

The Ogre Gate Inn and the Strange Land of Li Fan





OGRE GATE INN AND THE STRANGE LAND OF LI FAN

Wuxia and Martial Arts Fantasy in the Sertorius Universe



CREDITS

GAME DESIGN

Brendan Davis, with Dan Orcutt and Ryan Turner

WRITER

Brendan Davis

EDITOR

Nick “Zepo” Seidler

INTERIOR ILLUSTRATIONS

Jackie Musto (www.kayandp.com)

COVER ART

Jackie Musto

COVER DESIGN AND “WANDERING HEROES OF OGRE GATE” LOGO

Stephanie McAlea

LAYOUT AND INTERIOR DESIGN

Drew Tierney
Nebcron Studios (www.nebcron.com)

BORDERS AND HEADERS

Michael Prescott
Jackie Mušto (Adventure Border)

MAPS

Robert Conley, Francesca Baerald and Josephe Vandel

PLAYTESTERS

Craig Akers, Steve Bowden, Brendan Davis, John Dee, Zachariah Kennison, Tyler, Micale, Peter Nelson, Dan Orcutt, Sabrina Schiavoni, Jeremy “Deathblade” Bai, Daniel Snyder, Greg Taylor, Drew Tierney, Ryan Turner and Robert Rosenthal

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INTRODUCTION



Ogre Gate Inn and the Strange Land of Li Fan is a sourcebook for *Wandering Heroes of Ogre Gate*. It details Li Fan, a key client state south of the Zhan Dao Empire. The book also provides several chapters on the Ogre Gate Inn, an important location in Li Fan. I decided to release this supplement first because I

found it to be a very interesting region in the setting and it served as a basis for one of my most memorable campaigns.

Originally, I was going to release the Li Fan source material and the Ogre Gate Inn separately. But the more I worked on them, the more they fought for the same content. It simply became clear to me that these were really a single book. So, we have simply given the Ogre Gate Inn material its own section following the general Gazetteer of Li Fan.

LI FAN

Wandering Heroes of Ogre Gate is a blend of several genres and takes inspiration from a variety of sources. While the Banyan region described in the core rulebook adhered closely to wuxia, Li Fan adds more supernatural elements in the style of *A Chinese Ghost Story*. Of all the places in Qi Xien, Li Fan is the most suited for “strange tales” type-adventures. This is due to its proximity to Yao Gong Palace, the original entry point of the Demon Emperor into this world. The land and its people are still infused with the energy from that cataclysmic event, and it shows. Such things exist all over Qi Xien, however they are more prevalent in Li Fan.

A number of important locations are contained in Li Fan. Perhaps most important is Yao Gong Palace, the former residence of the Demon Emperor. The Ogre Gate Inn is also a key location. While both are briefly described in the core rulebook, they are covered in considerably more detail here.

OGRE GATE INN

A portion of this book describes the Ogre Gate Inn. Not only is this a location, it is also a situational exploration adventure. The adventure is loosely inspired by the Dragon Gate movies: *Dragon Gate Inn* (1967), *New Dragon Gate Inn* (1992) and *Flying Swords of Dragon Gate* (2011). These are all great films in my opinion, and the 1967 version and the 1992 version are both considered classics. The original Dragon Gate movie was directed by King Hu (*A Touch of Zen* and *Come Drink with Me*). It is very serious and operatic in its approach. The second film was directed by Raymond Lee and produced by Tsui Hark. It is more whimsical with lots of black comedy and wit peppered between athletic sword strikes. The 2011 version was directed by Tsui Hark and is more of an epic adventure with lots of special effects. Each of the Dragon Gate movies is quite distinct, with its own feel and tone. I highly recommend watching them if you can before running this module.

Ogre Gate Inn also takes inspiration from the original *Advanced Dungeons & Dragons* Ravenloft Adventure (RA-1), “Feast of Goblins,” which featured the Kartakan Inn, a dangerous den of iniquity with a 3-Dimensional map (not unlike the map in this book). The setting and the flavor could not be more different from wuxia, but that adventure was my introduction into Gamemastering and above all the Kar-

takan Inn showed me how to make something as standard and common as an Inn, into a fully gameable location with living characters and a rich history. More importantly, it introduced me to the notion of a 'living adventure' where the NPCs are not chained to one location but act and move of their own accord, and are capable of responding in unexpected ways to player character actions. I see the Ogre Gate Inn portion of this book as being rooted in both these sources of inspiration.

Ogre Gate Inn is also intended to serve as a window into the setting of Wandering Heroes of Ogre Gate. It is a world of wuxia and feuding sects as well as a place of supernatural fantasy. The inn presents an example of how these two things blend and intersect. It is at the heart of the setting, connecting the history of the Demon Emperor and the history of the Banyan with the fall of General Dou Lun.

The location is meant to be run as a living adventure. Ogre Gate Inn can be run in a free-form manner, with no linear development or concern for plot and pacing. The latter may emerge over the course of play but the Ogre Gate chapters are not written with those things in mind. It is a living location where the players are free to explore. The residents of the inn have their own agency though and actively pursue their agendas. This works best when the Gamemaster (GM) avoids planning out NPC courses of action or plot developments in advance and instead is responsive to things as they unfold at the table. Think from the point-of-view of the NPCs and their goals.

The GM should play the NPCs as believable people, who react according to their own motives and beliefs. Not only should they actively pursue their goals in the adventure, when the players interfere or set other events into motion, they should respond in much the same way a PC would.

One important principle to keep in mind when running NPCs in a living adventure is this: most people do not want to die. There are exceptions of course, some great Kung Fu Masters will boast about their willingness to die for the right cause, but in most instances, NPCs will have a survival instinct. Few will fight to the last breath if they have the option of survival. Some will try to negotiate and reach other agreements when the PCs present a true threat to their life.

The Ogre Gate Inn Chapters also serve as an example for the GM for expanding other locations in Li Fan and broader Qi Xien. It is a close-up view of a place that might otherwise have three paragraphs describing it.

CHAPTER OVERVIEW

CHAPTER ONE: THE STRANGE LAND OF LI FAN provides an overview of Li Fan, its government and culture.

CHAPTER TWO: THE GAZETTEER OF LI FAN provides detailed entries for locations in Li Fan.

CHAPTER THREE: THE OGRE GATE INN provides an adventure set-up for using the inn, describes the inn, and offers guidance for exploring the areas around the inn.

CHAPTER FOUR: THE TOMB OF GENERAL DOU LUN describes the tomb located below the Ogre Gate Inn.

CHAPTER FIVE: THE EMERALD EMPIRE OF ZHANG KANG details an even more ancient complex below the tomb that predates the inn.

CHAPTER SIX: NON-PLAYER CHARACTERS gives stats and background on all the major NPCs described in Chapters 1-5.

CHAPTER SEVEN: NEW KUNG FU TECHNIQUES AND RITUALS provides stats and details on Kung Fu Techniques introduced in other chapters.

CHAPTER EIGHT: OBJECTS OF POWER AND EQUIPMENT includes new manuals, magical artifacts, weapons and everyday items.

CHAPTER NINE: NEW MONSTERS provides more monsters to use in Li Fan or elsewhere in Qi Xien.

Rather than include new sect information in a separate chapter, we have put such details in **CHAPTER TWO: THE GAZETTEER OF LI FAN** for convenience.

Note that some entries are more detailed than others in this book. For example, we might provide stats and details on an entire sect found in one area, but give general suggestions and descriptions of sects in a given city. This is largely due to space, but also because we want to give an overall impression of what Li Fan looks like, and allow the GM to fill in certain details as needed. So for instance, if you want to use Stone Palace found in Yun Hu, you will want to expand on the material provided.

CHAPTER I



THE STRANGE LAND OF LI FAN



his chapter provides an overview of the geography and culture of Li Fan. For more detailed location entries see **CHAPTER TWO: GAZETTEER.**

THE LAND OF LI FAN

Li Fan is a place of extraordinary strangeness and rare experiences. Its reputation frightens some and attracts others. The land itself is peculiar, with features not easily explained. The northern border is marked by the winding Fei River, as one moves south it becomes increasingly warm, though there are always pockets of weather that defy the rule. Generally the weather here is pleasant in the north and arid in the south, but it varies considerably in temperature in some locations.



South of the river is a great forest with orange and yellow-hued leaves that resemble deciduous trees in autumn, though their coloration is year-round as if held at the cusp of death. The forest is dotted with unusually sudden and steep mounds, some high enough that locals call them mountains. These mounds each have unique qualities: some are icy with impossibly red bearing fruit, and others are inhabited by snakes or riddled with unusual stone shapes.

The Yellow Forest extends into a high border marked by two peaks: Dragon Tail Mountain and Red Gecko Mountain. These slowly give way to foothills and a desert cradled by the Badlands of Yao, a terrible waste of high jutting hills, tables and buttes. The region of badlands and desert is encircled by the edge of the Banyan Mountains, where fissures and canyons worm into the rocky cliffs. These are home to an unusual people called the Zanj. Some liken Li Fan to a terrible scar on the body of the world. The more pessimistic compare it to an infected wound.

There are many different legends that account for the unique landscape, the most popular is that the area was once submerged underwater and was part of an ocean. This explanation seems unlikely despite its widespread currency. Another popular tale is that the land was the site of a love affair between the eastern sea goddess Mei Lien and the wind god King Fengbao. People say the landscape was carved by their passionate lovemaking. Others say the landscape was torn apart when a jealous rival attacked them (the identity of the rival changes frequently with the telling but is most often Supreme Judge Yu and occasionally Queen Jiangnu). Another plausible story is that the strange energy that came with the appearance of Yao-Feng and his palace, Yao Gong, desolated the south and seeped into the landscape itself. A lesser known account claims that a dark ritual performed by the legendary Bandit King, Zhang Kang, drained the land in the south of life and twisted the northern environs. All of these accounts contain a bit of truth but it was Yao Gong palace and the dark Ritual of Zhang Kang together that ultimately gave the land its present shape and character.

MARTIAL HEROES NORTH OF THE BANYAN

4

There are Martial Heroes and even sects beyond the Banyan, but they must either possess profound abilities or tread cautiously to escape the Emperor's hands. Some the Emperor permits to exist without interference because he believes they provide a kind of balance to the area. He also wants to encourage a few independent sects as breeding grounds for future Yao. For these reasons the masters and sects encountered north of the Banyan, in the territory of the Emperor are of-

ten less scrupulous than their southern counterparts, more powerful or a combination of the two.

POLITICS AND CULTURE OF LI FAN

Li Fan has been a protectorate state of the Zhan Dao Empire for 97 years and is ruled by King Hui with the help of Prince Yuan and Duke Han. Clans are particularly important in Li Fan and the culture here is more conservative than in the empire.

GOVERNMENT

The government structure of Li Fan begins with King Hui Wei. He is assisted by the Three Chief Ministers who have enough power to keep him somewhat in check. Each Minister heads one of the three sections: the Secretariat, Law Enforcement, and Rituals. From the three sections the governors of the commandaries are selected, who are each assisted by an inspector. Inspectors have soldiers under their command, and are in charge of a host of duties, including investigating crimes. Two territories are governed by nobility: Xi (controlled by Duke Han) and Dongbu (controlled by Prince Yuan). These provinces have less oversight than the commandaries and they answer directly to the King.

Commanderies are subdivided into districts, which are governed by magistrates. Magistrates manage towns and villages by selecting leadership from among the residents: an elder and a patrolman. In larger settlements each group of 1,000 households are organized into neighborhoods lead by a chief, and smaller groups of 100 households are organized into wards, led by a headman. Big cities are usually managed by an appointed official called the City Lord or City Magistrate.

There are also many titular offices in Li Fan and these are usually held by members of the royal family. So the official City Lord of a given settlement might be a royal relative, but the actual City Lord will be an appointed official. The former would still have a lot of influence in the city, but no direct power and likely not even live there.

THE THREE CHIEF MINISTERS

Minister Wu Shican: The head of the Secretariat and the Sifu of Prince Yuan.

Minister Fang Yangzhen: The head of Law Enforcement

Minister Wang Duzhi: The head of Rituals





**FEARLESS CAT TESTS THE IMMORTAL KILLING SWORD'S EDGE ON THE NECK OF A MAGISTRATE
INTERFERING WITH HER SECT'S INTERESTS AGAINST ABBOT FIREBRAND'S OBJECTIONS**

THE FOUR COMMANDARY GOVERNORS

Governor Zha Guo (Commandary 1)

Governor Qi Zhengyan (Commandary 2)

Governor Muqi Daoning (Commandary 3)

Governor Liu Tong (Commandary 4)

COMMANDARY DISTRICTS

Commandary districts are managed by magistrates. Below are the listing of districts, with their respective magistrate and key settlement. Smaller settlements, villages and outposts are assumed to exist that are not on the map. The GM can freely create these as needed.

COMMANDARY 1

District A (Magistrate Tian Leng): Jinsa

District B (Magistrate Ban Sheng): Pao

Commandary 1 deserves special mention. While it is under the control of Li Fan and forms one of its commandaries, it is officially part of Fan Xu province (of the Zhan Dao Empire). Occasionally this leads to confusion and conflict among officials but the emperor has allowed the fuzzy distinction to remain. Many speculate he has done so in order to call into question the lines of other border territories, so he can more easily send in soldiers. As a result there are often both Li Fan and Imperial officials in this area.

COMMANDARY 2

District A (Magistrate Pei Wan): Shen

District B (Magistrate Pei Lushan): Dashen

COMMANDARY 3

District A (Magistrate Wuzhan Gonglin): Goaxing

District B (Magistrate Zha Jing): Jinju

COMMANDARY 4

District A (Magistrate Kuang Lingsu): Fan

District B (Magistrate Chan Guozhong): Siyu

Note that there are assumed to be more settlements than the ones listed above. These are merely the notable places within each district and on the map.

KING HUI

Righteous but weak-willed, King Hui is a reluctant client of the Glorious Emperor. He is secretly working against the emperor, but his caution on the matter is excessive and his efforts have amounted to very little. King Hui is described in more detail in **CHAPTER SIX: NPCS**.

PRINCE YUAN

Prince Yuan, unlike his father, is genuinely loyal to the Emperor. He is also petty with a streak for cruelty when people stand in his way. Years ago, he enacted a horrible plot against the heroic couple Hu Gao and Zhou Hua (see their entry below).

DUKE HAN

Duke Han is sophisticated and calm compared to Prince Yuan but shares his callous nature. He wants to be King himself one day and will betray the Prince to achieve this goal if he must (however he will not take needless risk on this path). Duke Han is willing to play a long game. He also has many supporters, who believe Prince Yuan is too reckless.

Duke Han uses two secret police divisions to root out traitors and his enemies: The Hidden Talons and the Golden Hands. The Hidden Talons are a female inspection and enforcement office who disguise themselves as normal civilians (usually in groups of five). They can arrest and detain, and can also inspect any property or person. They carry concealed talismans that show their authority. The Golden Hands disguise themselves as merchants and are mostly for gathering information. Both groups are based in Guang but have a presence throughout Li Fan. For more information on the Hidden Talons see their entry in **CHAPTER NINE**.

SOCIAL CLASSES IN LI FAN

Social Class in Li Fan is more complex and rigid than the Empire or Hai'an. At the top of the social order is the aristocracy made up of the great clans: Han, Hui, Ban, Qian and Pei. They possess inheritable land and are given leadership roles in the Li Fan military. Social class is also important in the legal system, with punishments being more severe the lower one is on the social hierarchy.

The aristocracy holds many important leadership positions in the military, and many seek entry into the bureaucracy (though anyone of merit who is not a merchant, slave or clergyman is eligible as well). The state priesthood forms the next level and this is always drawn from the youngest male members of the



LI FAN SOCIAL HIERARCHY

- King and Aristocracy
- High Clergy
- Scholar-Officials
- Eunuchs
- Lower Clergy
- Farmers
- Artisans
- Merchants
- Slaves

aristocracy. These are called the High Clergy. The state priesthood is in charge of venerating the ancestors of the state, reading omens and performing divination. It is a form of Yen-Li but state-recognized. Below the aristocracy are the bureaucrats or scholar-officials. These are followed by the eunuchs who serve the aristocracy and the households of the bureaucracy. Below the eunuchs are the clergy of Hen-Shi and non-state sponsored Yen-Li temples. These are referred to as the Lower Clergy. After the lower clergy are the farmers. Artisans and merchants fall below the farmers. And finally slaves occupy the bottom level of society.

Not only does social class impact how people are punished by the legal system but it also governs what freedoms people have and what clothing they are allowed to wear. Architecture and house design are also affected by social class. Social rank determines where one is able to sit at banquets, how people may address one another, and so on. A person of lower social status is expected to bow when greeting someone of higher status (who can choose to reciprocate or not). However age is also an important indicator of status and it is always considered good form to bow to a senior and address them appropriately.

While the aristocracy mostly gains advantages for its class rank, there is one prohibition that is considered a great taboo. Members of the great clans cannot intermarry. This is strictly forbidden. They must look elsewhere for marriage arrangements. Violating this prohibition not only can result in execution, but it is said to curse the entire family line for generations.

NOBILITY

There are several noble titles in Li Fan. Most confer an allotment of inheritable land, a salary and officer positions in the army. Two key titles, Duke and Prince, are important to administration of the kingdom and usually reserved for royal relatives or loyal allies. They administer and control the land of the kingdom's two

flanks (as well as its southern frontier). The Duke's territory extends to West Gate, while the Prince's to East Gate. The Duke is usually the King's brother or next closest kin, while the Prince is always the King's eldest male heir (if there is no male heir, then one of his daughters will be appointed, followed by a brother or nearest male relative). Female generals are more accepted in Li Fan than elsewhere due to a number of important women military leaders in its history. This is particularly true in the case of daughters of the King.

