. This is written by Magistrate Cao Meng and describes the crimes Feng Yin committed, as well as the trial he conducted and the punishment he issued. It was written the night before her execution was to take place (see **CHAPTER TWO: THE PAPER MOUNTAIN MYSTERY** for details).

Other chambers (B, D, E, and F) are usually occupied by four Shadow Agents in the evening to protect Shisan. They are each silently seated in a chair. Each of these rooms is otherwise empty.

Area C has a basin and screen. This is for bathing.

SHADOW AGENTS (4)

See their full entry in **CHAPTER THREE**.

Defenses: Hardiness 7, Evade 6, Parry 6, Stealth 9, Wits 8, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 2d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 1d10, Talent (Shadow Puppetry): 5d10, Talent (Singing): 3d10, Talent (Suona Horn): 3d10, Muscle: 2d10, Speed: 3d10, Detect: 3d10, Command: 2d10, Deception: 2d10, Reasoning: 2d10, Institutions (Imperial Bureaucracy): 2d10, Institutions (Criminal Underworld): 3d10, Institutions (Sects): 3d10, Institutions (Societies): 3d10, Places (Hai'an): 3d10, Places (Hu Qin): 2d10, Places (Li Fan): 1d10

Qi: 5

Max Wounds: 11

Equipment: Horn of the Society of Leather Shadows (3d10 Damage)

Expertise: Detect-Sight, Talent-Composition

Key Techniques (Waijia 1, Qinggong 3): Flight of the Hawk, Flying Swan Kick, Swan Taming Strike, Swift Stride, Graceful Retreat (Counter)

POWERS

Changing Appearance, Dragon Wasp Host, Summon without Song (see **CHAPTER THREE** for details)





MIN AFFLICTED BY BLOOD HONEY

22. ALCHEMICAL HALL

There is a large stone table here with three clay cooking pots. One of them is simmering (see below). This is where Feng Yin makes Shadow Hide Glue and other alchemical substances. Next to the pots are two large clay containers containing strips of hide made from human skin (identifying them requires a TN 8 Medicine Skill roll). These are cut and put into the pots where they are boiled along with other ingredients to make Shadow Hide Glue. Near the stove is a wall shelf with clay containers containing granules of Shadow Hide Glue. When this is boiled and prepared properly it can be used to lay down a thick, adhesive fluid that dries. There are also many other materials in jars here including gecko cinnabar, vinegar, ground porcupine bones, salt, and dried snake blood. There is a bottle of Blood Honey as well.

One of the roots on the shelf is a sprawling Banyan Sage Root. It is a large bulbous tuber with blue tinged roots. It also moves and this can be observed on a Detect roll TN 6. It poses no danger, as Banyan Sage Roots are harmless and temporarily grant the user +1 Wits and +1d10 Reasoning for an hour after consumption.

The real danger is the simmering pot, which is a Spirited Clay Cooking Vessel. Though it simmers, there is no kindling underneath (TN 8 Detect to observe this). To detect this is anything more than an usual pot requires a Detect TN 10. Otherwise it surprise attacks intruders.

SPIRITED CLAY COOKING VESSEL

This looks like a normal clay cooking pot, with a lid and hollow base where kindling can heat the contents (presently there is no kindling). The pot is useful because it can self-heat. It is also intelligent, and its body has a narrow pair of eyes and thin slit mouth that open when it wishes to attack. It releases a plume of scorching steam against its foes.

It is obsessed with its alchemical duties and becomes less hostile if offered something like extremely rare medicinal herbs.

Defenses: Hardiness 4, Evade 7, Parry 3, Stealth 10, Wits 7, Resolve 7

Key Skills: Bite: 3d10 (2d10 Damage), Plume Attacks: 3d10, Speed: 3d10, Fly: 2d10, Muscle: 1d10, Detect: 1d10, Talent (Poison): 2d10, Talent (Cooking): 3d10, Trade (Alchemy): 2d10

Max Wounds: 3

POWERS

Bite: The bite of the Clay Cooking Vessel does 2d10 Damage.

Steam Plume: The Spirited Clay Cooking Vessel can release a steaming plume through its mouth that strikes all in a 10-foot area before it. Roll 3d10 against Evade. On a Success, Targets take 4d10 Fire Damage.

Poison Plume: The Spirited Clay Cooking Vessel can also release a gaseous plume of smoke that lingers in a 20-foot by 20-foot area, causing anyone who breathes it in to bleed from their eyes, nose, and ears. Anyone in the area is exposed. Roll 3d10 against their Hardiness. On a Success, they take 2d10 Damage for the next 3 rounds as their body works out the poison. On a Total Success, they take 3d10 Damage for the next 3 rounds.

23. FAN HENG'S STUDIO

This is Fan Heng's studio. She is a Shadow Hero resident of the house. During the day there is a 3 in 10 chance that she is present here. There are tables with papers, a silk-bound gazetteer, calligraphy brushes, ink stones, and other writing implements.

For information on Fan Heng, see her stat block in area 26 and her full entry in **CHAPTER THREE**.

OLD GAZETTEER

Fan Heng keeps an old gazetteer on the table bound in silk cloth enchanted with a strange protection. The silken cloth is spirited and guards the book by animating and attacking anyone who is not Fan Heng. The book contains an elaborate description of the outer walls of the House of Paper Shadows by someone who came before she and her husband (they both originally came here to destroy the place). It also explains some of the history, including that Feng Yin was once a murderous shadow play artist and killed her own people. It also describes her as a wasp queen who is reborn in one of the cell chambers when killed, where she grows again into her normal form. The writer postulates that killing the larvae can kill her and bring down the House of Paper Shadows.



SPIRITED SILK

This looks like a square sheet of red silk, with a terrifying mouth on the surface baring rows of sharp teeth. It can fly and swoop around like a bird. It both engulfs foes with its fabric and devours them.

Defenses: Hardiness 3, Evade 8, Parry 3, Stealth 10, Wits 5, Resolve 3

Key Skills: Attack: 3d10, Bite: 3d10 (4d10 Open Damage), Speed: 2d10 (50 feet), Fly: 4d10 (70 feet), Detect: 4d10, Muscle: 4d10, Deception: 1d10

Max Wounds: 5

POWERS

Engulf and Devour: Anyone hit by the Spirited Silk's Attack is engulfed as its body wraps around their shoulders and head. This does not hinder movement but creates Lights Out conditions for the Target. The Spirited Silk can also bite the Target freely, doing 4d10 Open Damage. Every Wound it delivers, heals one of its own Wounds.

24. ASSISTANT DIRECTOR SHANG'S QUARTERS (FIRST FLOOR)

This is the first floor of Assistant Director Shang's quarters. There is a 3 in 10 chance he is here during the day time. He is described fully in **CHAPTER THREE**. Area B is the kitchen and is rarely used. Area A is a false records cabinet. It looks like a rotating book shelf that contains the locations of various branch-heads of the House of Paper Shadows (including names, locations, and additional information). These are all names of real people, but none of them work for the House of Paper Shadows (in fact many are enemies of the organization).

Area C is a water room with a wash basin, paper screen, and bronze mirror. Next to area C is a set of stairs leading to the upper floor of his chambers.

The entrance to area B is trapped. There is a pressure board on the floor (Detect TN 8). When it is stepped on, a panel to the left of the person entering raises from the floor revealing the face of a multi-shot crossbow, fitted with many arrows.

Multi-Shot Crossbow Trap: Type Attack, Detect TN 8, Attack 3d10 against Evade, Effect Special, Disarm TN 8.

When this trap is triggered, roll 3d10 against the Evade of the person standing on the pressure board (it is intended for only one Target). On a Success, the Target takes 3 Automatic Wounds with a successful 3d10 Damage roll (the roll itself does not add to the Damage). On a Total Success, the Target takes 5 Wounds automatically on a successful Damage roll.

ASSISTANT DIRECTOR SHANG

See **ASSISTANT DIRECTOR SHANG** entry in **CHAPTER THREE** for more details.

Defenses: Hardiness 4, Evade 4, Parry 4, Stealth 8, Wits 9, Resolve 6

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Muscle: 1d10, Speed: 2d10, Deception: 3d10, Detect: 3d10, Talent (Puppeteer): 3d10, Talent (Writing): 3d10, Talent (Poetry): 2d10, Trade (Architecture and Engineering): 3d10, Trade (Mechanical): 3d10, Trade (Wood): 2d10, Trade (Metal): 2d10, History (Era of the Righteous Emperor): 3d10, History (Era of the Glorious Emperor): 3d10, Places (Hai'an): 3d10, Places (Zun River Valley): 2d10, Creatures (Demons): 3d10, Creatures (Spirits): 2d10, Institutions (Societies): 3d10

Max Wounds: 1

Equipment: Assistant Director Seal

25. ASSISTANT DIRECTOR SHANG'S QUARTERS (SECOND FLOOR)

This is where Assistant Director Shang's bedroom and workshop are. At night there is a 2 in 10 chance that he is present here. He is described in detail in **CHAPTER THREE**.

Area A is both Shang's bedroom and his records office. There is a locked cabinet here that can only be opened with the Feng Seal (See **DIRECTOR LONG SHISAN/FENG YIN, CHAPTER THREE**), a Talent (Theft) roll TN 8, or a Trade Mechanical TN 10. It can be forced open (Hardiness 9, Integrity 10) and contains the records of the branch-heads of the House of Paper Shadows. However, each record sheet contains only the locational information, not the personal name. They must each be paired with their other half from the library in area 20. When the full records are seen, the players have access to the information in **APPENDIX A: BRANCH-HEADS**.

Area B is Assistant Director Shang's workshop. There are bits of wood and scrap metal here. There is also a table, and boxes filled with hammers, knives, gears, rope, chisels, and so on. There are also drafts of plans for a variety of traps, most of which he has yet to construct. One looks like a horizontal guillotine for an entryway.

Most impressive is his Courtly Automaton. He spent 15 years designing it, based on an account he had heard from the court of the Righteous Emperor. It stands in the corner and asks charmingly what it can do for the players.





FAN HENG IMPALES SHEN CHUN WITH A SWORD

COURTLY AUTOMATON

Anyone viewing the automaton risks mistaking it for a man. The Courtly Automaton is a construction of glue, leather, wood, paper, and other materials painted in exquisite detail. It is completely accurate, even having mechanical organs. It can move and speak. It was built to help Shang with his work. It appears to be sentient and will help anyone who presents the Assistant Director Seal. The automaton is instructed to lead anyone who fails to present the seal into a trap in area 30 in a cordial way (suggesting that it knows how to find whatever they are looking for). The Courtly Automaton is cunning but physically weak. It will use its wits to bring harm to any intruders it suspects.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 6, Wits 8, Resolve 9

Key Skills: Muscle: 0d10, Speed: 1d10, Detect: 1d10, Persuade: 3d10, Empathy: 2d10, Talent (Poetry): 1d10, Talent (Dancing): 1d10, Trade (Mechanical): 2d10, Trade (Wood): 2d10, Classics (All): 1d10

Max Wounds: 2

26. FAN HENG'S UPPER QUARTERS

This is where Fan Heng sleeps (area A), bathes (area B), and receives guests (area C). There is a 2 in 10 chance she is here during the day and a 6 in 10 chance she is here at night. There is a pet cat prowling the upper floors named Taozi. It is friendly and takes a liking to anyone it meets. If the players allow it, it will adopt them as traveling companions for a week (it likes to meet new people). However, every day at the hour of the Demon (9:30 AM) and the Hour of the Snake (9:00 PM) it turns into a demonic cat for one hour. Fan Heng is the only one who can control Taozi in demon form.

TAOZI (DEMON CAT)

Taozi looks like a normal, friendly cat most of the time. But during the Demon and Snake hour, she transforms into a demon cat for one hour and feasts on human flesh. In this form she only heeds the words of Fan Heng (and she ignores all residents of the House of Paper Shadows except Su Anzhong, whom she despises).

Defenses: Hardiness 4, Evade 5, Parry 3, Stealth 8, Wits 2, Resolve 2

Defenses (Demon Form): Hardiness 7, Evade 5, Parry 7, Stealth 7, Wits 5, Resolve 4

Key Skills: Bite: 0d10 (1d10 Damage), Claw: 1d10 (0d10 Damage), Speed: 2d10 (50 feet), Muscle: 0d10, Detect: 3d10

Key Skills (Demon Form): Bite: 3d10 (5d10 Damage), Claw: 2d10 (4d10 Damage), Speed: 3d10 (60 feet), Muscle: 3d10, Detect: 3d10

Max Wounds (Cat Form): 1

Max Wounds (Demon Form): 12

POWERS

Pounce: Taozi does 1 Extra Wound on its Damage roll on surprise.

Bone Shattering Roar: In demon form, Taozi can unleash a roar that rattles the bones. Roll 3d10 against the Evade of all in a 30-foot area. On a Success, everyone affected loses 1 point of Hardiness for 1 hour. On a Total Success, it causes small bone fractures and everyone affected loses 1 point of Hardiness for 2 weeks.

FAN HENG

See her full entry in **CHAPTER THREE** for more details.

Defenses: Hardiness 4, Evade 7, Parry 9, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 3d10, Meditation: 3d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 2d10, Language (Hai'anese): 3d10, Places (Hai'an): 3d10, Places (Li Fan): 1d10, Places (Zun River Valley): 2d10

Qi: 5

Max Wounds: 21

Weapons: Hands (3d10 Damage)

Mental Afflictions: Delusional, Hypervigilance

Combat Technique: Fists of Steel

Key Techniques (Waijia 3, Qinggong 1): Hands of the Hawk Beak, Leap of the Swan, Mantis Strike, Ripping Arms of Compassion (WHOG, 309), Grasp of the Python (Counter), Hidden Fist of Yanshi (Counter), Whirling Dodge (Counter)

POWERS

Beast Strength x2, Misty Self, Shadow Form, Summon Paper Shadows

27. HALL OF TOWERING FLESH

This is part of a section of the house connected to area 8 and to area 44. As a whole it forms a towering prison made of human flesh. For complete details on the nature of the walls and the prison, see area 8.

Here Feng Yin keeps a Raksha named Shi imprisoned and shackled in cell A. He has been tortured and driven mad from the pain. He is here because he knows the location of the Blood Dagger of Bao (a weapon that can destroy Feng Yin) and she wants to know where to find it (so far he has not revealed its location).

Shi is strapped to a wall with bamboo boards interlaced between his legs and arms. There are ropes winding the boards so they tighten and slowly crush the bone. Shi knows that the Blood Dagger of Bao is located at the Tall Mountain Wine House in Xuanlu where a scholar named Bu keeps it in a wooden box.

SHI (RAKSHA DEMON)

Shi has blue skin and crimson hair. His eyes are wide and green and he has two sharp teeth peering from his lips. Shi is a connoisseur of human flesh, and believes it is best eaten raw. He was in Hai'an to find the perfect recipe following a rumor that human flesh carved from the Blood Dagger of Bao is especially delicious (and strangely delightful due to the danger the dagger presents to creatures like Shi). He was imprisoned by Feng Yin who wants to extract the location from him (it is located in the Tall Mountain Wine House in Xuanlu). The torture he has undergone has driven him mad.

Defenses: Hardiness 8, Evade 4, Parry 7, Stealth 9, Wits 7, Resolve 6

Key Skills: Bite: 2d10 (7d10 Open Damage), Claw: 3d10 (5d10 Damage), Speed: 4d10 (70 feet), Fly: 5d10 (80 Feet), Detect: 2d10, Muscle: 5d10, Deception: 2d10, Language (Any): 3d10, Talent (Cooking): 3d10

Max Wounds: 18 (presently 5)



POWERS

Beast Strength (x10): Multiply the Shi's base Lift by 10. It can also exceed dice caps on Damage rolls.
Devour: Shi's bite delivers 7d10 Open Damage on a successful bite.

Fly: Shi can fly.

Illusion and Transformation: Shi can create powerful illusions by rolling Deception against the Wits of his Target. This allows him to alter his appearance, alter the local environment's appearance, and achieve a number of similar effects.

Immunities: Shi is only harmed by energy attacks and cold. Peach Tree wood is particularly harmful (any weapon made of Peach Tree Wood will hurt him normally).

28-29. GUEST QUARTERS

These are the real guest quarters for ranking members of the House of Paper Shadows (or well trusted allies). The area covers two floors, the first usually being divided into a hall (A) and a study (B). The second floor is usually divided into a master bedchamber (C) and a servant bedchamber (D). The rooms in this section change more than any other areas of the house, as Feng Yin likes to tailor the chambers to her guests. Feel free to adjust the precise arrangement. There are some constants however.

The study (B) always has a cabinet filled with a collection of novels written in the vernacular. These are small stories (huaben) about the size of a modern novella. They generally are pretty focused and the ones in the cabinet deal with strange monsters and heroes in Hai'an. They are all written by a man named Han Yuan and have a very strange property to them. The books change according to the will of the reader. There is a set storyline in each one so to speak, but the reader exerts some influence on the outcome through his or her desire as they read. Anyone reading the book can make periodic Persuade rolls TN 7. If they succeed, the story veers in the direction they desired but remains firmly in keeping with the tone of the tale. If they get a Total Success the novel can go in a wildly different direction, changing genre, location, and so forth. If they fail it continues as written. The titles in the cabinet include: General Dou Lun and the Manly Concubine, The Ghostly Mother-in-Law, The Drunken Lovers of Xuanlu, The Three Cinnabar Elixirs, The Plague and the Swordsman, The Strange Killer from Mount Bao, and The Coral Lady.

Food always appears in the morning and evening for guests in area D. The walls open up and Paper Wasps carry in multi-compartment bamboo baskets of food. Tea and wine are also provided.



SILENT DAGGER DISCOVERS THE ROOM OF MANY ARROWS

30. ROOM OF MANY ARROWS

This room is illuminated with a circular paper lantern dangling from the ceiling by a rope. The walls are lined with small dark circles (Detect TN 9). The paper lantern is a crude sensory device. As soon as a person approaches it, it lifts rapidly into the air and the room goes dark as the door seals shut. Anyone inside is surrounded by paper walls with Hardiness 7; Integrity 5.

As soon as the door shuts, small arrow bolts fire from the holes in the wall. See trap below for effects.

Many-Arrowed-Chamber Trap: Type Attack, Detect TN 9, Attack 4d10 against Evade, Effect 4d10 Open Damage, Disarm TN 8.

Once the trap is triggered roll 4d10 against the Evade of everyone in the room. On a Success, they take 4d10 Open Damage. On a Total Success, they take 5d10 Open Damage.

31. SU ANZHONG'S CHAMBER

This is Su Anzhong's residence chamber. He also lives in area 32. However, this is one of the least desirable living quarters, because Anzhong must take the stairs outside to get to his upper studio. At night there is a 4 in 10 chance he is here.

Area G is a reception hall and there are six small partitioned rooms around it. Area A is his bedchamber, with a kang stove bed, wooden head rest, and an ample assortment of beeswax candles. Area B is his wash room, with a basin and bronze mirror. Area C is where he stores memorabilia from his younger days. These include a perfumed love satchel given to him by his wife Fan Heng, and a rusty sword called Life Giver (see below). There is also a chest here with 50 silver taels.

Areas D through F are where Su Anzhong stores his prized food and drink. Areas D and E are for dry food, while area F is for wine. In area F he has three clay jars of Jade Wine, five nuggets of Jade Flower Tea, and a brick of Dragon Tea. There are two bottles here. One has three Blue Phoenix Pills in it and the other has 5 Yellow Phoenix Pills (pages 99-100 of the **WANDERING HEROES OF OGRE GATE** rulebook).

LIFE GIVER (SWORD)

This is a cursed sword. Su Anzhong acquired it in an old tomb in the north. It plagued him for months, but he managed to find a Yen Li priest who pried it from his fingers. He had him store it here since it reminded him of his happier days. Anyone who holds Life Giver, cannot release it from their grip. Even if they try peeling off the skin, it seems like the sword is stuck to the bone as if by magnetic force. Chopping off the arm or finding a suitably skilled Ritual Master is the only cure. In addition, anyone who tries to use it in combat discovers to their horror that they attack themselves instead of their enemies most of the time. When someone wielding the sword wishes to attack, they must make a Command roll TN 7. On a Success, they can attack as desired. On a Failure, they strike themselves with the sword.

32. SU ANZHONG'S UPPER QUARTERS

This is Su Anzhong's studio. It is filled with very mediocre paintings of his wife hanging on the wall. In addition, there are some landscapes of the surrounding area. In the images she looks happy. Anyone who has seen Fan Heng will recognize her in the image. There is also a table here with paints, paper, and other supplies.



THE DRUNKEN TWINS

There is also a painting here of Feng Yin in her human form by a tree, surrounded by leather shadow puppets.

During the day there is 5 in 10 chance Su Anzhong is here.

SU ANZHONG

See **SU ANZHONG** entry in **CHAPTER THREE** for more information.

Defenses: Hardiness 9, Evade 7, Parry 4, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 2d10, Meditation: 1d10, Athletics: 3d10, Endurance: 2d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Hai'anese): 2d10, Places (Hai'an): 2d10, Places (Li Fan): 3d10, Places (Zun River Valley): 3d10, Places (Dai Bien Forest): 1d10, Talent (Painting): 1d10

Qi: 5

Max Wounds: 21

Weapons: Bow (3d10 Damage), Thunderbolt Ball (5d10)

Mental Afflictions: Paranoid, Explosive Rage

Combat Technique: Fists of Steel

Key Techniques (Waijia 2, Qinggong 2): Intercepting Arrow, Knock of the Meteor Hammer (-2d10 with Thunderbolt Ball), Rain of Arrows, Storm of Arrows, Whirling Dodge (Counter)

POWERS

Summon Paper Shadows, Shadow Form, Misty Self, Summon Paper Shadows

33-34. CHAMBERS OF THE DRUNKEN TWINS

The Drunken Twins live in these chambers (they are described in detail in **CHAPTER THREE**). There is a 3 in 10 chance that they are here any time of day or night. The rooms are in ruin. There are also objects like chopsticks, plates, a guzheng, and spears embedded in the walls. This is because the twins regularly destroy their chamber in drunken fits and the Paper Wasps often rebuild the walls around the objects left inside them.

Room 33 seems to be a general drinking and eating area. In a section that looks like a storage cabinet are a wide variety of wines including: two jars of Snake Wine, a jar of Pear Blossom Wine, and a large bronze elephant storage vessel filled with Yellow Wine. There are also many different kind of drinking cups here as well, all made from exceptional porcelain.

Room 34 is divided into two bed chambers and a washing area. These are in as much disarray as the rest of the chamber.

THE DRINKING VESSEL OF WINE BROKER CHU

This is a shallow blue porcelain cup ideal for drinking yellow wine. It belonged to Wine Broker Chu, a man who helped intermediate sales of alcohol in Xuanlu (brokers are often required due to the number official requirements, taxes, and restrictions). He was said to be a prolific drinker and that few could match his tolerance. Anyone who drinks wine from this vessel will experience all the benefits of being drunk (euphoria for example) but none of the downsides. You can drink endlessly and suffer no penalties to skills.

THE DRUNKEN TWINS

See **DRUNKEN TWINS** in **CHAPTER THREE** for more details on background and abilities.

Defenses: Hardiness 4, Evade 7, Parry 7, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Athletics 2d10, Detect: 1d10, Deception: 2d10, Talent (Theft): 3d10, Talent (Disguise): 2d10, Trade (Mechanical): 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Hai'anese): 3d10

Qi: 3

Max Wounds: 7

Weapons: Hands (2d10 Damage)

Combat Technique: Fists of Steel, Drunken Fighter

Key Techniques (Waijia 3, Qinggong 1): First Fist of Yanshi, Impact of the Falling Star, Ringing Strike of the Hand, Stance of the Drunken Cat, Dip of the Drunken Snake (Counter), Drunken Dodge (Counter), Horizontal Sidestep (Counter)

35. XIAOHUI LAST OF THE FENG CLAN

This chamber is inhabited by Xiaohui, an old blind lady who is the last true member of the Feng clan. The room is filled with racks of turtle shells and in the center of the chamber is a large bronze brazier with four legs. The brazier is for heating the turtle shells until they crack and taking readings.

Xiaohui is a skilled seer, who knows how to read turtle shells to find answers about future events (See **ORACLE BONES** on page 44 of the **WANDERING HEROES OF OGRE GATE** rulebook). She can write a yes or no question on the shell, and usually gets an accurate answer (roll her Divination skill secretly to determine each time). She does want to escape the House of Paper Shadows, so she will help anyone who seems trustworthy and capable of destroying Feng Yin in order to get revenge for her mother. However, Feng Yin places great value on Xiaohui and sends drones to check on her regularly.

Xiaohui is trapped here due to the collapsed balcony (area E). Feng Yin blinded her and collapsed the balcony after Xiaohui tried to escape. Feng Yin has her servants see to Xiaohui's needs but never lets her leave areas 35 and 36.

Every ten minutes while here there is a 6 in 10 chance of an encounter, using **ENCOUNTER TABLE ONE: HOUSE OF PAPER SHADOWS**.



XIAOHOI

Xiaohui's mother escaped the massacre committed by Feng Yin and her Shadow Puppets when the House of Paper Shadows was formed. Her mother, Feng Qian, taught Xiaohui divining secrets of her ancestors and one day, Feng Yin tracked them down. Feng Yin killed Feng Qian, and almost killed Xiaohui, but was persuaded by the girl's plastromancy talents (the reading of turtle shells as Oracle Bones). She asked Xiaohui a question, who then heated a turtle shell and read the cracks. Her answer possibly saved Feng Yin, so she brought Xiaohui with her to the House of Paper Shadows. Xiaohui tried to escape so Feng Yin blinded her and destroyed the balcony entrance to her quarters. Now she periodically asks her for readings on important matters. Xiaohui still wants to escape but fears falling to her death or being attacked by the Shadow Wasps.

Xiaohui's ability to read turtle shells is uncanny and she gains a +1d10 whenever doing a reading in any way related to the House of Paper Shadows.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 6, Wits 7, Resolve 6

Key Skills: Muscle: 0d10, Speed: 0d10, Detect: 1d10, Divination: 3d10, Talent (Calligraphy): 3d10, Creatures (Animals): 2d10, Religion (Lady Feng): 3d10, Language (Hai'anese): 3d10, Language (Daoyun): 1d10, Read Script (Feishu): 3d10

Max Wounds: 1

Expertise: Divination-Fortune Telling

36. XIAOHOI'S UPPER QUARTERS

This area includes Xiaohui's storage cabinet (area A), her washroom (area B), and her bedroom (area C). The storage cabinet contains many books on divination, but one stands out as unusual because it is written in Singh. This is a book called the The Amber Seal of Lady Feng. However, the title and the contents are written in Singh. Xiaohui has no idea what it means or its significance. It was carried by her mother, who translated the original Hai'anese into Singh in order to disguise its contents. She could not bring herself to use it as it would require her sacrificing Xiaohui to perform the ritual. For information on Xiaohui see area 35. For information on The Amber Seal of Lady Feng, see **CHAPTER FOUR**.



XIAOHUI

37. ZUAN YUAN'S QUARTERS

These are Zuan Yuan's, or Silver-Haired Beauty's, quarters. There is a 4 in 10 chance any time of day that he is here. He is a former hero from the Silken Robe Society who came to the House of Paper Shadows to seduce Feng Yin but was turned into a host for one of her Dragon Wasps. Due to his good looks and charm he often receives important guests here when an impression needs to be made. Both floors of the residence are equipped toward this aim. All the paper walls of the residence are painted in beautiful landscapes with multicolored birds and a courtyard house (anyone who has been there can recognize the courtyard house as a depiction of Songbird Villa).