Once again, the great clans of Li Fan are Han, Hui, Ban, Qian and Pei. However, there was once a sixth great clan, the Shan. This is the clan of Shan Lushan, leader of Zhaoze sect, who was formerly a Yao but recovered his heart and escaped. His escape brought the wrath of the empire upon the entire Shan clan. King Hui was forced to execute every living member of the clan in Li Fan (just as members of the Shan clan living in the Empire and Hu Qin were executed). He did what he could to help some of the children escape but the Emperor was too maddened by the transgression and too obsessed with extinguishing the clan for him to take many chances. For information on Zhaoze Sect see page 204 of the **WANDERING HEROES OF OGRE GATE RULEBOOK**.

AGRICULTURE, LAND AND TAXATION

Land in Li Fan is used to cultivate sorghum, millet, soybean, tubers, mulberry trees, fruit trees, and some wheat (mostly wheat is imported however). Livestock include sheep, goats and oxen.

The government allots land to the people for cultivation. All adult male farmers are granted 80 Mu of arable land and 20 Mu of land for trees, plus 1 Mu per person in household (including slaves, women and animals). Outside of the aristocracy, only land allocated for use with trees can be inherited. Tree orchard land can also be sold if one chooses to do so. All other land is returned to the King upon death of the household head.

Temples dedicated to Yen-Li receive 30 Mu of land. Temples dedicated to Hen-Shi receive 10 Mu of land.

Only the aristocracy is given purely inheritable land. Members of the great clans control about 20 percent of the land in Li Fan. They do not have legal authority over those who live on and rent the land from them.



Special consideration is given to bureaucrats and other officials, who are granted 100-200 Mu of land, half of which their heirs can inherit. The size of the land increases with rank. This is part of their salary. The more one advances through the bureaucracy, the more land one gains.

Taxes on the land vary somewhat but generally each person must annually pledge 30 Shi of crop or three times its equivalent in value to the King. In addition, farmers living on the land must pay in the form of labor or service to the state. This frequently is used for building and works, but also for military service. Officially each household must pledge 30 days of service for each male. In practice this can vary depending on the needs of the government.

FOOD

Noodle dishes are very common in Li Fan, as are dishes with sour sauces. Fried duck and lamb stew are other popular foods. Buns and fried bread are also common at street stalls. Beef is eaten with greater frequency here than in other areas but the lamb is the preferred meat. Chefs of Li Fan use mushrooms in many dishes, praising them for their delicate flavor. It is perhaps most famous for its sorghum wine.

CULTURE AND LANDSCAPE

The people of Li Fan are at once more timid than the rest of eastern Qi Xien but also more exuberant. They are accustomed to worrying about the presence of powerful supernatural forces; they readily accept the gods, spirits and other powers, holding frequent festivals and public rituals to satisfy them. Temples abound here and a healthy respect for talismans and other charms is common. Li Fan is a strange land, infused with unnatural energies, where monsters are around every corner. So the people here are naturally guarded and cherish each moment.

Though a few distinct cultures exist in Li fan, the predominant one is similar to that found elsewhere in the empire with slightly more emphasis on truly ancient rituals and customs. They believe in the old rites and the old ways. They are also more open to different gods and spirits, their religion being a lot less structured or formalized than elsewhere. The people of Li Fan venerate deities regardless of their nature. A household may make an offering to Hen-Shi the compassionate daughter one day, but that evening light incense to the Demon Emperor to ward off disaster. Li Fan acknowledges and accepts the might of all deities. Li Fan is more open to the occasional female official or military leader. They still cleave to traditional attitudes about the sexes, but exceptional cases are accepted. They see this as part of their ancient tra-

dition. There are even female squads and divisions within different policing and military sections of the government.

The clothing of Li Fan is equally old in style (they seem to be five centuries behind). One piece robes are common in the upper classes. The preferred colors of Li Fan are dark, with black being the most common. Brighter colors like green or yellow are only permitted among the nobility. Red is typically reserved for weddings among the non-nobility. In terms of social structure, Li Fan is also more rigidly hierarchical. Martial Heroes can more easily violate these customs. Furnishings are also older in fashion than the Empire. For example, chairs are not in common use in Li Fan, despite widespread acceptance elsewhere. More common are low couches and mats (really just rectangular flat pieces of furniture for sitting) with separate arm rests. People of Li Fan are well aware of chairs, but consider them unrefined and barbaric.

ARMY

The Li Fan Army is obligatory. Every household must provide an able-bodied man for service. Anyone age 19-60 is eligible. Units are organized into squads of 10. It has an army of about 30,000 men, and when it needs to it can manage an army of about 90,000 men with the empire's assistance. Women are allowed to enter on a case by case basis, particularly for specialty divisions. Both Li Fan and Zhan Dao soldiers are a common sight in this area to help protect against Kailin or Kushen invasions.

TENSIONS WITH THE EMPIRE

King Hui is a reluctant client of the empire. This is a position he inherited, but one he is increasingly seeking a solution for.

In recent years, the annual tributes have increased and demands made on the local population have increased. More alarmingly, the Emperor recently requested the construction of a Statue in Fan, dedicated to the Bold King, where he could inter the bodies of his parents. Many in Fan saw this as an insult to their ancestors. Some questioned the presence of the Emperor's Senior Grand Councilor (who was stationed at the adjoining Temple of Peace). The locals resented being conscripted to erect such a monument. Local geomancers have commented that the structure disrupts the flow of Qi in the city and some believe it is especially harmful to the spirits in the Lake of Rebirth. The statue was complete and can be found in Fan (see **STATUE OF THE BOLD KING** in **CHAPTER TWO**).



BELIEFS AND LEGENDARY FIGURES

These are key beliefs and legends well-known throughout the region.

THE BANDIT KING ZHANG KANG

There was a legendary Bandit King named Zhang Kang who lived in Li Fan long ago. Tales of him are often told by the fire, where he is either depicted as a great hero or terrifying monster. For information on Zhang Kang see **CHAPTERS 3-5** and review his entry in **CHAPTER SIX: NPCS**.

HU GAO AND ZHOU HUA

Hu Gao and Zhou Hua were a famous heroic couple who remained in Li Fan well after many other heroes and sects fled to the Banyan Region. The two were lovers and often compared to Sunan and Bao. Ten years ago they were betrayed by the village of Zhainan. The villagers cooperated with Prince Yuan (who was only 14 at the time), who offered the households titles, wealth and new identities if they lured Hua to their settlement so he could entrap her. The villagers sent a message asking Hua to help them deal with a demon, at a time when Hu Gao was travelling to Hai'an to meet with leaders of Nature Loving Monk sect. When Hua arrived in the village, she found it empty except for Prince Yuan and twenty Yao. They attacked her and left her for dead, then she carved a message into the village gate that read "Though they are to blame, forgive them and do not avenge me." However, Yuan returned after she had died and altered the message to read "They are to blame. Avenge me with this." The prince then placed the Wall Scroll of Hua in her hands and departed.

When Hu Gao returned he was enraged and reading the message he was determined to avenge Hua's death. He took her body and the wall scroll, retreated to White Cloud Mountain and his hall of Pristine Beauties and began investigating the matter. With effort he tracked down some of the villagers, who had assumed new identities and been given tremendous wealth. In the meantime, he found texts that instructed him in the use of the scroll. It was a gateway to another realm, Emo Hua. When he placed the scroll on the wall and presented the bloodied heart of one of Hua's attackers he was drawn inside. There he found a whole realm with an ice palace and silent guards in black armor. He laid Hua to rest in the palace, hoping to restore her with enough sacrifices. He has since dedicated himself to tracking down every villager and presenting their hearts to the wall scroll. He also blames Nature Loving Monk sect, believing they helped orchestrate the trap by luring him to Hai'an for a useless meeting.

In truth, this is all an elaborate ploy by Prince Yuan. The wall scroll is really a pocket realm for one of Yao-Feng's generals. The general and his ogre demons are imprisoned there in statue form, while their human servants remain as the silent guards. When 100 hearts are sacrificed with pure hatred, the statues will melt away and release the general and his demons.

Hu Gao now terrorizes the area in a ruthless search for the remaining villagers.

While the full details of his backstory are not known, most locals know he was a once-great hero driven to murderous rage by grief for his wife.

GENERAL MAO MEI

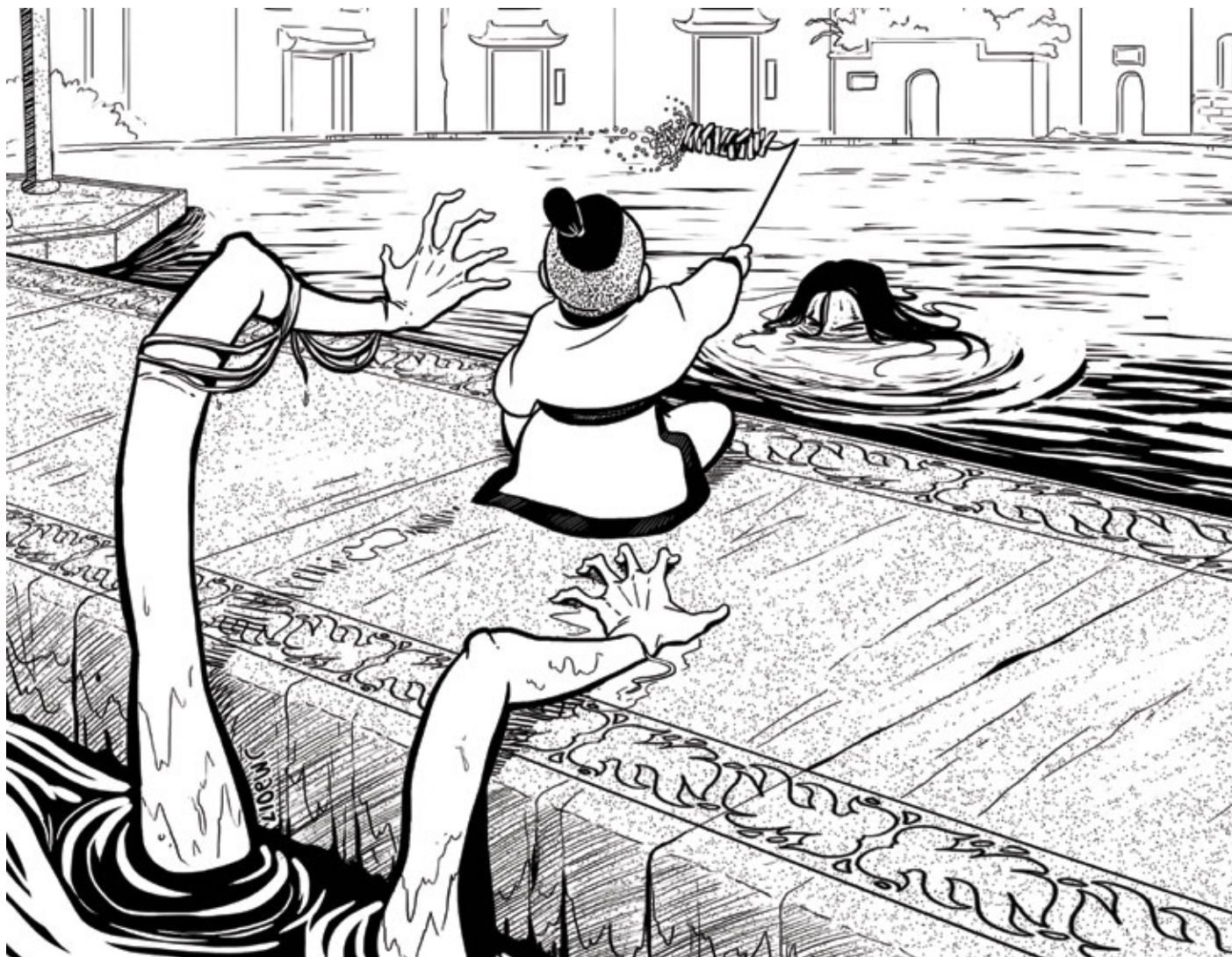
While the people of Li Fan venerate Sunan and Bao, they give special place in the tales to General Mao Mei, one of the leaders of the resistance against the Demon Emperor. She was the daughter of Mao Yang and the sister of Mao Yun. She died at the Battle of Ogre Gate and her death is considered one of the most glorious of the entire conflict. Accounts vary but most say that after landing a killing blow against one of the Demon Emperor's top commanders (usually he is called Jade-Hearted Ogre), she saw her brother fall in a nearby skirmish to take an important gate. She leapt into a sea of enemy soldiers and retrieved his body. As arrows pierced her flesh, she dragged her brother with one hand and cut down enemies with the other. When she reached Bao's camp, she reported dutifully and died. Many stories mark this as a crucial turning point, with Mao Mei's courageous death emboldening Sunan and Bao's forces to defeat the Demon Emperor.

IMPORTANT DEITIES AND RELIGIONS

The people of Li Fan believe strongly in the power of the Immortals and recognize many more than other places in Qi Xien. They also recognize and fear what they refer to as Demon Heroes, martial experts who have reached the cultivation equal to Immortals but rely on the Evil Kung Fu or dark rituals for their powers. In Li Fan worshipping historic figures believed to have obtained immortality is common.

There are three basic faiths: Yen-Li, the Cult of Hen-Shi, and Li Fan Ancestral Temples. While Yen-Li and the Cult of Hen-Shi are widely practiced in Qi Xien, the priesthood of Li Fan state run temples requires some explanation. Its primary purpose is divination and this is mainly done by consulting the dead. The state temples are dedicated to the spirits of all ancestors who came before but with particular reverence for the ancestors of the great clans. Only members of the great clans can be priests of state run Li Fan temples.





✧ WATER SPIRIT STALKS ✧ YOUNG CHILD

The religions of Li Fan are not mutually exclusive. People may make an offering at a shrine of Hen-Shi in the morning; consult with a Yen-Li priest in the afternoon and burn incense at a Li Fan ancestral temple in the evening. The ancestors of the noble clans are particularly venerated.

WATER

People in Li Fan are fearful of water spirits. They always placate such entities before crossing or entering bodies of water and Li Fan settlements minimize the number of canals flowing through them. While standing bodies of water like lakes or ponds are not uncommon here, they are almost always a source of fear and awe. The King's palace quarter is in the center of the Lake of Rebirth in Fan which for the locals is a sign of the clan's rightful claim to rule.

CHAPTER 2

方誌



THE GAZETTEER OF LI FAN

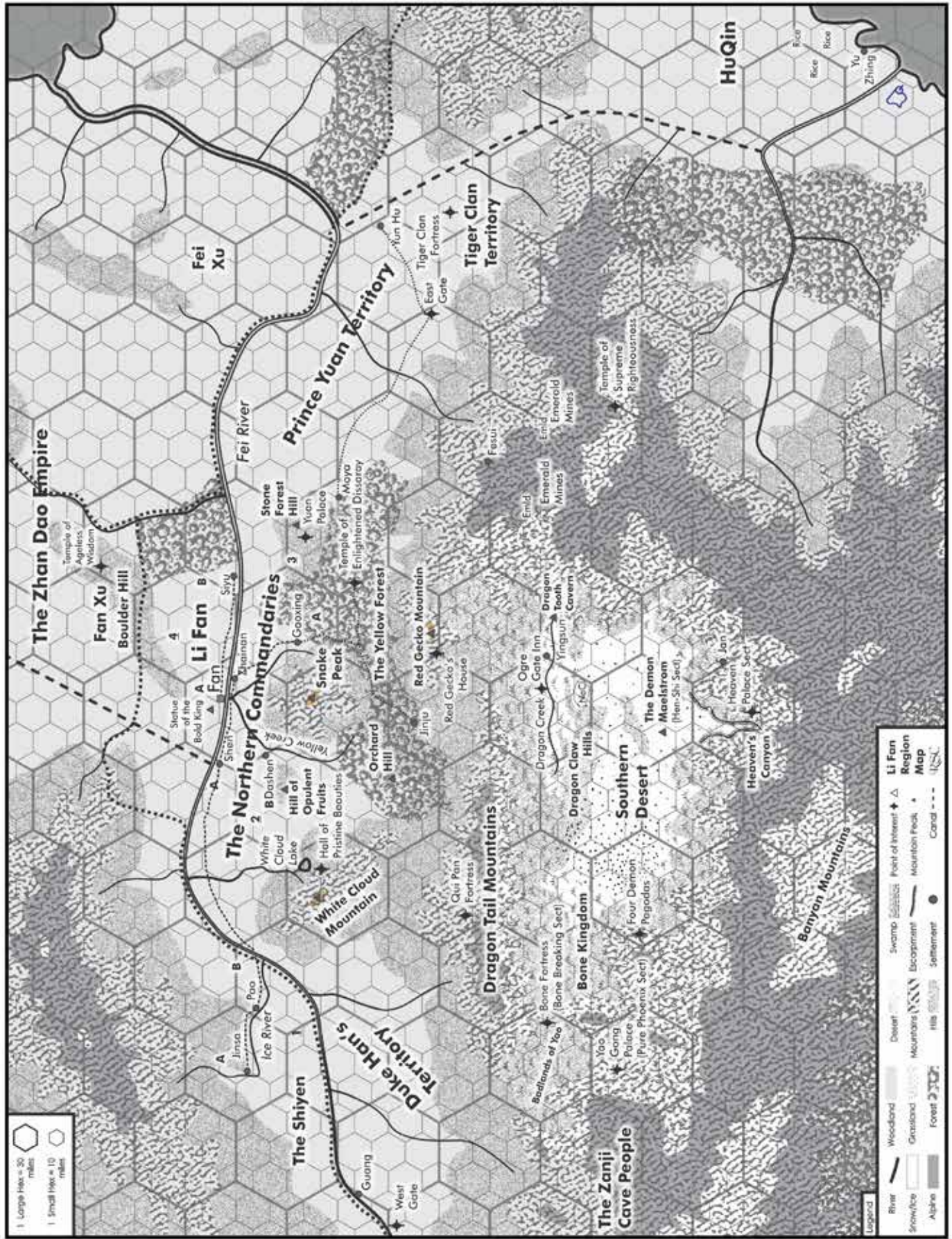


This chapter provides descriptions of the areas marked on the Li Fan Map and for the Martial Sects operating in Li Fan. It also includes the encounter tables for the region.

ENCOUNTERS

Use the following Encounter Tables when players travel through Li Fan. For areas around the Ogre Gate Inn, see the tables in the Ogre Gate Inn and its Environs in **CHAPTER THREE**. In Li Fan, bodies of water always pose a greater hazard than in other areas. Shui Gui are common, and there is a 1 in 10 chance of encountering such a creature if one enters or crosses water without making offerings. In some instances (such as the Lake of Rebirth in Fan) the chances of such encounters, even with offerings, is 100%.





As always, treat the Encounter Tables as tools and try to fit them seamlessly into the events of your campaign. Do not be afraid to update them or use your judgment instead of rolling.

TABLE I: LI FAN ENCOUNTERS	
Roll 2D10	Result
2	Roll on GRUDGE TABLE
3	Roll on TABLE II: LI FAN'S MARTIAL WORLD PERSONALITY
4	Roll on TABLE III: LOCAL SECTS
5	Imperial soldiers (1d10)*
6	Imperial scholar-officials (1d10)
7	Li Fan soldiers (1d10)*
8	Li Fan scholar-officials (1d10)
9	Yen-Li priests (1d10)
10	Bandits (1d10)
11	Lost
12	Merchants
13	Roll on TABLE IV: STRANGE ENCOUNTERS
14	Bandits (3d10)
15	Wolves
16	Bone Demon*
17	Fire Gluttons
18	Gui
19	Zhen Bird
20	Demons
*Indicates the entry is found in CHAPTER SIX or CHAPTER NINE of this book.	

TABLE IB: THE YELLOW FOREST	
Roll 2D10	Result
2	Roll on GRUDGE TABLE
3	Roll on TABLE II: LI FAN'S MARTIAL WORLD PERSONALITY
4	Roll on TABLE III: LOCAL SECTS
5	Imperial officials (1d10)*
6	Prince Yuan's soldiers (2d10)*
7	Governor Muqi Daoning's soldiers (1d10)*
8	Governor Qi Zhengyan's soldiers (1d10)*
9	Yellow Birds*
10	Bandits (2d10)
11	Yellow Birds*
12	Temple of Enlightened Disarray Junior Monks (1d10)*
13	Temple of Enlightened Disarray Senior Monk*
14	Temple of Enlightened Disarray Junior and Senior Monks (2d10 and 2)*
15	Silk Worm Society (5 see HILL OF OPULENT FRUITS)*
16	Virtuous Naga*
17	Snake Demon
18	Lost and strangely teleported to random location in forest
19	Headless Ghost (Wu Tuo Gui)
20	Roll on YELLOW FOREST TABLE II
*Indicates the entry is found in CHAPTER SIX or CHAPTER NINE of this book.	





YELLOW FOREST TABLE II	
Roll 2D10	Result
2	Hu Gao*
3	Raksha
4	Qi Spirit (Fox)
5	Fox Demon
6	Zhen Bird
7	Hungry Ghost (E Gui)
8	Naga
9	Centipedes of the Yellow Forest*
10	Abbot Kong Xu (Temple of Enlightened Disarray)*
11	Puddle or Stream with Shui Gui
12	Tree Demon
13	Dogs of Liling*
14	Painted Death
15	Phoenix Ghost (Feng Gui)
16	Yaksha
17	Qi Spirit (Wolf)
18	Fei Beast
19	Toad Demon
20	Prince Yuan's Men (1 in 10 Chance Prince Present)*
*Indicates the entry is found in CHAPTER SIX or CHAPTER NINE of this book.	

TABLE IC: THE BADLANDS OF YAO	
Roll 2D10	Result
2	Roll on GRUDGE TABLE
3	Roll on TABLE II: LI FAN'S MARTIAL WORLD PERSONALITY
4	Roll on TABLE III: LOCAL SECTS
5	Skeletons of Bone Kingdom
6	Bone Breaking sect (Junior Disciples)*
7	Li Fan Soldiers (1d10)*
8	Li Fan Officials
9	Yen-Li priests
10	Bandits (1d10)
11	Lost
12	Owl Monkeys*
13	Roll on TABLE IV: STRANGE ENCOUNTERS
14	Bandits (3d10)
15	Death Cursed Guardian
16	Li Fan Soldiers (1d10)*
17	Zhen Bird
18	Dogs of Liling*
19	Kushen Soldiers (2d10)
20	Ogre Demon
*Indicates the entry is found in CHAPTER SIX or CHAPTER NINE of this book.	

TABLE ID: THE NORTHERN COMMANDARIES	
Roll 2D10	Result
2	Roll on GRUDGE TABLE
3	Roll on TABLE II: LI FAN'S MARTIAL WORLD PERSONALITY
4	Roll on TABLE III: LOCAL SECTS
5	Imperial officials (1d10)
6	Gui
7	Li Fan soldiers (1d10)*
8	Li Fan officials
9	Yen-Li priests
10	Tiger Clan bandits (1d10)*
11	Lost
12	Merchants
13	Roll on TABLE IV: STRANGE ENCOUNTERS
14	Bandits (3d10)
15	Li Fan magistrate and retinue
16	Imperial soldiers (1d10)*
17	Musicians
18	Southern Snakes
19	Demon (Any Type)
20	Roll on TABLE IV: STRANGE ENCOUNTERS
*Indicates the entry is found in CHAPTER SIX or CHAPTER NINE of this book.	

TABLE II NOTE

Most entries found in **CHAPTER NINE**. Some are found in the **WANDERING HEROES OF OGRE GATE RULEBOOK** with page number indicated in parenthesis).

TABLE II: LI FAN'S MARTIAL WORLD PERSONALITIES	
Roll 1D100	Result
1	Sect leader of random sect
2	Random sect Senior Master
3	Prince Yuan
4	Hu Gao
5	Pei Xinyu (page 332 WHOG Rulebook)
6-10	Fearless Cat
11-15	Smiling Viper
16-20	Huo Ju (Little Venom)
21-25	Yang Tuo (page 341 WHOG Rulebook)
26-30	Princess Samga
31-35	"Reckless Storm" Wei Anzhi
36-40	Niang the Demon Hunter
41-45	Chen
46-50	Abbot Firebrand
51-55	Red Eagle
56-60	Chang Zhen
61-65	Little Fox
66-70	Mak Ching Yuen and Lau Ching Sin
71-75	Sand Demon
76-80	Smiling Sword
81-85	Zhang San
86-90	Zhen Xun
91-95	Roll on TABLE IIB: BANYAN MARTIAL HEROES
96	Sister of Bone Kingdom (any 1; page 336 WHOG Rulebook)
97	Cai Yuanyu (page 307 WHOG Rulebook)
98	Wu Shican
99	Inspector Cong Buzhi
100	General Dee (page 314 WHOG Rulebook)





**TABLE IIB: BANYAN MARTIAL
WORLD PERSONALITIES**

Roll 1D100	Result
1-3	Min and Long Shu
4-5	Fearless Rival of Dai Bien (Se Saniang)
6-7	One-Armed Fiery Demon
8-10	Jade Priestess
11-12	Cao Bai
13-15	Dancing Hawk
16-20	Huo Ju (Little Venom); 50% chance of being with Huo Si (Venom of Zhaoze)
21-25	Yang Tuo
26-30	Princess Sarnai
31-35	Reckless Storm
36-40	Strange Phoenix
41-45	Nergui Mogha
46-50	Li Sou Chao (The Witch of Zhaoze Zhou)
51-55	Zhou Gui and Chef Wu
56-60	Master Ta
61-65	Headmaster Mu
66-70	Mak Ching Yuen and Lau Ching Sin
71-75	Madame Hamaya
76-80	Huo Si (The Venom of Zhaoze); 50% chance of being with Huo Ju (Little Venom)
81-85	Jade Butterfly
86-90	Firelance Brothers
91-95	General Qiang
96-100	Golden Roc (Yanshi)

TABLE IIB NOTE

Entries for these personalities found in
**WANDERING HEROES OF OGRE
GATE RULEBOOK
CHAPTER NINE.**

TABLE III: LOCAL SECTS

Roll 1D10	Result
1	Temple of Supreme Righteousness
2	Temple of Enlightened Disarray
3	Four Demon Pagoda sect
4	Qui Pan bandits
5	Tiger Clan
6	Hen-Shi sect
7	The Pure Phoenix sect
8	Heaven Palace sect
9	Temple of Ageless Wisdom
10	Bone Breaking sect

TABLE III NOTE

Local Sects are all found in **CHAP-
TER TWO** and some have stat blocks in
CHAPTER NINE.

TABLE IV: STRANGE ENCOUNTERS

Roll 2D10	Result
2	Leather Shadow Puppet
3	Shui Gui
4	Dogs of Liling (1d10)*
5	Northern Feast Beetle
6	Feng Gui
7	Painted Death
8	Fox Demon
9	Owl Monkeys (2d10)*
10	E Gui
11	Snake Demon
12	Bird Demon
13	Jiangshu
14	Death-Cursed Guardian
15	Skeletons of Bone Kingdom (1d10)
16	Bone Demon
17	Yellow Birds*
18	Wu Tou Gui (Headless Ghost)
19	Roll on CELESTIAL BEING TABLE
20	Ogre Demon

Indicates the entry is found in **CHAPTER SIX or **CHAPTER NINE** of this book.*

GAZETTEER ENTRIES

Use the following entries for areas on the Li Fan map. For the region around the Ogre Gate Inn go to **CHAPTER THREE**. Note that we have included new sects in this section where they appear, rather than creating a separate chapter for them.

BONE BREAKING SECT

Leadership: Bone Breaker

Sifu: Lady Xiang the Fearless Cat (Daughter of Iron Clawed Lion), Zhang San, Chen

Members: 1,000 Kushen Horse Riders, Agents (unknown number), 800 Junior Disciples, 20 Senior Disciples, Zhang Yong (son of Bone Breaker and Lady Xiang), Information Network throughout Li Fan and in parts of Hu Qin and Hai'an (affiliated with the House of Paper Shadows)

HISTORY AND ORGANIZATION

One of the most feared sects in the land; the Bone Breakers have strong ties with the prince of Li Fan and the senior grand councilor of the Zhan Dao Empire. Their leader, Bone Breaker is friends with General Dee and the secret sworn brother of Bronze Master. He spent decades building an earthly empire for himself and making his sect supreme. Some of this has been through his talents, but much has been through Rituals performed to the Demon Emperor.

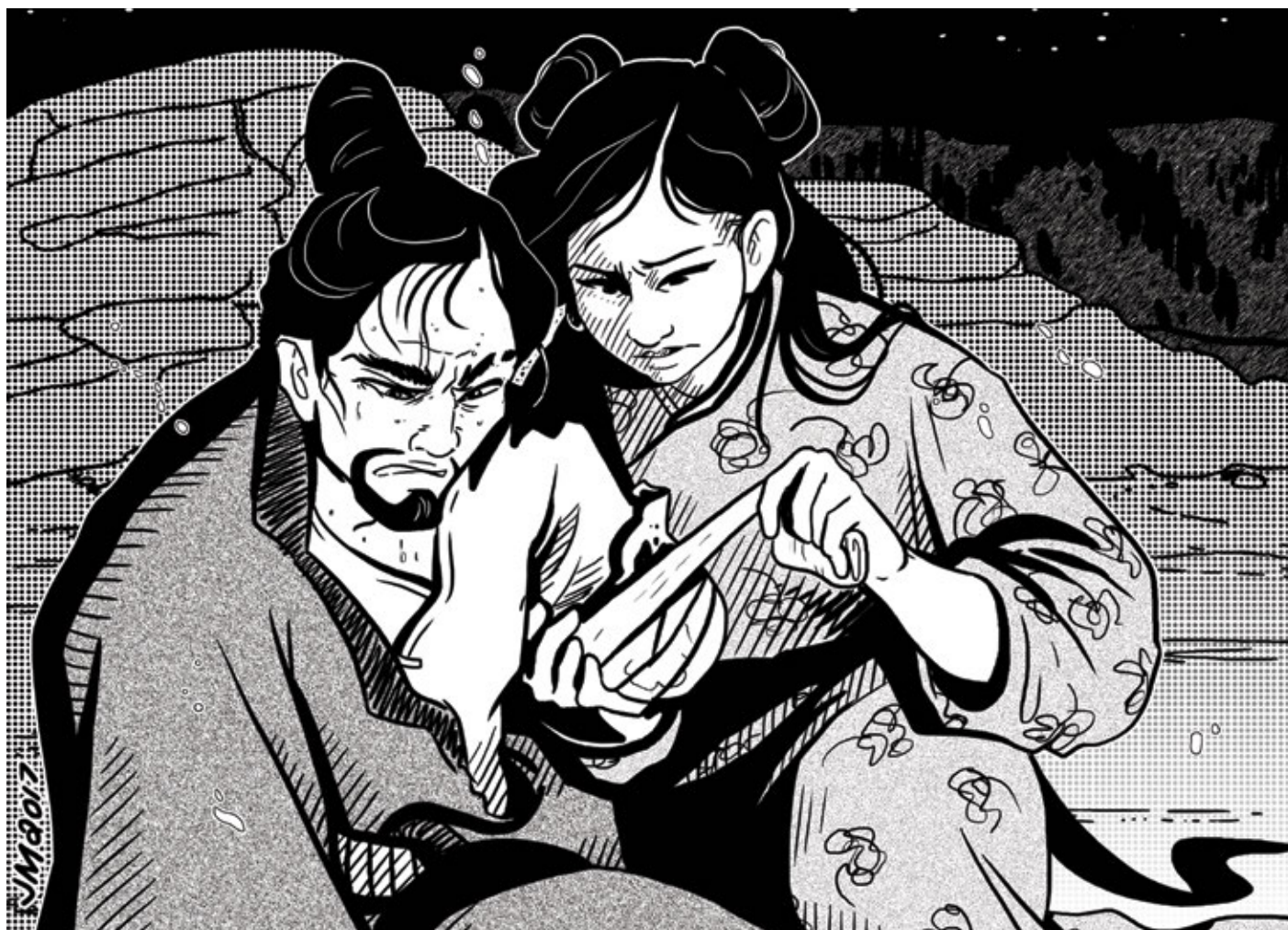
Bone Breaker is a disciple of Cai Yuanyu, the senior grand councilor. The two are very close, like father and son. Years ago, the senior grand councilor helped Bone Breaker escape an agreement with Qinwen Master of the Seven Talismans. In exchange for a greatly shortened lifespan (five years) the master had made the lands around Bone Fortress fertile (something Bone Breaker needed to help grow his sect). Cai Yuanyu made another agreement with the Master of the Seven Talismans. If Bone Breaker promised to have his son walk into Yao Gong Palace with the heart and key of the Demon Emperor, they would extend his life (removing the five year limit he had acquired). However if on his son's 18th birthday, he had not breached the palace, he would die as payment for Bone Breaker's original agreement.

While Bone Breaker is the leader of the sect, his wife, Lady Xiang (Fearless Cat) is perhaps the most feared. They are both cruel, but her temper is more volatile and she holds grudges much longer. However she is more determined than her husband and senses his growing weakness for his son's sensitivities. Lady Xiang intends to make sure their plans with the senior grand councilor proceed without interruption. Bone Breaker's will here has waned, and their child, Zhang Yong, does not desire to be a vessel for the Demon Emperor.

Zhang San and Chen are the number two leaders of the sect. San is the twin sister of Bone Breaker and more kind than him. However she fears Lady Xiang. Chen is the husband of San, but they are childless due to an agreement he secretly struck with the Master of the Seven Talismans (he had asked for San's love). The irony is she already loved him, so the exchange he made was a waste.

Bone Breaking sect has a vast network of informers and agents through Li Fan. They quickly learn most of the major and minor happenings in the Kingdom. Their network extends to Hu Qin as well (though it takes more time for them to receive information and they are more subject to the manipulations of General Dee). They have some minimal presence in Hai'an. Bone Breaker has brought 1,000 Kushen riders into his alliance and they patrol the area around Bone Kingdom. They also serve as bodyguards when the sect travels. Bone Breaker killed their commander and earned their loyalty.





SAN COMFORTS BONE BREAKER

BELIEFS

Aside from its allegiance to the Emperor, Bone Breaking sect has no belief or creed beyond the importance of obedience, the utility of cruelty and the rejection of mercy. This is a sect that respects power and seeks to increase its own prestige and wealth.

REPUTATION

Bone Breaking sect is feared throughout Li Fan. Their methods are cruel, their disciples are determined and they do not hesitate to use violence to resolve challenges. Few dare challenge Bone Breaker due to his methods but he is known for his fairness and generosity to those who serve the sect. Many have improved their fortunes by allying with Bone Breaking sect.

TECHNIQUES

Blasting Blade, Breath of Fury, Deflecting Canopy (Counter), Drift of the Butterfly Fish, Fierce Strike, Flight of the Hawk, Fluttering Kicks, Gaze of the Lion, Graceful Retreat (Counter), Grasp of the Python (Counter), Guide the Crashing Wave (Counter), Hands of the Hawk Beak, Intercepting Arrow (Counter), Lion at Rest Stance, Pounce of the Lion, Rain of Arrows, Spinning Back Kick (Counter), Storm of Arrows, Swift Pounce of the Cheetah

DISCIPLES

Disciples are listed below, for other key members see their individual entries in the NPC section. Important members of Bone Breaking Sect are fully described in **CHAPTER SIX: NPCs** but we do include their stat blocks here for convenience.