This floor is divided into three rooms. Area A has a wide kang couch dominating the back of the chamber and a round stool. Area C has a semi-round table and two chairs for preparing tea. Area B is a kind of washroom, with a basin and a full-sized bronze mirror. The mirror is special in that Zuan Yuan's original personality occasionally appears upon its surface. It just appears as an image but can mouth words, so viewers may try to read his lips. He may be able to give intruders some directional advice if they seem hostile to Feng Yin. He can also try to communicate his condition as a Dragon Wasp Host through pantomime.

ZUAN YUAN (SILVER-HAIRED BEAUTY)

For information on **ZUAN YUAN** see **SILVER-HAIRED BEAUTY** entry in **CHAPTER THREE**.

Defenses: Hardiness 7, Evade 6, Parry 6, Stealth 9, Wits 8, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 2d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Talent (Shadow Puppetry): 5d10, Talent (Singing): 3d10, Talent (Suona Horn): 3d10, Muscle: 2d10, Speed: 3d10, Detect: 3d10, Command: 2d10, Deception: 2d10, Reasoning: 2d10, Institutions (Imperial Bureaucracy): 2d10, Institutions (Criminal Underworld): 3d10, Institutions (Sects): 3d10, Institutions (Societies): 3d10, Places (Hai'an): 3d10, Places (Hu Qin): 2d10, Places (Li Fan): 1d10, Talent (Painting): 2d10

Qi: 5

Max Wounds: 11

Equipment: Horn of the Society of Leather Shadows (3d10 Damage), Jian (3d10 Damage, +2d10 Accuracy)

Expertise: Detect-Sight, Talent-Composition

Key Techniques (Waijia 1, Qinggong 3): Dog Bashing Stick (with horn), Fierce Strike, Flight of the Hawk, Fluttering Kicks, Flying Swan Kick, Stick of the Rising Dog (with horn), Stunning Stick Strike (with horn), Swan Taming Strike, Swift Stride, Graceful Retreat (Counter), Horizontal Side-step (Counter)

POWERS

Changing Appearance, Dragon Wasp Host, Summon without Song

38. ZUAN YUAN'S UPPER QUARTERS

This is where Zuan Yuan's bedchamber and studio are. His bedroom (area A) has a comfortable canopy bed, a charcoal brazier, and kushen style rugs upon the floor. The studio (area B) has a number of painting supplies, a table, an ink stone, and several wall paintings of birds from Songbird Villa. There is also a painting with three Zhen Birds devouring a beehive. The birds in this painting leave the painting and turn into real attacking Zhen Birds to ward off intruders. If they are killed, they return to the painting and cannot attack again for a day. The Zhen Bird stats are supplied below (for information on Zhen Birds see page 384 of the **WANDERING HEROES OF OGRE GATE** rulebook).

ZHEN BIRD

Defenses: Hardiness 2, Evade 9, Parry 2, Stealth 10, Wits 2, Resolve 5

Key Skills: Claws: 0d10 (1d10 Damage plus Poison), Peck/Bite: 0d10 (1d10 Damage plus Poison), Speed: 3d10, Fly: 5d10 (80 feet), Detect: 4d10, Muscle: 0d10

Max Wounds: 1

POWERS

Poisoned Peck/Claw: The Peck and Claw of a Zhen Bird is poisonous. Anyone who is hit and takes Damage from either of these attacks is potentially exposed.

As soon as a person is exposed to Zhen Bird venom roll 4d10 against their Hardiness. If it meets or exceeds their Hardiness Rating they are affected, suffering cumulative -1d10 penalties every 10 seconds as their body and mind are overwhelmed with violent tremors and a profound mental fatigue. The poison of the Zhen Bird is incredibly lethal, killing in hours. The antidote requires the use of a ground rhinoceros horn and a human tooth (in addition to about 27 other ingredients).

39. STOREROOM

This storeroom is filled with cupboards and cabinets that have supplies for Shadow Play Troupes. Cabinet A is musical instruments. These include guzheng, double headed drums, chimes, wooden clappers, finger cymbals, and a variety of tools. Cabinet B is empty. Cabinet C contains screens for shadow plays. Cabinet D contains lanterns. Cabinet E contains uniforms for the Society of Leather Shadows (these can be used to pass through the halls of the house without attracting as much attention). Cabinet F contains a number of regular leather shadow puppets (these are not supernatural). Cabinet G is tall and contains mats for the shadow puppeteers, banana trunks, and platforms for mounting shadow puppets during performances.



40. HALL OF THE HANGING LANTERNS

This hall leads to area 45. It is filled with twelve paper lanterns, floating freely in the air about seven to thirteen feet off the ground. The lanterns are blue and red and can move around at will, consuming the heads of anyone they happen to land upon. In actuality the lanterns are an invention of Assistant Director Shang, imbued with Qi to create a kind of Spirited Flying Guillotine. The lanterns seem relatively harmless but on a Detect TN 9 roll, it is clear they are floating without any string, chain, or rope.

The purpose of the lanterns is to protect Feng Yin's chambers. The lanterns attack in a staggered formation as they slowly become aware of intruders (typically 2 attack the first round, followed by 4 the second round, 6 the third, and so on).

The door to area 45 is locked. It requires a Talent (Theft) TN 7 or Trade (Mechanical) TN 9 roll to open.

Door: Talent (Theft) TN 7 or Trade (Mechanical) TN 9 to Open, Hardiness 8, Integrity 6.

SPIRITED LANTERNS (12)

These look like square-shaped paper lanterns that can float around freely. They do not appear to have any particular aim or intent until they attack, at which point they float through the air like squids in water, landing upon a person's head then sliding down to the neck until the lantern is firmly in place. Once they do this, they inflate with energy, bite off the head with terrifying power, and leave the headless body behind.

Defenses: Hardiness 2, Evade 8, Parry 6, Stealth 9, Wits 4, Resolve 10

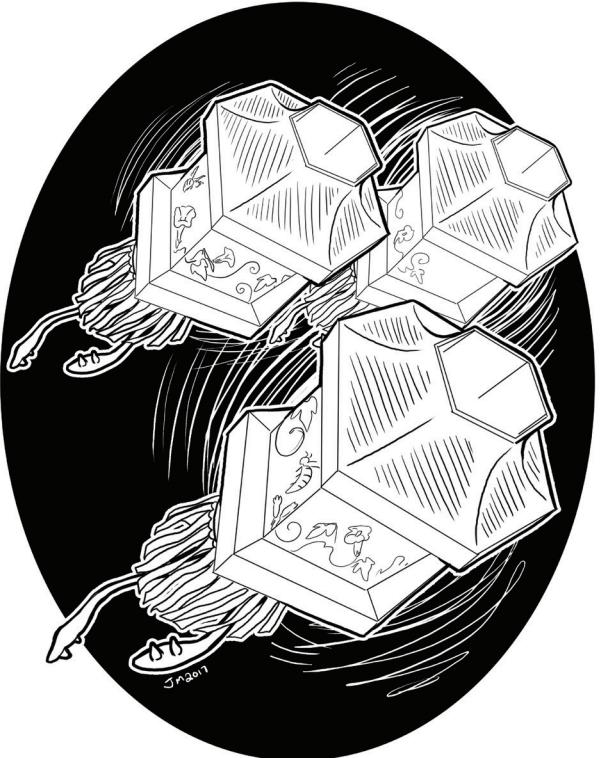
Key Skills: Attack: 1d10, Speed: 2d10, Fly: 1d10

Max Wounds: 2

Behead and Consume: When a Spirited Lantern lands on a Target with a successful attack, it engulfs the head and its wire frame clings to the neck. Removing the lantern is a Muscle roll TN 5. The following round, its sharp jaws sever the neck, and the head is consumed.

41. RUANG ANZHI'S HALL

Ruang Anzhi is a Yen-Li priest who was promised the secrets of the House of Paper Shadows if he lent his skills to them. He has been living here for ten years and has taken it upon himself to guard areas 42 and 43. Section A is his studio, with an old-fashioned couch equipped with high armrests. Section B is his



bedroom. One of his duties is to manage the spirits housed in area 42.

There is a cabinet in here with the following ritual manuals: Binding the Demon Ritual, Blood Offering of the Demon Emperor, Curse of the Spirit, Draw out the Demons, Mind Illumination, and Ritual of the Boundless Perfection.

There is also a book called Illuminated Entities of Wan Mei. This is a catalog of the various monsters Ruang Anzhi has interrogated. For any given Spirit or Gui there is a 6 in 10 chance this book contains information on them. For any other creature there is a 1 in 10 chance. This effectively gives players information from **CHAPTER TEN: MONSTERS AND THREATS** of the **WANDERING HEROES OF OGRE GATE** rulebook.

RUANG ANZHI

Ruang Anzhi is a Yen-Li priest who hunts and imprisons spirited beasts and ghosts. He came to the House of Paper Shadows hoping to gain knowledge and offered his services in exchange. Feng Yin agreed, provided he helped her manage more dangerous intruders and assisted by performing rituals as needed. Ruang Anzhi wants knowledge and does not care for power. He is curious and fascinated by creatures, not simply seeking to imprison them, but also to interrogate them on their nature.

Defenses: Hardiness 3, Evade 4, Parry 5, Stealth 6, Wits 8, Resolve 7

Key Skills: Arm Strike: 0d10, Medium Melee: 2d10 or 4d10 with Jian, Athletics 0d10, Muscle: 1d10, Speed: 3d10, Religion (Yen-Li): 3d10, Creatures (Demons): 3d10, Creatures (Monsters): 3d10, Creatures (Spirits): 3d10, Ritual (Binding the Demon Ritual): 3d10, Ritual (Curse of the Spirit): 2d10, Ritual (Draw out the Demons): 3d10, Ritual (Mind Illumination): 2d10, Ritual (Ritual of the Boundless Perfection): 2d10, Ritual (Spirit Keeping): 2d10

Qi: 4

Max Wounds: 9

Weapons: Jian (2d10 Damage, +2d10 Accuracy)

Key Techniques (Waijia 1, Qinggong 3): Biting Blade, Blasting Blade, Deep Biting Blade, Flight of the Hawk, Weapon Stride (Counter), Whirling Dodge (Counter)

42. HALL OF CAPTURED SPIRITS

There are paper shelves all along the wall, sealed and forming dozens of small box-like containers. Inside each one is a ceramic orb (Ceramic Orbs of Ruang Anzhi, **CHAPTER FIVE**). The orbs feel heavy as if filled with a liquid. They all contain spirited beasts and demons captured by Ruang Anzhi and placed here for his study. He likes to speak to them and interview them for information. There are many orbs. If players grab one and smash it open, it will release the creature from inside. Such entities are extremely dangerous as they have been trapped for some time. Any creature released has an 8 in 10 chance of attacking right away.

When players take an orb or smash one, roll on the following chart to see what creature is contained inside (using **CHAPTER TEN** of the **WANDERING HEROES OF OGRE GATE** rulebook for stats):

43. HALL OF MANY ROBES

This area is filled with cabinets and trunks containing articles of clothing. Many of them are official robes for ranking members of the Society of Leather Shadows, but they also include a wide variety of outfits for when members must go undercover. These clothes cover a range of locations, from Hai'an to the Empire. They include robes, hats, gowns, skirts, forged talismans, coats, and an assortment of accessories, like hairpins.

Trunk A contains a number of official looking robes. However, there is one robe in the trunk that is of note: the Robe of Ban Liu.

HALL OF CAPTURED SPIRITS TABLE	
Roll 1D100	Result
1-4	Bird Demon
5-8	Fox Demon
9-12	Snake Demon
13-16	Toad Demon
17-20	Fei Beast
21-24	E Gui (Hungry Ghost)
25-28	Feng Gui (Phoenix Ghost)
29-32	Jiangshi
33-36	Jiangshi (Old)
37-40	Naga
41-44	Ogre Demon
45-48	Painted Death
49-52	Raksha Demon
53-56	Yaksha Demon
57-60	Mountain God
61-64	Celestial Demon
65-68	Longzhi
69-72	Qi Spirit (Compassionate)
73-76	Profound Spirit
77-80	Qi Spirit (Bull)
81-84	Qi Spirit (Ogre)
85-88	Qi Spirit (Swallow)
89-92	Bixie (is friendly, does not attack)
93-96	Kui Demon
97-100	Qi Spirit (Pig)

THE ROBE OF BAN LIU

This is a green robe with a vermillion sunburst that belonged to a renowned ghost hunter and ritual master named Ban Liu. He perished many years ago inside the House of Paper Shadows. His blood soaked the robes, imprinting a sunburst image upon it and granting it special powers. Anyone who wears it is empowered with his ghost killing hands. If they strike a Ghost with an Arm Strike or Grapple, it causes the ghost to burn and hiss with vapor, doing 2 Extra Wounds. The wearer also gains +1d10 to the Creatures (Spirits) skill.



44. CROWN OF TOWERING FLESH

This is the upper floor of the Hall of Iron Will and Hall of Towering Flesh, where Feng Yin keeps her most valued prisoner, Moonlit Scythe. He is imprisoned in cell A and is a powerful demon hero tricked into imprisonment by Feng Yin. Releasing him could be helpful to the party but is incredibly dangerous. The cells in this chamber are stronger than the ones in area 8 or 27. They are made of human flesh reinforced with bone, giving them a Hardiness of 8 and Integrity of 19. For more information on the nature of these walls, see the entry in area 8.

MOONLIT SCYTHE (LIU XIUYING)

Moonlit Scythe is a slim man of above average height, with iron-colored skin that shines in light and two scythe-like blades erupting from his back. He was once a powerful rogue demon hero who came to the House of Paper Shadows to learn about their unique use of leather shadow puppets. Feng Yin took personal interest in Moonlit Scythe and began to train him herself as a ruse to gain his trust so she could catch him in a surprise attack and imprison him. Moonlit Scythe cultivated a unique evil technique to orchestrate his escape, but he lost himself in the process, completely forgetting his past and even forgetting that he had mastered this new technique. He now sits passively in a cell, allowing Feng Yin to do as she pleases.

Moonlit Scythe's mind is now blank, he speaks little and goes along with whatever the person in front of him says. When angered, sparks of his former demeanor return (and fade as his rage subsides). He would once act swiftly and fiercely, showing no mercy, but could be pleasant to those who were nice to him. When provoked he uses his Kung Fu to kill without a thought. Things that prompt rage in Moonlit Scythe include mocking his appearance, nagging him to complete a task, or placing moral judgement on him.

Moonlit Scythe is a powerful ally if the players can convince him to join their cause against the House of Paper Shadows (assuming that is the reason they are here). However, he is difficult to control, and unleashing him could prove dangerous. He forgot that he knows Kung Fu, but in the heat of a fight will naturally use his techniques against his enemies.

Defenses: Hardiness 10, Evade 6, Parry 6, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 3d10, Athletics: 2d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Meditation: 3d10, Deception: 2d10, Reasoning: 2d10, Detect: 1d10, Talent (Shadow Puppetry): 2d10

Qi: 10

Max Wounds: 21

Weapons: Shoulder Blade Scythes (Heavy Melee, Muscle + 2d10 Damage)

Demon Flaws: Demon Skin, Memory Loss

Key Techniques (Waijia 2, Qinggong 1, Neigong)

1: Biting Blade, Blade of the Dancing Fox, Deep Biting Blade, Flight of the Hawk, Fluttering Kicks, Spearing Blade, Blade Pinch (Counter), Clutch of the Hawk (Counter)

Blade of the Dancing Fox: Make a single Speed roll against the Target's Parry to attack with his Shoulder Scythes. On a Success, he makes 3 Damage rolls against Hardiness. On a Total Success, you make one additional Attack. Cathartic: When used cathartically he can make 5 Damage rolls on a successful Attack roll.

Evil Techniques: Cultivation of the Demon Moon (Evil), Hidden Hands of the Shadow Puppeteer (Evil)

45. FENG YIN'S MENAGERIE

This is a prison for Feng Yin's most astounding creations, Folded Leather Figures. Each room is made with paper walls and fitted with bars made of wood. However, both have been coated with a special lacquer, giving them greater resilience and strength, making escape difficult for those inside. There are six display rooms, each with a living leather statue made in the image of creatures from legend.

The figures are made by a process similar to paper folding or origami but using hide. Though they look impressive, and can be dangerous, these are hollow on the inside and physically not very strong. Because of their lack of physical strength, they cannot escape from their cages. However, the cages can be broken into by those with enough power to do so.

CAGES A AND E: DRAGON AND PHOENIX

Cage A contains a Dragon figure, while Cage E contains a figure in the image of a Phoenix. They have a spark of intelligence and great longing within them. Of all the figures in the menagerie, they are the most benevolent. They are in love and stare at one another through the bars of their cages. The Dragon is yellow. The Phoenix is yellow with blue, red, white, and black coloration.

Both the Dragon and Phoenix are more willing to help people who have positive rather than negative Karma Ratings. If freed they may help the party face Feng Yin, but would want to be free after that.



Defenses: Hardiness 3, Evade 9, Parry 5, Stealth 6, Wits 3, Resolve 8

Key Skills: Bite: 2d10 (2d10 Damage), Muscle: 0d10, Speed: 3d10, Fly: 1d10, Detect: 1d10

Max Wounds: 6

POWERS

Summon or Control Water (Dragon): The Dragon can summon rains and control any water in the nearby area.

Strengthen the Righteous (Phoenix): In the presence of a righteous person facing evil, the Phoenix can bestow a +1d10 bonus to all Attack rolls. The person must have Karma of 3 or greater for this to work.

Flight: Unlike the other figures, the Dragon and Phoenix are more suited to flight, and therefore have 1d10 instead of 0d10. They are still hollow and tend to float, but simply have more control than the others.

CAGE B: MURDEROUS QUI SUN

This is a leather figure that Feng Yin felt compelled to create. She does not realize it, but it is a likeness of Qui Sun, and a product of the dark rage that fueled his murder of her parents. He can speak but refuses to share his name with her. Feng Yin is fearful of him but cannot bring herself to destroy him either. He is quite lifelike and sinister looking. He will try to convince people to free him, even offer to help. He will then try to procure a weapon and murder his liberators. He is driven purely by a desire to kill and harm.

For more information on **QUI SUN** see his entry in **CHAPTER TWO** and see **DIRECTOR LONG SHISAN/FENG YIN** in **CHAPTER THREE**.

Defenses: Hardiness 3, Evade 8, Parry 8, Stealth 10, Wits 7, Resolve 8

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 1d10, Muscle: 0d10, Speed: 3d10, Fly: 0d10, Detect: 1d10

Max Wounds: 5





Murderous Rage: When wielding any kind of sharp object, the thought of murder fills him with a dark Qi energy, lending his attacks more power. He does 2 Extra Wounds on all such attacks.

Float: All Folded Leather Figures are hollow and can float easily as a result. They can use this to fly.

CAGE C: THE NINE-TAILED FOX

This is a folded-hide figure of a fox with nine tails who calls herself Chen. However, to many (see below) she appears as a beautiful woman. Her only desire is to take true human form, which she can do by kissing and trading life essences with a willing partner.

Defenses: Hardiness 3, Evade 4, Parry 5, Stealth 8, Wits 8, Resolve 6

Key Skills: Arm Strike: 2d10, Light Melee: 1d10, Muscle: 0d10, Speed: 2d10, Fly: 0d10, Detect: 1d10, Persuade: 3d10, Deception: 3d10, Language (Daoyun): 3d10, Language (Hai'anese): 3d10

Max Wounds: 2

POWERS

Possessing Kiss: Anyone who willingly kisses the Nine-Tailed Fox, swaps bodies with her. The person swapped into her body retains all their knowledge, specialist and mental skills, but swaps all other skills with her. They also gain her Illusionary form and Possessing Kiss ability.

Illusionary Form: Chen can create the illusion that she is a human woman rather than a nine-tailed fox. Roll 3d10 against the Wits of anyone viewing her. On a Success, they believe she is a beautiful human woman for 1 day. On a Total Success, the very first time the viewer sees her they forever believe she is a human woman.

CAGE D: RAKSHA DEMON

This looks like a folded leather figure of a Raksha Demon, but its claws and teeth are made from real metal blades. It desires only human blood and thrives upon it.

Defenses: Hardiness 5, Evade 4, Parry 5, Stealth 8, Wits 8, Resolve 6

Key Skills: Claws: 3d10 (4d10 Damage), Bite: 2d10 (3d10 Damage plus blood drain), Muscle: 0d10, Speed: 1d10, Fly: 0d10, Detect: 2d10

Max Wounds: 4 (+1 per Wound of blood)

POWERS

Bite and Blood Drain: On a successful Bite attack, the Raksha Demon drains a point of Hardiness for every Wound it inflicts as it sucks up the person's blood. This also imparts a resilience to its body, making it look more like a real Raksha. For every Wound it inflicts, its Max Wounds and Current Wounds go up by 1.

CAGE F: MOUNTAIN GOD LENG

Mountain God Leng is a folded leather figure with the body of a tiger and a human head with eight smaller human heads forming a crown around the central one. The heads can sing a polyphonic melody that causes people to do his bidding. He cannot speak, but people can sense his wishes through the music. Mountain God Leng is exceptionally intelligent and wants only to escape from the House of Paper Shadows.

Defenses: Hardiness 5, Evade 4, Parry 5, Stealth 8, Wits 10, Resolve 6

Key Skills: Claws: 2d10 (3d10 Damage), Bite: 2d10 (5d10 Damage), Muscle: 0d10, Speed: 1d10, Fly: 0d10, Detect: 4d10, Talent (Singing): 2d10

Max Wounds: 5

POWERS

Singing Heads: The heads of Mountain God Leng can sing a haunting polyphonic melody that makes listeners susceptible to his desires. Roll 2d10 against the Resolve of all who can hear. On a Success, the person must obey the will of Mountain God Leng or suffer a -1d10 Penalty to skills for an hour. On a Total Success, one must obey the will of Mountain God Leng or suffer a -2d10 Penalty to skills for an hour.

CAGE G: DROWNING LIYAN

This is the folded leather figure of a tall woman who hides her face in long sleeves. According to legend, Liyan was a woman who drowned but refused to die, and anyone who looked upon her face suddenly began suffocating to death. Her features are life-like and horrendous, with the hideous bloat of a drowned visage. If she reveals her face, those who see, cannot breathe.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 9, Wits 6, Resolve 10

Key Skills: Arm Strike: 0d10, Muscle: 0d10, Speed: 2d10, Fly: 0d10, Detect: 2d10

Max Wounds: 3

POWERS

Suffocating Gaze: Anyone who looks upon Liyan cannot breathe and is affected by the suffocation rules on page 83 of the **WANDERING HEROES OF OGRE GATE** rulebook. The person feels compelled to continue looking at her features and must make a Reason roll TN 6 to look away each round.

CAGE H: HECHI

This is a folded paper statue of a Hechi, a goat-like humanoid with a long horn on its forehead. It is one of the few figures here that is well-disposed toward Feng Yin and tries to use its abilities to curry favor with her. As a reward for its loyalty she has given the Hechi a box of fireflies that can carry messages to her if it whispers to them. It typically tries to earn the trust of intruders and asks questions to find out what it can about them. Then it whispers to one of its fireflies and sends it to Feng Yin to alert her.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 9, Wits 6, Resolve 10

Key Skills: Arm Strike: 1d10, Muscle: 0d10, Speed: 1d10, Fly: 0d10, Detect: 3d10, Deception: 2d10, Empathy: 3d10

Max Wounds: 4

POWERS

Sense Lies: The Hechi can sense lies with its horn. It does not need to roll for this, it knows when people speak to deceive.

46. FENG YIN'S INNER HALL

This chamber is divided into two rooms. The first, room A, is where she keeps a number of finely crafted musical instruments in a long cabinet. Here there are drums, cymbals, and a pipa. All the instruments are worth four times their normal cost and all are of such high quality that they effectively confer a +1d10 bonus with use. There is a bronze brazier in the chamber as well. There are also two Horns of the Society of Leather Shadows here (see page 388 in the **WANDERING HEROES OF OGRE GATE** rulebook).

Room B is where Feng Yin goes when she wishes to feel more human. This room has a large kang couch with two step stools in front of it, a long table, and a semi round table with a wooden cage upon it. Inside the cage is a Jade Wasp. The wasp is literal jade and inanimate until one sings or performs music in its presence. The wasp is one of Feng Yin's cherished pets, but it despises her (or any person with a murderous history), so she keeps it inside the wooden cage.



JADE WASP

This wasp is about the size of a fist and made from white jade. When music is played, it awakens and animates for 1d10 minutes. The Jade Wasp can detect a person's Karma and is well disposed towards those with good Karma Ratings. Once befriended the Jade Wasp is quite loyal, though an unusual pet indeed.

Its thin translucent wings are also made from jade, but despite the wasp's solid body, they are able to give it flight.

Defenses: Hardiness 5, Evade 8, Parry 8, Stealth 7, Wits 9, Resolve 10

Key Skills: Sting: 3d10 (2d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 1d10, Detect: 5d10

Max Wounds: 5

POWERS

Flesh Melting Sting: The sting of the Jade Wasp does 2d10 Damage and causes a mental effect where the person believes their skin is falling off. This belief is so powerful that those around the person believe it as well. If an individual is stung, roll 3d10 against their Hardiness. On a Success, they believe their skin is falling off for 10 minutes. On a Total Success, they actually suffer 1 Wound from the process. Also roll 3d10 against the Wits of all witnesses. If this succeeds they believe the melting skin is real too.

Sense Karma: The Jade Wasp can sense the Karma of those around it with a Detect roll.

47. HAUNTED CHAMBER OF NING

This room once served as a large workshop for Feng Yin, where she mainly worked on special screens for Shadow Troupes. It was empty when she first took over, save for a few ancient pieces of furniture. However, soon after she set it up, the puppets and screens began to take on a life of their own and perform terrifying shadow plays she had no control over. They even began attacking her. She decided to leave the room alone. What she did not realize was this section of the village was inhabited by the family of a woman named Ning, who had been falsely suspected of being a ghost (or possessed by a ghost) many decades before Feng Yin was born. The local villagers, led by a Yen-Li priest named Huan, captured her and burned her on a pyre outside the village gates. She rose as a Long Gui and haunted the place for years murdering the people responsible for the false accusations. She possessed a man and used his body to find Huan, who she murdered and stuffed into a trunk, placing his body in this room (where he has turned into a Jiangshi).

As soon as anyone enters the walls illuminate and a shadow play of Ning's past plays upon the walls. As the play unfolds, Ning tries to possess anyone she can.

There is a large trunk in the room. Inside this is the body of Huan (who is a Jiangshi). There are thick layers of dust on the ground and wide shadow play screens are scattered throughout the room.

NING (LONG GUI/DRAGON GHOST)

Ning can appear as a green vapor or a shimmering figure of her former self dressed in coarse homespun clothing. In her shimmering form she looks like a normal person but transparent like an emerald. She is imprisoned inside the room unless she can possess someone (in which case she can move around freely). She desires to live as a normal human, perhaps finding a husband of good moral character. However, she has a burning hatred for any Yen-Li ghost hunter. Her bones are found outside the village beneath a large mound (which was formed upon her pyre). See area 55 for details.

Ning's personality is friendly, almost gentle, but she is determined in her anger toward Yen-Li priests.

Defenses: Hardiness 3*, Evade 6, Parry 6, Stealth 10, Wits 6, Resolve 6

Key Skills: Attack: 3d10 (2d10 Damage), Speed: 6d10, Fly: 3d10, Detect: 2d10

Max Wounds: 10

POWERS

Animate Object: Ning can animate the leather shadow puppets in the room (3d10 Attack, 1d10 Damage). She can also hurl objects at people (3d10 Attack, 2d10 Damage).

Blink: Ning can move over great distance quite suddenly. Even when in a possessed body she retains this ability, moving 100 feet in a blink as a Move.

Possess: Ning can take possession of a person's body. To do so she must first attack the person physically. On a successful Attack, roll 2d10 against their Resolve or they become possessed for 1 month.

Summon Paper Shadows: Can summon 1d10 Paper Shadows under her command.

Immunities: Ning can only be harmed by peach wood weapons or magic. Mundane attacks and Kung Fu Techniques do not harm her. Ning must be contained by powerful magic or laid to rest by giving her remains a proper burial.

HUAN

Huan is weak and contorted, having been stuffed in the trunk ages ago. He hungers for human life energy and is mad with desire for it. He is a Jiangshi (see page 369 of the **WANDERING HEROES OF OGRE GATE** rulebook for more information).

Defenses: Hardiness 8, Evade 3, Parry 3, Stealth 6, Wits 3, Resolve 10

Key Skills: Bite and Claw: 1d10 (2d10 Damage plus Drain Qi), Speed: 0d10, Detect: 1d10

Max Wounds: 8

POWERS

Bite, Drain Qi, Immune to Normal Attacks

Weaknesses: Susceptible to Fire and Energy Attacks

48. THE CHAMBER OF THE SKINLESS ALCHEMIST

This is the residence of Gong Ru, an alchemist who created a potent elixir granting him a weird kind of longevity. Feng Yin heard of his skills and abducted him. When he proved obstinate, she skinned him alive, but his body would not die. This fascinated Feng Yin, and she read it as auspicious. She placed four retractable chains on his limbs and attached them to gears on the wall of this chamber. She does not trust him enough to have him perform alchemical procedures, but she values him enough to not place him in the Tower of Iron Will. Instead she shackled him to this room, a library of alchemical treatises, so she could seek his advice on the subject.

*See **immunities**



There are cabinets filled with books on alchemy. These are some of the more notable ones:

Book of Obscure Cures: This odd book was written by an eccentric scholar named Sheng Su from the time of the Dutiful Empress. Some believe Sheng Su was a woman, but this is debated. The Book of Obscure Cures is a ten-volume work totaling over thirteen thousand pages. It offers recipes for non-supernatural poison and disease cures. For any given ailment there is a 4 in 10 chance this book has a potential cure.

The Cultivated Wilderness: This book is basically a catalog of spirited creatures and demons written by the Yen-Li alchemist, Wang Guo. It includes descriptions, potential weaknesses, and more. It also discusses the possibility of spirited insects, including bees and wasps. The book is not entirely accurate and any information inside only has a 6 in 10 chance of being true.

Gong Ru's Illuminating Observations: This is an account of Gong Ru's development of his strange longevity substance, describing his venture into the Hanging Valley of the Dead to acquire a special root. It also mentions that eating his own heart is the cure for anyone afflicted with his Skin Turning Touch.

GONG RU

Gong Ru is shackled with four chains that retract on gears attached to the wall. These allow him to move as far as the door in the chamber. His body has no skin and looks like a swollen layer of muscle. His eyes bulge from his skull. He is always in a degree of pain, but Feng Yin has provided him with Alleviating Honey which he takes regularly. This causes him to appear blissful, but also makes his behavior and temperament erratic. He tends to react with enthusiasm to all things, particularly ideas and concepts. He feels a duty to capture intruders, if only to make sure he keeps getting his alleviating honey, but he might be persuaded to help if his escape and large doses of his remedy can be offered.

Gong Ru has the Stop Transformation Ritual and might be able to help anyone undergoing a supernatural transformation if they free him.

Gong Ru's body is most unusual. He will only die if his physical form is entirely destroyed. This makes him exceptionally resilient and is why he can survive without his skin. Gong Ru created the longevity substance that gave his body unusual properties by going to the Hanging Valley of the Dead to gather a special root.

Defenses: Hardiness 5, Evade 7, Parry 7, Stealth 6, Wits 7, Resolve 7

Key Skills: Chain Strike: 3d10, Arm Strike: 2d10 (2d10), Speed: 2d10, Detect: 2d10, Muscle: 1d10, Survival (Wilderness): 3d10, Deception: 2d10, Language (Daoyun): 3d10, Read Script (Feishu): 3d10, Talent (Cooking): 3d10, Medicine: 3d10, Trade (Alchemy): 3d10, Ritual (Stop Transformation Ritual): 3d10, Places (Hanging Valley of the Dead): 2d10, Places (Hai'an): 3d10, Creatures (Monsters): 2d10, Creatures (Demons): 2d10

Qi: 0

Max Wounds: 14

Expertise: Alchemy-Longevity Substances

POWERS

Chain Strike: Gong Ru can use his chains as weapons. Roll 3d10 against Parry. On a Success, they deliver 5d10 Damage plus 1 Extra Wound. On a Total Success, the chain wraps around the person's throat and they begin to suffocate.

Skin Turning Touch: With a touch of his hand or body, Gong Ru can turn a person's flesh inside out. Anyone hit by his Arm Strike suffers a 3d10 roll against Hardiness. If this beats the Target's Hardiness score their skin turns inside out (for 2 Extra Wounds). This is very painful imposing a -1d10 penalty to skills (-2d10 to Mental Skills) until it is reversed. The only way to reverse the process is to eat the heart of Gong Ru (this is noted in a book on the cabinet called Gong Ru's Illuminating Observations).

Immunities: Gong Ru's body is immune to Mundane Attacks. Gong Ru only truly dies when his body is completely destroyed.

49. THE REFRESHING WATERS OF CHAO

This room is where senior members of the House of Paper Shadows come to bathe in the soothing waters of the Chao Basin. They find this practice helps improve the quality of their grown flesh.

The Chao Basin is a large wooden basin, carved with reliefs of flowers and orchard trees. It is spirited and heats gently with water to soothe the flesh. However, it can also raise the temperature to scalding when angered. The spirit of the wash basin is Chao, who can appear as a man with pleasant features and well-groomed hair next to anyone who enters the basin. He is oblivious to the aims and will of the House of Paper Shadows and only ever wants to discuss the practice of peach tree cultivation. Anyone who spends an hour in his waters heals 2 Wounds.





CHAO THE WATER BASIN

There are also several foldable screens for privacy in the area and robes hanging on the wall. There are some peach wood ladles in a basket next to the basin.

CHAO THE WATER BASIN

Chao is a spirited water basin, made from peach tree wood. When anyone enters the bath, he usually appears in the water as well, looking like a naked man with a heavy head of hair. His manners are pleasant and affable. He does not care about the House of Paper Shadows or its aims. He only wants to talk about peach wood trees (where they grow, how to plant and care for them, and so on). He can bring the waters to a soothing temperature or a raging boil. However, he only does the latter when people upset him by not talking about peach trees.

Chao's knowledge of peach trees is important, because he will also inform anyone who listens that peach wood is often effective against many types of evil creatures (particularly certain ghosts). He also comments that it is strange that Feng Yin (whom he just calls the "Lady Who Runs This Place") seems averse to cherry rather than peach.

Defenses: Hardiness 5, Evade 2, Parry 2, Stealth 10, Wits 8, Resolve 10

Key Skills: Detect: 1d10, Creatures (Plants): 3d10, Survival (Wilderness): 3d10

Max Wounds: 12

Expertise: Creatures-Peach Trees, Survival-Harvest

POWERS

Soothing Waters/Raging Boil: Chao can adjust the temperature of the water in the basin. If he brings it to a soothing warmth, his Qi energy flows into the bather and helps them heal. Every hour they heal 2 Wounds. If he brings it to a boil, it scalds the flesh of anyone in the basin. Roll 6d10 Damage each round the person remains in the water, then 3d10 Damage the round after they get out.

CHAO AND PEACH TREES

Here are common talking points Chao makes about Peach Tree Cultivation (some of it true, some misinformation he has heard):

- Peach trees require ample sunlight.
- Warm weather is best when it comes to growing peach trees.
- Whatever you do, do not crowd your peach trees.
- Some people say Peach Blossoms are the most beautiful flower in the world and bestow good fortune. I cannot think of another that compares with them.
- Peaches are good for the eyes and can cleanse the meridians. Blood Fire can be cured with peaches.
- The Lady who runs this place has no interest in peach trees (but strongly dislikes cherry trees, which is an inferior type of tree anyways). I find it strange she is not averse to peach trees.
- Peach blossoms usually bloom in the spring, but they say a winter bloom is good luck.
- If you do happen to murder someone near a peach tree, plant the body by its roots, and it will consume it, leaving no trace of your crime.
- Peach trees require considerable volumes of water when they are young.
- If a branch turns bad, cut it off.
- If not properly cared for, peach trees grow too tall and their fruit turns sour.
- The fruit of the peach tree should not be crowded together.
- If you do need to make poison, include ground peach stone as an ingredient as this will help it distribute through the entire body.
- Peach wood can kill many ghosts and certain other creatures. It also wards against evil.
- Peach wood is actually much better than people give it credit for, and not bad for things like chairs or basins, but it must be properly dried before being worked into an object. Who wouldn't want to sit on a chair that keeps away evil spirits?
- The Enlightened Goddess is fond of peaches, they say she has a garden with the best peaches. But I also have heard of monkeys in the far south who grow comparable peaches.
- Some people say peaches are the key to immortality.

50. SHADOW AGENT CHAMBER

This is where the Shadow Agents and Shadow Agent Puppet Masters reside when they are not healing their skin in the cells of areas 15 and 16. The room is divided into several small bedchambers with multilevel beds made from the paper walls themselves. Roll on the following table to see how many are present:

SHADOW AGENT CHAMBER TABLE	
Roll 1D10	Result
1	Empty
2-3	5 Shadow Agents
4-5	10 Shadow Agents
6	2 Shadow Agent Puppet Masters
7	2 Shadow Agent Puppet Masters and 5 Shadow Agents
8	4 Shadow Agent Puppet Masters and 10 Shadow Agents
9	10 Shadow Agent Puppet Masters
10	10 Shadow Agent Puppet Masters and 10 Shadow Agents

51. HALL OF EVISCERATION

This hallway is armed with a deadly trap that launches a terrible wide blade from the ground that cuts into the belly and releases hooks which can pull out the intestinal organs when it retracts. The blade is concealed in a groove on the floor and triggered by weight.

Eviscerating Blade Trap: Type Attack, Detect TN 9, Attack 3d10 against Parry, Effect 4d10 Damage followed by 6d10 Damage (see entry for Total Success), Disarm TN 8.

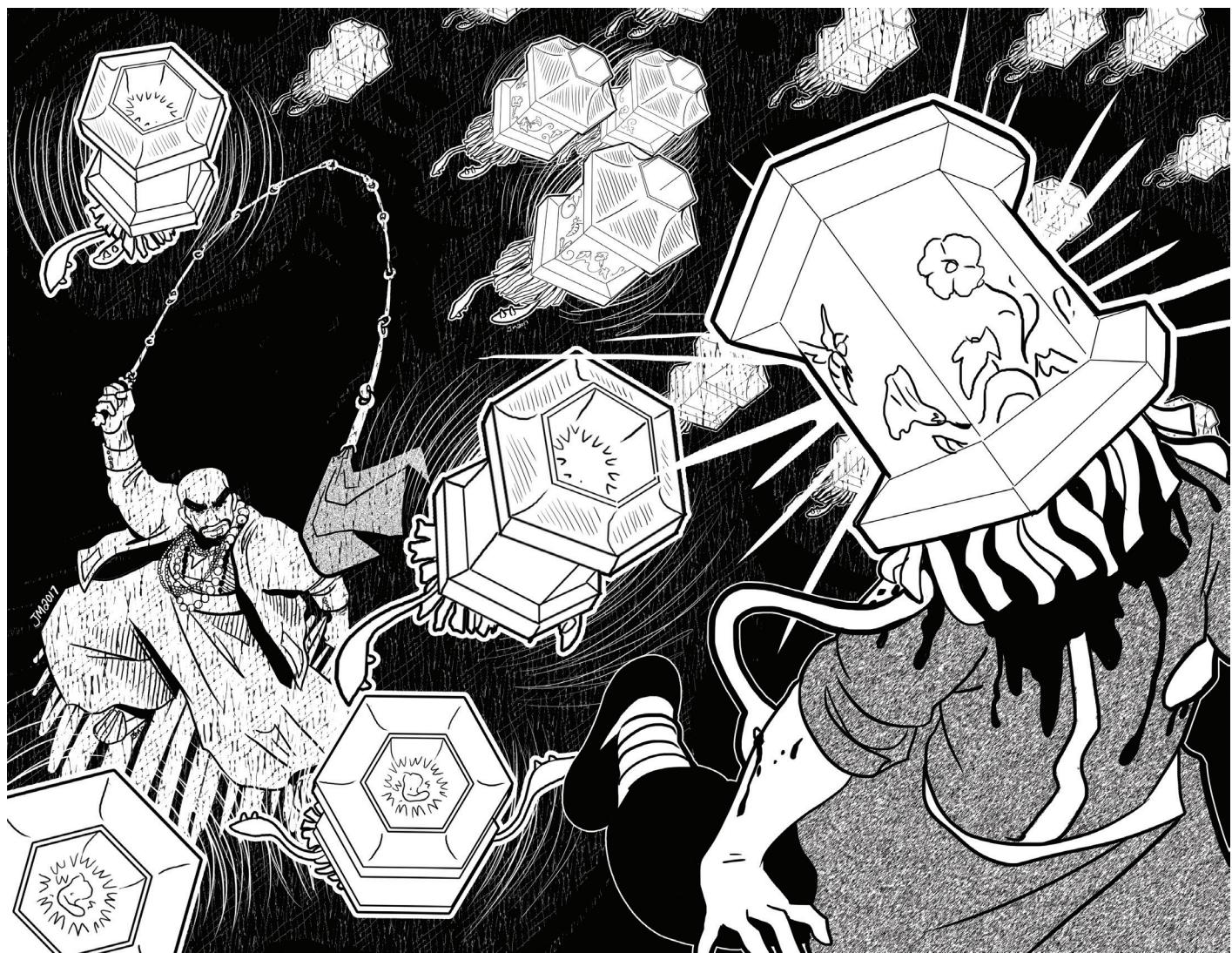
This wide blade first cuts into the stomach below the bellybutton, digging deep into the flesh. Quickly it unloads curved hooks that grab internal organs, then slides out pulling them with it. Make a 3d10 roll against Parry. On a Success, the Target suffers 4d10 Damage, followed immediately by 6d10 Damage. On a Total Success, the Target suffers 4d10 Damage plus 1 Extra Wound, followed immediately by 6d10 Damage plus 2 Extra Wounds. If it kills the Target they are completely disemboweled. Even if this does not kill them, it still brings the organs to the surface, requiring a Medicine TN 9 roll to end a -1d10 Skill Penalty incurred from the pain and shock. This penalty lasts until it is treated with the Medicine roll.

52. HALL OF THE SKINNING BLADE

This trap is a two-step process. Anyone passing through this hall, triggers first a set of shackles that latch to their ankles, then spread their legs a little past shoulder width. Then a giant blade shaped like a sharpened spade, flies up, impaling the person from toe to head, and slicing from inner foot to the groin. This does so in a way that does not destroy the rest of the flesh, effectively creating the first cut of Feng Yin's skinning process.

Skinning Blade Trap: Type Attack, Detect TN 8, Attack 3d10 against Parry, then 6d10 against Parry, Effect 5d10 Open Damage plus 2 Extra Wounds, Disarm TN 8.

When this trap is triggered, first roll 3d10 against Parry. On a Success, the Target is trapped by the two leg shackles. Escaping from these requires a successful Muscle TN 7 roll. Then make a 6d10 Attack roll against Parry. On a Success, it does 5d10 Open Damage plus 2 Extra Wounds. On a Total Success, it does 5d10 Open Damage plus 3 Extra Wounds.



53. ABANDONED HOMESTEAD

This old collapsed building is in a sorry state. However, it is clearly lived in since there is a makeshift lean-to to keep the rain out of the northern section. There is also bedding, as well as some clothes and spices in a sack. This is where Chef Tian resides (see area 4 for details). There is a 3 in 10 chance he is here during the day and a 5 in 10 chance he is here at night.

54. PHOENIX CAVE

This is the cave where Feng Yin made her human skin leather shadow puppets before the village was destroyed. She used to bring the bodies of her victims here and skin them. She buried them just outside. Presently it is occupied by Jingyi the Spider Demon and her servant Guanyu (who is imprisoned in area 8 of the House of Paper Shadows). There is a 3 in 10 chance that Jingyi is present. If she is not present, the ghosts of Qixia and Gao attack intruders.

The cave is small and basically affords one room where Jingyi keeps her belongings and furniture. There is a basin and screen partition for bathing, a large table where Jingyi keeps

hairpins and makeup, and a cubby drawer cabinet with herbs and base ingredients for poisons. There is no bed visible. The cave room is sectioned with dense spider webs that are not immediately visible (Detect TN 8 to see). Anyone who touches one is potentially stuck and requires a Muscle roll TN 8 to escape. These webs are where Jingyi and Guanyu sleep.

Anyone examining the area outside can see a small mound (Detect TN 9 due to the passage of time). If they unearth the mound there are several skeletons buried inside.

In the cave itself, all the implements of Feng Yin's past activities are no longer here. However, her parents (Qixia and Gao) are buried in the cave in two large clay vessels. The bodies are skeletons and the vessels have paper talisman seals that say "Remain without Awareness". Their ghosts haunt the cave to this day.

For more information on her parents see the Source of Her Evil section of the Feng Yin NPC entry in **CHAPTER THREE**.

JINGYI THE SPIDER DEMON

See her entry in **CHAPTER THREE** for more details.

Defenses: Hardiness 8, Evade 6, Parry 8, Stealth 10, Wits 8, Resolve 6

Key Skills: Silken Web: 2d10, Bite: 3d10 (5d10 Damage plus Poison), Arm Strike: 3d10, Leg Strike: 3d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Muscle: 2d10, Detect: 3d10, Speed: 3d10, Talent (Poetry): 3d10, Classics (All): 1d10

Max Wounds: 13

Equipment: 8 Daggers (2d10 Damage), 8 Sticks (3d10 Damage, +1d10 Accuracy), Crippling Venom Antidote

POWERS

Bite, Crawl, Crippling Venom, Drain Life Essence, Eight-Armed Strike, Silken Web, Immunities

SHAMBLING GUI OF QIXIA AND GAO

The Gui of Qixia and Gao look like the mutilated corpses of two lovers entwined and bound together. They walk on three legs (with their left and right legs fused together in the middle) and their faces are joined at the cheek. They amble toward anyone who approaches the cave, attacking relentlessly. To be truly laid to rest, their bodies must be properly disposed of. They have mistaken Jingyi for their daughter, Feng Yin, and therefore allow her to live in the cave in peace.

Defenses: Hardiness 8, Evade 6, Parry 7, Stealth 7, Wits 5, Resolve 10

Key Skills: Arm Strike: 2d10 (3d10 Damage), Grapple: 2d10, Speed: 3d10, Detect: 2d10, Muscle: 3d10

Max Wounds: 10

POWERS

Chilling Wind: The couple can expel a terrible chilling wind that freezes all in a 40-foot area. Roll 3d10 against Evade. On a Success, those struck are affected by a terrible cold that slows their movement by half and imposes a -1d10 to all Skill rolls. On a Total Success, the struck target freezes for 3 rounds and must make an Endurance roll TN 7 each round or die.

Immunities: They are only harmed by magic or Kung Fu Techniques (and if destroyed can reappear in a few hours if they are not laid to rest).

55. NING'S REMAINS

There is a mound of rubble here. If anyone digs deep enough they will come upon the skeletal remains of Ning, a woman falsely accused of being a ghost, who was burned and buried here, then rose up as a ghost (see room 47 for more details on Ning and the area of the House of Paper Shadows she haunts).

56. CHERRY BLOSSOM TREE

This is a healthy and colorful Cherry Blossom Tree. It is notable because it is the only such tree in the area. It is also where Feng Yin was tortured by her captors when she was caught murdering villagers. While any Cherry Blossom wood weapon can harm and kill her, any weapon made from this tree in particular does 1 Extra Wound against Feng Yin.

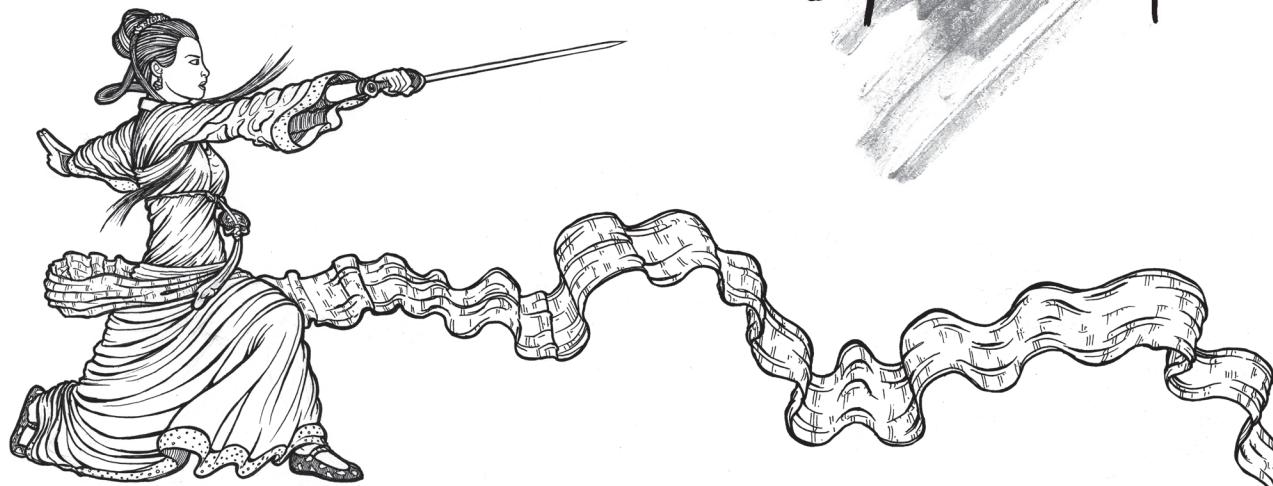




XIAOHUI, LAST OF THE FENG CLAN, INTERPRETS THE CRACKS ON A TURTLE SHELL

JM 2017

CHAPTER 2



THE PAPER MOUNTAIN MYSTERY

This is a small mystery adventure. It is only relevant for parties who venture into the screen in area 6, making use of its light time travel properties to visit the House of Paper Shadows before Feng Yin was executed. Those who do so can learn more about Feng Yin's past and possibly even change the present. It is extremely difficult, but the past can be undone, and the House of Paper Shadows destroyed, if they find a way to alter events in this mini-mystery.

Even if they do not solve the mystery, they can learn more about Feng Yin's weaknesses, perhaps even enough to guess her vulnerability to cherry wood.

ENTERING AND LEAVING THE SCREEN

Touching the screen in area 6 can send characters back to the time of Feng Yin briefly. When characters enter the screen, they make a Mediation roll TN 6. On a Success, they are pulled into the screen and go back in time, inhabiting the bodies of villagers present at the time of their arrival (use **RANDOM IDENTITY TABLE**). Their first venture in, they arrive when Feng Li's head is discovered beneath the cherry blossom tree on day 45 of the timeline. After they leave the screen, each time they return, they go back to the moment where they left off. If they get a Total Success on their Meditation roll, they can go back to the beginning of the mystery (the 45th day). After each hour inside the screen they must make another Meditation roll (TN 6) to remain. If they Fail, they are thrust out and back into area 6. If they Succeed, they remain for another hour. Anytime they find a major discovery (for example learning that Feng Yin is the daughter of Gao Feng) they are thrust back out as well. To anyone remaining in the room, the characters actions play out like a shadow play performance on the screen.

Characters dying in the screen are thrust back out but take 3 Wounds from the shock. The villager they inhabited is dead from that point on in the timeline (which can be relevant). Unless they inhabit the body of a Martial Hero, they only have 1 Wound while in the screen. They have access to their Knowledge skills but are limited in combat to skills known to the villager. They cannot perform Kung Fu Techniques unless in the body of a Martial Hero.

FENG YIN

FENG YIN'S HIDDEN PAST

Feng Yin's father was Gao Feng, a Yen-Li priest who terrorized the area by kidnapping people and turning them into human puppets to do his bidding. He would travel around and meet people in the local inns, tainting their food with a sorcerous powder that made them receptive to his magic. He would then fashion a doll in the likeness of the person. Any action he made the doll perform, the person would as well. If he had just used the technique for tricks and thievery, perhaps no one would have noticed, but he did not. He used it to murder his rivals and destroy the lives of people he despised.

One day, he fell in love with a woman named Qixia, the wife of Qui Huizi, a wealthy merchant. To his delight, she was just as cruel and devious as he was. He shared his secrets with her, and together they plotted

the death of her husband, Qui Huizi, taking control of his servants and sending them into his manor to kill him in his sleep. During the slaughter, one of the servants broke free from the enchantment and ran to Qui Huizi's father, Qui Sun, one town over.

It took Qui Sun ten months to find the couple. In that time, he mastered the ritual that Gao Feng used to kill his son. Gao Feng and Qixia were living in hiding in Phoenix Cave near the Feng clan house because Qui Sun was a well-respected man with many powerful allies. Qixia had just given birth to their baby girl (Feng Yin). Qui Sun then used the ritual to control Qixia and Gao, forcing them to kill each other. He then placed their remains into large clay vessels and buried them in separate areas of the cave. The jars were sealed with talismans preventing their spirits from being reborn. He could not bring himself to harm the child, but he could not bring himself to raise her either. Instead, Qui Sun brought the baby to the nearby village. There he found the master of a shadow play troupe named Feng Wu and told him that she was the daughter of a shadow master who died and was buried in the nearby cave. He claimed to be a distant relative and asked the man to raise the child as his own and not tell anyone of her past.

FENG YIN'S CURSE

Feng Yin is so wicked because of the events surrounding her birth and parent's death. In particular, her parent's inability to move on to the next life has afflicted her with a desire to do harm to people. If her parents are properly buried, then this curse is removed. She is not redeemed (for that will take many lifetimes), but she can be purified of her evil will, and this will have the effect of preventing the House of Paper Shadows from forming in the first place. Provided she can be persuaded to accept punishment for her crimes, the House of Paper Shadows will come to an end.

REDEEMING FENG YIN

While Feng Yin cannot be redeemed in this lifetime, if the players help her bury her parents and eliminate the evil that courses through her in the past, their fates will be bound together. She is reborn several times over the next hundred years, working her way up from insect, to animal and to human (how many times she is reborn exactly is up to the GM, depending on the longevity of each incarnation). The players are likely to meet her present incarnation at some point after they return to the present. They will not recognize her, but it will be her reborn, and they may be fated to help her accrue enough merit to counteract her prior misdeeds.

MANAGING THE CHANGES IF THE CURSE IS UNDONE

The GM should adjust the present accordingly when the players change the past in significant ways.

If the players succeed in helping Feng Yin eliminate her curse and if justice is served, then the best outcome occurs: The House of Paper Shadows is no more. When the players return to the house, they find it inhabited by hundreds of people living in a communal village house, with dozens of shops and artisans working a wide variety of materials. Importantly the Feng Clan, and the surrounding Earthen Round House Clans, contribute to the local economy and culture in a new and crucial way: they are the makers of the finest ox-hide leather shadow puppets ever made.

If the changes to the past are only partial or there are still lingering evils, then the present may be changed to a lesser degree (for example, the House of Paper Shadows still stands, but Feng Ying is a Gui or merely the founder an evil organization who never obtained unnatural longevity).