BONE BREAKER

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

Key Skills: Grapple: 2d10*, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Endurance: 3d10. Ritual (Tattoo of the Demon King): 2d10, Ritual (Blood Offering of the Demon Emperor): 2d10, Ritual (Activation): 2d10, Ritual (Blood Pledge of the Demon Emperor): 3d10, Talent (Tattoo): 2d10, Meditation: 0d10, Athletics 0d10, Detect: 0d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 5

Max Wounds: 11

Weapons: Iron Fist (3d10 Damage)

Flaw: Missing Limb (Left Arm)

Key Techniques (Waijia 3, Dianxue 1): Clutch of the Hawk (Counter), Grasp of the Python, Guiding the Crashing Wave Counter), Hands of the Hawk Beak, Kidney Strike, Kick of the Golden Elephant, Ringing Strike of the Hand, Spinning Back Kick, Stick of the Rising Dog, Strike of the Raging Tiger, Thunder Kick of the Zhang Twins, Trembling Strike

Powers: Gift of the Monkey (Climb, Beast Strength x2, Muscle Increase), Gift of the Ogre Demon, Wind of the Demon Emperor

FEARLESS CAT

Defenses: Hardiness 3, Evade 6, Parry 8, Stealth 9, Wits 7, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 2d10, Grapple: 2d10, Throw: 0d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 0d10, Small Ranged: 0d10, Athletics: 2d10, Speed: 2d10, Muscle: 1d10, Endurance: 2d10, Religion/Gods (Majestic Lion Cult): 3d10, Detect: 1d10 (from 2d10 due to missing left eye), Meditation: 3d10

Qi: 5

Max Wounds: 11

Weapons: Iron Claw (1d10 or 3d10 on Total Success); Immortal Killing Sword (3d10 plus lose 1 Hardiness per hour till death; Immortals lose 3 Hardiness)

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): The-Encompassing Emerald of Sun Mai, Deflecting Canopy (Counter), Fierce Strike, Fluttering Kicks, Gaze of the Lion, Graceful Retreat (Counter), Grasp of the Python (Counter), Hands of the Hawk Beak, Lion at Rest Stance, Pounce of the Lion, Spinning Back Kick (Counter), Swift Pounce of the Cheetah, Thousand Claws of the Fearless Cat

ZHANG SAN

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 1d10 or 2d10 with Fans, Medium Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Athletics: 3d10, Talent (Theft): 2d10, Meditation: 2d10, Persuade: 0d10, Empathy: 1d10, Deception 1d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 5

Max Wounds: 11

Weapons: Iron Kick (her kicks do 2d10 Damage), Fan
Expertise: Fan

Key Techniques (Waijia 3, Qinggnong1): Deflecting Canopy (Counter), Flying Swan Kick, Great Stride, Kick of the Golden Elephant, Kick of the Swan, Leap of the Swan, Merciless Black Claw, Stealth of the Spider Demon, Storming Needles, Swift Stride, Thunder Kick of the Zhang Twins, Whirling Dodge (Counter), Weapon Stride (Counter)

CHEN

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

Key Skills: Grapple: 2d10, Arm Strike: 3d10, Throw: 0d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10*, Muscle: 3d10, Endurance: 2d10, Empathy: 2d10, Talent (Poison) 3d10, Talent (Massage): 2d10, Medicine: 3d10, Meditation: 1d10, Survival (wilderness): 1d10, Detect: 0d10*, Languages (Li Fai): 3d10, Languages (Daoyun): 1d10, Languages (Hai'anese): 3d10
**Laziness Penalty*

Qi: 5

Max Wounds: 11

Reputation: Poisoner

Flaw: Lazy, Hedonist, and Awkward

Key Techniques (Qinggong 1, Neigong 2, Dianxue 1): Blast of the Dragon, Blast of the Dragon Breath, Burning Palm, Croak of the Toad, Finger Flick, Iron Body (Counter), Naga Palm, Phoenix Spirit Disruption, Stone Shattering Finger, Storming

SENIOR DISCIPLES (20)

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

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 3d10, Athletics: 2d10, Speed: 1d10, Muscle: 1d10, Endurance: 2d10, Creatures (Animals): 3d10, Talent (Poetry): 2d10, Talent (Painting): 2d10, Survival (Wilderness): 2d10, Trade (Wood): 1d10, Command: 2d10, Detect: 2d10

Qi: 3

Max Wounds: 7

Weapons: Short bow (2d10 Dam) or jian (2d10 Dam)

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Blasting Blade, Breath of Fury, Drift of the Butterfly Fish, Flight of the Hawk, Hands of the Hawk Beak, Intercepting Arrow (Counter), Storm of Arrows, Rain of Arrows



JUNIOR DISCIPLE (400)

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

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 1d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Athletics: 2d10, Speed: 1d10, Muscle: 0d10, Endurance: 0d10, Creatures (Animals): 2d10, Talent (Poetry): 1d10, Talent (Painting): 1d10, Survival (Wilderness): 2d10

Max Wounds: 1

Weapons: Shortbow (2d10 Damage) or Jian (1d10 Damage)

KUSHEN RIDERS (1,000)

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 0d10, Muscle: 1d10, Ride (Horse): 2d10

Max Wounds: 1

Weapons: Kushen Sabre (2d10 Damage), Leather Lamellar (-1d10 Damage against blunt weapons), Composite Bow (3d10 Damage)



This is the headquarters of Bone Breaking sect. It is built atop the same mesa as Bone Kingdom and they have an alliance with the sisters who live there. The fortress itself is a white stone walled structure containing several halls. There are training grounds here. Outside the fortress the land atop the mesa is extensive and surprisingly fertile. They grow wheat, fruit, soy beans and many other crops here. The diversity of crops is a bit unnatural in this environment and the result of a pact Bone Breaker made with Qinwen the Master of the Seven Talismans. See **BONE BREAKING SECT** for more information.

This is a series of tunnels, caves, chambers and secret groves carved intricately into a massive mesa in the Badlands of Yao. It was established by disciples of Pure Phoenix sect over four hundred years ago who secreted away the Ten Talismans to keep them from the hands of Heaven Palace sect. Originally there were ten disciples, each caring for a single Talisman. They dispersed throughout the land but Qinwen tracked down the first seven one by one. The remaining disciples (Bingyin, Dawa, and Liling) used the three remaining talismans to create Bone Kingdom, where they could protect them for eternity. Bone Kingdom is guarded by a variety of skeletons (mostly former members of Heaven Palace sect).

Since their transformation, the three disciples (often called the Sisters of Bone Kingdom) have continued to age but never die, so they are withered and shrunk from time yet more powerful than they have ever been. In the intervening years, they have grown distrustful of each other, retreating into different sections of the kingdom and plotting to steal

BONE KINGDOM

BINGYIN

DAWA

LILING

THE BONE CAVES

THE BONE LANDS

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30

the talismans from their former allies. The only person they hate more than each other is Qinwen Master of the Seven Talismans. The Sisters of Bone Kingdom must eat considerable amounts of human flesh to survive though and they send out their skeletal servants to retrieve fresh meat for them.

The sisters have a symbiotic relationship with Bone Breaking sect (who help them in exchange for occasional use of the Talismans). There is mutual respect between the sisters and Bone Breaker, he admires them for their wisdom and cunning, while they admire his cruelty and ambition (Bingyin is particularly awestruck by his capabilities).

The sisters all have Phoenix Talismans and do not have any Dragon Talismans. These are the talismans they possess: Sister Bingyin (Talisman of Ren Huang), Sister Dawa (Talisman of Li Huang), and Liling (Yi Huang).

The sisters are described on pages 336-338 of the **WANDERING HEROES OF OGRE GATE** rulebook.

THE BONE LANDS

This is a wasteland filled with the bones of the sister's defeated foes. Some of the bones are Bone Guardians that animate and attack. The Snake Spine Demon is an example of such a creature. There are also Bone Demons here on occasion. In addition to normal chances for encounters anyone spotted by one of Dawa's Owl Monkeys triggers an encounter with a Bone Guardian or a Bone Demon. Use the Snake Spine Demon as an example for other Bone Guardians. All Bone Guardians are unique creatures but this can serve as a model.

SNAKE SPINE DEMON

This creature is made from a giant snake spine and has the skull of a great Markhor. Its spine ends with a huge impaling spike.

Defenses: Hardiness 8, Evade 6, Parry 5, Stealth 7, Wits 3, Resolve 9

Key Skills: Bite: 4d10 (4d10 Damage), Horn: 1d10 (2d10 plus 1 Extra Wound), Spike: 2d10 (3d10 Open Damage), Speed: 2d10 (25 feet), Muscle: 3d10, Detect: 3d10

Max Wounds: 9

Powers

Twin Attack: The Snake Spine Demon can Attack with both its tail spike and its bite/horns (against different Targets), giving it a total of two Attacks each round.

Guardian Infection: Anytime a Snake Spine Demon lands a Total Success on its Attack roll with its horn, a small fragment of bone lodges in the person's flesh and infects them. The bone fragment can be removed manually with a Medicine roll TN 7 (taking an hour for each attempt) or through appropriate magical means. Roll 2d10 against Hardiness every hour the bone fragment is not removed. If the result equals or exceeds the victim's Hardiness, then a progressive change occurs. Each change alters the character until he or she becomes a Bone Guardian. Each Bone Guardian is unique but often begins with bony spikes sprouting from the flesh. After five hours the change is complete.

THE BONE CAVES

This is the cavern complex inhabited by the Sisters of Bone Kingdom. Anyone who goes inside has a chance of an encounter every ten minutes (roll on table below). However, in addition to this anyone approaching the entrance in area 3 has a 2 in 10 chance of being attacked by a departing or returning swarm of Owl Monkeys in full charge.

When rolling for an encounter, whether a sister is absent or present affects which column to use. In each section of cave there is a 50% chance that the sister is present and a 50% chance that she has stepped out (but could soon return). When results are separated by a slash, like the result Dog of Liling/Owl Monkey/Death-Cursed Guardian, this indicates that the relevant monster for the section should be selected. If the result is Sister, then it is the Sister from that area. If a servant, it is one of the Sister's personal servants (for example, Chef Guo).

1. ENTRANCE TO BINGYIN'S LAIR

This entrance is unusual in that it is unguarded. However there is a pile of human bones and the remnants of a half devoured human head meant to ward away any intruders.

2. BALCONY ENTRANCE TO LILING'S LAIR

This balcony is made of elaborately cut stone and is 50 feet high. There are no stairs leading up to it. Liling likes to come here to view the Bone Lands. Those capable of reaching the balcony can gain easy entry into Liling's area of the complex.



BONE CAVE ENCOUNTERS (ROLL 1D10 EVERY 10 MINUTES)		
1D10	Sister Away	Sister Present
1-3	No Encounter	No Encounter
4	Tian Yu (See Rooms 23-25)	Sister
5	Dog of Liling/Owl Monkey/Death-Cursed Guardian	Sister
6	Dog of Liling/Owl Monkey/Death-Cursed Guardian	Dog of Liling/Owl Monkey/Death-Cursed Guardian
7-8	Clawed Skeleton	Clawed Skeleton
9	Servant	Clawed Skeleton
10	Sister	Servant

3. ENTRANCE TO DAWA'S LAIR

This entrance leads to both Dawa and Liling's Lairs (depending on which fork one takes). Anyone who approaches has a 2 in 10 chance of being attacked by a swarm of Owl Monkeys as they fly into or out from the caves (they are Dawa's eyes and ears). There are at least five Owl Monkeys in a swarm. They hit as many people as they can if they do attack. See room 17 or their entry in Chapter Nine for Owl Monkey Stats.

3B. ENTRANCE TO LILING'S LAIR

Liling is more cautious than her sisters and has a locked iron gate entrance to her lair. There are always two Dogs of Liling here.

Iron Gate: Talent (Theft) TN 8 or Trade (Mechanical) TN 10 to Open; Hardiness 3, Integrity 10.

DOGS OF LILING (2)

Defenses: Hardiness 8, Evade 7, Parry 5, Stealth 9, Wits 3, Resolve 4

Key Skills: Bite: 1d10 (1d10 Damage), Swim: 0d10, Speed: 3d10 (50 feet), Muscle: 1d10, Detect: 4d10

Max Wounds: 1

Powers

Track: Track using Detect.

Dogs of Liling are described in greater detail in **CHAPTER NINE: NEW MONSTERS.**

3C. KITCHEN ENTRANCE

This is actually an open window with bars across it. This helps vent cooking from the kitchen and allows for the aromas to disperse. The bars are very narrow, only about a hand width apart. However they are fairly weak and easily pried open.

Iron Gate: Talent (Theft) TN 6 or Trade (Stone/Metal) TN 8 to Open; Hardiness 2, Integrity 5.

4. CHEF GUO'S CHAMBERS

This is the room of Chef Guo, who is the loyal servant of Bingyin. There is a 4 in 10 chance he is present. He helps her prepare human flesh. His room is tidy with a wooden kang stove bed. Above the headboard is a cabinet filled with books and manuals on cooking.

Books: Supreme Cuisine of Chef Zhao (fourteen recipes for human meat), Splendors of the Golden Phoenix (duck and chicken recipes), Flavors of Hai'an (sauce and broth recipes), Imperial Noodle Manual (recipe for perfect noodles), Longevity Duck (contains the recipe for Longevity Duck from Silk Tavern in the Banyan Region).

SERVANT OF THE SISTERS (CHEF GUO)

Chief Guo is a man who broke into the caves to steal one of the talismans but was caught by Sister Bingyin. Tired of eating human meat raw or hastily prepared, she transformed him when he told her of his cooking skills (he was once considered the greatest cook in Hai'an). She made him very strong, so he could easily butcher the meat. As a result his arms and chest are large, far too bulky for a normal man. She also gave him a long tongue that allows him to



taste things from a distance (his tongue can spear flesh too). Finally she gave him two extra pairs of arms, so he could work on multiple things at once in the kitchen.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Tongue: 3d10, Arm Strike: 3d10, Leg Strike: 1d10, Light Melee: 1d10, Heavy Melee: 2d10, Athletics: 1d10, Speed: 2d10, Muscle: 6d10, Endurance: 3d10, Meditation: 1d10, Detect: 3d10 or 4d10 (Taste), Reason 1d10, Command: 1d10, Talent (Cooking) 3d10, Language (Hai'anese) 3d10, Languages (Li Fai and Daoyun) 1d10

Qi: 4

Max Wounds: 9

Weapons: Cleaver (7d10 Damage) or fist (5d10 Damage)

Expertise: Talent (Cooking)-Composition, Detect-Taste

Key Techniques (Neigong 3, Dianxue 1): Inverted Three Point Strike, Iron Spirit Reversal (Counter), Red Claw Strike, Stone Shattering Finger

Powers

Beast Strength (x6): Can exceed dice cap on Damage by up to 10d10 and multiplies base lift by 6.

Tongue Strike: Chef Guo can strike with his tongue up to twenty feet away, doing 2d10 Damage plus 1 extra Wound. This is a free Attack.

Four Arms: Chef Guo has four arms. This allows him to perform two Skill rolls at once, and to make an additional attack in combat. This only applies to Skills where it would make sense.

5. KITCHEN

There is a large stone kitchen oven built into the wall that vents through the ceiling. There is also a wide-open window with iron bars (see area 3C). Bronze and stone cookware and pots hang from the wall and fresh ingredients are stored in several bins in the northern section of the room. There are strips of spicy dried meat here as well. This is human, but that is not immediately discernable (only someone with the Taste expertise would be able to detect it). These are snacks for Bingyin.

There is a 6 in 10 chance that Chef Guo is present (see Area 4 for details).

6. BINGYIN'S LIBRARY

This is a library devoted mainly to esoteric texts on cultivation. There are books here but also trinkets like a human skull holding over 1000 small numbered sticks. These are meant to be used with the Book of Dispassion (see area 7). In addition to standard books on history, divination and the classics it includes the following texts:

The Ten Talismans: This book is just a basic description of the ten talismans, explaining how to use them.

Book of the Earth Phoenix: This is a book describing the Earth Phoenix, Ren Huang. It is incredibly difficult to comprehend (requiring a TN 10 Knowledge roll just to grasp; any relevant Knowledge will do). Its basic point is that Ren Huang is a fundamental building block of existence (as are all the Dragons and Phoenixes). In particular she is absence, void, and power that arises in a vacuum. It also mentions that Ren Huang is associated with the spleen in the human body and with the late summer.

History of Pure Phoenix Sect: This describes the early founding of Pure Phoenix sect but perhaps most importantly explains that the sect is located in Yao Gong Palace. See pages 206-207 of the **WHOG RULEBOOK** for more details.



BINGYIN

7. WRITING CHAMBER

Bingyin uses this area to write and store her personal volumes as well. If she is present in the caves there is a 3 in 10 chance she is presently here writing. There is a table here with an ink stone, seat and brush. She prefers to write on bamboo strips collected into scrolls. There are shelves with hundreds of scrolls containing her “great work”, the Book of Dispassion.

There are two sets of books here divided into volumes. They are:

The Book of Dispassion: This is a lengthy discussion between Bingyin and her Sifu, whom she simply calls Lady Phoenix. It appears to be an imaginary dialogue as she describes a series of conversations over the centuries she has been at Bone Kingdom. This is written in a kind of code. It can be difficult to follow, but anyone with knowledge of Divination can immediately see these are a series of prophecies. Each section is numbered and these correspond to a collection of numbered sticks on the table. The book is unique in the world in that the prophecies are deeply insightful and accurate. Anyone who uses Divination Skill to make an oracle stick reading with the book gains a +2d10 bonus. Whatever result arises will happen in some form. The reason for the accuracy is not that they are truly predictive, but because trace powers of the Talismans have worked their way into the text and they are able to alter reality to a certain degree. So taking a reading doesn't simply predict the future, it encourages a certain outcome. This is expressed in the setting in the form of +2d10 bonuses and -2d10 penalties to actions that work for or against outcomes predicted by the book. You can use the Table of Future Events on pages 430-431 of the **WHOG RULEBOOK** to aid in establishing what the book predicts.

The Awakening of the Phoenix Tail: This is a much smaller set of books contained in bamboo scrolls. It is also a dialogue between Bingyin and Lady Phoenix; however the focus is on ethical principles of Pure Phoenix sect. In it she slowly unravels and changes each one. She begins with the prohibition against eating meat and slowly asserts that it is just to not only eat meat, but that the consumption of human meat is more ethical than eating animals, and that eating animals is more ethical than eating plants by claiming that humans cause the most evil in the world, while plants cause the least. Therefore she advocates a diet of mostly eating human flesh, supplemented by animal meat, with occasional seasoning from still living plants. She then works her way through each principle, reinterpreting it to match her cruel nature.