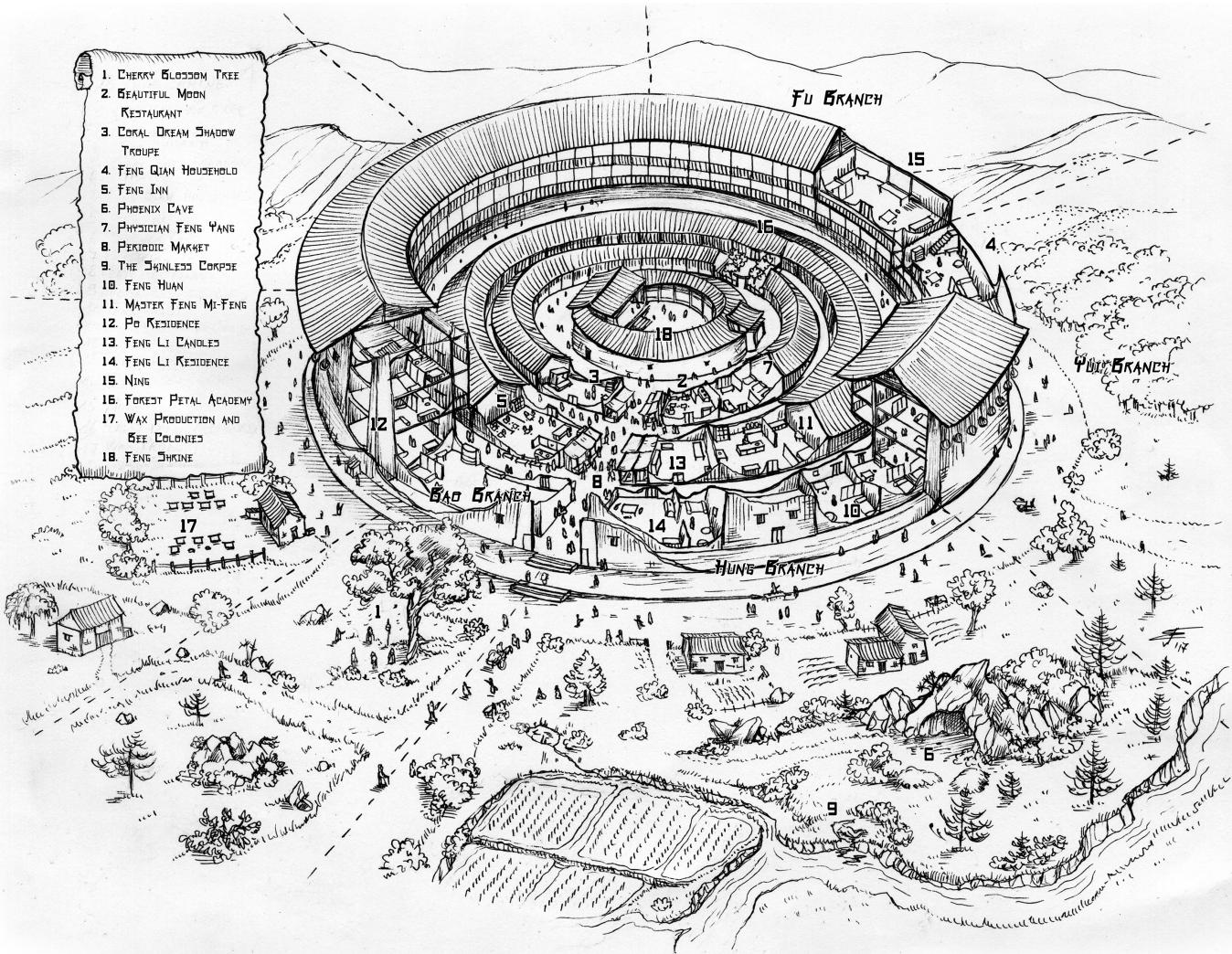
KILLING FENG YIN IN THE PAST

This is actually one of the worst solutions the PCs can devise. It will alter the future slightly, but instead of becoming a Wasp Demon, Feng Yin rises as a powerful Gui, still taking over the House of Paper Shadows and determined to get revenge against her killers (which she has been planning for a century).

MYSTERY TIMELINE OF EVENTS

Follow this timeline when the players enter the screen. Note that actions by the players can alter the course of these events.

SHADOW AGENT CHAMBER TABLE		
Day	Time	Event
1	Phoenix (4 PM)	Feng Yin acquires the Book of the Golden Meridians from physician Feng Yang and begins learning pressure point techniques from him.
15	Demon (9:30 AM)	Feng Yin kills her first victim: Feng Gao.
24	Elephant (12:30 PM)	Feng Yin kills her second victim: Feng Di.
30	Demon (9:30 AM)	Feng Yin kills her third victim: Feng Po.
37	Turtle (11 PM)	Feng Yin kills her fourth victim: Feng Sao.
41	Dog (11 AM)	Feng Yin kills her fifth victim: Feng Shui.
44	Owl (1 AM)	Feng Yin kills Feng Li and takes his body to Phoenix Cave.
45	Dragon (5 AM)	PCs ARRIVE
45	Butterfly (6:30 AM)	Magistrate Cao Meng arrives.
PERIODIC MARKET BEGINS		
45	Dog (11 AM)	Periodic Market Ends.
47	Monkey (8 AM)	Magistrate Cao arrests Feng Ming of the Beautiful Moon Restaurant.
47	Horse (2 PM)	Feng Yin kills Scholar Qingyan and skins him alive. The skinless body is found in the river.
47	Bixie (7 PM)	Magistrate Cao Meng realizes his mistake and releases Feng Ming. He then believes her story and follows the trail of clues leading to the Phoenix Cave and Feng Yin.
48	Demon (9:30 AM)	Magistrate Cao Meng arrests Feng Yin and she is tortured, her Leather Shadow Puppets destroyed. Sentenced to be executed the next day.
49	Owl (1 AM)	Feng Yin summons Leather Shadow Puppets upon the wall. Then she escapes and murders the villagers. Qian escapes.



FENG CLAN VILLAGE

Leadership: Chief Zhi and family branch chiefs

Branches and their chiefs: Bao (Feng Wu), Fu (Feng Gu), Hung (Master Feng Mi-Feng), Meng (Feng Sang), Yang (Feng Tian), Yui (Feng Wan), Zhao (Feng Liu)

Feng Village is a communal earthen roundhouse. The people share the agricultural land communally (though their yield is taxed by the district magistrate). They produce rice, lacquer, crafted goods, paper, honey, and wax. Many goods and trades are subject to official oversight from the imperial government. Anyone selling wine or butchering cattle, for example, require license from the district magistrate, but given its size and rural nature, Feng Village is managed with a light hand by local officials. Living quarters are all the same size. People have specialized occupations but are expected to spread surplus wealth equally to the benefit of the village. Even those who leave to make a fortune in the larger world, usually return and reinvest their wealth in the community. Everyone is from the same distant Feng lineage but there are multiple branches of the line within the village.

Chief Zhi is the headman of the entire village but there is a larger council of branch chiefs. Each branch chief manages the affairs of its individual branch. The most important branches are identified on the map and grouped by location. The remaining branches (Meng, Yang, and Zhao) are all located on the northwestern portion of the village, between Bao Branch and Fu Branch. Chief Zhi has strict rules in the village about who can possess dangerous weapons. This limits who is allowed to have blades larger than three inches in length. Due to this rule, Feng Yin is forced to take a cleaver from the Beautiful Moon Restaurant.

The village is under the authority of the Righteous Emperor, and Chief Zhi has sent for a magistrate to help them deal with the local disappearances.

INVESTIGATING THE DISAPPEARANCES

The players can freely move about the village and investigate as they wish. The GM should begin at the 'Arrival at the Cherry Blossom Tree' entry and consult each location as they go there on the map. The players can also find clues by talking to people in town as they meet them. The GM should be flexible here and consider that some clues may be obtainable by means not listed. Below are just likely sources of clues. As a general rule, if the players pursue a particular course of inquiry and it would likely yield the desired clue, it is fine to provide it to them. Use your judgement and feel free to ad-lib as needed.

Note that many of the characters are described with stats at the end of this chapter, but information about them also appears in their respective locations.

PREVIOUS MURDERS

Before the players have arrived, several murders have already occurred. Feng Yin has killed six people at this point. However, she kept the bodies hidden in her cave and as far as the villagers know they have just gone missing. Most have attributed the disappearances to the Feasting Raksha, a legendary creature believed to inhabit the woods who devours people's bodies and spits out the heads. When villagers began to place the blame on the Raksha, Feng Yin decided to begin beheading her victims to enhance the charade.

Here is a list of the previous victims and brief descriptions of them:

Feng Gao: Lacquer maker (1st Victim)

Feng Di: Local farmer (2nd Victim)

Feng Po: Rice merchant of the Zhao branch who made his fortune outside the village but had returned to help contribute what he had earned for the benefit of all (3rd Victim)

Feng Sao: Local scholar and head of the Forest Petal Academy (4th Victim)

Feng Shui: Carpenter (5th Victim)

Feng Li: Candle maker (6th Victim)

ARRIVAL AT THE CHERRY BLOSSOM TREE

When the players first arrive, they find themselves outside the shadow house, near a cherry blossom tree and see the severed head of a candle maker named

Feng Li. There are a total of five villagers present seeing the head for the first time. The players are each in the bodies of one of them (Roll on **RANDOM IDENTITY TABLE** below). Entries with stats for these characters are provided at the end of this chapter. The head is face up with its eyes open on the grass. Inspecting the area can determine the following:

- **Medicine roll TN 7:** While it is obvious the head was chopped off with a heavy blade, it is less obvious that the meridian lines were tapped prior to the attack, paralyzing him. Further, the cut was clean and likely either performed by someone who regularly butchers or who understands human anatomy.
- **Detect TN 7:** There is a cleaver lodged in the tree that is clearly the murder weapon. It has the words "Beautiful Moon Restaurant" engraved in the handle. This can be spotted without a Detect roll by anyone who specifically examines the tree.
- **Detect TN 6:** There is a considerable amount of dried human blood on the grass. This can also be seen just by looking at the ground. There is a trail that seems to head east but following it requires Survival Skill (TN 9). On a Success, this leads to Phoenix Cave.

What Happened: Feng Yin snuck up on Feng Li last night, knowing he liked to enjoy time under the moonlight. She used her knowledge of anatomy and Dianxue learned from physician Feng Yang to paralyze him and slice his head off in one clean swipe. She left the head to make it look like the Feasting Raksha. At this moment, she heard the sound of horses not far in the distance and fled with the body as fast as she could, leaving behind the cleaver. She stole the murder weapon from the Beautiful Moon Restaurant.

RANDOM IDENTITY TABLE	
Roll 1D10	Result
1	Feng Qian
2	Madame Hong
3	Priest Chang
4	Scholar Wei
5	Feng Huan
6	Feng Yang
7	Scholar Qingyun
8	Feng Wu
9	Master Feng Mi-Feng
10	Mad Emperor Hu



EXPLORING THE VILLAGE

The players are free to explore, but doing so is not without risk. While Feng Yin is not yet the powerful entity that she will eventually become, she is capable and will defend herself. The House of Paper Shadows sends agents into the screen. Every hour, there is a 3 in 10 chance of an encounter. Roll below to see the result, but note that if the result is a villager whose body they inhabit, you should re-roll:

I. CHERRY BLOSSOM TREE

See **ARRIVAL AT THE CHERRY BLOSSOM TREE** entry above.

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2. BEAUTIFUL MOON RESTAURANT

This is a simple restaurant that specializes in lamb stew. It is operated by Feng Ming, a widow with a gentle sense of humor. She is friendly but does not like to get involved in other people's affairs. If the players come asking about a missing cleaver, she will naturally be suspicious of them.

How the players approach Feng Ming is very important. If she realizes a murder has been committed with one of her knives, she will not offer any information except under extreme pressure. If they merely return with the knife as if they are bringing it back and ask for an explanation, she will gladly give it.

What Feng Ming knows:

- Feng Huan came in recently, complained there was a hair in her food and made Feng Ming show her the kitchen. Soon after, she discovered that one of her cleavers was missing.
- Feng Huan is a fellow member of the Hung Branch. Feng Ming knows where Feng Huan lives (area 10).

What happened: A young girl named Feng Huan came to eat a bowl of stew. She complained that there was hair in her meal and made a big scene. She threatened to tell the entire village if they did not show her the kitchen, so Feng Ming was forced to prove the cleanliness of the kitchen by giving her a tour. Feng Ming showed Feng Huan the kitchen, the cooks and the cooking area. This seemed to calm Feng Huan down, and she used this opportunity to steal a cleaver which she gave later to Feng Yin. That night, Feng Ming noticed one of her cleavers was missing (because people had stolen items before, she engraved all the wares with the restaurant name).

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VILLAGE ENCOUNTER TABLE I

Roll 1D10	Result
1	Shadow Agent
2	Shadow Wasp
3	Paper Shadow Puppet
4	Scholar Wei
5-6	Mad Emperor Hu
7	Chief Zhi
8	Madame Hong
9	Scholar Qingyan
10	Roll on VILLAGE ENCOUNTER TABLE II

VILLAGE ENCOUNTER TABLE II

Roll 1D10	Result
1	Priest Chang
2	Master Feng Mi-Feng
3	Feng Yang
4	Madame Hong
5	Feng Huan
6	Feng Ming
7	Qui Sun
8	Feng Wu
9	Magistrate Cao Meng
10	Feng Yin

Feng Huan was given a beautiful, leather shadow puppet (a lion made from boar hide) by Feng Yin in exchange for procuring a cleaver from the restaurant. Feng Yin needed to have Feng Huan steal the cleaver because all of her knives were too small to behead someone.

3. CORAL DREAM SHADOW TROUPE

This is a small shadow theater troupe. The director is a man in his 80s named Feng Wu (who is also the chief of the Bao branch of the Feng clan). He raised Feng Yin and taught her the art of crafting leather shadow puppets. His troupe has five musicians, three shadow puppeteers, and Feng Yin, the shadow master and puppet artist. They travel frequently, often performing at shrines to deities during important festivals.

Feng Wu knows little of Feng Yin's background, but he treats her like his real daughter and is protective. Therefore, he is reluctant to speak with anyone who comes asking questions.

Here is what he knows:

- Feng Yin's most recent shadow puppets have been of particularly excellent quality. He believes she finally exceeded his talent and that she has devised a whole new method of construction which will ensure the Coral Dream Shadow Troupe remains important after he dies.
- She was brought to him as a baby twenty years ago by a strange man who looked wealthy but had blood on his clothes and a retinue of people behind him. He told Feng Wu to care for the child, that she was the daughter of a shadow master and would take well to the craft. He explained that the father and mother both died and were buried in the nearby Phoenix Cave. Feng Wu never told Feng Yin about her parent's burial site. This is a secret he is extremely reluctant to reveal because everyone believes Feng Yin is his daughter.
- Feng Yin has been absent at odd times of day and night.

4. FENG QIAN HOUSEHOLD

This is the house of Feng Qian and her daughter. Feng Qian is a diviner who can read turtle shells. She provides her service for a sum of 50 spades to locals, but charges outsiders 500 spades. People all over know of her talents and are quite willing to pay.

However, Feng Qian is planning on leaving soon, and this is visibly apparent to anyone who arrives.

Here is what she knows:

- A great calamity will strike the village soon.
- Her husband, Yuan, died three months ago from Blood Fire.
- There is more than one evil lurking in the village.

5. FENG INN

This is a very simple inn, frequented mainly by merchants and travelers. It gets a good deal of business during important Periodic Market days. It is run by Feng Sheng, who is kind and can give the players a sense of who is who in the community, but otherwise does not know much. However, he has an elderly patron staying at the inn named Qui Sun. He is the man who killed Feng Yin's parents.

What Qui Sun knows (reluctant to share):

- He killed Qixia and Gao Feng because they murdered his son using evil magic.
- Qixia and Gao Feng had a baby girl, who he gave to Feng Wu (see area 3 for **FENG WU**). He barely remembers this detail and may need prompting to do so.
- He mastered some of Gao Feng's rituals to enact his revenge but has not practiced them since that time and is too old to recall how.
- He knows where the bodies are buried in the Phoenix Cave.
- He is very hesitant to share this with anyone and will have to be persuaded to do so (and given assurances that he is not in any trouble).

See **QUI SUN** entry at end of this chapter for further details.

6. PHOENIX CAVE

If the players go to Phoenix Cave, there is always a 1 in 10 chance of Feng Yin being here when they arrive. This is also where Feng Yin has been taking her victims and curing their flesh. She buried the victim's bodies just outside the cave itself (Detect TN 7 to spot disturbed sections of earth above them). The bodies are all skinless.

This area is known by the locals to be haunted, so most stay away from it.

There are several wooden frames with stretched human skin on them that look like normal rawhide. There is a table with scrapers, push knives, other implements, and scraps of flesh being worked into translucent components for her Leather Shadow Puppets.

In addition, unknown to Feng Yin, her parents, Qixia and Gao Feng are buried here in two large clay vessels beneath the ground. The vessels have Yen-Li paper talismans on them that read "Remain Without Awareness". If the vessels are unearthed, the talismans removed, and the bodies given a proper burial, this eliminates the curse that affects Feng Yin.

The Phoenix Cave is protected by the Gui of Feng Yin's parents. They do not harm her but may harm anyone who comes to the cave entrance.



SHAMBLING GOI OF QIXIA AND GAO

The Gui of Qixia and Gao look like the mutilated corpses of two lovers entwined and bound together. They walk on three legs (with their left and right legs fused together in the middle), and their faces are joined at the cheek. They amble toward anyone who approaches the cave, attacking relentlessly. To be truly laid to rest, their bodies must be properly disposed of.

Defenses: Hardiness 8, Evade 6, Parry 7, Stealth 7, Wits 5, Resolve 10

Key Skills: Arm Strike: 2d10 (3d10 Damage), Grapple: 2d10, Speed: 3d10, Detect: 2d10, Muscle: 3d10

Max Wounds: 10

POWERS

Chilling Wind: The couple can expel a terrible chilling wind that freezes all in a 40-foot area. Roll 3d10 against evade. On a Success, those struck are affected by a terrible cold that slows their movement by half and imposes a -1d10 to all Skill rolls. On a Total Success, the targets freeze for three rounds and must make an Endurance roll TN 7 each round or die.

Immunities: They are only harmed by magic or Kung Fu Techniques (and if destroyed can reappear in a few hours if they are not laid to rest).

7. PHYSICIAN FENG YANG

Feng Yang is a physician and skilled at acupuncture. He also knows a little Kung Fu. He has been training Feng Yin but refuses to speak on this matter freely.

Here is what he knows:

- The only person he has taught his skills to is Feng Yin, a puppet artist with the Coral Dream Shadow Troupe.
- He sensed an evil curse flowing through her veins when he performed a pulse reading on her.

SKILLS AND CLOES

You can bypass skill rolls when players specify methods to obtain clues. For example, a player who says "I look in the grass for a trail" doesn't need to make a Detect roll (unless they are terrible at Detecting things). By the same token, a character with ranks in medicine can be given the clues related to it if they actively inspect the body.

What Happened: Feng Yang has been instructing Feng Yin in acupuncture and anatomy. However, he has been doing so secretly because he sensed the evil curse flowing through her body when she came to him for treatment for an injury many years ago. He is curious about it and wants to understand what its source is. He is willing to help cover up any crimes she may commit with the knowledge he imparts if it can help him learn about the curse.

8. PERIODIC MARKET

This is a market held every three days from the hour of the Butterfly (6:30 AM) to the hour of the Dog (11 AM). During this time, people from the village and surrounding area come to sell and buy goods. Merchants often make trips here for the periodic market (staying at the Feng Inn when they do so) and two officials called Market Heads are sent to oversee the markets by the district magistrate. This ensures revenue to the government in the form of taxes (which is usually collected by the branch heads and passed to the market heads). The Market Heads also contribute by providing order and licenses when needed. By custom, women are usually the ones who physically bring goods to the market. At the market, people can buy honey, wax, candles, oil, lacquer, crafted goods, pigs, chicken, and more.

9. THE SKINLESS CORPSE BY THE RIVER

On the 47th day, Feng Yin lures Scholar Qingyan to her cave, on the pretext that she wants him to explain its natural features to him. There she paralyzes him, kills him, cuts off his head, and skins his body, using the flesh to make leather shadow puppets. She then drags the body to the river, so people will believe he was a victim of the Feasting Raksha.

When the villagers find the body, it causes quite a stir. A crowd forms around it, and people are quickly convinced it is the Feasting Raksha. If the players go here, they can find the following clues:

- The body has been beheaded and skinned. She had to use a smaller knife, so it is more crude than the beheading at Area 1.
- On a successful Medicine roll (TN 7), they can determine that someone paralyzed him with a pressure point ability.
- The skinning looks expertly done by someone who works with hide.
- Detect (TN 6) there is a bloody trail leading to Phoenix Cave.



IO. FENG HUAN HOUSEHOLD

If the players seek out the child, Feng Huan, they find her at her family's complex in the clan house. They are farmers. Here is what she knows:

- Feng Yin gave her a beautiful leather shadow puppet of a lion in exchange for taking the cleaver.
- Feng Yin said she needed the cleaver to cut hide for one of her props.
- Feng Yin is a member of the Coral Dream Shadow Troupe.

What Happened: Feng Huan was given a leather shadow puppet of a lion by Feng Yin in exchange for taking the cleaver from the restaurant.

See **FENG HUAN** entry at the end of this chapter for more information.

II. MASTER FENG MI-FENG

Master Feng Mi-Feng is the head of the Hung Branch and knows a good deal about some of the recent happenings. He has noticed many odd things among the people of his clan branch. He is also in charge of the bees and knows how to keep the pests at bay with his Mi-Feng's Aroma.

Here is what he knows:

- With some persuasion he can tell the PCs how to make Mi-Feng's Aroma.
- Recently he has seen physician Feng Yang spending time with Feng Yin.
- He also heard there was an incident at the Beautiful Moon Restaurant.

See **MASTER FENG MI-FENG** entry at the end of this chapter for more information.

12. PO RESIDENCE

This is the residence of Feng Po, the rice merchant, one of Feng Yin's early victims. He disappeared, and his family believes he was eaten by the Feasting Raksha. His wife, Rou'er, can also reveal the following:

- Her husband warned her and her daughters to stay away from Qui Sun. She is not sure why.
- Qui Sun is an elderly rice merchant who often stays at the Feng Inn and trades at the Periodic Market. See **QUI SUN** entry below and **FENG INN** entry (area 5) for more information.

13. FENG LI CANDLES

This is where Feng Li, the recently beheaded victim, made and sold his beeswax candles. Characters can procure nice quality candles here as well as raw materials like wax. Candles are 2 spades a piece but come in many varieties for different uses. Presently Feng Yi, the son of Feng Li, manages the place.

See **FENG LI RESIDENCE** (area 14) for more information.

14. FENG LI RESIDENCE

This is where Feng Li, the most recent murder victim lived. His wife, Fa, is here. Also, his son and new head of the household, Feng Yi, lives here as well with his wife and four children. Feng Yi is not a pleasant man and does not take kindly to personal questions about his father. His mother is more open to discussion.

Keep in mind, Feng Li's head has only just been discovered. The family may not yet know that he is dead. This is a sensitive time, and if the players are the first to inform them, it could result in a chaotic moment. His wife, Fa, will react with denial, while Feng Yi reacts with rage.

Here is what the family knows:

- Feng Li has not yet returned (for obvious reasons).
- The night before Feng Li's head was found, day 44 on the timeline, Feng Li went for one of his regular walks in the moonlight.

15. NING

This section of the hall is haunted by Ning. For more information on her, see the **HAUNTED CHAMBER OF NING** (area 47) in **CHAPTER ONE**. The events of Ning's life occurred before the murders of the Paper Mountain Mystery, so this room is similar in nature to the current entry for it.



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16. FOREST PETAL ACADEMY

Once headed by Scholar Sao (an early victim of Feng Yin), the Forest Petal Academy is now run by Scholar Wei. The Forest Petal Academy instructs the local children in basic knowledge. A select few are chosen to go on to more advanced classes. Scholar Wei has many books on a wide variety of topics, including information about spirited beasts and hauntings. The most important information he can provide is on the disappearance of Feng Sao.

He knows the following:

- Feng Sao has been missing for about eight days prior to the PCs arrival (see day 37 of the Mystery Timeline).
- Prior to the murder of Feng Li, there had been 5 disappearances: Feng Gao (the lacquer maker), Feng Di (a farmer), Feng Po (a rice merchant), Feng Sao, and Feng Shui (a carpenter).
- Most people believe that these folk were all eaten by the Feasting Raksha. Scholar Wei suspects they were simply murdered.
- He knows that Feng Li, the most recent victim, was a candle maker.

Scholar Wei has considerable influence in the community. See **SCHOLAR WEI** entry at the end of this chapter for more information.

17. WAX PRODUCTION AND BEE COLONIES

This is where Master Feng Mi-Feng maintains his bee colonies and where Feng Li gets his wax for candles. See Master Feng Mi-Feng for more information concerning what he knows, but the players can obtain raw materials, like honey, here.

There is a storehouse here that contains three small pots of Mi-Feng's Aroma.

18. FENG SHRINE

This is the shrine to the wasp goddess Lady Feng, and it contains a wasp hive. The queen of the hive is believed to be Lady Feng.

PEOPLE OF NOTE

These are people in the village who may be of interest to the players. What they know is included. They are also characters the players might inhabit if they go into the screen. While players retain all their Mental, Knowledge, and Specialist skills, they must use the Physical, Combat, Hardiness, Evade, Parry, and Stealth of these characters.

CHIEF ZHI

Chief Zhi is a good man but very worried about dealing with local officials. He is somewhat impatient as a result and will not have time for the player characters unless they can bring him useful information to help the investigation.

Defenses: Hardiness 4, Evade 4, Parry 5, Stealth 6, Wits 7, Resolve 7

Key Skills: Arm Strike: 1d10, Leg Strike: 1d10, Grapple: 1d10, Throw: 1d10, Light Melee: 0d10, Medium Melee: 1d10, Muscle: 1d10, Speed: 1d10, Detect: 2d10, Command: 3d10, Persuade: 1d10, Empathy: 2d10, Survival (Wilderness): 3d10, Ritual (Ancestor Veneration): 3d10

Qi: 0

Max Wounds: 1

FENG HUAN

A young girl in the village who is fond of Shadow Puppets and helped Feng Yin take a cleaver from the Beautiful Moon Restaurant. She is a member of the Hung Branch. She is 10 years old.

Defenses: Hardiness 2, Evade 5, Parry 2, Stealth 8, Wits 5, Resolve 7

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 1d10, Detect: 2d10, Command: 1d10, Deception: 1d10

Qi: 0

Max Wounds: 1

FENG MING

Owner of the Beautiful Moon Restaurant. Her cleaver was stolen recently (see Beautiful Moon Restaurant entry for details). She is a member of the Hung Branch.

Defenses: Hardiness 3, Evade 7, Parry 3, Stealth 7, Wits 6, Resolve 8

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 2d10, Medium Melee: 1d10, Muscle: 0d10, Speed: 2d10, Detect: 3d10, Command: 1d10, Persuade: 2d10, Empathy: 3d10, Talent (Cooking): 3d10

Qi: 0

Max Wounds: 1

FENG QIAN

A woman in her mid-20s who is pregnant. She is the future mother of Xiaohui (see area 35 in **CHAPTER ONE**). Her husband was a Yen-Li priest and diviner named Yuan who died three months ago from Blood Fire after cutting himself on a Turtle Shell. Feng Qian, also a skilled diviner, saw this as an omen and using her plastromancy, she determined a great calamity would strike the community. She has prepared all her belongings and intends to leave with her child the moment disaster strikes. For the past several days, she has been copying the Amber Seal of Lady Feng into Singh to pass to her child. This is to conceal its contents, she plans to instruct the child in Singh language and script later.

Defenses: Hardiness 5, Evade 3, Parry 5, Stealth 6, Wits 7, Resolve 8

Key Skills: Muscle: 1d10, Speed: 2d10, Detect: 3d10, Divination: 3d10, Talent (Calligraphy): 3d10, Creatures (Animals): 3d10, Religion (Lady Feng): 3d10, Language (Hai'anese): 3d10, Language (Singh): 3d10, Language (Daoyun): 2d10, Read Script (Feishu): 3d10, Read Script (Sai): 3d10

Qi: 0

Max Wounds: 1

Expertise: Divination-Fortune Telling

FENG WU

The head of Coral Dream Shadow Troupe and the head of the Bao branch. Feng Wu is in his 80s and prone to forget things. He raised Feng Yin as his own daughter, though in truth she was handed to him by Qui Sun (the man who killed Feng Yin's real parents) as a baby. He cares for Feng Yin and mistakes her wickedness for an eccentric aspect of her genius. He has five other children and three grandchildren, all part of his troupe.

Defenses: Hardiness 2, Evade 3, Parry 3, Stealth 6, Wits 7, Resolve 6

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 0d10, Detect: 1d10, Talent (Shadow Puppetry): 3d10, Talent (Singing): 2d10, Talent (Suona Horn): 3d10, Trade (Fabric): 2d10, Trade (Hide): 2d10, Ritual (Ancestor Veneration): 3d10, Survival (Wilderness): 3d10

Qi: 0

Max Wounds: 1



FENG YIN

These are the stats for Feng Yin when she was just a normal human. She is much weaker than she later becomes, but far from helpless like many of the other villagers. At this time in her life, she has a strong dislike of Feng village, and despises the wasps of Lady Feng even more. She is obsessed with the beauty of her leather shadow puppets and wishes to perfect them. Even now, her manners are somewhat odd, but most dismiss this as a product of her intense artistic talent. She believes herself to be the daughter of Feng Wu of Coral Dream Theater.

For more information on Feng Yin see **DIRECTOR LONG SHISAN/FENG YIN** entry in **CHAPTER THREE**.



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MAGISTRATE CAO MENG

This is the district magistrate, come to investigate the unusual disappearances personally because people are convinced they are caused by the Feasting Raksha, and he wants to prevent a panic in the region. He has ten soldiers and an assistant with him. Cao Meng is arrogant, convinced there is a mundane explanation and sure to get to the bottom of the case in a matter of days. Feng Village is growing in size and approaching a population level where it may need to be assigned a town supervisor and constable, so he is also here to review this matter as well. He arrests anyone who interferes with his investigation. Assume he finds most of the clues at the different points of interest, but because he is methodical and slow, it takes him several hours longer than Player Characters who may arrive there before him.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 6, Wits 9, Resolve 8

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 1d10, Detect: 3d10, Command: 2d10, Talent (Shadow Puppetry): 3d10, Medicine: 3d10, Talent (Poison): 3d10, Talent (Singing): 3d10, Talent (Suona Horn): 3d10, Trade (Fabric): 3d10, Trade (Hide): 2d10, Ritual (Ancestor Veneration): 3d10, Trade (Alchemy): 3d10, Survival (Wilderness): 3d10

Qi: 0

Max Wounds: 1

MASTER FENG MI-FENG

This is the master beekeeper of the village. He understands the ways of bees. He also helps manage the Feng Shrine. He can teach the players to produce a fragrance called Mi-Feng's Aroma that confuses bees and is made from combining hemp seed oil with other local ingredients. See Mi-Feng's Aroma in **CHAPTER FIVE** for details. He is also head of the Hung Branch of the Feng Clan.

Defenses: Hardiness 6, Evade 3, Parry 4, Stealth 6, Wits 6, Resolve 9

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 2d10, Speed: 3d10, Detect: 2d10, Talent (Beekeeping): 3d10, Creatures (Insects): 3d10

Qi: 0

Max Wounds: 1

Expertise: Insects-Bees and Wasps

MAD EMPEROR HU

Mad Emperor Hu is crazy and spends his days wandering the corridors of Feng Hall, making unusual pronouncements. His coarse commoner clothing has been retailedored to resemble the dragon robe of an emperor. He believes he is the Emperor of Hai'an. If he had an encounter with the party as a shadow puppet in the present, he remembers it in the past. He knows the party is from a different time when he sees them and asks if they have been sent to destroy the House of Paper Shadows. He then leans in and tells them that the fish in a nearby pond are conspiring to overthrow the emperor. His mood can change rapidly, but he will follow the players around if they invite him, and he knows who people are in the village.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 6, Wits 8, Resolve 10

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 1d10, Speed: 3d10, Detect: 2d10, Command: 1d10, Persuade: 0d10, Reason: 3d10, Institutions (Imperial Bureaucracy): 0d10, Talent (Singing): 1d10, Divination: 3d10, Survival (Wilderness): 3d10

Qi: 0

Max Wounds: 1

MADAME HONG

An old woman who occasionally sells clothes and fabric in the market place. She is also a fortune teller and can read people's palms. She can inform the players they have intertwined their fate with a nearby queen (a reference to Feng Yin) and tells them they need a physician (a reference to Feng Yang).

Defenses: Hardiness 3, Evade 5, Parry 3, Stealth 6, Wits 8, Resolve 7

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 1d10, Detect: 3d10, Command: 1d10, Persuade: 2d10, Empathy: 3d10, Trade (Fabric): 3d10, Divination: 1d10

Qi: 0

Max Wounds: 1

Expertise: Deception-Tall Tale, Detect-Hearing, Persuade-Convince, Reasoning-Recollection

PHYSICIAN FENG YANG

Physician Feng Yang is a skilled martial artist and healer. He has been training Feng Yin in the hopes of learning more about the curse that afflicts her. The curse intrigues his curiosity, and he will help her cover up crimes if it enables him to learn more.

Defenses: Hardiness 7, Evade 4, Parry 3, Stealth 6, Wits 8, Resolve 8

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 0d10 (Ox Tail Dao) Medium Melee: 0d10, Athletics: 1d10, Speed: 1d10, Muscle: 0d10, Endurance: 2d10, Detect: 1d10, Command: 1d10, Trade (Alchemy): 2d10, Medicine: 3d10, Talent (Poison): 2d10, Creatures (Humans): 3d10

Qi: 3

Max Wounds: 7

Weapons: Unarmed (0d10 Damage), or Needles (0d10 Damage plus Hellebore)

Combat Technique: Deflect (Medium and Light Melee)

Key Techniques (Waijia 1, Dianxue 3): Gallbladder Strike, Inverted Three-Point Strike, Kidney Strike, Liver Strike, Storming Needles, Three-Point Strike

PRIEST CHANG

A Yen-Li Priest who knows a thing or two about ghosts, demons, and curses. He can help the party determine that Feng Yin is indeed cursed by examining her. If he is told her backstory and learns about her parents, he is able to suggest burying them.

Defenses: Hardiness 5, Evade 5, Parry 3, Stealth 6, Wits 7, Resolve 7

Key Skills: Arm Strike: 1d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 1d10, Muscle: 1d10, Speed: 2d10, Detect: 2d10, Divination: 2d10, Medicine: 1d10, Religion (Yen-Li): 2d10, Creatures (Demons): 1d10, Creatures (Spirits): 2d10, Ritual (Activation): 2d10, Ritual (Create Paper Talisman): 2d10, Ritual (Ancestor Veneration): 3d10

Qi: 0

Max Wounds: 1



ARE THE FISH CONSPIRING TO OVERTHROW THE EMPEROR?

Most likely the fish in the nearby pond that Mad Emperor Hu speaks of are just normal carp and his concerns that they are conspiring, merely a product of his madness. However, the GM is free to do as he or she wishes. If you think it is more interesting for there to be spirited carp who are truly conspiring, feel free to elaborate on this point. Another possibility is the idea has only recently begun to take hold among some very young spirited carp. They look like normal fish now, but when the players return to the present, they could have become powerful fish demons. A fish demon adventure to save the Queen of Hai'an, could be a lot of fun, and a nice change of pace, after dealing with the house of paper shadows.

For information on spirited creatures see **DEMONS (SPIRITED BEASTS)** entry on page 359 of the **WANDERING HEROES OF OGRE GATE RULEBOOK**. For the purposes of stats, you can simply reskin the Bird Demon entries (swapping Fly for Swim), tweak another type of demon or, make unique fish demons for your own campaign.

QUI SUN

Well into his 80s, Qui Sun is the man who killed Feng Yin's parents. He has nearly forgotten about the child Feng Yin at this point and is in town. He is here because he is a rice merchant trading at the Periodic Market. He is staying at the Feng Inn. Feng Wu will recognize him if he sees him. He can answer questions the players may have but will be reluctant to do so if he believes it will get him into trouble. He knows where the bodies of Feng Yin's parents are buried.

Defenses: Hardiness 2, Evade 3, Parry 3, Stealth 6, Wits 8, Resolve 7

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 2d10, Detect: 3d10, Command: 2d10, Persuade: 2d10, Empathy: 2d10, Institutions (Societies): 3d10, Institutions (Imperial Bureaucracy): 2d10, Ritual (Human Puppet Ritual): 2d10, Places (Hai'an): 3d10, Survival (Wilderness): 3d10

Qi: 0

Max Wounds: 1

SCHOLAR WEI

One of the only villagers, besides Scholar Feng Sao, to pass the Imperial Exams, Wei has returned to take over the Forest Petal Academy. He is somewhat haughty and is the one who interacts the most with local magistrates and officials when they come to the village. Though not a chief of the village, his word carries a lot of weight when the chiefs hold meetings. Note that Scholar Wei lives in a prior historical era, so the requirements for his scholarly exams were somewhat different from those listed on page 234 of the **WANDERING HEROES OF OGRE GATE** rulebook.

Defenses: Hardiness 3, Evade 4, Parry 3, Stealth 6, Wits 9, Resolve 8

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 1d10, Detect: 1d10, Command: 1d10, Persuade: 3d10, Classics (Book of Laws): 3d10, Classics (Rites of Wan Mei): 2d10, Classics (Sayings of Kong Zhi): 3d10, History (Era of the 100 Pieces): 2d10, History (Era of the Dutiful State): 2d10, History (Era of the Great Emperor): 2d10, Talent (Calligraphy): 2d10, Talent (Poetry): 2d10, Talent (Feng Shui): 1d10, Ritual (Ancestor Veneration): 3d10, Religion (Dehua): 2d10

Qi: 0

Max Wounds: 1

SCHOLAR QINGYAN

A scholar who has never passed the Imperial Exams and is desperate to do so. He needs money for books and supplies and would gladly help the players if they can help him procure these things. Skilled at geomancy, he knows there is unusual Qi energy flow near Phoenix Cave. He is killed and skinned on the 47th day.

Defenses: Hardiness 4, Evade 3, Parry 3, Stealth 6, Wits 6, Resolve 9

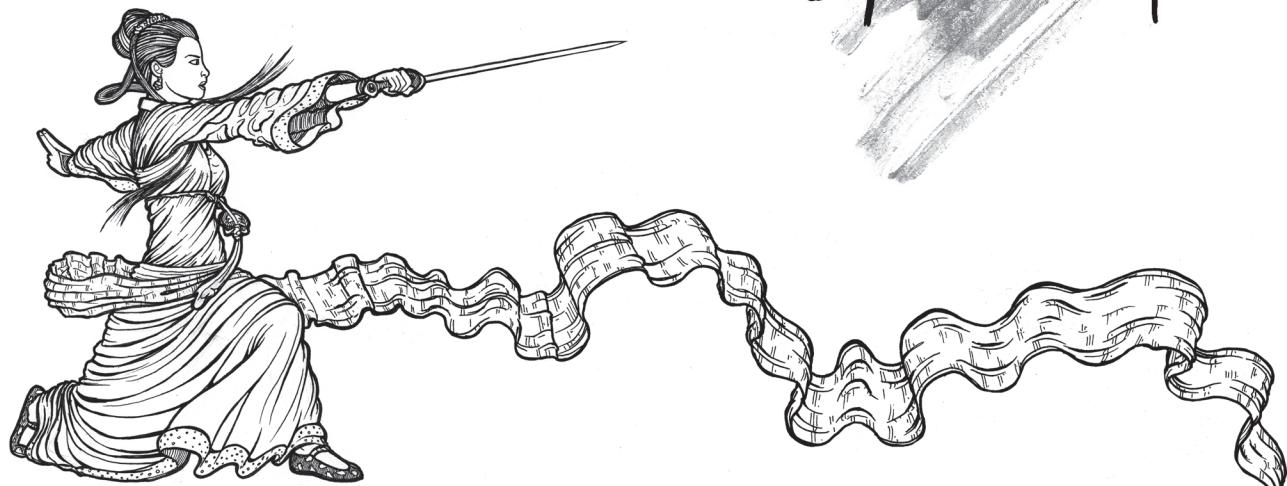
Key Skills: Arm Strike: 1d10, Leg Strike: 0d10, Grapple: 1d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Muscle: 0d10, Speed: 2d10, Detect: 0d10, Command: 0d10, Persuade: 1d10, Classics (Book of Laws): 1d10, Classics (Rites of Wan Mei): 1d10, Classics (Sayings of Kong Zhi): 2d10, History (Era of the 100 Pieces): 1d10, History (Era of the Great Emperor): 1d10, Talent (Calligraphy): 1d10, Talent (Poetry): 1d10, Ritual (Ancestor Veneration): 3d10, Religion (Dehua): 1d10, Talent (Feng Shui): 3d10, Divination: 2d10

Qi: 0

Max Wounds: 1



CHAPTER 3



RESIDENTS OF THE HOUSE OF PAPER SHADOWS

This chapter contains new monsters for the Ogre Gate setting (many unique to the House of Paper Shadows) and descriptions of all the major characters of the house. When characters have Kung Fu Techniques, one to two are briefly described after their stat block for the sake of convenience. It is recommended the GM review this chapter before running the adventure. In particular, the **DIRECTOR LONG SHISAN/FENG YIN** entry should be well understood prior to play.





MONSTERS

SOCIETY OF LEATHER SHADOWS AGENTS
 See page 344 of the **WANDERING HEROES OF OGRE GATE** rulebook.

LONG GUI (DRAGON GHOST)

Long Gui are powerful ghosts created when a person's Dragon Spirit fails to go into the next life. This can occur if the person is the subject of a particularly violent death or if their remains are mishandled. Long Gui appear in their natural form as a swirling green vapor and can take on the form of their previous appearance. They can take possession of human bodies, which they use to rectify their death or achieve some personal aim. Many of them just want to live as they did in life.

Defenses: Hardiness 3*, Evade 6, Parry 6, Stealth 10, Wits 6, Resolve 6

Key Skills: Attack: 3d10, Speed: 6d10, Fly: 3d10, Detect: 2d10

Max Wounds: 10

POWERS

Animate Object: Long Gui can exert their influence on physical objects: moving them, hurling them and animating them. This can have different effects depending on the object manipulated.

Blink: A Long Gui can move across a great distance quite suddenly. Even when in a possessed body, it retains this ability, moving 100 feet in a blink as a Move.

Possess: A Long Gui can take possession of a person's body. To do so, they must first attack the person physically. On a successful Attack, roll 2d10 against the target's Resolve. If this roll succeeds the target is possessed for 1 month.

*See *Immunities*



SHADOW AGENTS AND PUPPET MASTERS

Immunities: Long Gui, in their natural state, can only be harmed by peach wood weapons or magic. Burning the body of a possessed person forces the spirit out and back into its bones. Mundane attacks and Kung Fu Techniques do not harm them. Long Gui must be contained by powerful magic or laid to rest by giving their remains a proper burial.

SHADOW AGENT PUPPET MASTERS

These are like normal Shadow Agents but are part of the House of Paper Shadow's hive mind. They are neither independent nor recruited. Those with exceptional skill are abducted, skinned (their flesh turned into shadow puppets), and placed inside jelly-filled cells in areas 15 and 16. They grow new flesh tailored to the needs of Feng Yin. They are also implanted with Dragon Wasps to control their minds (See Dragon on Wasps).

Their purpose is to go into the world and command the different troupes of the Society of Leather Shadow Agents. They are also intelligence officers, having an extensive information network (often with their members masquerading as food vendors in cities).

The Shadow Agent Puppet Masters formed in area 15 have Qi Rank 4; those formed in area 16 have Qi Rank 5. Some important Shadow Agents are described later in this chapter.

Defenses: Hardiness 7, Evade 6, Parry 6, Stealth 9, Wits 8, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 2d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 1d10, Talent (Shadow Puppetry): 5d10, Talent (Singing): 3d10, Talent (Suona Horn): 3d10, Muscle: 2d10, Speed: 3d10, Detect: 3d10, Command: 2d10, Deception: 2d10, Reasoning: 2d10, Institutions (Imperial Bureaucracy): 2d10, Institutions (Criminal Underworld): 3d10, Institutions (Sects): 3d10, Institutions (Societies): 3d10, Places (Ha'an): 3d10, Places (Hu Qin): 2d10, Places (Li Fan): 1d10

Qi (area 15): 4

Max Wounds (area 15): 9

Qi (area 16): 5

Max Wounds (area 16): 11

Equipment: Horn of the Society of Leather Shadows (3d10 Damage)

Expertise: Detect-Sight, Talent-Composition

Key Techniques (Waijia 1, Qinggong 3): Flight of the Hawk, Flying Swan Kick, Swan Taming Strike, Swift Stride, Graceful Retreat (Counter)

POWERS

Changing Appearance: The skin on a Shadow Agent Puppet Master lasts for 1d10 months. At the end of this time, they must return to their jelly-filled cell in area 15 and regrow new skin (this can be the same appearance they had before or something new). When the skin begins to turn, it literally rots off the body over the course of 1d10 days. This is painful but does not harm the Puppet Master. However, it is terrible to observe.

Dragon Wasp Host: A Dragon Wasp resides near the heart of every Shadow Agent Puppet Master. When they are killed, the Dragon Wasp bursts from the body and attacks (see Dragon Wasp entry).

Summon Without Song: A Puppet Master can summon 1d10 Leather Shadow Puppets of any type freely without the use of music.

Immunities: Shadow Agents are immune to poison.

Flying Swan Kick: Make Leg Strike roll against Parry. On Success, leaps 30 feet kicking opponent for 3d10 Damage. Can leap again (up to 30 feet) to attack another foe using original roll. Cathartic: Can make additional leaping kicks equal to rank in Qi.





Graceful Retreat (Counter): Make Speed roll against TN 6*. On Success, Parry increases by 3 against incoming Charge Attack. Cathartic: On a Success, nullify any Charging Attack.

DRAGON WASPS

Dragon Wasps are injected into people's bodies by Feng Yin. The eggs are hatched by the warmth of the heart and the Dragon Wasp itself settles there and controls the host's dragon spirit, effectively placing the queen in control of the host's mind. Each Dragon Wasp is independent but knows what Feng Yin wants and obeys her desires. When the host is killed, the Dragon Wasp immediately burrows out from the body and is capable of attacking a new potential host. Dragon Wasps are yellow with black patterns. They are large, about the size of two fists side-by-side.

Defenses: Hardiness 5, Evade 8, Parry 8, Stealth 7, Wits 9, Resolve 10

Key Skills: Sting: 3d10 (3d10 Damage), Bite: 2d10 (2d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 1d10, Detect: 5d10, Command: 4d10

Max Wounds: 3

POWERS

Bite/Burrow: When a Dragon Wasp needs a new host, it can burrow into a target if it gets a Total Success on its Attack roll for its bite. Once it begins burrowing, it takes 3 rounds for it to reach the heart, where it can make a Command roll to gain control of the Dragon Spirit. Extracting a Dragon Wasp requires a successful Medicine roll (TN 9). On a Success, the Wasp is extracted but causes 2 Wounds to the host. On a Total Success, the Wasp is extracted but causes 1 Wound to the host. On a Failure, the Wasp is not extracted but the procedure causes 3 Wounds to the host.

Command Host: A Dragon Wasp has full command of its host but must make a Command roll every hour, otherwise this control slips away until the next successful Command roll (a new one can be made each hour). This is rolled against Resolve.

Painful Sting: The sting of the Dragon Wasp is incredibly painful. Anyone stung by a Dragon Wasp takes -1d10 Penalty to all Skills for 1d10 Minutes due to pain.

Immunities: Dragon Wasps are immune to poisons.



WASPS OF THE HOUSE OF PAPER SHADOWS

PAPER WASPS

Paper Wasps are similar to Shadow Wasps, but they are the builders of the House of Paper Shadows. They maintain the paper walls of the house and the waxy cells of areas 15 and 16. When a wall is damaged, they know immediately and a squadron comes to fix it within a round. Paper Wasps are no larger than a finger.

Defenses: Hardiness 2, Evade 9, Parry 8, Stealth 7, Wits 6, Resolve 9

Key Skills: Sting: 1d10 (1d10 Damage), Bite: 0d10 (0d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 0d10, Detect: 5d10, Trade (Paper): 3d10, Trade (Wax): 2d10, Trade (Wood): 1d10

Max Wounds (Single): 1

Max Wounds (Squadron): 5

POWERS

Paper, Wax, and Wood Formation: Paper Wasps can excrete a material from glands in their mouths to make the paper walls of the House of Paper Shadows. This also produces something resembling wood and wax when needed. The walls made in this way are incredibly strong. It takes them 1 round to create a single 10-foot by 10-foot wall.

Swarm: Paper Wasps attack in squadrons of 5 and multiple squadrons can form a swarm. In either case, treat each squadron as an individual creature for the purposes of movement and attack. Each squadron has 5 Wounds, with each individual wasp in the squadron having 1 Wound.

Immunities: Paper Wasps are immune to poisons.

PHOENIX WASPS

These large and colorful wasps are a smooth blend of red, yellow, black, green and white. They can influence the mind of people with the hum of their wings, creating illusions in their minds.

Defenses: Hardiness 3, Evade 10, Parry 8, Stealth 7, Wits 9, Resolve 7

Key Skills: Sting: 3d10 (2d10 Damage), Bite: 1d10 (1d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 1d10, Detect: 5d10, Deception: 3d10

Max Wounds (Single): 1

Max Wounds (Squadron): 5

POWERS

Illusionary Hum: With the buzz of its wings, the Phoenix Wasp can warp the mind of those who hear it, causing them to see or not see things, or even witness full illusions. This can cause sound, sight, or an absence of either (for example preventing someone from noticing the sound of instruments being played or from seeing a door that is visibly there). To use this ability, make a Deception roll against the Wits of all who can hear them within 50 feet. If successful, the Targets perceive what the Phoenix Wasps desire. This lasts up to 3 rounds.

Swarm: Phoenix Wasps attack in squadrons of five and multiple squadrons can form a swarm. In either case, treat each squadron as an individual creature for the purposes of movement and attack. Each squadron has 5 Wounds, with each individual wasp in the squadron having 1 Wound.

Immunities: Phoenix Wasps are immune to poisons.

SHADOW WASPS

Shadow Wasps are the protectors of the House of Paper Shadows. They attack intruders at the command of Feng Yin. Shadow Wasps come in groups of five. They are smaller than Dragon Wasps and have shiny black exoskeletons with thin yellow stripes. They are each quite large, about the width and length of two fingers side-by-side.

Shadow Wasps can paralyze with their sting and lay eggs in their victims.

Defenses: Hardiness 3, Evade 8, Parry 8, Stealth 7, Wits 9, Resolve 9

Key Skills: Sting: 3d10 (2d10 Damage), Bite: 1d10 (1d10 Damage), Speed: 3d10, Fly: 4d10 (70 Feet), Muscle: 1d10, Detect: 5d10

Max Wounds (Single): 1

Max Wounds (Squadron): 5

POWERS

Hive Mind: What one Shadow Wasp knows, all other Shadow Wasps know. They can alert all other Shadow Wasps, Dragon Wasps, Shadow Agents, and Feng Yin about any information they acquire.

Lay Eggs: Shadow Wasps lay their eggs in paralyzed victims. This takes 2 rounds. On the third round, the eggs hatch into larvae and burrow painfully into the host, trying to reach their heart. Each round of burrowing inflicts 1 Wound. When the victim becomes incapacitated, the larvae devour the heart and grow into full grown wasps, bursting forth from the chest. This kills the host instantly when it occurs. Each batch of eggs hatches 1d10 Shadow Wasp larvae.

To remove the larvae before they kill the host requires a Medicine Skill roll (TN 8). On a Success, the Shadow Wasp larvae are removed, but this inflicts 1 Wound on the victim. On a Total Success, the larvae are removed, and the victim takes no damage. On a Failure, the larvae remain, and the victim takes 1 Wound from the attempt itself.

Paralytic Sting: The sting of the Shadow Wasp paralyzes Targets on a Total Success. This paralysis lasts 1d10 minutes.

Swarm: Shadow Wasps attack in squadrons of five and multiple squadrons can form a swarm. In either case, treat each squadron as an individual creature for the purposes of movement and attack. Each squadron has 5 Wounds, with each individual wasp in the squadron having 1 Wound.

Immunities: Shadow Wasps are immune to poisons.



SHADOW HERO

These are the people killed by Feng Yin's Shadow Venom. They turn into her loyal servants, gaining new shadow powers and losing any vestige they once possessed of righteousness. Shadow Heroes exist on the cusp between life and death, causing their minds to break and their bodies to thrive. They look as they did in life, except a dark vapor pours from their body, and they gain the ability to dematerialize into shadow.

Shadow Heroes are loyal to Feng Yin and heed her every command. A Shadow Hero has the same stats they did in life, except they gain two random Mental Afflictions, increase Max Wounds by 10 and acquire the following powers:

3



Misty Self: Shadow Heroes can project a misty version of themselves anywhere they have been in the past. To do so, make a relevant Places Skill roll. On a Success, they can project their shadow self to that location for 1d10 minutes. In this form, they appear tangible and can manipulate objects, but anytime they act (such as to attack) their body shifts like black vapor. In this form they cannot use their normal attacks but can make a Suffocating Strike by wrapping their hands around a Target's throat. To make a Suffocating Strike roll 4d10 against Parry. On a Success, this does 4d10 Open Damage and leaves the Target unable to breathe for 5 rounds.

Misty Selves are difficult to hit in combat. They are only struck when the Attack roll is a Total Success. They effectively have half the Wounds of the character's normal form and dissipate when reduced to zero.

Shadow Form: Shadow Heroes can turn into shadowy vapor at will to pass through walls or float away in the air. In shadow form, they move at their normal rate but can fly freely in any direction and pass through material objects. Once this ability is used, they cannot use it for another 1d10 minutes. This ability lasts ten minutes.

Summon Paper Shadows: Shadow Heroes can summon 1d10 Paper Shadows every 10 minutes. These function like normal Leather Shadow Puppets.

SHADOW PUPPETS

Within the House of Paper Shadows are a wide variety of Shadow Puppets. The basic type is the Leather Shadow Puppet described on page 370 of the **WANDERING HEROES OF OGRE GATE** rulebook. The entry for these creatures is repeated below to help the GM reduce look ups because they are so common in this module. In addition to these kinds of Shadow Puppets, several major variations are described after.

SHADOW PUPPETS, LEATHER (STANDARD)

These two-dimensional figures appear on illuminated flat surfaces, where they look like colorful shadow puppets wielding bladed weapons, which move stiffly but elegantly and attack the shadows of living humans. While they cannot physically hurt a human, they can cause limb paralysis. They do so by cutting off the limbs of the Target's shadow, which paralyzes the stricken appendage. They can also attempt to take control of the person's shadow, thus controlling the Target's movement. They can only attack a person's shadow, not their body.