SCHOLAR JING

8. CAGES

This is where Chef Guo imprisons potential food for later. There is a wall of iron bars with three dividers. Presently there is one prisoner in the cages: Scholar Jing (see below).

Iron Cage: Talent (Theft) TN 10 to Open; Hardiness 6, Integrity 10.

Scholar Jing: Jing is a scholar from Fan who just passed the Imperial Exams and came to the southern badlands to write a gazetteer. He hoped to impress people with his bravery. He was warned by his teacher, Master Cao, not to venture so far south. Scholar Jing has been devising a plan to trick Chef Guo into freeing him by hinting he knows the location of the Gilded Fish Manual (something of a legendary book that belonged to the personal chef of General Dou Lun). If pressed he will claim it is located in the Tomb of General Dou Lun and that he has heard rumors it is below the Ogre Gate Inn. However he has no idea if this is true or not. He also does not know that Chef Guo plans to cook him. Should he be rescued, Scholar Jing is wealthy and will reward his saviors if they help him return to Fan (he will happily give his benefactors 30,000 spades). However he is insufferably arrogant and constantly corrects people in grammar, etiquette, and other matters. Scholar Jing strictly observes the Four Occupations, affording the most respect to farmers and treating merchants with open contempt.



9. EMPTY CAMBER

This chamber is empty but serves as an important route of escape for Bingyin. There is a well concealed secret door here (Detect TN 10) that leads to area 11 (Bingyin's chambers).

9B. SECRET TUNNEL

This tunnel is trapped and serves as an escape for Bingyin. There is a section of stone on the ground that triggers the trap. Correctly tapping the stone section can also deactivate the trap.

Triple Blade Trap: Type Attack, Detect TN 8, Attack 3d10 against Evade x3, Effect 6d10 Damage, Disarm TN 8.

This deadly trap was devised by a great inventor that Bingyin once imprisoned. There are three massive curved blades, one on the ceiling, one on the wall and one on the floor. Stepping on a section of stone with more than 20 pounds of force causes the blades to trigger. Each blade is delayed slightly, causing a rapid series of cleaving attacks as the blades strike. The blade trap can be deactivated by rapidly stepping on the stone section three times. This allows Bingyin to move through the tunnel freely.

10. MEDITATION CHAMBER

Bingyin prefers to meditate amid distractions. This room has the most disruptive Qi energy and is most prone to loud sounds from other areas of the caves. There is an image of Ren Huang the Earth Phoenix on the ground. If Bingyin is present in the caves, there is a 4 in 10 chance she is in this chamber.

Though this chamber imposes a -1d10 to Meditation Rolls, the unique Qi flow causes people to recover imbalance points at twice the normal rate.

11. BINGYIN'S ROOM

There is a slab of blue stone at the back of the room with a wooden head rest. This is Bingyin's bed. Sleeping on the bed causes accelerated healing (causing one to be healed from Wounds at a rate equal to Qi rank every hour). There is nothing else in this chamber except a secret door (Detect TN 6). If she is present in the caves, there is a 2 in 10 chance Bingyin is here.

12. THE CHAMBER OF THE DEATHLESS ONES

This is where Bingyin permits the Death-Cursed Guardians to stay when they are not in the Pools of Dispassion. Death-Cursed Guardians are creatures created by Bingyin whose bodies painfully decay until they turn to dust. They often come here to speak

among themselves or sleep. There are usually 1d10 huddled against the wall and muttering.

DEATH-CURSED GUARDIANS are fully described on page 359 of the **WANDERING HEROES OF OGRE GATE RULEBOOK**.

DEATH-CURSED GUARDIANS (I-10)

Defenses: Hardiness 8, Evade 4, Parry 7, Stealth 5, Wits 4, Resolve 10

Key Skills: Bite: 0d10 (2d10 Damage), Claw: 1d10 (3d10 Damage), Grappling: 2d10, Speed: 2d10 (40 feet), Muscle: 2d10, Detect: 0d10

Max Wounds: 20

Powers

Death Curse: The ability of a Death-Cursed Guardian to continue despite extraordinary damage to its body is reflected in a very high Max Wounds. However they never heal, so this number varies from individual to individual.

Pain of the Flesh: The Death-Cursed Guardians are in constant pain and this imposes a -1d10 Penalty to all rolls (factored into stats above) except when they are in the Pools of Dispassion.

13. POOLS OF DISPASSION

The blue waters of these pools are inviting and cool. They wash away any mental or physical suffering. Anyone who goes into the water finds Mental Afflictions temporarily disappear and that any skill penalties due to pain disappear. Usually there are several Death-Cursed Guardians relaxing in the waters. They come here because this soothes their suffering.

DEATH-CURSED GUARDIANS (7)

Defenses: Hardiness 8, Evade 4, Parry 7, Stealth 5, Wits 4, Resolve 10

Key Skills: Bite: 0d10 (2d10 Damage), Claw: 1d10 (3d10 Damage), Grappling: 2d10, Speed: 2d10 (40 feet), Muscle: 2d10, Detect: 0d10

Max Wounds: 20

Powers

Death Curse: The ability of a Death-Cursed Guardian to continue despite extraordinary damage to its body is reflected in a very high Max Wounds. However they never heal, so this number varies from individual to individual.

Pain of the Flesh: The Death-Cursed Guardians are in constant pain and this imposes a -1d10 Penalty to all rolls (factored into stats above) except when they are in the Pools of Dispassion.



14. STORAGE

This is where Bingyin stores anything that catches her interest. There are a number of bronze vessels here and articles of clothing taken from people she has killed that are placed on ceramic dummies. The ceramic dummies are painted to look like her victims. She also has a store of special wine made from sorghum called Wine of Insight. She forced a brewer in Fan to make it for her and then killed him to eliminate the secret. There is also secret door here (Detect TN 8).

Wine of Insight: This wine tastes like normal sorghum wine, but if you drink it carelessly, without thinking it drives you mad, causing you to take one random Mental Affliction for every cup consumed. If you focus your mind and succeed on a TN 6 Reason or Meditation roll as you drink it, you can gain insight into whatever problem you set your mind to. These are normally simple solutions to problems the drinker might have overlooked.

15. BLOCKED CHAMBER

Bingyin collapsed this section of the caves to keep out her sister. The rocks are large and heavy (each weighing 400 pounds). To clear a path, at least fifteen rocks need to be moved.

16. LAIR OF THE SERPENT LORD PHYSICIAN

The Serpent Lord Physician is a guardian and servant created by Dawa. He was a physician in life and can still serve in that capacity when called upon to do so. He has a terrible shriveled human face framed by a wild cascade of black hair. His eyes bulge and his body is that of a large serpent. He has a single arm with a large hand and claws that enable him to manipulate objects. When threatened he can spit acid at people.

If attacked, the Serpent Lord Physician will respond, but he generally succeeds simply by frightening people so they flee the caves. He does not like killing and prefers to use clever means to protect Dawa. He will even help those in need on occasion.

SERPENT LORD PHYSICIAN

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

Key Skills: Acid Spray: 2d10, Bite: 1d10 (2d10 Damage), Claw: 2d10 (5d10 Damage), Grappling: 5d10, Speed: 4d10 (70 feet), Muscle: 4d10, Detect: 2d10, Medicine: 3d10, Classics (all): 2d10, Talent (Poetry): 3d10

Max Wounds: 12

Beast Strength (x4): Multiply base lift by 4. Exceed dice cap on Damage rolls by up to 10d10.

Powers

Acid Spray: He can attack anyone in a 10-foot area at a distance of 30 feet (effectively a 30-foot long stream that creates a 10-foot wide cone). Anyone hit takes 3d10 Damage the first round, 2d10 the second, 1d10 the third and 0d10 on the fourth. This can increase for any Total Successes on the Attack roll.

17. OWL MONKEY CAGES

There are cages suspended on the walls filled with Owl Monkeys. They appear well-fed and cared for. There is a 3 in 10 chance that Dawa is in this room. There is a key on the wall that opens the cages.

OWL MONKEYS (100)

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

Key Skills: Claws: 2d10 (3d10 Damage), Bite: 1d10 (1d10 Damage), Speed: 3d10, Fly: 6d10 (70 feet), Detect: 4d10, Muscle 2d10

Max Wounds: 3

Powers: Impaling Strike: On a charge, the Owl Monkey can impale foes with its crown doing 4d10 Open Damage.

Owl Monkeys are described in greater detail in **CHAPTER NINE: NEW MONSTERS**.



DAWA



WHO STOLE THE FLYING GUILLotine MANUAL?

You can have the thief be anyone you want. A very likely possibility is that Bronze Master of Golden Dragon sect sent an agent here to retrieve the book to help him in one of his grand revenge schemes.

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18. DAWA'S ROOM

This is a cozy looking chamber with a wooden kang stove bed draped in blue curtains. The bed has a cabinet by the headboard with the key to area 18B. There is also a wardrobe here, a partition and a table. On the table is a bronze mirror and jade comb. It is oddly normal given its location; the sort of room one expects belongs to a pampered child.

There is a 4 in 10 Chance that Dawa is in here.

The door that leads to 18B is locked but can be opened with the key from the headboard. Otherwise it needs to be broken down or picked.

Wooden Door: Talent (Theft) TN 7 to Open; Hardiness 4, Integrity 4.

18B. TALISMAN CHAMBER

There is a stone table here with the Talisman of Li Huang on it. This is one of the Ten Talismans, described on page 392 of the **WHOG** Rulebook.

19. DAWA'S GARDEN AND THE FILIAL FRUIT TREES

This area is striking as it abruptly transitions into a garden with a pool filled with fish, all manner of flowers and walkways. There are fruit-bearing trees here with small oranges. The oranges have a slightly red hue and are deliciously sweet. Anyone who eats one not only recovers a Wound, but feels an overwhelming sense of affection and trust for Dawa. From this point on the eater of the fruit feels the same emotions toward Dawa that they would toward their own mother.

20. HALL OF RECEPTION

This is where Liling receives guests. She rarely uses this chamber but it is well equipped for such occasions. There is a row of 8 chairs made of fine lacquered wood and a wide chair with phoenix designs at the head of the hall. There are stone tables here built into the ground where refreshments can be placed.

21. LIBRARY

This is Liling's library. Mostly it is material on maintaining beauty, the art of seduction, and music. There is in fact an extensive musical library here containing many ancient melodies. There are two books of considerable value:

Book of Bone Kingdom: These are the observations of Liling based on her experience at Bone Kingdom. It explains her and her sisters' abilities, ruminates on their creative transformation of servants, and, importantly, explains that anyone transforming into a Bone Guardian can be saved by removing the fragment of bone.

Flying Guillotine Manual: This is a lost treatise on how to design a weapon called the Flying Guillotine. However anyone who opens the book finds its pages have been replaced by blank sheets as someone previously snuck in and stole the contents.

22. DOGS OF LILING

This room is where Liling keeps her dogs. They are placed inside a cage that takes up half the room. There are 12 dogs in the cage presently.

DOGS OF LILING (12)

Defenses: Hardiness 8, Evade 7, Parry 5, Stealth 9, Wits 3, Resolve 4

Key Skills: Bite: 1d10 (1d10 Damage), Swim: 0d10, Speed: 3d10 (50 feet), Muscle: 1d10, Detect: 4d10

Max Wounds: 1

Powers

Track: Track using Detect.

23-25. GUEST CHAMBER

This is fairly extensive guest chamber. It is a traditional hall comprised of three rooms: reception hall (23), studio (24), and living quarters (25). Presently there is a man here named Tian Yu. He is a pleasant swordsman from Hai'an who recently fell in love with Liling. While he is captivated by her, she treats him well and genuinely cares for him. The rooms are stocked with books and musical instruments to keep him entertained and she provides him with anything he wishes.

TIAN YU

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

Key Skills: Grapple: 2d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 3d10, Medium Melee: 3d10 (3d10 with Ox Tail Dao), Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Detect: 1d10, Medicine: 2d10, Talent (Sheng): 3d10, Creatures (Demons): 2d10

Qi: 3

Max Wounds: 7

Weapons: Ox Tail Dao (3d10 Damage, -1d10 Accuracy)

Equipment: Sheng (Mouth Organ)

Expertise: Talent-Compose, Medium Melee-Ox Tail Dao

Key Techniques (Wajia 3, Neigong 1): Blasting Blade, Fierce Strike, Slashing Blade, Purge Spirit

26. LILING BED CHAMBER

This is even more unsettling than Dawa's chamber. The entire room is aimed at seduction and comfort. There is a guzheng against the wall, red curtains abound and lanterns adorn the place. The bed is massive, with a kang stove and soft head rest. It too is draped in red curtains. There is a full-sized mirror on the wall and a table with numerous combs, boxes filled with makeup and all manner of jewelry (10 gold necklaces, pearl ear rings, 4 jade rings, a sapphire pendant, two silver bracelets and 13 golden hair pins). The hair pins are notable as they are each made to resemble the animal or figure of a given month. Anyone wearing them takes a +1d10 bonus to any rolls relevant to that month's character during the moon phase.

There is a 4 in 10 chance that Liling is here.

Secret Compartment: This takes a TN 8 to detect. It is basically a large section of stone that opens like a door. Inside is the Talisman of Yi Huang. This is another of the Ten Talismans, all described on page 392 of the **WHOG RULEBOOK**.

27. LOCKED HALL

The door here is locked. Liling sometimes uses it to trap people.

Wood Door: Talent (Theft) TN 7 to Open or Trade (Mechanical) TN 9; Hardiness 5, Integrity 5



LILING

28. ENTANCE TO LILING'S CAVES

There are two Dogs of Liling here. There is also an iron gate.

Iron Gate: Talent (Theft) TN 9 to Open; Hardiness 3, Integrity 10.

DOGS OF LILING (2)

Defenses: Hardiness 8, Evade 7, Parry 5, Stealth 9, Wits 3, Resolve 4

Key Skills: Bite: 1d10 (1d10 Damage), Swim: 0d10, Speed: 3d10 (50 feet), Muscle: 1d10, Detect: 4d10

Max Wounds: 1

Powers

Track: Track using Detect.

DASHEN

Leadership: Elder Peng Li and Patrolman Gao (Uncle Gao)

This is a small farming and fishing village. All villagers belong to the Peng clan and are led by Elder Peng Li. Peng Li is nearly 110 years old. His grandson, Peng Gao, whom everyone calls Uncle Gao, is one of the few people to have left the village for the martial world. He often entertains the children with stories of his exploits and speaks fondly of his master, Righteous Maiden. Now in his 70s, Uncle Gao returned to Dashen after years of adventuring with a child of his own, a boy named Dao. He claimed Dao's mother was killed in a great battle but in truth his mother was Righteous Maiden herself. He has kept this secret because the





THE DEMON MAELSTROM LEADS THE WAY TO HEN-SHI SECT

maiden was a nun. So to protect her reputation he lied about his son's birth mother. Dao is now forty and has many children of his own. Their family is quite well respected in the village. Uncle Gao is the patrolman of the village, in charge of keeping peace. He therefore is also in charge of training the young men in martial arts.

The village is idyllic and has been oddly free from the normal threats and harassments elsewhere. This is because Righteous Maiden and her sect (called simply Maidens of the Jade Blue Sky) protect the settlement secretly from the shadows. Righteous Maiden sometimes appears to the children of the village in order to learn news. However they only know her as Granny Wind, because she comes and goes like a breeze. Sometimes she teaches them about nature or Yen-Li magic.

For information on Maidens of the Jade Blue Sky see **SECTS OF THE MARTIAL WORLD BOOK V: MAIDENS OF THE JADE BLUE SKY**.

THE DEMON MAELSTROM

This is a roaming sand maelstrom that swallows people up should they pass through it. It is difficult to detect (requiring a Detect TN 8 or Survival TN 6 to avoid). Anyone in the Maelstrom must make a Fly roll (TN 5), Swim roll (TN 6) or Athletics roll (TN 8) to escape. It always appears alongside an outcropping of red sandstone shaped like Hen-Shi. At the base of the stone are the characters: "Hands more red than the surface of this sandstone cannot enter. For those who lack compassion shall be shown no mercy." Anyone sucked into the Maelstrom falls into the black caverns of Hen-Shi sect. See **HEN-SHI SECT** for more details.

DRAGON TOOTH CAVERN

These caverns are rumored to be haunted by flesh eating ghosts. In truth they are inhabited by a sect called the Skin Wearing Assassins. Few know of this group, but those who do, understand that with a simple payment they can be hired to terrify and kill one's enemies. All members of the group are disguised. Not much is known about them,

except that their leader is supposedly a former concubine of the Emperor (see **LADY DEATH** below). Members of the sect skin their victims, and don the flesh as a kind of suit, coating it in poison. The suits are not terribly convincing, but they are frightful to behold and strike fear into their victims. They are usually mistaken for ghosts when they attack.

The sect often leaves torn up body parts at the entrance of the cave to ward off the curious. They are affiliated with the Glorious Death Cult (See **SECTS OF THE MARTIAL WORLD BOOK SIX** for details). Few know much about the Glorious Death Cult, and most consider them a mere legend. They say the cult spreads glorious death wherever it goes.