Though literally shadow, they can be harmed by attacking the surface they move upon. Most Leather Shadow Puppets are under the control of the House of Paper Shadows, who use special horns to control them. The puppets are dressed and armed to suit the tastes of the Puppet Master.

Defenses: Hardiness 3, Evade 10, Parry 8, Stealth 10, Wits 7, Resolve 7

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 1d10, Muscle: 0d10, Speed: 3d10, Detect: 1d10

Max Wounds: 2

POWERS

Attack Shadow: Leather Shadow Puppets can attack a person's shadow to either paralyze their limbs or take control of their body. When doing so, use the person's normal Defense Ratings.





Control: Leather Shadow Puppets can gain control of a person's body for two rounds and manipulate them like a puppet. To do so, they must make an Arm Strike roll that targets the head, suffering a $-1d10$ per the specific targeting rules. They must also succeed on a $0d10$ Damage roll ($2d10$ take the lowest). If they do this, they gain control of the person for 2 rounds.

Paralyze: When a shadow succeeds on an Attack roll, instead of a normal Damage roll, they should roll $2d10$ against Resolve to see if the paralysis takes effect. Each Wound that would be inflicted in this way cuts off a single limb from a person's shadow, causing them to lose the ability to use that limb for 1 minute (or 6 Rounds).

Shadow: These creatures are made of shadow and difficult to strike. They can be hit by striking at them through the surface they are using. Normal Attacks take a $-2d10$ penalty to strike them. However, fire and similar methods are very effective against them.

SHADOW PUPPET, ARCHERS

Shadow Archers are lean figures, seemingly dressed in trousers and jackets, with caps on their heads. They each hold a bow which fires arrows at the shadow of their Target. Anyone struck is filled with a dread that literally weighs their body down, sometimes making movement of any kind impossible. While weaker than normal Leather Shadow puppets, Shadow Archers are usually more numerous.

Defenses: Hardiness 2, Evade 10, Parry 5, Stealth 8, Wits 7, Resolve 8

Key Skills: Arm Strike: $0d10$, Leg Strike: $1d10$, Grapple: $0d10$, Throw: $1d10$, Light Melee: $2d10$, Medium Melee: $2d10$, Heavy Melee: $1d10$, Small Ranged: $2d10$, Muscle: $0d10$, Speed: $3d10$, Detect: $1d10$

Max Wounds: 1

POWERS

Attack Shadow: Shadow Archers can attack a person's shadow with their bows at range. When doing so, use the person's normal Defense Ratings (Evade). Instead of taking Damage, anyone struck is affected by their Dread Arrow ability.

Dread Arrow: When a Target is hit, roll $2d10$ against Resolve. This fills the person with sinking dread and confusion that makes movement difficult. On a Success, the Target's Speed is reduced by 10 feet, and they take $-1d10$ Penalty to their Speed rolls. If Turn Order has already been rolled, this also lowers their Turn Order by 3. On a Total Success, the person cannot move at all. This lasts for three rounds and is cumulative with each successful hit. Characters can still perform regular Skill rolls while affected, they just have difficulty moving.

Shadow: These creatures are made of shadow and difficult to strike. They can be hit by striking at them through the surface they are using. Normal Attacks take a $-2d10$ penalty to strike them. However, fire and similar methods are very effective against them.

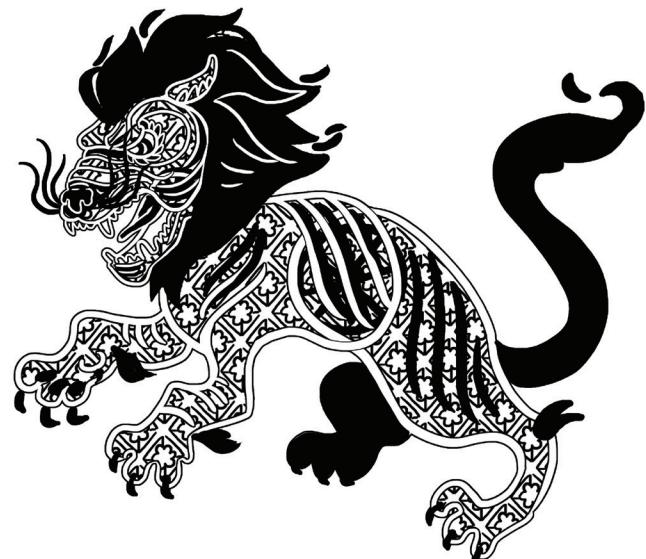
SHADOW PUPPET, BEASTS

These are shadow puppets in the shape of animals. Some are lions, others are elephants, birds, or even monkeys. Any animal variety is possible. Each variety has a unique shadow attack.

Defenses: Hardiness 4, Evade 9, Parry 7, Stealth 10, Wits 2, Resolve 8

Key Skills: Attack: $2d10$, Muscle: $0d10$, Speed: $3d10$, Fly (if applicable): $2d10$, Detect: $1d10$

Max Wounds: 2



POWERS

Shadow Beasts all have unique special Attacks depending on the shape of the shadow puppet. Each are described below.

Bird Attack: A Shadow Beast bird can feast upon a person's shadow eyes, temporarily blinding them. Make an Attack roll against Parry. On a Success, they blind the Target for 1 round. On a Total Success, they blind the Target for 3 rounds.

Elephant Attack: A Shadow Beast Elephant can make a tusk charge at the shadow of a Target. Roll 2d10 against the Target's Parry. On a Success, the Target loses 1 point of Hardiness for an hour. On a Total Success, the Target loses 2 points of Hardiness for an hour.

Lion Attack: A Shadow Beast lion can pounce on a person's shadow and pin them to the ground. Roll 2d10 against the Target's Parry. On a Success, they are pinned for 1 round. On a Total Success, they are pinned for 2 rounds.

Monkey Attack: Monkeys can make confusing howls. Roll 2d10 against the Wits of all who can hear. On a Success, the Target is confused and has difficulty performing tasks correctly. This means when they try to take an action on a person or object, they must make a Reasoning roll TN 8 to Target the correct person or object. This also affects a person's ability to move in a deliberate direction (for example, they might go down a different hall than they intended). On a Total Success, the Target is driven into a violent rage and attacks his or her nearest ally this round.

Regardless of their shape, all Shadow Beats have the following Power:

Shadow: These creatures are made of shadow and difficult to strike. They can be hit by striking at them through the surface they are using. Normal Attacks take a -2d10 penalty to strike them. However, fire and similar methods are very effective against them.

SHADOW PUPPETS OF FRUITION

Shadow Puppets of Fruition look like scholar-officials and carry tiny fans. When they appear, they are almost comical at first, making bold pronouncements and threatening foes with "the ultimate punishment". Their movements are awkward and accompanied by off-tempo percussion. However, they are most dangerous. Anyone struck by their Shadow Needles slowly turns into a Living Shadow Puppet.

Defenses: Hardiness 4, Evade 9, Parry 9, Stealth 10, Wits 7, Resolve 7

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10 (Fan), Medium Melee: 2d10, Heavy Melee: 1d10, Muscle: 0d10, Speed: 3d10, Detect: 1d10

Max Wounds: 2

POWERS

Shadow: These creatures are made of shadow and difficult to strike. They can be hit by striking at them through the surface they are using. Normal Attacks take a -2d10 penalty to strike them. However, fire and similar methods are very effective against them.

Shadow Needle Fan Attack: Shadow Puppets of Fruition attack by using their fans to hurl Shadow Needles at Targets. Roll Light Melee against Evade. On a Success, the person is exposed to a powerful poison that turns them into Living Shadow Puppets. Roll 2d10 against the Resolve of anyone who is exposed. On a Success, they turn into a Living Shadow Puppet over the course of 1d10 hours. Anyone transformed in this way has 10 days to find a cure or the change is permanent.



SHADOW PUPPETS, ROTTEN SCHOLAR

The Rotten Scholar Shadow Puppet is a stylized two-dimensional figure like the others but dressed in the manner of a court scholar. His eyes are especially fierce and beastly, and his mouth curled in a terrible smile. The Rotten Scholar is largely ineffectual in combat but whispers and babbles, altering people's perception of reality.

Defenses: Hardiness 2, Evade 5, Parry 4, Stealth 9, Wits 10, Resolve 6

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 1d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 2d10, Muscle: 0d10, Speed: 3d10, Detect: 1d10, Deception: 3d10, Reasoning: 2d10, Talent (Poetry): 2d10, Classics (All): 2d10

Max Wounds: 1

POWERS

Attack Shadow: Rotten Scholars can attack a person's shadow with their fists and feet, but this has very little effect. When doing so, use the person's normal Defense Ratings. Instead of taking Damage, their strikes sting, like a slap, causing the target to suffer a -1d10 Penalty to any Mental Skills for 2 rounds.

Babbling Whisper: The whisper of the Rotten Scholar can literally rewrite a person's perception of reality. Roll their Deception against the Target's Wits. On a Success, the Target sees whatever the Rotten Scholar wishes them to see. They cannot create illusions so much as change perceptions. A person might believe a room to be filled with roses and plum trees instead of Rakshas, or they might see a hall leading to a gentle pool, rather than a spiked pit. Essentially, they have to work with whatever actually exists and merely adjust how the viewer perceives it.

Shadow: These creatures are made of shadow and difficult to strike. They can be hit by striking at them through the surface they are using. Normal Attacks take a -2d10 penalty to strike them. However, fire and similar methods are very effective against them.

SHADOW PUPPET, LIVING

Living Shadow Puppets are similar to normal Leather Shadow Puppets initially, except they are the size of a normal person. They appear upon the wall as silhouettes of shadow play figures and attack people's shadows. However, they are able to leap from the surface as life-sized leather shadow puppets. In this form, they often have wild color patterns and the true ferocity of their stylized facial features becomes apparent. They attack as any normal creature would.

Defenses: Hardiness 6, Evade 8, Parry 8, Stealth 10, Wits 7, Resolve 8

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 1d10, Muscle: 1d10, Speed: 3d10, Detect: 1d10

Max Wounds: 3

Equipment: Paper Jian (2d10 Damage plus paper cut), Fists (1d10 Damage), Kick (2d10 Damage)

POWERS

Attack Shadow: In their shadow form they can attack a person's shadow, and each successful attack afflicts the person with a Foggy Venom that clouds their minds. Roll attacks normally against relevant Defenses.

Foggy Venom: Anyone hit by their shadow attack is exposed to Foggy Venom. Roll 3d10 against Resolve. On a Success, a shadow falls over the person's mind, imposing an increasing -1d10 penalty to Mental Skills each round. When the person's Mental Skills all reach 0d10, they become blind. The blindness lasts for 10 minutes (skill penalties lift after ten minutes as well).

Living Form: As a Move, Living Shadow Puppets can liberate themselves from the surface of the wall and take their true form. In this state, they look like a human-sized 2-dimensional figure, a shadow puppet in the flesh. They can attack and do Damage normally, but the fine edges of their limbs and weapons slice and inflict bleeding paper cuts.

Paper Cuts: Anyone hit by a living shadow in its normal form bleeds for three rounds, taking 3d10 Damage the first round, 2d10 Damage the second round and 1d10 Damage the third round.



PERSONALITIES OF HOUSE OF PAPER SHADOWS

3



ASSISTANT DIRECTOR SHANG YANG

Assistant Director Shang Yang helps Director Long Shisan/Feng Yin and is often the public face of the House of Paper Shadows. His main duty is to make mechanical traps to protect key areas of the house. He is a highly talented playwright and musician, but also a talented engineer. Unlike most of the residents, he is a normal human and completely free willed. He sought Feng Yin ten years ago and pledged his personal loyalty to her so that he could know the secrets of the House of Paper Shadows. Assistant Director Shang Yang is completely loyal but also terrified of the other inhabitants. His personality is obsequious, skittish, and non-confrontational. However, he is highly curious and interested in knowledge for its own sake.

He knows the locations of, and ways around, all traps in the House of Paper Shadows. While he is a potential source of information for the party, he is cunning, and has devised a method of communication using a series of taps on the paper walls to issue instructions to the Paper Wasps should he be captured. He also leads intruders into traps if forced to help.

Defenses: Hardiness 4, Evade 4, Parry 4, Stealth 8, Wits 9, Resolve 6

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Muscle: 1d10, Speed: 2d10, Deception: 3d10, Detect: 3d10, Talent (Puppeteer): 3d10, Talent (Writing): 3d10, Talent (Poetry): 2d10, Trade (Architecture and Engineering): 3d10, Trade (Mechanical): 3d10, Trade (Wood): 2d10, Trade (Metal): 2d10, History (Era of the Righteous Emperor): 3d10, History (Era of the Glorious Emperor): 3d10, Places (Hai'an): 3d10, Places (Zun River Valley): 2d10, Creatures (Demons): 3d10, Creatures (Spirits): 2d10, Institutions (Societies): 3d10

Max Wounds: 1

Equipment: Assistant Director Seal



FENG YIN

AUTUMN SHADOW SOCIETY TROUPE

These are shadow play performers who are residing at the House of Paper Shadows as guests. More information about them can be found in the entry for area 18. They are effectively prisoners and unlikely to be found roaming the House of Paper Shadows freely.

DIRECTOR LONG SHISAN/FENG YIN

Director Long Shisan is just an empty vessel controlled by Feng Yin. She is a parasitic wasp burrowed into his heart, controlling his body. During the day she is inside Long Shisan. When Long Shisan sleeps, she leaves his body. In her true form, she is a spirited wasp queen. She is roughly nine-feet tall, with bright yellow skin, and stark black patterns. Her face looks human from a distance, but up close her compound eyes are visible, and her body has many wasp-like features such as wings, an abdomen with a stinger, and so forth. She can assume a more natural looking human form as well. She can also take a wasp form. In her wasp form, she is only about a foot long but otherwise looks like a regular wasp queen. It is in this form that she can burrow into the body of a host and take control of their mind by residing in their heart. Her weakness is cherry wood.

When controlling Long Shisan, Feng Yin seems cold and intelligent and a bit distant. Much of her personality does not come through the human mask. When she adopts human form, she pretends to be the mere shadow puppet artist of the House of Paper Shadows. It is at night, when she leaves Long Shisan's body that she does most of her work crafting shadow puppets. She is intensely passionate about her work, meticulous, spiteful and studied in her approach. She is fascinated by new things but can grow bored easily. In dealing with people, this leads her to become crueler over time. What once entertained her, eventually becomes an annoyance.

Because she is inside Director Shisan's body, he must be killed before she is harmed. Once that occurs, she emerges. Permanently killing Feng Yin destroys the House of Paper Shadows, causing it to crumble into dust.

Feng Yin's Background: Feng Yin was a puppeteer and artist for a shadow play troupe in the Feng Clan's walled village. The village worshipped an ancestral shrine which surrounded a large wasp hive where they believed the goddess Lady Feng resided. Feng Yin despised the villagers and hated the wasps even more. She was obsessed with perfecting her shadow puppet craft and started experimenting with human skin to make her puppets. These were the first Leather Shadow Puppets. The people in her village discovered her activities. A local magistrate, named Cao Meng, ruled that her killings were so outrageous that she should be sliced to death and her body mutilated (a rare form of punishment). They bound her to a cherry blossom tree, sedated her and began skinning portions of her flesh, then they destroyed her leather shadow puppets before her eyes. That night they let her rest in a cell, planning to finish the process in the morning so they could prolong her punishment. Her Leather Shadow Puppets appeared along the walls of the village and paralyzed everyone. They enabled her escape, and she murdered her entire village that evening.

As she began working the skin of her victims into an army of shadow puppets, the bees of the ancestral shrine awakened, and she was engulfed in a swarm of bees. She was stung to death, but her will and passion were so strong, she transformed into a Wasp Demon.

From that point on she resided as the lone inhabitant of the walled village. She continued her craft, and as she discovered her powers, she recruited troupes to help perform her shadow plays by kidnapping talented performers, taking their skin, and incubating them in her royal jelly cells (where new skin of her choosing would form on their bodies).

As word of her incredible talents spread and as Hai'an broke away from the Empire, King Qiang Ba became interested in recruiting her magical shadows to aid his growing state. He sent Director Kang Xue, an import-

ant official, to arrange an alliance with her. Kang Xue was a shrewd man and recruited the aid of several Yen-Li demon masters to formulate a strategy for defeating her (he had discovered her demonic nature). They determined that her weakness was cherry wood.

Kang Xue visited the House of Paper Shadows and made clear that they knew how to kill her and would do so if she did not assist the King. This infuriated her, but she realized the dangerous position she was in. She agreed to work with Hai'an, but resented being forced to do so. She secretly decided to work for the empire as well, and make sure Hai'an never defeated it.

The Source of Her Evil: Feng Yin is actually a descendent of an evil couple named Gao Feng and Qixia. She was brought to the Feng Clan house as a child, by the man who killed her parents, and put into the care of the local Shadow Play troupe. The evil that courses through her can only be purified by an act which countervails the crimes of her lineage. This may become relevant if the players venture into the past using the screen in area 6. See that entry and **CHAPTER TWO** for details.

Defenses: Hardiness 8, Evade 8, Parry 7, Stealth 9, Wits 7, Resolve 7

Key Skills: Bite: 3d10 (4d10 Damage), Sting: 3d10 (3d10 Damage plus Poison), Ovipositor: 3d10 (2d10 Open Damage plus lay eggs), Arm Strike: 4d10, Leg Strike: 3d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Muscle: 3d10, Speed: 4d10, Fly: 5d10, Detect: 3d10, Command: 4d10, Talent (Shadow Puppetry): 4d10, Medicine: 3d10, Talent (Poison): 3d10, Talent (Singing): 4d10, Talent (Suona Horn): 3d10, Talent (Drum): 2d10, Trade (Fabric): 4d10, Trade (Hide): 4d10, Trade (Wood): 3d10, Ritual (Ancestor Veneration): 3d10, Ritual (Corpse Keeping Ritual): 3d10, Trade (Alchemy): 3d10, Survival (Wilderness): 3d10

Qi: 10

Max Wounds (Long Shisan Form): 7

Max Wounds (Feng Yin Form): 30

Equipment: Feng Seal (Opens all locks in the House of Paper Shadows), Horn of the Society of Leather Shadows

Expertise: Alchemy-Divine Fire, Alchemy-Transformative Substances, Detect-Sight, Talent-Perform

Key Techniques (Waijia 1, Qinggong 1, Neigong 1, Dianxue 1): Claws in the Dragon's Shadow, Crawling Tiger, Flight of the Hawk, Flying Swan Kick, Great Stride, Heart Rending Shadow Claw, Inverted Three-Point Strike, Misguiding Hand of the Shadow Claw, Shadow Controlling Claw, Swift Stride, Stealth of the Spider Demon, This Shadow Has Claws, Three-Point Strike, Graceful Retreat (Counter), Shadow Claw Feint (Counter)



Profound Techniques: Roar of the Dragon

Evil Techniques: Hidden Hands of the Shadow Puppeteer

Heart Rending Shadow Claw: This Kung Fu Technique requires a TN 7 Meditation roll. On a Success Feng Yin grows two shadow claws that do 3d10 Damage plus 2 Extra wounds and last 10 rounds. Cathartic: Claws last for 20 rounds.

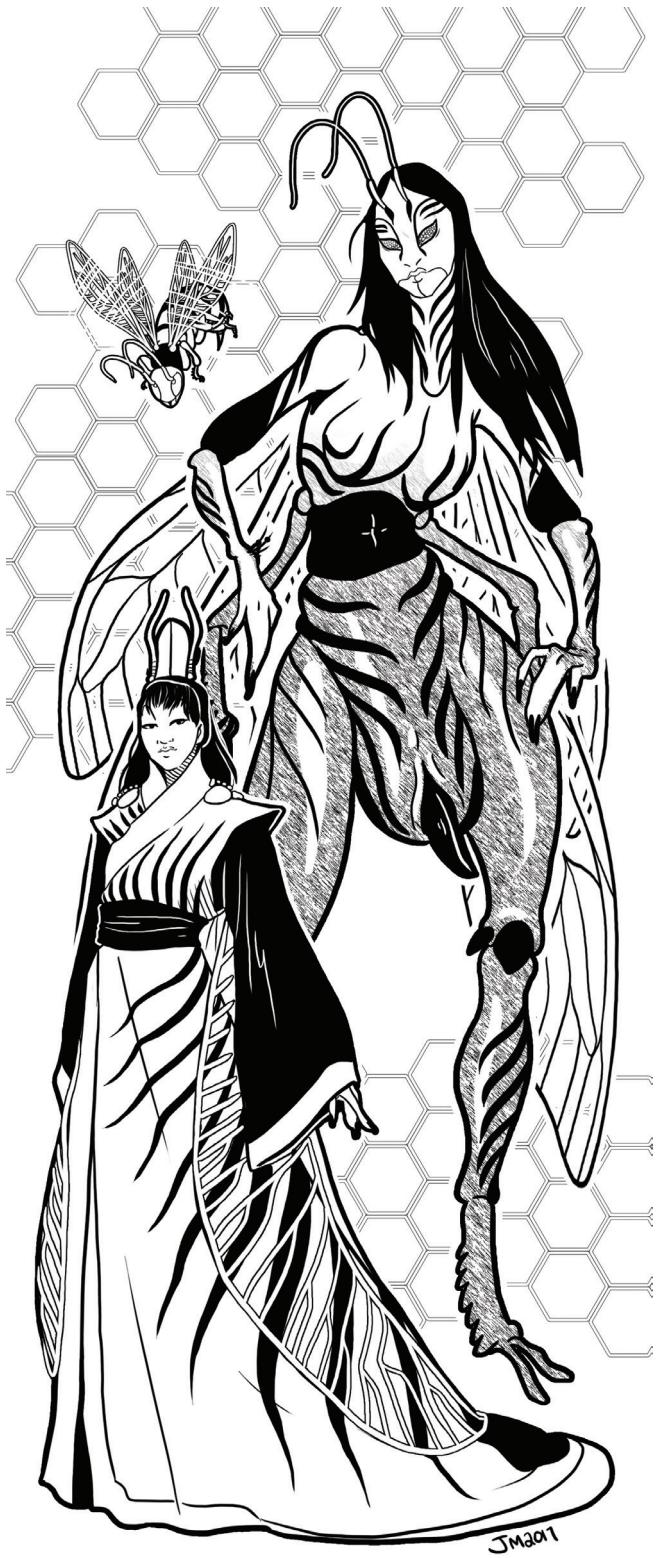
Claws in the Dragon's Shadow: Heart Rending Shadow Claw must be in effect to use this. Make Athletics roll against Evade of up to 20 targets. On Success do 2d10 Damage plus 2 Extra wounds to each. Cathartic: Works on up to 40 targets and does 2d10 Damage plus 3 Extra Wounds.

POWERS

Bite/Burrow: Feng Yin can burrow into a person's body, toward their heart, where she devours the Dragon Spirit and uses the body as an empty host. It takes her 3 rounds to burrow after a successful bite attack. Once there, she devours the spirit in 2 rounds, and the host becomes her permanent vessel. Extracting her before she gains control takes a Medicine roll TN 10 and causes 3 Wounds to the target.

Bee Swarms: Feng Yin can summon large swarms of bees whenever she wishes from within the walls of the House of Paper Shadows. Each round, a swarm attacks everyone in a 1000-foot area with a 1d10 Attack roll and does 1 Automatic Wound on a Success (2 on a Total Success).

Ovipositor (Egg Laying): In her hybrid form, Feng Yin has an ovipositor, that extends from her body like a lashing rope dart, that lays eggs inside people's bodies when it strikes. This is long, narrow, and flexible, being the width of a thin bamboo shaft and ending in a fierce point. When it hits someone on a successful attack and does Damage, she can implant larvae eggs. She can lay any kind of eggs she wishes (see types below). To remove the larvae before they kill the host requires a Medicine Skill roll (TN 8). On a Success, the Larvae removed by this inflicts 1 Wound on the victim. On a Total Success, the larvae are removed and the victim takes no Damage. On a Failure, the larvae remain, and the victim takes 1 Wound from the attempt itself. The exception to this are Dragon Wasps (see individual entry below for details).



THE MANY FORMS OF FENG YIN



LARVAE TYPES:

Larvae, Dragon Wasp: They are injected near the heart where they form over the next 1d10 days. The person cannot feel them, and they do no harm to the host. When they hatch they can take over the host's mind (see Dragon Wasp entry to understand this effect). Dragon Wasp Larvae are harder to extract (Medicine TN 9); on a Success, the victim takes 2 Wounds and it is removed. On a Total Success it is removed, and the victim takes 1 Wound. On a Failure, it is not removed, and the victim takes 3 Wounds.

Larvae, Paper Wasp: These are injected deep in the skin and hatch into larvae over the next 1d10 hours. At the end of that time, they start feasting on the flesh then quickly transform into wasps and emerge from the body. This takes two rounds, inflicting 1 Wound each round, then 1 additional Wound when they burst forth (usually 1d10 wasps emerge from this process and the Damage is the same no matter how many are present).

Larvae, Phoenix Wasp: Phoenix Wasps are injected near the heart and hatch into larvae over 1d10 rounds. When they hatch, rather than harm the host, they heal the host by secreting a medicinal fluid. This effectively causes the person to heal 1 Wound per hour. However, they feed on mental energy and play tricks on a person's mind. This gives the host 1 random Mental Affliction until the Phoenix Wasp leaves the body. It takes a day for them to turn from a larva to wasp. When it emerges, the host takes 4d10 Open Damage as a fully formed Phoenix Wasp rips through the flesh to escape.

Larvae, Shadow Wasp: If she injects the body with Shadow Wasps, these simply grow inside the body as larvae and erupt painfully over the next several moments. Shadow Wasps are injected closer to the skin and burrow toward the heart, so they can eat it and reach adulthood. Once implanted they hatch in 3 rounds. On the third round, the eggs hatch into larvae and burrow painfully into the host, trying to reach heart. Each round of burrowing inflicts 1 Wound. When the victim becomes incapacitated, they devour the heart and grow into full grown wasps, bursting forth from the chest. This kills the host instantly when it occurs. Each batch of eggs hatches 1d10 Shadow Wasps.

Shadow Venom: Anyone stung by Feng Yin's stinger is exposed to her Shadow Venom. Those affected by the Shadow Venom slowly turn into shadows and eventually become Shadow Heroes. Roll 3d10 against Hardiness to anyone exposed. On a Success, they feel cold, and this sensation increases with each passing hour. In 1d10 hours they become Shadow Heroes. The only cure for the Shadow Venom is the jelly inside the cells in area 16.

Immunities: Feng Yin is very hard to kill. Long Shisan's body is a kind of protective shell for Feng Yin. She does not take any direct Damage until Long Shisan's form is reduced to zero health, then she emerges from his chest in a form of her choosing. Once she has left the protection of Shisan's body, she is immune to Mundane Attacks and only harmed by Kung Fu Techniques or magic. She is immune to poison. If she is reduced to zero Wounds, she becomes a larva somewhere in the cells in area 16. She can be killed if this larva is destroyed while it is growing. However, she is extremely susceptible to cherry wood. Any weapon made from cherry wood has the power to kill her if it lands the lethal blow.

THE DRUNKEN TWINS

These are two sisters named Wei Lihua and Wei Fenfang. Both are mischievous thieves who enjoy good wine and adventure. They pretend to be heroes venturing into the House of Paper Shadows in search of powerful artifacts. In truth, they are guardians of the House of Paper Shadows. They have been forced into service against their will. Their father, Wei Tian is a prisoner in area 8 and Feng Yin has threatened to immediately kill him if they try to escape or rescue him. Lihua and Fenfang are afraid to defy the master of the house. They once tried to rescue their father and his brother (their uncle, Wei Qi), but when they were discovered, wasps instantly killed their uncle. Now they are resigned to their role as guardians. Feng Yin promised to release their father once they kill 100 intruders. They have killed many innocent people and are filled with remorse, so they have taken to drinking and wandering the halls to soothe their spirits. Still, they are determined to save their father by following Feng Yin's orders.

They try to infiltrate any group of heroes or intruders who enter the house, gain their trust, then lead them into a trap. While they possess an artifact that can diminish the consequences of drinking, they use it mainly for special occasions, preferring to wallow in their misery.

Defenses: Hardiness 4, Evade 7, Parry 7, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Athletics 2d10, Detect: 1d10, Deception: 2d10, Talent (Theft): 3d10, Talent (Disguise): 2d10, Trade (Mechanical): 1d10, Read Script (Fei-shu): 3d10, Language (Daoyun): 3d10, Language (Hai'anese): 3d10





FAN HENG

Qi: 3

Max Wounds: 7

Weapons: Hands (2d10 Damage)

Combat Technique: Fists of Steel, Drunken Fighter

Key Techniques (Waijia 3, Qinggong 1): First Fist of Yanshi, Impact of the Falling Star, Ringing Strike of the Hand, Stance of the Drunken Cat, Dip of the Drunken Snake (Counter), Drunken Dodge (Counter), Horizontal Sidestep (Counter)

Ringing Strike of the Hand: Make Arm Strike roll against Parry. On a Success, do 5d10 Damage. On Total Success, target takes -1d10 to Physical Skill rolls for 1 hour. Cathartic: Does 5d10 Damage plus 3 Extra Wounds. On Total Success, target takes -1d10 to Physical Skills and Combat Skills.

Dip of the Drunken Snake (Counter): Make Athletics roll against Attack roll. On Success dip back to avoid attack and strike like a snake with any mundane attack adding +3d10 to the normal Damage roll. Does not work on higher Qi rank characters. Cathartic: Damage roll is open.

FAN HENG

Fan Heng is a Shadow Hero who came here with her husband, Su Anzhong, to defeat the House of Paper Shadows many years ago. They were both afflicted with Shadow Venom and turned into Shadow Heroes. Now she is a resident of the house and is fully loyal to Feng Yin. Once righteous, she now believes she was misled by her husband. She thinks Feng Yin is a creature of extraordinary virtue deserving of their protection, and she blames Anzhong for their present state. At the same time, she considers her condition a just outcome for going against the House of Paper Shadows. Fan Heng is extremely suspicious and aggressive.

When she was young, Fan Heng drank the blood of a Crocodile Demon, gaining its strength. She has a pet cat demon named Taozi (See area 26 for details). She learned Mantis Strike from a disciple of the powerful master, Yellow Mantis. Description of the technique is included here for convenience, as it will be featured in an upcoming supplement called War of Swarming Beggars.

Defenses: Hardiness 4, Evade 7, Parry 9, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 3d10, Meditation: 3d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 2d10, Language (Hai'anese): 3d10, Places (Hai'an): 3d10, Places (Li Fan): 1d10, Places (Zun River Valley): 2d10

Qi: 5

Max Wounds: 21

Weapons: Hands (3d10 Damage)

Mental Afflictions: Delusional, Hypervigilance

Combat Technique: Fists of Steel

Key Techniques (Waijia 3, Qinggong 1): Hands of the Hawk Beak, Leap of the Swan, Mantis Strike, Ripping Arms of Compassion (WHOG, 309), Grasp of the Python (Counter), Hidden Fist of Yanshi (Counter), Whirling Dodge (Counter)

Mantis Strike: By curling hands so that the two upper fingers are turned inward to strike like teeth or claws, this technique allows the strike to dig into a foe's flesh and grip them firmly. Make an Arm Strike roll against Parry. On a Success, do normal Damage and get one free attempt to restrain foe. Cathartic: If strike missed, you may attempt to restrain the foe anyway. If strike was successful, favorable positioning grants +2d10 to Restrain them.

Whirling Dodge (Counter): Make Athletics roll against Attack roll. On Success, reduce Damage of Attack by -1d10. On Total Success, reduce by -2d10. Cathartic: On Success, avoid Attack completely.

POWERS

Beast Strength x2: She acquired beast strength when she drank the blood of a Crocodile Demon in her youth.

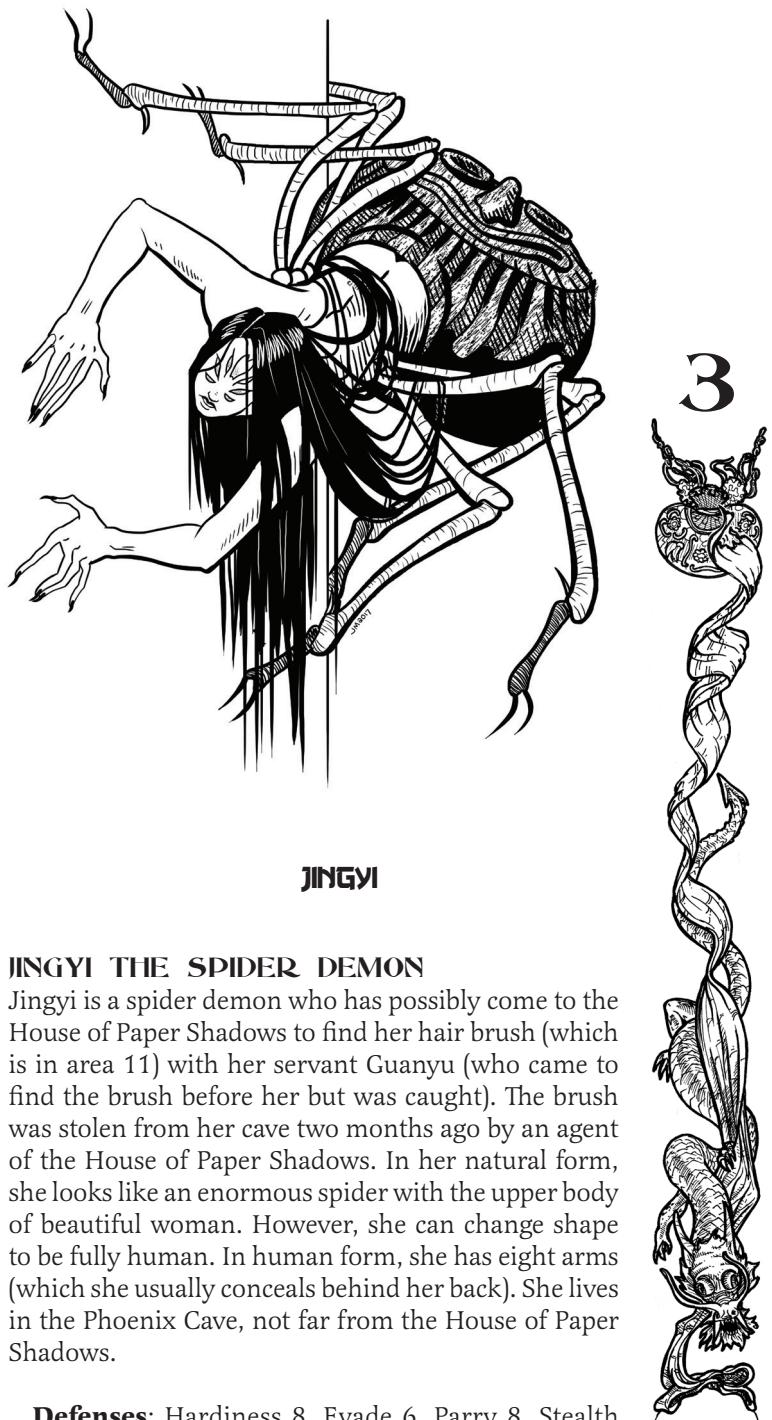
Misty Self: Fan Heng can project a shadow form of herself wherever she wishes. On a Successful Places Skill roll, she goes to that location in Misty Self form for 1d10 minutes. She can manipulate objects in this form, but her body releases black vapor when she moves swiftly (for example, when attacking). She cannot make normal Attacks but can make a suffocating strike by wrapping her hands around a Target's throat. To make a suffocating strike, roll 4d10 against Parry. On a Success, this does 4d10 Open Damage and leaves the target unable to breathe for 5 rounds. She can only be hit by Total Successes in this form and effectively has 11 Wounds.

Shadow Form: She can turn into vapor and pass through walls at will. In this form, she moves at her normal speed and passes through physical objects. This lasts ten minutes, and she must wait 1d10 minutes between use.

Summon Paper Shadows: Fan Heng can summon 1d10 Paper Shadows every ten minutes. These function like normal Leather Shadow Puppets.

FENG YIN

Feng Yin is the true leader of the House of Paper Shadows. See **DIRECTOR LONG SHISAN/FENG YIN** entry earlier in this chapter for more information.



JINGYI THE SPIDER DEMON

Jingyi is a spider demon who has possibly come to the House of Paper Shadows to find her hair brush (which is in area 11) with her servant Guanyu (who came to find the brush before her but was caught). The brush was stolen from her cave two months ago by an agent of the House of Paper Shadows. In her natural form, she looks like an enormous spider with the upper body of a beautiful woman. However, she can change shape to be fully human. In human form, she has eight arms (which she usually conceals behind her back). She lives in the Phoenix Cave, not far from the House of Paper Shadows.

Defenses: Hardiness 8, Evade 6, Parry 8, Stealth 10, Wits 8, Resolve 6

Key Skills: Silken Web: 2d10, Bite: 3d10 (5d10 Damage plus 1 Extra Wound and Poison), Arm Strike: 3d10, Leg Strike: 3d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10 or 3d10 with Sticks, Medium Melee: 2d10, Muscle: 2d10, Detect: 3d10, Speed: 3d10, Talent (Poetry): 3d10, Classics (All): 1d10, Survival (Underground): 3d10

Max Wounds: 13

Equipment: 8 Daggers (2d10 Damage), 8 Sticks (3d10 Damage, +1d10 Accuracy), Crippling Venom Antidote

POWERS

Bite: Jingyi's bite is powerful, doing 5d10 Damage plus 1 Extra Wound and exposing the target to her Crippling Venom (See Below).

Crawl: Jingyi can move along vertical and inverted surfaces with ease like a spider at her normal Movement.

Crippling Venom: Jingyi's venom causes tremendous pain and makes targets convulse until they cannot perform physical tasks. Roll 3d10 against the Hardiness of anyone exposed. On a Success, they take an increasing -1d10 Penalty to all Physical Skills and Combat each round. This lasts until the poison is cured.

Drain Life Essence: Jingyi feeds on human life slowly over time through carnal acts. She drains 2 Qi by making love and drawing in a person's life. This also has the effect of making her more human over time.

Eight-Armed Strike: Jingyi can hit up to eight different targets, focus all her strikes on one person, or even divide her attacks between a few different targets. Roll once using the relevant skill against Defense for her Attack. If she Succeeds, roll Damage once according to the weapon and add 1 additional Wound for each limb striking the target.

Silken Web: Jingyi can shoot a web from her abdomen that engulfs targets and immobilizes them. Roll 2d10 against Evade. On a Success, the person is wrapped up in a sticky web that pins them in place and makes basic movement nearly impossible. Inflicting 2 Wounds on the web releases the person (as does a Muscle roll TN 9). This can also be used to create web-like structures.

Immunities: Jingyi is immune to mundane attacks and only harmed by Kung Fu Techniques.

SILVER-HAIRED BEAUTY (ZUAN YUAN)

Zuan Yuan has thick, silver hair and graceful features. His face is so beautiful, members of the martial world call him Silver-Haired Beauty. He was once a member of the Silken Robe Society but dared to enter the House of Paper Shadows with the aim of seducing Feng Yin. He was captured and implanted with a Dragon Wasp then turned into a Shadow Agent. Unlike most Shadow Agents, he still retains his old appearance and was never skinned. Though he never succeeded in seducing her, Feng Yin felt his flesh was too beautiful to destroy and decided to make him a leading member of the organization. In his present state, he is commanded by a Dragon Wasp (see DRAGON WASP entry for details) and serves as its host. Occasionally flickers of his old personality appear, but this is rare.

Zuan Yuan is in charge of making important arrangements and alliances (due to his appearance) but was also recently placed in charge of acquiring new Kung Fu Techniques for the House of Paper Shadows. So far, he has acquired some from the Nature Loving Monk sect.

Defenses: Hardiness 7, Evade 6, Parry 6, Stealth 9, Wits 8, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 2d10, Grapple: 2d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Talent (Shadow Puppetry): 5d10, Talent (Singing): 3d10, Talent (Suona Horn): 3d10, Muscle: 2d10, Speed: 3d10, Detect: 3d10, Command: 2d10, Deception: 2d10, Reasoning: 2d10, Institutions (Imperial Bureaucracy): 2d10, Institutions (Criminal Underworld): 3d10, Institutions (Sects): 3d10, Institutions (Societies): 3d10, Places (Hai'an): 3d10, Places (Hu Qin): 2d10, Places (Li Fan): 1d10, Talent (Painting): 2d10

Qi: 5

Max Wounds: 11

Equipment: Horn of the Society of Leather Shadows (3d10 Damage), Jian (3d10 Damage, +2d10 Accuracy)

Expertise: Detect-Sight, Talent-Composition

Key Techniques (Waijia 1, Qinggong 3): Dog Bashing Stick (with horn), Fierce Strike, Flight of the Hawk, Fluttering Kicks, Flying Swan Kick, Stick of the Rising Dog (with horn), Stunning Stick Strike (with horn), Swan Taming Strike, Swift Stride, Graceful Retreat (Counter), Horizontal Side-step (Counter)

Dog Bashing Stick (with horn): Make a Light Melee attack roll against Parry using the horn. On a Success do 1d10 Damage and drain 1 point of Hardiness. Cathartic: On a Success do 2d10 Open Damage and drain 2 Points of Hardiness.



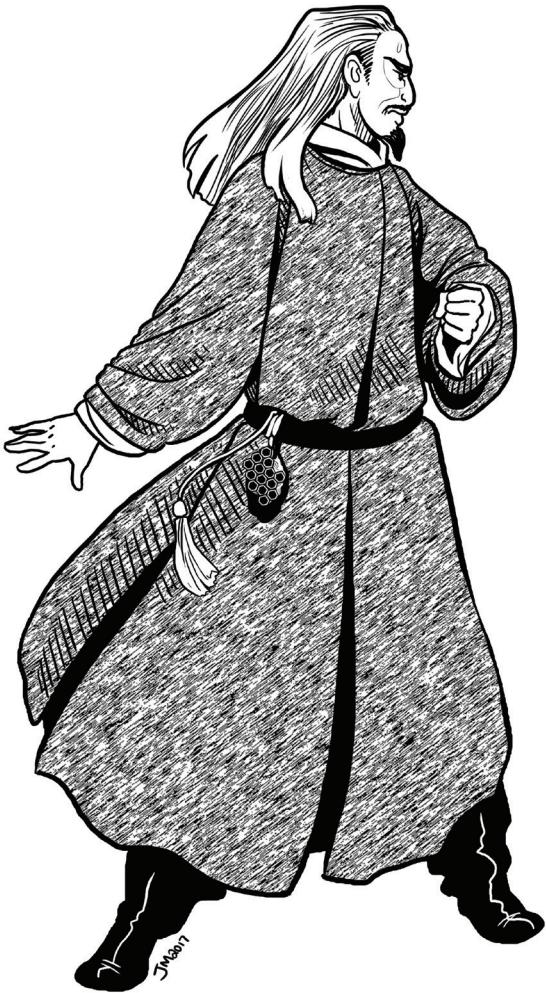
Stick of the Rising Dog (with horn): Make a Light Melee attack roll against Parry using the horn. On a Success do 3d10 Open Damage. Cathartic: Rather than roll for Damage you do 3 Wounds automatically.

POWERS

Changing Appearance: While most Shadow Agents have skin that decays and needs to be replaced, Zuan Yuan has his original flesh.

Dragon Wasp Host: A Dragon Wasp resides near his heart. If he is killed, the Dragon Wasp bursts from his body and attacks (see Dragon Wasp entry).

Summon without Song: He can summon 1d10 Leather Shadow Puppets of any type freely without the use of music.



ZUAN YUAN

SU ANZHONG

Su Anzhong is the husband of Fan Heng and was once a righteous Martial Hero. He and his wife came together to fight the House of Paper Shadows but were both afflicted with Shadow Venom and turned into Shadow Heroes. Now he serves Feng Yin and wages a simmering conflict with his wife (who believes he led her here through deception). Su Anzhong trusts no one and spends most of his time painting, though he is not very good. He is always cautious in his dealings with people. When he distrusts them, or when they appear critical of him (or his art), he becomes violently angry.

More than anything, Su Anzhong is terrified of his wife's cat, Taozi (found in area 26). The cat has attacked him many times.

Defenses: Hardiness 9, Evade 7, Parry 4, Stealth 6, Wits 6, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 2d10, Meditation: 1d10, Athletics: 3d10, Endurance: 2d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Hai'anese): 2d10, Places (Hai'an): 2d10, Places (Li Fan): 3d10, Places (Zun River Valley): 3d10, Places (Dai Bien Forest): 1d10, Talent (Painting): 1d10

Qi: 5

Max Wounds: 21

Weapons: Bow (3d10 Damage), Thunderbolt Ball (5d10 Fire Damage, -1d10 Accuracy)

Mental Afflictions: Paranoid, Explosive Rage

Combat Technique: Fists of Steel

Key Techniques (Waijia 2, Qinggong 2): Intercepting Arrow, Knock of the Meteor Hammer (-2d10 with Thunderbolt Ball), Rain of Arrows, Storm of Arrows, Whirling Dodge (Counter)

Rain of Arrows: Make Small Ranged Attack against Evade, firing 2 Arrows at Target and treating successful Damage roll as 2 wounds. Cathartic: Can fire 5 additional arrows. On Successful Damage roll, target takes number of wounds equal to arrows fired.



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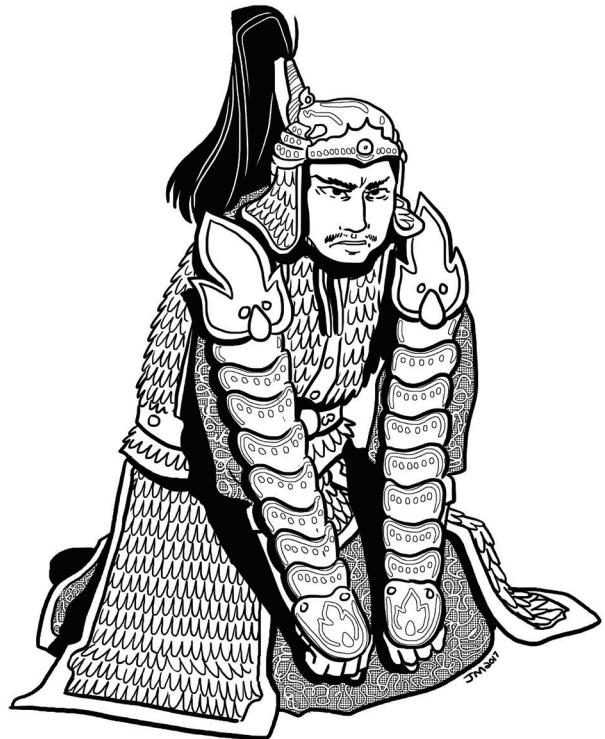


POWERS

Summon Paper Shadows: Su Anzhong can summon 1d10 paper shadows every ten minutes. These function like normal Leather Shadow Puppets.

Shadow Form: He can turn into vapor and pass through walls at will. In this form, he moves at his normal speed and passes through physical objects. This lasts ten minutes, and he must wait 1d10 minutes between use.

Misty Self: Su Anzhong can project a shadow form of himself wherever he wishes. On a successful Places Skill roll, he goes to that location in Misty Self form for 1d10 minutes. He can manipulate objects in this form, but his body releases black vapor when he moves swiftly (for example, when attacking). He cannot make normal attacks but can make a suffocating strike by wrapping his hands around a Target's throat. To make a suffocating strike, roll 4d10 against Parry. On a Success, this does 4d10 Open Damage and leaves the target unable to breathe for 5 rounds. He can only be hit by Total Successes in this form and effectively has 11 Wounds.



SU ANZHONG

CHAPTER 4



NEW KUNG FU TECHNIQUES AND RITUALS

This chapter includes new Kung Fu Techniques and Rituals. The chapter begins with Shadow Style Techniques (martial arts unique to the House of Paper Shadows). This is followed by one new regular Kung Fu Technique and then by new Rituals.



NEW SHADOW STYLE TECHNIQUES

These are techniques built upon the foundation of Heart Rending Claw. They can be used while Heart Rending Claw is in effect. Keep in mind that the Damage bonuses stack with the Heart Rending Claw Bonuses.

HEART RENDING SHADOW CLAW (SECRET)

Discipline: Neigong
Skill: Meditation then Arm strike against Parry
Type: Normal
Qi: 5

The shadows underneath your hands turn into claws sharper than steel.

Make a Meditation roll TN 7 as a Move. If you succeed, you form two claws that do Normal Damage plus 2 Extra Wounds on successful attacks. The claws last for one round per rank of Qi.

Cathartic: The claws last for two rounds per rank of Qi instead of one.

The Heart Rending Shadow Claw Kung Fu Technique is a gateway technique to the other new Shadow Style Techniques listed below.

TECHNIQUES THAT BUILD ON HEART RENDING SHADOW CLAWS

Once you use Heart Rending Shadow Claw, it opens the possibility of using the techniques in this section.

CLAWS IN THE DRAGON'S SHADOW (SECRET)

Discipline: Neigong
Skill: Athletics against Evade
Type: Normal
Qi: 5

Your shadow unleashes a blast of ebony claws that fly out to strike opponents in your area.

76 Make an Athletics roll against the Evade of up to 2 targets per rank of Qi. On a Success, you do 2d10 plus 2 Extra Wounds to each.

In order to use this technique, you must be using Heart Rending Shadow Claw.

Cathartic: On a Success, you do 2d10 plus 3 Extra Wounds to up to 4 targets per rank of Qi.

MISGUIDING HAND OF THE SHADOW CLAW (SECRET)

Discipline: Neigong
Skill: Arm strike against Melee Attack roll
Type: Counter
Qi: 6

You appear to sprout eight shadow arms and use them to redirect an incoming attack against another.

Make an Arm Strike against the Attack roll of any Melee Attack. On a Success, you redirect and hurl the attack against a nearby target of your choice (within 5 feet per rank of Neigong).

In order to use this technique, you must be using Heart Rending Shadow Claw.

Cathartic: This works as above, except you can redirect the attack at someone within 10 feet per rank of Neigong.

SHADOW CLAW FEINT (SECRET)

Discipline: Neigong
Skill: Arm strike against Parry
Type: Normal
Qi: 5

You bait your opponent with claws that appear to move one way, while actually moving another, allowing you to feint and strike targets more easily.

Make an Arm Strike roll against Parry as a move. On a Success, for the target to counter your attack this round, they must first make a Detect roll against your Stealth.

In order to use this technique, you must be using Heart Rending Shadow Claw.

Cathartic: If your target attempts to counter this and fails, they take 2 Extra Wounds when you attack.



SHADOW CONTROLLING CLAW

(SECRET)

Discipline: Neigong

Skill: Arm Strike against Parry

Type: Normal

Qi: 6

You slash at the shadow of your target with your shredding claws, causing tremendous pain and drawing out dark wispy threads that can allow you to control their limbs.

Make an Arm Strike roll at -1d10 penalty per the targeted strike rules. On a Success, you render the limb useless for 1 round per rank of Neigong, making some tasks involving that limb impossible and imposing up to a -2d10/-2 Penalty on other tasks. If your Arm Strike roll also exceeds the Resolve of your target, your claws draw out threadlike shadow strands from the limb and allow you to control it like a puppet for 1 round per rank of Neigong. On a Total Success, the duration of this effect is doubled.

To control the person's limb is a Skill action, but if you gain control of multiple limbs in this manner, you can control them all as a single skill action. This does not grant the target multiple attacks or actions each round; it just allows you to control their limbs as a single action.

In order to use this technique, you must be using Heart Rending Shadow Claw. Also, this technique must be used Cathartically.

THIS SHADOW HAS CLAWS (SECRET)

Discipline: Neigong

Skill: Arm Strike against Attack roll

Type: Counter

Qi: 4

When someone or something attempts to strike your shadow, your shadow grows claws that lengthen and writhe like deadly snakes, latching onto their attacker in a lethal, enervating bite.

Make an Arm Strike roll against the Attack roll. On a Success, you do Normal Damage plus you drain 1 rank of Qi for 1 round per rank of Neigong.

In order to use this technique, you must be using Heart Rending Shadow Claw.

Cathartic: On a Success, you do Normal Damage plus drain 2 ranks of Qi from the target for 1 day per rank of Neigong.

NEW NORMAL TECHNIQUES

RIPPING ARMS OF COMPASSION

Discipline: Waijia

Skill: Arm Strike

Type: Normal

Qi: 4

You thrust out your arms and grip a person's biceps, ripping both limbs from their sockets with an explosive pull.

Make an Arm Strike roll at -1d10 twice (once for each arm). On a Total Success, you may roll for Damage and if you get a 10 on the Damage roll, you pull out the arm. The victim must take the Missing Limb Flaw.

This technique must be used Cathartically. It was introduced by Compassionate Monkey. See page 309 of the **WANDERING HEROES OF OGRE GATE** rulebook. You must have Beast Strength to use this technique.

NEW RITUALS

AMBER SEAL OF LADY FENG (TN 8)

This is a powerful Ritual, contained in a manual written entirely in Singh (and found in room 36). It requires a living member of the Feng Clan to be sacrificed in order to produce a seal of amber around a powerful demon or similar creature. First, the person must make a talisman in the likeness of the Feng clansman. Then the individual to be sacrificed must kowtow and offer his or her body as a ritual vessel to Lady Feng. Thirdly, the talisman is then burned, and the Ritual Skill rolled. On a Success, the talisman disintegrates and the victim bursts into flames, then turns into a golden vapor. The vapor wraps around the intended demon or entity provided it is within 100-feet and congeals into a solid amber prison that lasts for 15 years. On a Total Success, the prison lasts 20 years. On a Failure, the talisman bursts into flames but nothing else occurs. This can be used to imprison Feng Yin if one can find a surviving member of the Feng Clan (presently Xiaohui in areas 35 and 36 is the most likely candidate).



CORPSE KEEPING RITUAL (TN 9)

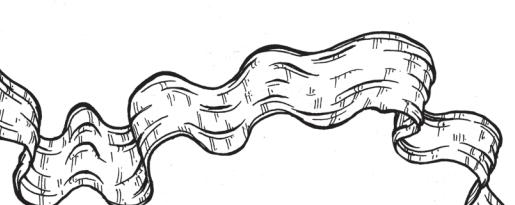
With this Ritual you can preserve a person's body well after death, sustaining the mind and the flesh for centuries. However, this is more of a punishment than a gift, for it is agonizing and eventually leaves the person helpless. This Ritual imbues the target's flesh with Qi energy. The effect is they cannot die, and any wounds inflicted on them by someone other than the caster of the Ritual, rebounds on the attacker. One side effect of this Ritual is the person's skin continues to grow over time, becoming ungainly and taking up a considerable area. This has great potential to unleash a terrible evil on the world. Feng Yin created this Ritual to engineer her Hall of Iron Will (area 8).