LADY DEATH

Lady Death is a disciple of a man named Supreme Master Tung and part of a little-known group called the Glorious Death Cult. Some say she was once an imperial concubine. Her face is burned and disfigured, but she has mastered the art of painting and disguise, allowing her to produce a beautiful visage of her choice anytime she wishes. Mostly she chooses to look like a monster. Sometimes she likes to look like a pretty noble before revealing her true face to her victim.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 2d10 or 1d10 with Ox Tail Dao, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Meditation: 1d10, Athletics 2d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Medicine: 2d10, Talent (Painting): 3d10, Talent (Poison): 2d10, Talent (Disguise): 3d10, Survival (Wilderness): 3d10

Qi: 5

Max Wounds: 11

Weapon: Ox Tail Dao (4d10 Damage, -1d10 Accuracy)

Combat Technique: Fists of Steel

Key Techniques (Neigong 1, Qinggong 1, Dianxue 2): Breath of the Lotus Petal, Life Stealing Blue Claw, Merciless Black Claw, Stealth of the Spider Demon, Whipping Strands, Sealing the Phoenix, Turn of the Zhen Bird (Counter), Weapon Stride (Counter)

SKIN WEARING ASSASSINS (20)

The skin wearing assassins dress in the skins of their victims and are adept at disguise. They are all disfigured.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 2d10 or 1d10 with Ox Tail Dao, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Meditation: 1d10, Athletics 2d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Medicine: 2d10, Talent (Painting): 2d10, Talent (Poison): 2d10, Talent (Disguise): 2d10, Survival (Wilderness): 3d10

Qi: 4

Max Wounds: 9

Weapon: Ox Tail Dao (4d10 Damage, -1d10 Accuracy)

Combat Technique: Fists of Steel

Key Techniques (Neigong 1, Qinggong 1, Dianxue 2): Life Stealing Blue Claw, Merciless Black Claw, Stealth of the Spider Demon, Whipping Strands, Turn of the Zhen Bird (Counter), Weapon Stride (Counter)

EAST GATE

This is a military outpost and settlement with 5,000 soldiers near the pass into Hu Qin. It is under the authority of General Hui Gaizhi. The general is a relative of the Emperor and known for his crude demeanor. He is a good man but loves wine and entertainment. He is impressed easily by those who eschew convention. He was assigned this post because it is not considered a threatened border at the moment (relations with Hu Qin are peaceful). The general's men are not well disciplined and the population is governed benevolently. However there is some dissolution of the social order at East Gate, and it has a bad reputation among nobility.

There are many restaurants in East Gate, one of the most famous is the Endless Noodle Restaurant, known for its outrageously large bowls of pork noodles. Some say there is something odd about this place, that the patrons and proprietor are members of a cult. This may just be a rumor.

There is a famous legend here of the Heavenly Executioner. They say during the Dog Moon, a man descends from the Perfect Realm, an official from the court of the Enlightened Goddess. In some accounts he carries a sword, in others he carries something like a flying guillotine. But in all cases the weapon is described as jade. He wanders the streets and beheads the wicked each night until the end of the Dog



City of Fan



1. Yunwang Apothecary
2. Big Fox, Littlefox Antiques
3. Master Gan's Residence
4. Tower of Good Fortune
5. Golden Pavilion
6. Harmony Lake Academy
7. Hui Palace

8. King's Pavilion
9. Red Gate
10. Menzi Wine Shop
11. Shrine of the Enlightened Goddess
12. Xun Residence
13. Flying Mirror Pavilion
14. Yuan Summer Palace

Moon. There is no truth to this legend, but many have made use of it to hide their crimes.

EMERALD MINES

The emerald mines are on land owned by the aristocrat Qian Sima and a very rich source of the precious gemstone. Recently, miners discovered a deposit of gold in a hidden chamber. Since then, many of them have died, seemingly all moisture drained from their bodies. Qian Sima is very concerned about this and is secretly recruiting heroes to help him get to the bottom of the matter. He suspects it is a trick by a rival member of his clan, Qian Liu, though his men think the deaths are caused by a ghost whose bones they must have disturbed.

The mines are worked mainly by prisoners from Fesui. They used to be free and mined for regular wages, but Prince Yuan had them arrested for crimes invented by him and his agents, and they are now forced to work the mines as punishment. Qian Sima does not live in the mine area, nor does he know about this detail. The mine is operated by someone who pays Qian Sima for the position, and is simply called the Mine Head. The present Mine Head is Gu Chen, a wealthy merchant who has constructed an elaborate villa near the mines. It is Gu Chen who worked with Prince Yuan to achieve the present arrangement. The mines are managed by a sub-chief, called a Shaft Head, who delegates responsibility to members of his family, called Tunnel Heads.

FAN

Population: 10,000 (with 34,000 in the surrounding areas)

Leadership: King Hui, City Magistrate Kuang and the Neighborhood chiefs

This is a major city built along the Lake of Rebirth and nestled at the base of Fan Xu Hill. The lake itself is famous and contains the submerged ruins of Old Fan City (a glorious palace, gate, several wards, and so on). Old Fan City is believed to have been the seat of an ancient province of the Empire, possibly the capital of the Lin Dynasty (though this is speculation). Locals say that part of the city was sunk when the Demon Emperor came to power and the people refused to submit. The ruins of Old Fan City can be seen at the bottom of the lake and this gave rise to the belief that ghosts haunt the submerged streets and halls. There is some truth to this as Shui Gui, or Water Ghosts, are prevalent in the area. Those who fail to make the appropriate offerings on the shores risk being attacked in the waters (and sometimes they still are despite such precautions). The Shui Gui of the Lake of Rebirth never harm members of the Hui family. Should they possess someone who falls into the water, they try to live a normal life in the

city but feel an overwhelming hatred for the Statue of the Bold King. See **SHUI GUI** on page 368 of the **WANDERING HEROES OF OGRE GATE** rulebook for more information on Shui Gui.

The event that submerged the older section of the city also reshaped the rest of it, cracking the land and shifting its alignment so the once uniform grid of the city is now interrupted by a massive cliff wall. The Statue of the Bold King Towers over the city. See **STATUE OF THE BOLD KING** entry in this chapter for more details.

The city is divided into neighborhoods led by Chiefs of key clans (Cheng, Kuang, Lu, Deng, Liao, Pan, Wu, Xue, and Xun). These are labeled on the map. Neighborhoods are divided into wards, led by a Headman.

Here are some notable locations in the city:

The Flowing Mirror Pavilion: This is a well-known Yen Li Temple in Li Fan. It was established by the founders of Bright Sun Lineage (Mak Ching Yuen and Lau Ching Sin; see pages 328-329 of the **WANDERING HEROES OF OGRE GATE** rulebook). However they are usually in the Banyan looking for artifacts and demons. In their stead, their disciple, Mi Fei, usually manages the temple. They mainly offer services for hunting demons and spirits. They also will help people in need of information on these subjects. The rates are whatever the person can reasonably pay (and often free if the request is well intentioned and interesting).

Harmony Lake Academy: A state-sponsored school operated by Scholar Hu Ba. The school has a vast collection of gazetteers. Scholar Hu Ba is presently at the Ogre Gate Inn with his sons (see **CHAPTER THREE**). For more information on Scholar Hu Ba see his entry in **CHAPTER SIX**.

Golden Pavilion: This is an inn. It is operated by Pan Ji, the sister of Master Pan Ban. Her husband, Liao Ma, is the chef and noted for his fried duck noodle dishes. Rooms cost 50 spades but are free for members of the Pan clan. Menu: Golden noodle bowl with duck (20 spades), golden noodle bowl with vegetables (14 spades), sorghum wine (25 spades a cup). The Golden Pavilion is also a front for the sale of forbidden artifacts and weapons. There is a locked storeroom where Pan Ji keeps swords and objects of great value (often ancient and specifically forbidden or claimed by the Emperor). For this reason there are often Martial Heroes here looking to sell or buy. The artifact storeroom is guarded by Ji's two sons: Shu and Ting (both Qi Rank 2 Martial Heroes).

There is a long-term resident here of note: Golden Han. There is more information on him in the Tower of Good Fortune entry but he has been staying

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here for years, making lucky bracelets and charms in an adjoining workshop by day (he pays Pan Ji for the space) and spending his nights at the Tower of Good Fortune. His bracelets, which he sells for 100-300 spades a piece, can bestow +1d10 to Skill rolls for those who wear them when they encounter great troubles. Golden Han is gregarious, happy and always willing to give discounts to people who need them. However, he has many enemies in the city because people are jealous of his frequent winnings at the Tower of Good Fortune.

The Tower of Good Fortune: This is a gambling hall and restaurant run by the Pan clan. The face of the Tower of Good Fortune is Pan Che, son of the Pan clan chief, Master Ban. The main attraction here is cricket fighting matches (see page 101 of the **WANDERING HEROES OF OGRE GATE** rulebook). The Tower of Good Fortune attracts a mix of people, from bureaucrats to artisans and merchants. One notable gambler is Golden Han, a bracelet and charm crafter, who wins with unusual frequency at the tables. He is despised by many of the other gamblers (and been nearly beaten to death more than once when people suspected he was cheating). In truth Golden Han is bless-

ed by Hen-Shi with considerable luck and good fortune. Pan Che leaves Golden Han alone because his aunt Ji, who operates the Golden Pavilion, has a business arrangement with the man.

Master Ban's Residence: This is the residence of Master Pan Ban. He is the chief of the neighborhood and his son, Pan Che, manages the Tower of Good Fortune on his behalf.

Menzi's Wine Shop: This eating and drinking establishment serves wine and fried beef. He only serves one wine: Menzi's Sorghum Wine. It is strong but famous for its pleasant after-taste. The fried beef here is dry and salty with a slightly sour seasoning. He also serves it with seasoned cold vegetables. Fried Beef (14 spades), Menzi Sorghum Wine (50 spades per cup).

The shop is operated by Deng Menzi. Not only is he one of the region's top brewers, he once hoped to pass the exams and is very well educated. No one is more knowledgeable of the city's history. He has a particular interest in the Lake of Rebirth and the spirits said to dwell there.



THE FOUR DEMON PAGODAS

Big Fox, Little Fox Antiques: This is a well-respected antique shop operated by Little Fox. It was established by his father (Big Fox) who was murdered ten years ago. Since then Little Fox has been trying to find out more details about his father's death. All he knows is his father was killed on the way to the Banyan and that the proprietor of Ogre Gate Inn was involved. This information is actually wrong. His father was killed by a rival antique merchant named Wei Anzhi who has since disappeared and been impersonating Reckless Storm. In fact it was Wei Anzhi who falsely put the blame on the proprietor of Ogre Gate Inn. Little Fox is desperate for information on his father's murder and will gladly exchange what he can to obtain it (he is also happy to make regular trades and sales). He is also interested in getting his hands on items from the Temple of Enlightened Disarray. Little Fox and Wei Anzhi are both described fully in **CHAPTER SIX: NPCS**. Presently Little Fox is at the Ogre Gate inn.

FESUI

Population: 10,000

Leadership: Magistrate Qian Liu

Fesui was once a simple mountain town, a mining and craft community, known for its tools and fine emerald wares. Five years ago, Prince Yuan was drawn here by the beautiful architecture and fine brothels. He decided to make it his own personal pleasure city. He convicted most of the local population on trumped-up charges of conspiracy to commit treason, then branded and enslaved them as punishment. He did this with the full knowledge and support of the head of the nearby emerald mines, Gu Chen. Then he gave the remaining houses and businesses to his friends and allies. He placed Magistrate Qian Liu in charge of the city, with the simple instruction that he manage the city so that the Prince is never bored when he visits. Therefore the place is alive with all sorts of entertainment, food, shops, and musical performances.

See the **EMERALD MINES** entry for more details.

THE FOUR DEMON PAGODAS

The Four Demon Pagodas are tall spires of stone created by wind and flowing Qi energy, resembling buttes or hoodoos that rise 200 meters and have been carved out to form natural pagodas. A reclusive sect of four masters (one for each pagoda) each with 10 disciples (male and female) occupy the pagodas and protect them. They believe that each one is the seal of a prison for a powerful demon.

The Four Demon Pagoda sect is divided into four branches (one for each pagoda) and each branch uses Techniques primarily from a single martial discipline (with one or two occasional exceptions). Over the centuries each branch has come to distrust and fear the other. They believe they were once united then splintered due to rebellion. They acknowledge their common heritage but frequently feud. Each branch wants the sect to be restored to a single whole, but they each believe the others should submit to them. Effectively the four masters fight for control of the sect. All are quite old, but show no sign of weakening.

The demons in the pagodas are kept at bay by magical seals (which are the pagodas themselves). A ritual has not yet been devised to destroy the seals, but if they are ever disrupted the demons will be unleashed (use **OGRE DEMON** entries from **CHAPTER TEN** of the **WANDERING HEROES OF OGRE GATE** rulebook).

The demons and their pagodas are as follows (disciplines of each branch of the sect set of in parenthesis):

Wu Pagoda: This is the pagoda of disobedience, where the demon Wu is imprisoned. Overseen by Master Tunan (Waijia).

Qanku Pagoda: This is the pagoda of cruelty, where the demon Qanku is imprisoned. Overseen by Master Yuwei (Dianxue).

Wuzhi Pagoda: This is the pagoda of ignorance, where the demon Wuzhi is imprisoned. Overseen by Master Long Beard (Qinggong).

Fubai Pagoda: This is the Pagoda of corruption, where the demon Fubai is imprisoned. Overseen by Master Liu (Neigong).

MASTER LONG BEARD

Master Long Beard is old and frail but nimble as a butterfly. He enjoys good food and sweet treats. Among the masters of the Four Demon Pagodas he is the most playful and kind. He treats his disciples well but whines when food is not to his liking. He has even been known to pout like a child for weeks at a time if a dish leaves him unsatisfied. He is also the laziest master and the weakest when it comes to rituals and magic.

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 3d10, Speed: 3d10, Muscle: 1d10, Athletics: 3d10, Deception: 3d10, Empathy: 2d10, Ritual



(Activation): 1d10, Ritual (Draw out the Demons): 1d10, Ritual (Binding Demon): 2d10, Meditation: 2d10, Medicine: 2d10, Divination: 1d10, Creatures (Demons): 2d10, Martial Disciplines (All): 1d10

Qi: 5

Max Wounds: 11

Weapons: Rope Dart (5d10 Damage) or Needles (0d10 Damage)

Expertise: Detect-Taste

Combat Technique: Light Melee-Counter

Key Techniques (Qinggong 3, Dianxue 1):

Dance of the Bixie, Flight of the Hawk, Flying Swan Kick, Inverted Three-Point Strike, Kick of the Swan, Leap of the Swan, Swift Stride, Trembling Strike, Turn of the Zhen Bird (Counter), Whirling Dodge (Counter)

MASTER LIU

Master Liu is lean and youthful looking, despite his old age. He keeps his head shaven and dresses bare-chested, wearing only trousers and a white sash. Master Liu believes in destroying evil from its very root and has been known to strike down disciples who show the faintest sign of corruption.

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 4d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 4d10, Command: 3d10, Ritual (Blazing Hands of Hen-Shi): 4d10, Ritual (Activation): 3d10, Ritual (Draw out the Demons): 3d10, Ritual (Binding Demon): 3d10, Meditation: 4d10, Divination: 3d10, Creatures (Demons): 4d10, Martial Disciplines (All): 2d10

Qi: 7

Max Wounds: 15

Weapons: Unarmed (4d10 Damage)

Combat Technique: Fists of Steel

Key Techniques (Wajia 1, Neigong 3): Breath of Fury, Breath of the Lotus Petal, Busting Fists of Master Liu (see **CHAPTER SEVEN**), Clutch of the Hawk (Counter), Curing Palm, Gaze of the Lion, Iron Body (Counter), Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Master Liu's Righteous Breath (See **CHAPTER SEVEN**)

Profound Techniques: Thundering Palm of the Heavens

MASTER TUNAN

Master Tunan is aggressive and intelligent. He hates Master Liu more than anyone else, for what he perceives as vanity. Among the other Four Demon Pagoda masters, he enjoys fighting the most. He wears his hair unkempt and dresses in the finest Zun robes. He takes his disciples exclusively from among the Zun. He has a fondness for precious stones and artifacts.

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 4d10, Heavy Melee: 4d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Persuade: 3d10, Reasoning: 3d10, Ritual (Activation): 2d10, Ritual (Binding Demon): 3d10, Meditation: 4d10, Divination: 4d10, Creatures (Demons): 3d10, Martial Disciplines (All): 4d10, Talent (Singing): 3d10, Classics (all): 2d10

Qi: 7

Max Wounds: 15

Weapons: Bian (4d10 Damage) or Qiang (4d10 or 2d10 Damage)

Combat Technique: Heavy Melee-Set-up

Key Techniques (Wajia 3, Neigong 1): Crack of the Hard Whip, Deflecting Canopy (Counter), Eagle Descends Loudly, Endless Arc of the Spear, Fierce Strike, Impact of the Falling Star (Counter), Spear Swipe, Twenty-Six Spears of Tunan (See **CHAPTER SEVEN**)

Profound Techniques: Hands of the Fire Shield (Counter)

MASTER YUWEI

Master Yuwei seems a passionless and cold man. He has lost interest in the world and in life. He wastes away in his chamber, barely eating or talking to anyone. He claims to be meditating to reach the next stage of development, but in truth he is just weary and is resting his emotions. Underneath it all is a great sadness for his sect, for himself and for the fact that he believes he wasted his life in the pagoda, when he should have lived a secular existence and raised a family. Now he is incredibly old and misses his youth. He would give anything to have another chance.