HUMAN PUPPET RITUAL (TN 8)

With this Ritual you fashion a doll in the likeness of a person. All you need to activate it is a bit of hair, blood, or skin from the target's body. With this you can then manipulate the doll to do your bidding. First, you must make the user susceptible to your magic, creating a powder with a mixture of your own hair, blood, or skin, then getting the intended target to consume it through food or drink. Then you must make a Ritual TN 8 roll to create and empower the doll (this is where the hair, blood, or skin is required). After this, anyway you move the doll, the user responds in kind. Doing this requires you make an additional Ritual roll against the Target's Resolve. On a Success, they do what you wish. You can also harm the doll, causing the person to experience physical pain (this can impose skill penalties due to the distraction it creates but does not wound the target).



CHAPTER 5



NEW EQUIPMENT AND SUBSTANCES

This chapter includes descriptions of substances, objects and weapons found in the House of Paper Shadows. The GM should read this section over at least once before play. The Blood Dagger of Bao is important for understanding one of Feng Yin's key weaknesses and should be reviewed before play.



ALLEVIATING HONEY

This amber fluid dulls pain. Anyone who drinks a small bottle of it becomes numb and filled with euphoria. This imposes a -1d10 to all Mental Skills, but eliminates any penalties associated with pain.

THE BLOOD DAGGER OF BAO

This is a dagger made from the blood of Bao. The blade has a metallic crimson sheen. It functions like a normal dagger except it does Muscle +1d10 Damage and inflicts 1 Extra Wound against creatures and people with negative Karma. In addition, the blade does 3 Extra Wounds against demons (including Feng Yin) and permanently destroys them if it lands a killing blow.

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BLOOD HONEY

This is a special concoction created by Feng Yin. It appears like normal honey but has powerful transformative properties. Though temporary, the effect is potentially very deadly to those around the person who consumes or is affected by it. Roll 3d10 against the Hardiness of anyone who consumes blood honey or anyone whose skin is penetrated by it (such as by a weapon coated in the substance). On a Success, the person's skin turns a bluish hue, their teeth all sharpen, and their eyes turn an inky black. Their body is filled with power and rage as they attack anyone in their immediate area trying to drink their blood. This lasts 1d10 rounds. On a Total Success, the effect lasts 1d10 minutes. In either case, the person gains +2 Hardiness, +1d10 Muscle and their Current Wounds/Max Wounds increase by 3 for the duration of the effect.

CERAMIC ORB OF RUANG ANZHI

These are ceramic balls about the size of a fist. If one uses this with the Binding Demon Ritual, any creature contained inside must make three consecutive TN 10 Meditation rolls to escape (and only three are permitted each day). This works on any non-human or non-animal, not just demons.

MI-FENG'S AROMA

This is a fragrant oil produced from hemp seed oil, alcohol, cinnamon, and other ingredients. When worn one is effectively invisible to most bees. This imposes a -1d10 to all Attacks and Detect rolls by Bee Swarms, Dragon Wasps, Feng Yin, Paper Wasps, and Shadow Wasps. The fragrance lasts 1 hour when worn.

REJUVENATING HONEY

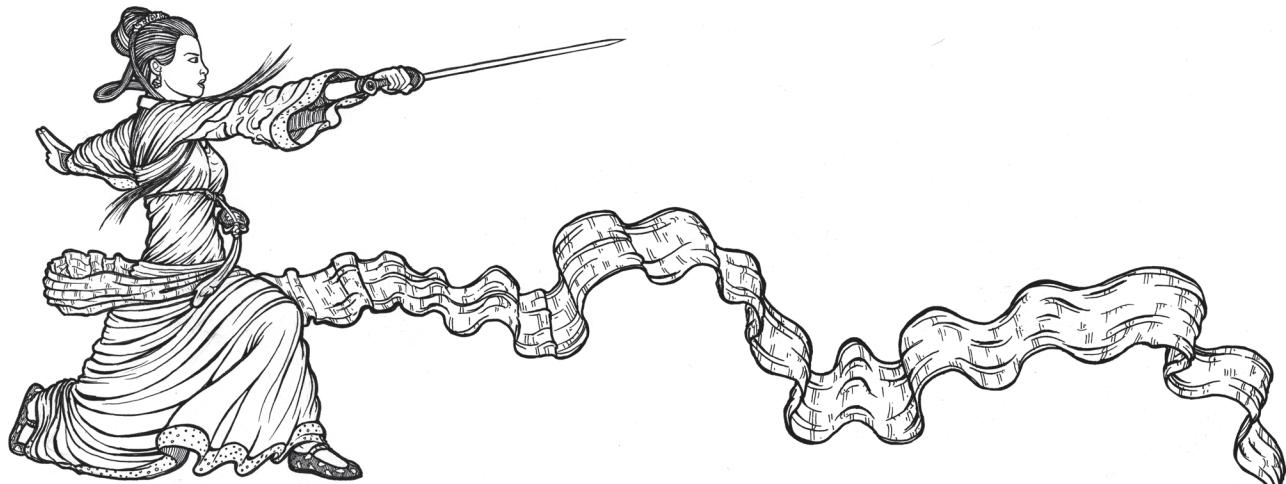
This thick amber fluid allows a person to survive beyond death, living even when they have reached or exceeded their Max Wounds. So long as a person has an hourly dose, they do not die after exceeding Max Wounds.

SHADOW HIDE GLUE

This substance is made from boiling human flesh along with 17 other ingredients. It is kept in a dry granule form, heated, then applied as a thick film which hardens into a resin-like substance. The House of Paper Shadows coats floors with shadow hide glue to trap intruders. Unlike most hide glue, this is extremely long-lasting. Anyone who steps onto it must make a Muscle roll TN 9 to move every five feet. On a Failure, they are stuck in place until they roll successfully.



APPENDIX A



BRANCH-HEAD RECORDS

This is a full listing of the branch-heads of the House of Paper Shadows and their key points of contact. Each listing provides the name of the leader, the location, and number of troupes under that person's command. Many of their members are part of an information network, often masquerading as food vendors (which helps them pass on information and acquire it).



Gaoxing: Mr. Yi the Candied Fruit Vendor (1 troupe and multiple informants)

Hening: Merchant Hu and his men.

Hu Qin: 8 steamed bun vendor informants and 1 troupe

Lu Hai: 1 steamed bun vendor informant

Nansun: Madame Zhan of the Lover's Bao (3 steamed bun vendor informants, 5 assassins, 4 troupes)

Tung-On: Mr. Kuo of the Red Owl Society, an antique association (5 troupes)

Xuanlu: Director Luo of the Society of Painted Leather (2 troupes, 4 steamed bun vendor informants)

Yun Hu: Mr. Liu the Steamed Bun Vendor (network of informants throughout the city and areas of Li Fan; 2 troupes). He is contact for our allies at Bone Breaking Sect*.

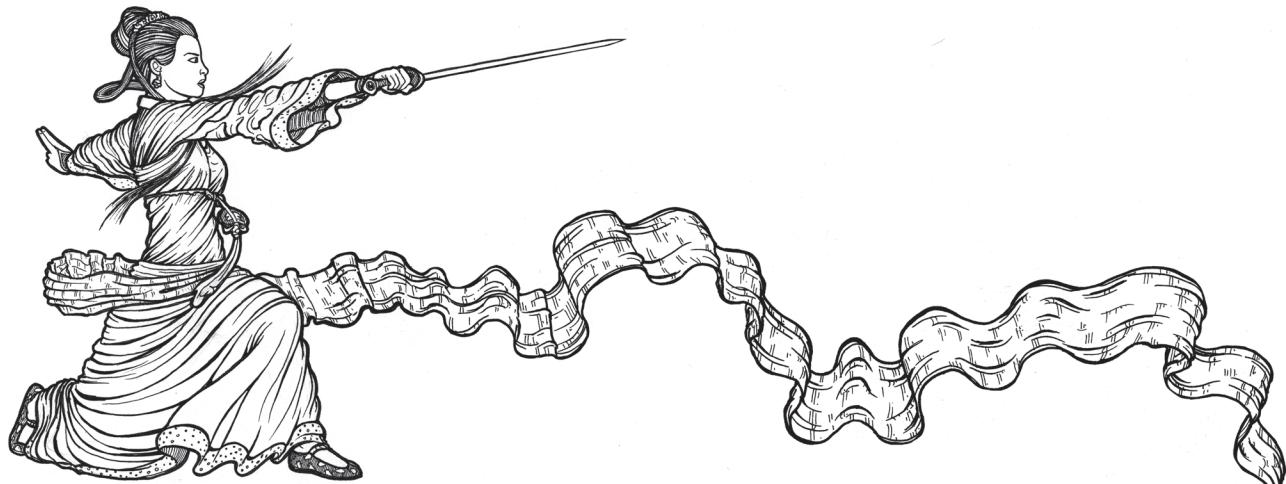
Yuzhing: Chief Guan of the Dog and Rat Society (3 troupes, 10 intelligence agents, and 5 heroes)

Zun City: Scholar Shengwen (3 steamed bun vendor informants and 1 troupe)



**If using pregen characters, Shen Chun and the others do now know that Bone Breaking Sect is affiliated with the House of Paper Shadows.*

APPENDIX B



CHARACTER PREGENS

This section includes pre-made characters for use with this module, for Gamemasters who wish to run it as a one-shot. These can also serve as back-up characters if existing player characters die during the course of the adventure. Because each character is Qi rank 4, using the pregens will make for a challenging adventure. If you want to reduce the challenge, you can raise the pregens to Qi rank 5 or 6. If you do this, be sure to raise Defenses and Max Wounds. You can also give the players the XP to spend on skills and techniques.



SHEN CHUN

Shen Chun is a member of Bone Breaking sect, but often operates on its fringes. He is presently traveling with a group in the hope of finding a gift for his love, Shen Guan (see Ogre Gate Inn and the Strange Land of Li Fan, 84, 151). He wants to obtain the Wind Sabre of Sunan and rule the Wulin.

Defenses: Hardiness 9, Evade 3, Parry 7, Stealth 6, Wits 6, Resolve 8

Key Skills: Arm Strike: 3d10, Light Melee: 3d10, Medicine: 3d10, Meditation: 1d10, Survival (Plains): 2d10, Command: 2d10, Empathy: 1d10, Detect: 1d10, Athletics: 2d10, Speed: 3d10, Muscle: 3d10, Endurance: 1d10

Qi: 4

Max Wounds: 9

Combat Techniques: Fists of Steel

Flaw: Fated (To betray his greatest Love and be haunted by her ghost)

Key Kung Fu Techniques (Waijia 1, Qinggong 1, Neigong 1, Dianxue 1): Calm of Sunan, Cherry Blossom Palm, The Biting Grasp of the Invisible Master, Strike of the Raging Tiger, Deflecting Canopy (Counter), Infinite Counter of the Phoenix (Counter), Turn of the Zhen Bird (Counter)



SILENT DAGGER

Silent dagger is serious and stern and rarely likes to speak. He is motivated by learning techniques and becoming the greatest kung fu master. He is arrogant and believes himself to be invincible. The more success he has, the more convinced he becomes that he cannot be defeated or killed.

Defenses: Hardiness 5, Evade 3, Parry 6, Stealth 10, Wits 6, Resolve 7

Key Skills: Grapple: 0d10, Arm Strike: 3d10, Leg Strike: 3d10, Melee: 3d10 or 4d10 with Emei Mountain Daggers, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 0d10, Athletics: 3d10, Speed: 3d10, Muscle: 3d10, Endurance: 3d10, Medicine: 3d10, Meditation: 3d10, Detect: 3d10, Deception: 3d10, Persuade: 3d10, Talent (Poison): 3d10

Qi: 4

Max Wounds: 9

Weapons: Jian (4d10 Damage, +2d10 Accuracy), Emei Mountain Daggers* (Light Melee; 1d10 Damage, but can add +1d10 to Arm Strike Damage; can use Deception against Wits to feint and impose a -2 to Target's Parry)

Combat Technique: Fists of Steel

Expertise: Light Melee-Emei Mountain Daggers, Deception-Disguise, Speed-Initiative



Key Kung Fu Techniques (Waijia 1, Qinggong 2, Neigong 1): Curing Palm, Fluttering Kicks, Lurking Spider Stance, Sword Whipping Strike, Red Claw Strike, Deflecting Canopy (Counter), Iron Body (Counter), Spinning Back Kick (Counter)

*These are fully described in Sects of the Martial World 4: Crocodile Sect (page 14) but the basic stats are provided here in parenthesis).

ONG

Ong is an unorthodox hermit, who wanders the world. He is easily provoked to anger and wants to build a temple to Gushan one day, when he finds the perfect location.

Defenses: Hardiness 6, Evade 3, Parry 9, Stealth 7, Wits 7, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 1d10, Throw: 1d10, Light Melee: 2d10, Medium Melee: 3d10 or 3d10 with Chain Whip, Athletics: 2d10, Muscle: 3d10, Speed: 3d10, Endurance: 2d10, Medicine: 1d10, Divination: 2d10, Meditation: 3d10, Talent (Flute): 3d10, Trade (Stone): 1d10, Ritual (The Storms of Gushan): 3d10, Command: 1d10, Reasoning: 2d10, Detect: 1d10, Religion (Gushan): 2d10

Qi: 4

Max Wounds: 9

Equipment: Flute, Chain Whip (4d10 Damage, -1d10 Accuracy)

Combat Techniques: Medium Melee-Press

Expertise: Talent-Flute, Medium Melee-Chain Whip (nullifies accuracy penalty)

Kung Fu Techniques (Waijia 1, Qinggong 1,

Neigong 1, Dianxue 1): Breath of Fury, Blade of the Dancing Fox, Croak of the Toad, Inverted Three-Point Strike, Swift Pounce of the Cheetah, Stone Shattering Finger, Iron Body (Counter)



MIN

Min is obsessed with ritual magic and will go to great lengths to obtain it. One of the main reasons she came to the House of Paper Shadows was to steal their rituals. She does what she wishes and dislikes being constrained by rules or laws. She trusts people based on their behavior towards her, not towards others.

Defenses: Hardiness 7, Evade 5, Parry 6 or 7 with Hook Sword, Stealth 8, Wits 7, Resolve 7

Key Skills: Arm Strike: 2d10, Light Melee: 1d10, Medium Melee: 2d10 or 3d10 with Hook Swords, Small Ranged: 1d10 or 2d10 with bow, Athletics: 2d10, Muscle: 2d10, Speed: 2d10, Endurance: 2d10, Command: 2d10, Deception: 1d10, Empathy: 1d10, Reasoning: 1d10, Detect: 2d10, Meditation: 1d10, Talent (Theft): 2d10, Talent (Tattoo): 1d10, Ritual (Blazing Hands of Hen-Shi): 2d10, Ritual (Create Paper Talisman): 3d10, Ritual (Create Talisman of the Red General): 2d10, Ritual (Draw out the Demons): 2d10, Ritual (Mind Illumination): 1d10, Ritual (Spell of the Golden Fireball): 1d10, Survival (Wilderness): 1d10, Survival (Cities): 1d10, Creatures (Demons): 2d10

Qi: 4

Max Wounds: 9

Equipment: Hook Swords (2d10 Damage, +1d10 Accuracy), Bow (2d10 Damage)

Combat Techniques: Small Ranged-Hawkeye

Expertise: Small Ranged-Bow

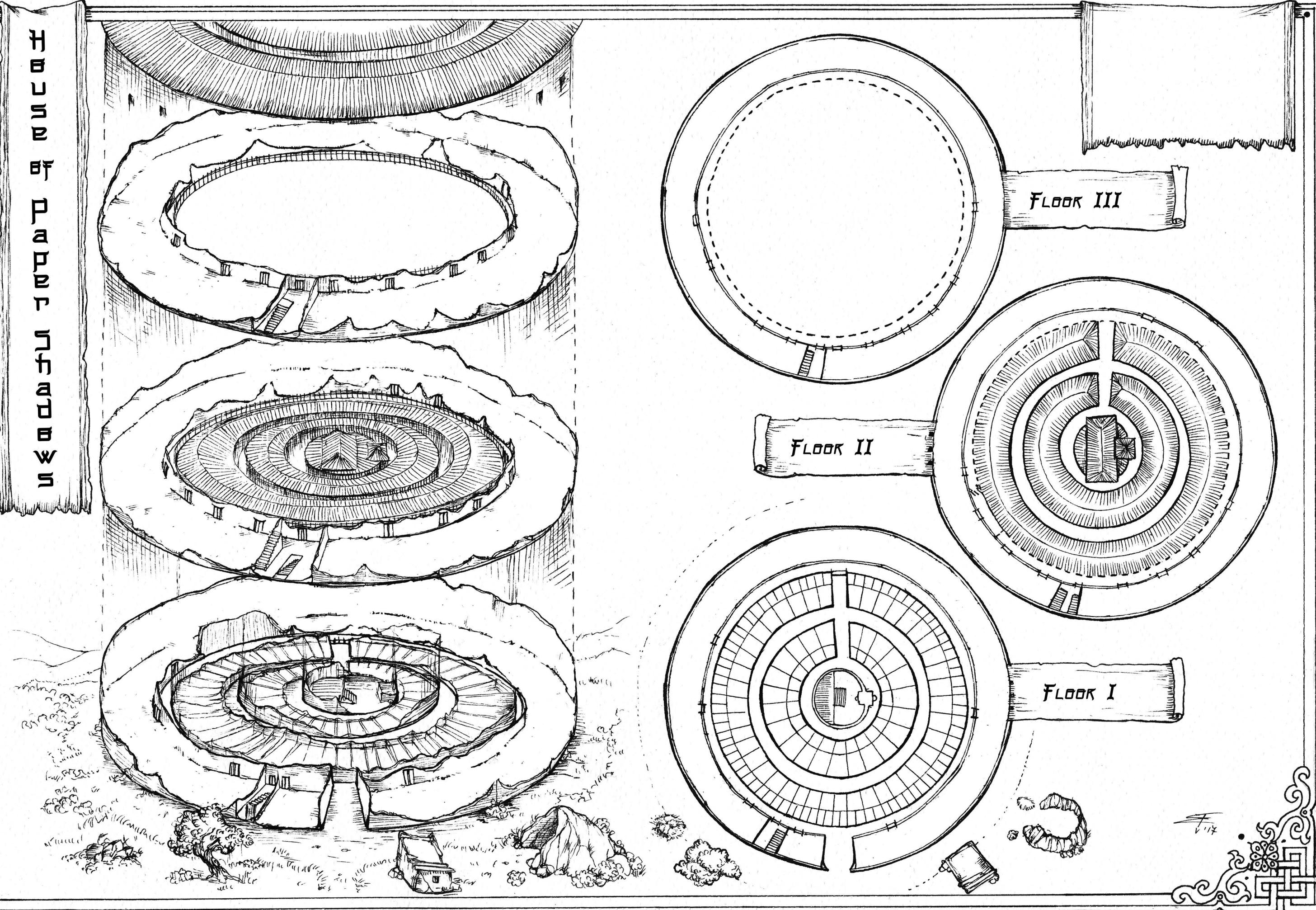
Flaws: White Hair

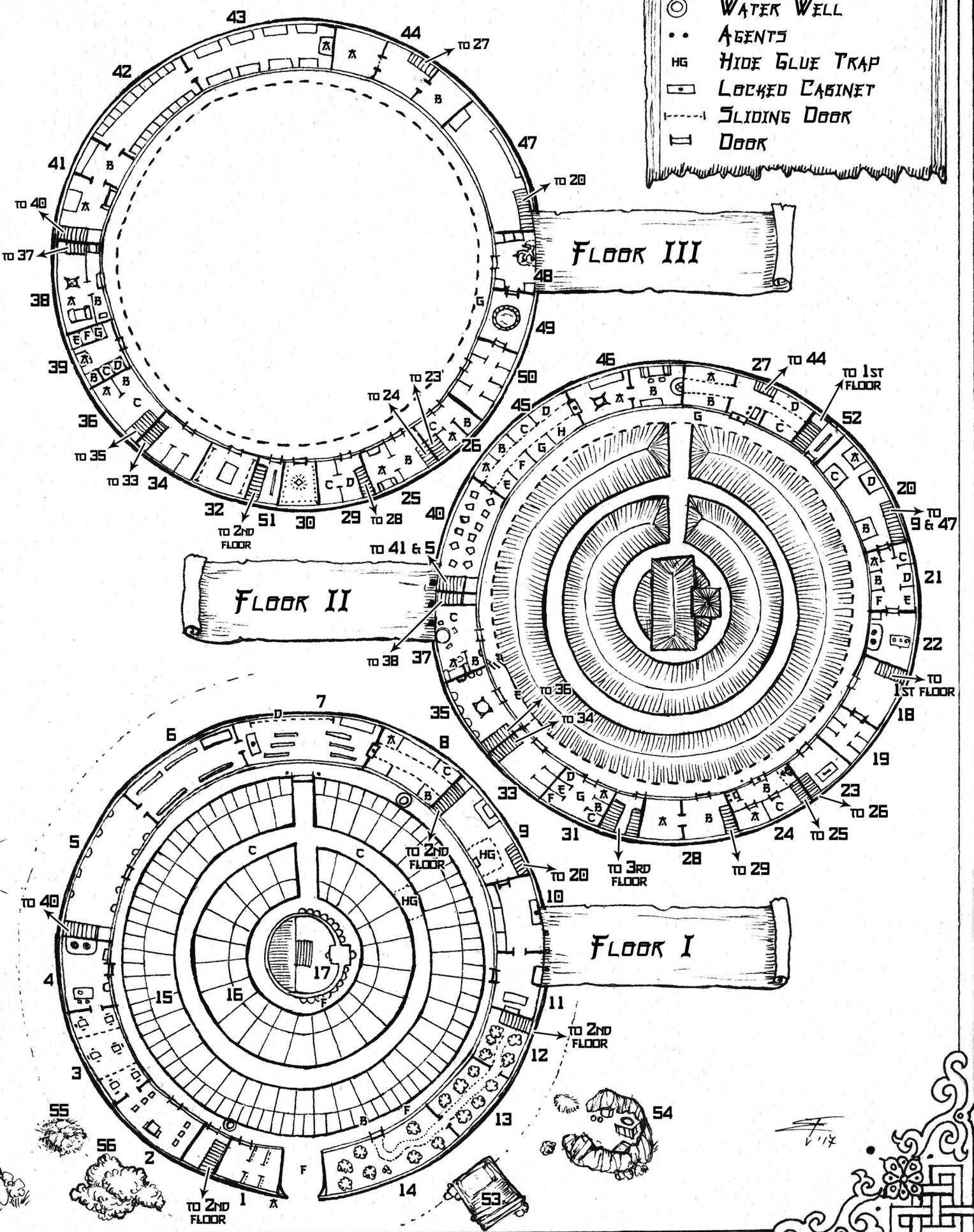
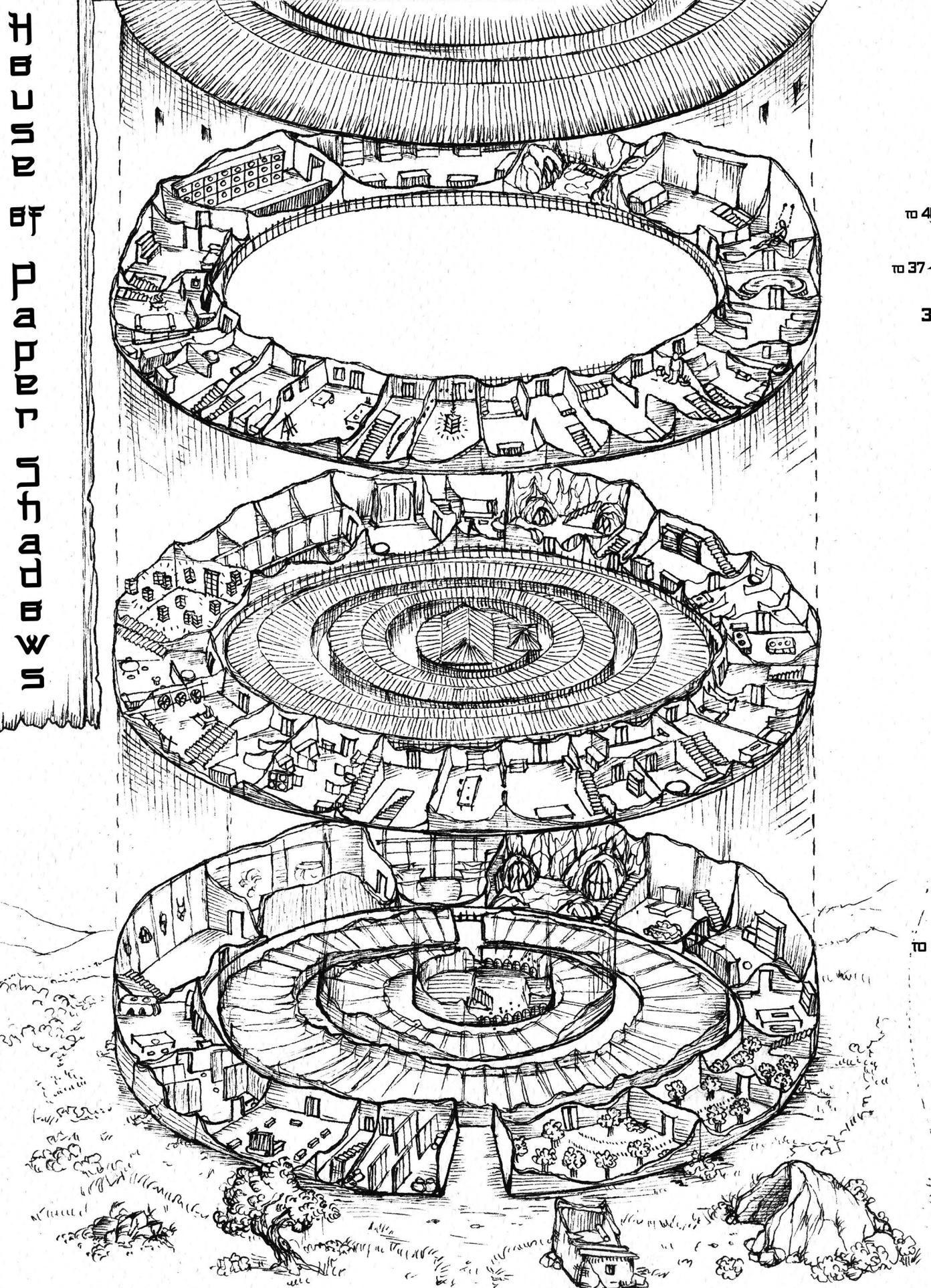
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Kung Fu Techniques (Waijia 1, Qinggong 1,

Neigong 2): Curing Palm, Blade of the Dancing Fox, Crawling Tiger, Deep Biting Blade, Stealth of the Spider Demon, Swift Stride, Tree Bounding Stride, Deflecting Canopy (Counter), Weapon Stride (Counter), Whirling Dodge (Counter)

הַמִּזְבֵּחַ הַמְּלֵאָה תְּמִזְבֵּחַ





1. CHERRY GLOSSOM TREE
2. BEAUTIFUL MOON RESTAURANT
3. CORAL DREAM SHADOW TRUPE
4. FENG QIAN HOUSEHOLD
5. FENG INN
6. PHOENIX CAVE
7. PHYSICIAN FENG YANG
8. PERIODIC MARKET
9. THE SKINLESS CORPSE
10. FENG HUAN
11. MASTER FENG MI-FENG
12. PO RESIDENCE
13. FENG LI CANDLES
14. FENG LI RESIDENCE
15. NING
16. FOREST PETAL ACADEMY
17. WAX PRODUCTION AND BEE COLONIES
18. FENG SHRINE