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 3d10 or 6d10 with staff, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Detect: 3d10, Ritual (Blazing Hands of Hen-Shi): 3d10, Ritual (Activation): 3d10, Ritual (Draw out the Demons): 3d10, Ritual (Binding



Demon): 3d10, Meditation: 3d10, Medicine: 3d10, Divination: 3d10, Creatures (Demons): 3d10, Martial Disciplines (All): 3d10

Qi: 6

Max Wounds: 13

Weapons: Wood Gun Staff (3d10 Damage, +2d10 Accuracy)

Expertise: Medium Melee-Staff

Combat Technique: Medium Melee-Deflect (+1 Parry if no move)

Key Techniques (Qingong 1, Dianxue 3): Bladder Strike, Calming Profundity, Flight of the Hawk, Gallbladder Strike, Inverted Three-Point Strike, Kidney Strike, Leap of the Swan, Liver Stagnation Strike, Liver Strike, Lung Strike, Trembling Strike, White-Flower Palm

DISCIPLES OF WUZHANG PAGODA (30)

Followers of Master Long Beard, these disciples are spoiled and have little self control. Petty disputes among them are common.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Athletics: 2d10, Deception: 2d10, Ritual (Activation): 1d10, Ritual (Draw out the Demons): 0d10, Ritual (Binding Demon): 1d10, Meditation: 1d10, Medicine: 1d10, Divination: 1d10, Creatures (Demons): 1d10, Martial Disciplines (All): 1d10

Qi: 2

Max Wounds: 5

Weapons: Rope Dart (4d10 Damage) or Needles (0d10 Damage)

Combat Technique: Light Melee-Counter

Key Techniques (Qingong 3, Dianxue 1): Dance of the Bixie, Flying Swan Kick, Kick of the Swan, Leap of the Swan, Trembling Strike, Whirling Dodge (Counter)

DISCIPLES OF WU PAGODA (10)

These disciples are aggressive and disciplined. They are well trained, though smaller in numbers than the others.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 2d10, Ritual (Activation): 2d10, Ritual (Binding Demon): 2d10, Meditation: 3d10, Divination: 2d10, Creatures (De-

mons): 1d10, Martial Disciplines (All): 1d10, Talent (Any music): 1d10, Classics (all): 1d10

Qi: 4

Max Wounds: 9

Weapons: Bian (4d10 Damage) or Qiang (4d10 or 2d10 Damage)

Combat Technique: Heavy Melee-Set-up

Key Techniques (Wajia 3, Neigong 1): Crack of the Hard Whip, Deflecting Canopy (Counter), Eagle Descends Loudly, Endless Arc of the Spear, Fierce Strike, Impact of the Falling Star (Counter), Spear Swipe

DISCIPLES OF FUBAI PAGODA (20)

Disciples of Fubai Pagoda are loyal and diligent in their duties. They always obey the letter of Master Liu's command and greatly fear his wrath.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 1d10, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Command: 1d10, Ritual (Blazing Hands of Hen-Shi): 2d10, Ritual (Activation): 1d10, Ritual (Draw out the Demons): 1d10, Ritual (Binding Demon): 1d10, Meditation: 2d10, Divination: 1d10, Creatures (Demons): 3d10, Martial Disciplines (All): 1d10

Qi: 3

Max Wounds: 7

Weapons: Unarmed (3d10 Damage)

Combat Technique: Fists of Steel

Key Techniques (Wajia 1, Neigong 3): Breath of Fury, Clutch of the Hawk (Counter), Curing Palm, Gaze of the Lion, Iron Body (Counter), Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter)

DISCIPLES OF QANKU PAGODA (50)

Disciples of Qanku Pagoda are numerous but have suffered from their master's lack of interest. He accepts disciples easily and been lucky that most are kind and loyal. These disciples are soft-hearted and take care of their own. They are also skilled in medicine. Much of their training is through manuals.

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10 or 4d10 with staff, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 1d10, Detect: 1d10, Ritual (Blazing Hands of Hen-Shi): 1d10, Ritual (Activation): 1d10, Meditation: 2d10, Medicine: 2d10, Divination: 1d10,

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Creatures (Demons): 1d10, Martial Disciplines (Dianxue): 1d10, Martial Disciplines (Qinggong): 1d10

Qi: 1

Max Wounds: 3

Weapons: Wood Gun Staff (1d10 Damage, +2d10 Accuracy)

Expertise: Medium Melee-Staff

Combat Technique: Medium Melee-Deflect (+1 Parry if no move)

Key Techniques (Qinggong 1, Dianxue 3): Bladder Strike, Gallbladder Strike, Kidney Strike, White-Flower Palm

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GAOXING

This is a rowdy town, filled with markets, wine houses and inns. Many come here from all over Li Fan to do business. The Prince frequently comes here with his men for drinking and entertainment. This is the source of tension between him and the local Magistrate. Technically Gaoxing falls under the Third Commandary, and is managed by Magistrate Wuzhan Gonglin. The town is further divided into groups of 1,000 led by a chief (whom Magistrate Wuzhan appoints).

Magistrate Wuzhan is a finicky man, with a serious disposition and fondness for concrete rules. Some might call him fair, while others would use the word rigid to describe him. He is terrified of the Prince, and often the recipient of humiliating treatment from him. This has caused Wuzhan to nurse a grudge that could be exploited.

Here are some key locations in Gaoxing:

Physician Liao Cao's Medicine and Acupuncture:

Physician Liao Cao is a highly skilled physician who collects antidotes for different poisons. Anyone that has been poisoned is wise to seek his services. However he is an eccentric man and his pricing methods annoy a lot of people. He charges by estimating the patient's value. The more virtuous and kind the patient, the more he charges to save them. He will make exceptions though for anyone who can pay with an antidote he does not have. For a wicked person, he charges a single spade. For a normal person he charges 5,000 spades. For a truly virtuous person he charges 50,000 spades. This is a spectrum.

The Red Eagle Wine Shop: This is a well-known establishment, favored by Martial Heroes. The proprietor is a man named Red Eagle, who spent 6 months in his youth training under different masters. His Kung Fu is weak, but he was once especially proud of his efforts and overestimated his own abilities. When he opened the Red Eagle Wine Shop, he did

so thinking himself a member of the martial world, not realizing most Martial Heroes looked down on him. He boasted of his skills to any customer willing to listen, convincing them by suggesting they send any Martial Hero willing to challenge him. To his horror, word of this has spread and many have come to duel with him. Most that came to the shop were disappointed by his Techniques and his wine, but his obsequious personality was impossible to ignore. Many of them enjoyed his company but could not resist playing with him. Out of this a tradition developed of heroes spreading word after they left that a great master named Red Eagle of Red Eagle Wine Shop had challenged all comers to test their Kung Fu against him. They often would feign serious injury, leading others to believe his martial arts were quite profound. The result of this is he is challenged to fight Martial Heroes on a fairly regular basis. Usually he tries to redirect this into a drinking contest, but some people are insistent. The shop itself has many obvious repairs that are a product of such matches. The wine is nothing special (mainly normal wines with colorful names related to Kung Fu Techniques like the Timeless Master's Sorghum Wine). He charges the standard rates.

One particularly good item available here is his green noodle with stewed beef. No one knows how he makes it, but it is particularly refreshing for any Martial Hero who feels depleted. Eating green noodle with stewed beef restores lost Qi ranks at twice their normal rate. The dish costs 25 spades per bowl.

The Society of the Jade Turtle: This is an organization of scholars, heroes, and poets who are devoted to learning the whereabouts of the Jade Turtle. The group is made up of a people with different motivations for finding the object. Some want to find it to learn more about Iron Sky Maiden, others want it because they think they can tap into its power, while some are merely curious or regard it as a legendary beauty worth discovering. They meet at the house of Inspector Cong Buzhi. They do not realize the turtle is at the Pagoda of Golden Mercies in Kwam Metta. Presently they have several leads, but all of them mistakenly point to Hai'an or Hu Qin, not Kwam Metta.

For more information see **THE JADE TURTLE** entry on page 389 in the **WANDERING HEROES OF OGRE GATE** rulebook.

GUANG

Population: 20,000

Leadership: Magistrate Ban Kang and Commander Xun

Guang is a heavily patrolled and inspected trade city. This is where people from the west (mainly Kushen and Kailin but also folk from as far as Naqan) come to buy and sell goods. Merchants from the Empire also come here to trade. It is therefore a diverse settlement, with many Kailin, Khus, and Kushen present. However the military presence here is strong. It is controlled by a magistrate appointed by Duke Han and policed by Commander Xun. There is also a double division of secret police: the Hidden Talons and the Golden Hands. The Hidden Talons are a female unit of secret inspectors, with exceptional Kung Fu abilities. They are spread throughout the town and carry concealed Talismans giving them the authority to arrest and detain people on behalf of Duke Han. They can also inspect any property or person. The Golden Hands are another division of secret police who disguise themselves as merchants. Their function is purely for intelligence gathering.

HALL OF PRISTINE BEAUTIES (WHITE CLOUD MOUNTAIN)

This is the residence of the greatly feared Martial Hero, Hu Gao. He possesses the Wall Scroll of Hua and the Bone Breaking Stick. He lives in a network of halls, terraces and stairs on the peak of White Cloud Mountain along the shores of White Cloud Lake (a frozen body of water). Near the hall of pristine beauties it is incredibly cold and the entire area is protected by powerful illusions.

Hu Gao has a grudge against the village of Zhainan because they helped Prince Yuan to lay a deadly trap for his wife, Zhou Hua. She was killed and left a message in the stone gate that read: They are to blame. Avenge me with this. This message was falsely altered by Prince Yuen. See their story in the **HU GAO AND ZHOU HUA** entry in **CHAPTER ONE: THE STRANGE LAND OF LI FAN** for details.

When he found her she was clutching a wall scroll, which he placed in his ice caverns. He later learned it may be possible to restore her by sacrificing the hearts of former Zhainan villagers before the scroll. The scroll itself leads to a pocket realm where the body of Hua is protected by black armored guards.

Hu Gao spends most of his time investigating the location of the Zhainan villagers, who have all gone into hiding. Toward this end he often keeps many scholars and assistants in his service, where they must remain at his Hall of Perpetual Servitude or face death.

There are four halls here and a complex of ice caverns that can be accessed by a secret door in the Hall of Beauty, each is described below.

The Hall of Beauty: This is the master hall and the personal residence of Hu Gao. It is divided into three large rooms, an audience hall with a vast kang stove couch, a studio, and a bedroom. The studio has a secret passage that leads to the Ice Caverns.

Hall of the Divine Sword: This is Hu Gao's training area. Here he keeps the Divine Sword, a blade that has a will of its own and can attack without a wielder. He uses the sword to train against. See **DIVINE SWORD** entry in this book.

Hall of Supreme Wisdom: This is the library of the Hall of Pristine Beauties. It is filled with books on magic and rituals. It also has several accounts of Hu Gao's personal history and his former life as a great hero.

Hall of Perpetual Servitude: This is the residence of Hu Gao's servants, all here against their will. Most are scholars; some are experts in medicine or other specialties. All have been threatened with painful death if they leave the Hall of Perpetual Servitude without permission. A few have permission to roam the grounds.

Ice Caverns: This long network of tunnels leads to two important chambers. The first is where Hu Gao keeps his Bone Breaking Stick. The second is a double chamber where Hu Gao keeps the Wall Scroll of Hua preceded by a room filled with ice sculptures of his deceased wife. The Ice Caverns are protected by his ice sculptures.

ICE SCULPTURES (14)

These are animate sculptures of ice that look like Zhou Hua.

Defense: Hardiness 6, Evade 3, Parry 5, Stealth 9, Wits 2, Resolve 10

Skills: Medium Melee: 2d10, Speed: 2d10, Muscle: 2d10

Max Wounds: 4

Damage: 3d10 (Jian Sword) plus -1 to Hardiness

Powers

Icy Breath: As a skill action, they can release a cloud of breath that freezes the Target for 1d10 hours. Roll 2d10 against Evade, on a Success the person must make an Endurance roll TN 8 or freeze. Each hour frozen inflicts 0d10 Damage.

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HEAVEN'S CANYON

This jagged landscape is surrounded by thousands foot high cliffs on either side (they reach up to 4,000 feet in some sections). The canyon is the realm of Heaven Palace sect and the land here is imbued with their powers. The rocks can sense people as they enter, alerting Qinwen (Heaven Palace sect's leader) of their presence. The rocks can also Attack by thrusting huge spires and causing collapses. The canyon can make one of the following Attacks roughly twice an hour.

Collapsing Rock: Attack 2d10 against Evade, 6d10 Damage.

Spires: Attack 3d10 against Parry, 4d10 Open Damage.

The canyon is also inhabited by White Apes. These are bands of tribal ape-like creatures with faces that strongly resemble humans. They live on human flesh and adorn their bodies in leathers made from their prey's skin. The White Apes worship Qinwen and the Demon Emperor. In addition to regular chances of encounter on Survival Roll, there is a 1 in 10 chance of Encountering 1d10 White Apes inside Heaven's Canyon each day.

WHITE APES

White Apes are monkey-like creatures, slightly smaller than a man, with vaguely human features and yellow eyes. Their fur is stark white and they adorn their bodies in human skin. They need to eat several pounds of human meat a day to survive.

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

Key Skills: Bite: 2d10 (3d10 Open Damage), Grapple: 1d10 (4d10 Damage), Arm Strike: 0d10 (4d10 Damage), Speed: 3d10 (60 feet), Muscle: 4d10, Detect: 3d10, Athletics: 3d10, Command: 1d10, Languages (Daoyun): 2d10, Religion (Demon Emperor): 1d10, Talent (Cooking): 2d10

Max Wounds: 4

Powers

Climb: White Apes can use their Athletics Skill to climb trees and craggy surfaces at their full speed.

Bite: The sharp teeth of these creatures inflict 4d10 Open Damage to Targets.

Beast Strength (x2)

HEAVEN PALACE SECT

Leadership: Qinwen Master of the Seven Talismans

Members: 200 Disciples

HISTORY AND ORGANIZATION

This sect was formed hundreds of years ago by Qinwen when he murdered seven Pure Phoenix sect members and stole their talismans. With these objects, he could twist reality to his will. He used their power to attract loyal followers and grow the prestige of his sect.

The organization is very simple: Qinwen leads, everyone else follows. There are no senior students, Sifu or other important members; Qinwen is the Heaven Palace sect. Even though he has two hundred disciples, he knows them each by name and personally sees that they are well trained. He does not trust anyone else to instruct his students.

This sect lives in an austere structure of cliff-houses and underground pathways that run the edge of Heaven's Canyon. The heart of the complex is a beautiful palace of soft blue and green. There are also peaceful gardens of exotic plants and trees. Cold blue waters run through the place, despite the surrounding aridity and they are inhabited by the sect's prized Ethereal Carp (so named because they are translucent and taste like fish intended for the heavens).

The sect does not like to be cheated or tricked when it makes deals. In particular, those seeking to get around agreements, for example by having others suffer punishments on their behalf, will face sharp rebuke from Qinwen.

BELIEFS

The sect is called Heaven Palace but in reality they are Yao Gong sect: an ancient order devoted to restoring Yao-Feng by finding his key and bringing it to Xu Jie Chamber in Yao Gong (the Demon Emperor's ancient palace). The pretext they have adopted is to claim their purpose is to prevent the return of Yao-Feng, but their ruthless and cruel behavior belies this façade.

REPUTATION

Though they are greatly feared, many come to Heaven Palace seeking help as their leader, Qinwen Master of the Seven Talismans, has the power to twist reality and grant certain wishes (though often at a tremendous price). He controls the seven talismans, objects that imbue the wearers with the ability to change reality and enhance their internal energy.





**CHEN RETURNS TO HEAVEN PALACE TO MAKE A PACT WITH QINWEN
MASTER OF THE SEVEN TALISMANS**



GIFTS OF HEAVEN PALACE SECT AND THEIR COST	
Gift	Cost or Requirement
Make area of land fertile	Reduced lifespan
Wealth	Kill three people to be named over three years (usually people close to person)
Obtain another's love	The love can produce no children and perform important task for Heaven Palace Sect
Obtain a specific object	Lose Eye, Tongue, Nose, or Ears/Hearing
Cause another to die	Produce a son or daughter
Make someone blind	Lead men to greatness
Cripple a great master	Become master of the Martial World
Gain supernatural power	Lose arm or leg
Raise the dead	Sacrifice your child

TECHNIQUES

Blast of the Dragon, Breath of the Lotus Petal, Calm of Sunan, Flight of the Hawk, Flaming Dragon, Great Stride, Stone Shattering Finger, Swift Stride, Winds of the Dragon, Whipping Strands, Iron Body (Counter), Iron Spirit (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

QINWEN, MASTER OF THE SEVEN TALISMANS

See page 334 of the **WANDERING HEROES OF OGRE GATE** rulebook for more information.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 4d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 1d10, Large Ranged: 2d10, Speed: 3d10, Muscle: 4d10, Medicine: 3d10, Meditation: 3d10, Athletics 4d10, Persuade: 2d10, Empathy: 2d10, Deception: 4d10, Command: 2d10, Reasoning: 2d10, Detect: 2d10, Ritual (Binding Demon): 4d10, Ritual (Blood Offering of the Demon Emperor): 4d10, Ritual (Blood Pledge for the Demon Emperor): 3d10, Ritual (Activation): 4d10, Ritual (Extract Phoenix Spirit): 3d10, Religion (The Bold

King): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Language (Khushi): 3d10, Language (Singh): 3d10, History (All): 4d10, Talent (Flute): 3d10

Qi: 10

Max Wounds: 21

Weapon: None

Flaw: White Hair

Talismans: Mulong/Xioa Huang, Huo Long, Shui Long, Jin Long/Zhong Huang, Tu Long

Key Techniques (Qinggong 1, Neigong 3): Flight of the Hawk, Swift Stride, Great Stride, Flaming Dragon, Calm of Sunan, Breath of the Lotus Petal, Whipping Strands, Stone Shattering Finger, Path of the Dragon, Blast of the Dragon, Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Iron Body (Counter), Whirling Dodge (Counter)

Profound Techniques: Burning Array, Roar of the Dragon

Evil Technique: Hand of the Hungry Ghosts

In addition Qinwen has his own technique:

Winds of the Dragon: You extend your arm as powerful light emanates from your body striking everyone in a 300-foot area. Make a Meditation Roll against Evade. On a Success everyone takes 3d10 Damage plus 1 Extra Wound. Cathartic: Everyone takes 3d10 Damage plus 2 Extra wounds and is stunned for one round.

HEAVEN PALACE DISCIPLES (200)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 2d10, Athletics: 3d10, Speed: 2d10, Muscle: 2d10, Survival (Mountains): 3d10, Religion (Demon Emperor): 2d10

Qi: 4

Max Wounds: 9

Key Techniques (Qinggong 2, Neigong 2): Blast of the Dragon, Finger Flick, Flaming Dragon, Flight of the Hawk, Iron Body (Counter), Kick of the Swan, Whirling Dodge (Counter)

HEN-SHI SECT

Leader: Abbess Shanhu

Members: 25 Nuns and Monks

This is an ancient and widely feared sect, one many believe to be a mere legend. It is comprised of nuns and monks led by an Abbess (the present Abbess is named Shanhu). Their origins are mysterious but it is claimed they are descended from the first devotees of Hen-Shi. However they have perverted her teachings over time. Now they make it their mission to kill anyone who has killed or harmed for reasons other than self-defense.

Their teachings are based on the Vermillion Sandstone Sutra in which Hen-Shi was reported to say that anyone with hands stained with blood like a red sandstone would suffer in the Demon Realms. She also called for the virtuous to meet such cruelty with bloodshed. While the sutra itself is widely known, few take it seriously, believing it to be a forgery or even a poetic parody. But the Hen-Shi sect bases their entire belief system around it.

The sect resides in an intricate underground complex beneath the Demon Maelstrom. While sect members can freely come and go, it is difficult for outsiders to find the maelstrom or escape from it once they enter. Hen-Shi sect believes that the maelstrom is an instrument of Heaven's will and brings them evil-doers to kill or sect members/workers to aid them in their efforts. Any virtuous man who falls through the maelstrom into their caverns is forced become a monk. Any virtuous woman who falls through is forced to join them as a nun. Anyone with bad Karma is killed on sight.

They use the Veils of Clarity to judge those who enter (see **CHAPTER EIGHT** for the **VEILS OF CLARITY** entry). The cloth veils worn by all the sect members allow them to detect a person's wickedness or goodness. It is highly taboo for sect members to use the veils on one another. They also have a powerful curse that the sect can bestow on anyone who transgresses their rules or violates their sacred grounds. This is called the Eye of Hen-Shi and is provided by the sandstone of their caverns. Anyone who leaves the sect after joining, anyone who enters without permission, and anyone who damages anything inside their headquarters, will be assailed by red energy that forms a living eye on their body. Through this Abbess Shanhu can sense anything they do (even when it is covered).

While their Kung Fu is not terribly innovative, they are famous for reliance upon physical strength, internal energy, and the use of the meteor hammer as their preferred weapon.

ABBESS SHANHU

For convenience we repeat Abbess Shanhu's stats here. See **ABBESS SHANHU** entry in **CHAPTER SIX** for details on her personality and background.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 3d10, Athletics: 2d10, Endurance: 3d10, Detect: 2d10, Medicine: 2d10, Meditation: 3d10, Talent (Cooking): 2d10, Talent (Calligraphy): 3d10, Talent (Tea Preparation): 2d10, Trade (All): 3d10, Survival (Desert): 3d10, Survival (Mountains): 2d10, Persuade: 2d10, Command: 3d10, Empathy: 1d10, Classics (All): 1d10, Religion (Cult of Hen-Shi): 3d10*, Language (Daoyun): 3d10, Language (Li Fai): 2d10, Language (Khubsi): 2d10, Read Script (Feishu): 3d10, Read Script (Yoshaic): 2d10

**Unique teaching*

Qi: 6

Max Wounds: 13

Weapons: Meteor Hammer (7d10) or Daggers

Expertise: Muscle-Life

Key Techniques (Wajia 2, Neigong 2): Absorbing Palm, Blade Pinch (Counter), Breath of the Lotus Petal, Crushing Blow of the Meteor Hammer (see **CHAPTER SEVEN**), Curing Palm, Eagle Descends Loudly, Ferocious Flower's Storming Petals, Guiding the Crashing Wave (Counter), Heart Smashing Palm, Hidden Fist of Yanshi (Counter), Iron Body (Counter), Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Knock of the Meteor Hammer, Majesty of the Lion, Path of the Dragon, Ringing Strike of the Hand, Storming Daggers, Sun Mai Sword, Third Fist of Yanshi

HEN-SHI SECT DISCIPLE (25)

The typical member of Hen-Shi sect wears red robes. Male members shave their heads while females wear red headdresses. They all carry meteor hammers.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Endurance: 3d10, Detect: 1d10, Medicine: 2d10, Meditation: 3d10, Talent (Cooking): 2d10, Trade (All): 1d10, Survival (Desert): 3d10, Religion (Hen-Shi*): 3d10, Language (Daoyun): 3d10, Read Script (Feishu): 3d10

**Unique teaching*



Qi: 3

Max Wounds: 7

Weapons: Meteor Hammer (7d10)

Expertise: Muscle-Life

Key Techniques (Wajia 2, Neigong 2): Blade Pinch (Counter), Breath of the Lotus Petal, Curing Palm, Eagle Descends Loudly, Heart Smashing Palm, Iron Body (Counter), Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Knock of the Meteor Hammer

HILL OF OPULENT FRUITS

This hill is warm and dry, and filled with fresh fruit trees of all varieties. The fruit all have a special property. Anyone who eats them sinks quickly into a deep one hour sleep and heals 3 Wounds during that time. This is also home to the Silk Worm Society, a silk worm farm operated by ten women who are secretly assassins for hire. They are former members of Mystic Sword sect and former Flying Phantoms, and therefore all have facial scars and prefer to wear veils. They fled Lady White Blade and are led by a woman named Bing.

The Silk Worm Society is under the control of Bone Breaking sect, as they were originally freed with the help of Bone Breaker.

SILK WORM SOCIETY ASSASSINS (10)

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

Key Skills: Grapple: 1d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 (6d10 Jian) or 3d10 (Ox Tail), Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Detect: 1d10, Medicine: 2d10, Survival (Wilderness): 3d10, Survival (Mountains): 3d10, Trade (Fabrics): 3d10, Trade (Wood): 2d10, Creatures (Insects): 3d10

Qi: 4

Max Wounds: 9

Weapons: Ox Tail Dao (4d10 Damage, -1d10 Accuracy) or Jian (3d10 Damage, +2d10 Accuracy)

Expertise: Creatures-Silk Worms, Medium Melee-Ox Tail Dao, Medium Melee-Jian, Survival-Harvest

Key Techniques (Wajia 2, Qingong 1, Neigong 1): Arms of Silk, Blasting Blade, Flight of the Hawk, Graceful Retreat (Counter) Slicing Blade of the Flying Phantoms, Whirling Dodge (Counter)

ICE RIVER

This river is covered in a frozen sheet of ice. According to legend, it was once inhabited by a dragon named Pao Kang who fell in love with a local woman. The woman bore him a child but fled north when she learned his true nature. The coldness that settled on his heart chilled the river, causing its present state. Locals still bring offerings to Pao Kang to ensure good fishing or safe crossing over the river's surface. Those who make such offerings are generally safe, those who do not, face the anger of the snake demon living in the waters.

In truth, Pao Kang is a snake demon. Elements of the legend are true. He did fall in love, he did have a child, but his lover died of illness while his child went north to live with family. Pao Kang has since devoted himself to mastering human form.

PAO KANG

Pao Kang has a human and serpent form. In human form he usually likes to take the shape of a kindly musician or a sage. In serpent form he is long and white with a massive head that does indeed resemble a dragon's. This is a product of his great age and power. See Snake Demon entry in the **WANDERING HEROES OF OGRE GATE** rulebook for more information on Pao Kang's abilities.

Defenses: Hardiness 7, Evade 6, Parry 6, Stealth 6 (10 trees or water), Wits 7, Resolve 8

Key Skills: Bite: 4d10 (6d10 Damage), Grappling: 4d10, Speed: 4d10 (70 feet), Fly: 3d10 (60 feet), Muscle: 6d10, Detect: 2d10, Persuade: 3d10, Talent (Pipa): 3d10, Talent (Flute): 3d10, Meditation: 2d10, Medicine: 2d10, Trade (Alchemy): 3d10, Classics (All): 2d10

Max Wounds: 45

Expertise: Alchemy-Transformative Substances

Powers: Drain Qi, Fly, Shape Change, Poison, Immunities, Compelling Gaze, Bite (6d10 Damage instead of 4d10), Constrict, Beast Strength (x20)

Kung Fu Techniques (Qingong 2, Neigong 2): Absorbing Palm, Blade Pinch (Counter), Breath of Fury, Harmonizing Strike, Rage of One Thousand Grieving Widows, Whirling Dodge (Counter)

JADE AND EMERALD DEPOSITS

There are two vast deposits of emerald and jade, completely undiscovered and untapped, in the eastern Banyan Mountains.





THE SORGHUM MAIDEN APPEARS IN THE FIELDS OF MOYA

IAN

Leadership: Headman Guo

Population: 450

This is a small village in the Banyan Mountains. While Guo is the headman, his position is selected by a group of female elders, and can be changed at any time. He therefore must confer with them on important matters. It was once much large but has declined over the centuries.

Many villagers raise goats, camels, and other beasts of burden, which they occasionally sell to passerby. They are also known for their desert survival skills, serving as guides for people who wish to cross the desert (for a price).

Guo has a daughter named Ko, and she has aspirations to become a Martial Hero. Her father has aspirations to marry her to a wealthy or ambitious traveler of good character and standing, so she can escape their fading settlement.

JINSA

This is a medium sized town known for its fine plum wine and calligraphy masters. There are also a large number of academies and schools in Jinsa. Most famous is Academy of the Ink Stained Sword. Led by Master Wu Shan, it teaches calligraphy and swordplay.

JINJU

Leadership: Headman Ouyang Gu

This small village of the Ouyang clan is famous for its kumquat fruit. It is remote and deep in the Yellow Forest. The people here are more superstitious than the rest of Li Fan and perform offerings to the tree spirits to stave off demons. This seems to work. When it does not, they have been known to resort to human sacrifice. The people of Jinju have deep reverence for the Monks of the Temple of Enlightened Disarray, seeing them as benefactors. The people of Jinju alone are able to enter Orchard Hill and take the kumquats without being attacked by Yellow Birds. Anyone who is a member of the Jinju Ouyang clan will not be attacked on the hill by such creatures (this applies to those who marry into the clan as well).

MOYA

Leadership: City Magistrate Hui Chung

Population: 15,000

This is a small city run by a close relative of the prince, Hui Chung. Moya is surrounded by red and orange sorghum fields, and many of the residents are farmers or artisans. It is well known for its sorghum wines and its many wine shops. The city is also famous for the legend of the Sorghum Maiden, a beautiful ghost who seduces men, eats them, and then spits out their bones.

THE SORGHUM MAIDEN

The Sorghum Maiden lived a tragic life. Her father was a cruel madman and punished her severely with the hard whip for even a minor transgression. One day, in a drunken fit, he lashed her to a tree in the Sorghum Fields and wandered back to town, where he died suddenly. She remained in the field and starved to death. Now she wanders the fields, forever hungry for human bodies. She looks like a beautiful maiden to those who fall under her captivating abilities. In truth her features are sunken and black. Her mouth opens enormously wide and she consumes her victims, while they believe themselves merely to be in her embrace.

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

Key Skills: Devour: 3d10 (See below for Damage), Arm Strike: 2d10 (3d10 Damage), Grapple: 2d10, Speed: 3d10, Detect: 2d10, Muscle: 5d10

Max Wounds: 12

Powers

Phantasm: The Sorghum Maiden afflicts the mind with the scent of sorghum, causing people to see what she wants them to. She usually appears beautiful and makes her devouring look and feel like a caress. To use this, roll 3d10 against the Target's Wits. On a Success, the person sees, feels, hears and smells anything she wants them to. She can also use this to reverse sensations, making pain feel like pleasure or cold feel like heat.

Devour: The Sorghum Maiden can open her mouth exceptionally wide (like a large snake) and devour human-sized Targets. To Attack in this way, she must roll her Devour against Parry. If the Target is willing she does not need to roll. It takes three rounds for her to completely consume a person, at which point they take 2d10 Damage plus 2 Extra Wounds every round they remain inside her. Escaping while being devoured or while in her belly, requires either an opposed Muscle roll or destruction of her body. Inside her body the flesh is melted from the bones (which she spits out).



SORGHUM MAIDEN

Vulnerabilities: The Sorghum Maiden is visibly fearful of the hard whip and takes 1 Extra Wound from such weapons on any Attack.

NORTHERN COMMANDARIES

These are areas managed by Governors selected from the different sections of government by the King. There are four Commandaries, each divided into several districts, managed by Magistrates and Inspectors. Information on each district and magistrate is included at the start of **CHAPTER ONE** and areas within each commandary are listed individually in this section.

OGRE GATE INN

See **CHAPTER THREE: THE OGRE GATE INN** for more information.

ORCHARD HILL

This hill is unusually warm and layered in short trees and shrubs. Kumquats grow here. Though the fruit is plentiful and far more delicious than its counterparts elsewhere, cultivating it is quite hazardous as there are numerous yellow bird flocks in the area. Every hour one spends on Orchard Hill there is a 5 in 10 chance of encountering Yellow Birds.



YELLOW BIRDS

Defenses: Hardiness 4, Evade 7, Parry 3, Stealth 10, Wits 2, Resolve 6

Key Skills: Claws: 1d10 (1d10), Peck/Bite: 1d10 (2d10 Open Damage), Speed: 2d10, Fly: 5d10 (80 feet), Detect: 4d10, Muscle 0d10

Max Wounds: 1

Powers: Bite (2d10 Open Damage), Blend (Requires two Detect to see them)

PAO

This remote village is built into the surrounding hills and caves. Everyone here lives in cave courtyard houses. The people of Pao have deep admiration for White Cloud Mountain and believe a god resides on its peak (whom they usually just call King White Cloud).

Every 100 years (on the demon moon) the people of Pao hold a competition called the Queen White Cloud Ascending Festival. An enormous portion of the town's resources are saved up and spent on this occasion, and despite the village's remote location and humble status, it is known throughout the land. During the festival, it is believed that King White Cloud visits the festival in disguise to choose a woman to become a goddess and his new bride. Whenever the festival is held, many of the greatest female kung fu heroes, noted beauties, devout nuns, and other aspiring women converge on the village to compete for this honor, though little is known about King White Cloud, his intentions, or if he even exists.

PURE PHOENIX SECT

See **YAO GONG PALACE** entry.

QUI PAN FORTRESS

This is the abode of the Qui Pan Bandits. See the Qui Pan Fortress Entry in **CHAPTER THREE** and the Qui Pan Bandit entry in **CHAPTER SIX** for details.

RED GECKO'S HOUSE

This House's elaborate grounds have been meticulously shaped by Red Gecko, who formed a large pond at its center (Flower Pond) and built several pavilions connected by walkways and bridges. The pond is filled with colorful flowers daily by Red Gecko, who places them on buoyant carved wooden platforms. There are also several stone archways shaped impossibly smooth to resemble flowers. His home is part of the garden itself, a traditional three-room structure

with a principle chamber in the center with two wing chambers on either side.

The pond of the house has a Red Ru-Fish that shares Red Gecko's temperament. It was brought here as a gift by an aspiring poet who tried to win over Red Gecko. The fish and Red Gecko became instant friends and decided to kill the poet when his verses failed to please them. The Red Ru-Fish often tricks people by claiming to be a great and wealthy scholar who was transformed into a fish by Red Gecko. When anyone tries to help, he lures them toward his Leg Breaking traps (which Red Gecko made for him).

Red Gecko is described in **CHAPTER SIX**.

Leg Breaking Traps: Type Attack, Detect TN 8, Attack Target rolls Athletics TN 7, Effect 3d10 Open Damage, Disarm TN 7.

These are great iron jaws placed at the bottom of the pond. When someone steps on them, they clamp on the leg inflicting 3d10 Open Damage. They also effectively restrain the Target, requiring a Muscle roll TN 8 to break free.

SINGING CARP (RED RU-FISH)

Singing Carp is a Red Ru-Fish (see **WANDERING HEROES OF OGRE GATE CHAPTER TEN: THREATS AND MONSTERS**). He is bigger and tougher than most of his kind, being nearly six feet in length. His teeth are also sharper and larger than most other Red Ru-Fish. The color of his scales is majestic, a golden crown that fades to a deep red. His face resembles that of a man.

Eating the flesh of a Red Ru-Fish wards against insects for 24 hours.

Defenses: Hardiness 3, Evade 9, Parry 5, Stealth 10, Wits 9, Resolve 3

Key Skills: Bite: 1d10 (2d10 Damage), Swim: 5d10 (90 feet), Muscle: 0d10, Detect: 2d10, Deception: 3d10, Talent (Sing): 3d10, Talent (Poetry): 3d10, Languages (All): 3d10

Max Wounds: 5

Powers

Speak: The Red Ro-Fish's main weapon is its ability to talk. This allows it to trick humans into deadly waters where it can consume them after they drowned or fall unconscious.

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RED GECKO MOUNTAIN

This small mountain, really more of a hill, is haunted by a Profound Spirit called Red Gecko. Red Gecko is cruel and arrogant. He controls the local stone, using it to kill any who venture into his territory that he deems unworthy. However his mind is split in two; sometimes he is compassionate and kind. In this state, he calls himself Brother Mercy. When in a state of anger or cruelty he calls himself Brother Murder. He does not regard himself as Red Gecko, believing that to be his father or mother.

Every hour the PCs spend in Red Gecko Mountain there is a 2 in 10 chance of Encountering Red Gecko (independent of Survival rolls). See Red Gecko House for further details.

See **RED GECKO** in **CHAPTER SIX** for details.

SHEN

This is a large town with many canals and bridges. It is surrounded by fertile fields and orchards. Shen is known for its silk and its many restaurants and brothels. The Li Fan Silk company is based here and gets its raw materials from the Silk Worm Society of Opulent Hill. Many political assassinations have occurred in Shen.

There are three feuding martial schools in Shen: Master Fen's Steel Harp Society, Shengua Academy, and Southern Snake School. These are relatively minor sects in the grand scheme of things, and their Kung Fu skills are mediocre, but the feud has resulted in dozens of deaths in the last three months. Outsiders do not know the source of the conflict but rumors circulate that they are fighting for control of a secret manual.



PEI XINYU SPEAKS WITH AN INTRUDER ON SNAKE PEAK

THE SHIYEN

This area of rural settlements and herders appears to be a normal part of Li Fan, and the people appear to be locals who pay taxes, abide by the King's laws and speak Li Fai. However in truth they are descendants of the Targa, invaders similar to the Kushen. They secretly speak Kushen and keep their past hidden while they await the return of a great leader from the west. They have adopted local names, and there are five major clans in the area: Ouyang, Sunan, Yu, Bao, and Shiyen. The Shiyen clan is the most respected and influential among them.

SIYU

Leadership: Headman Shen Yu

Population: 45,000

Siyu is a city on the edge of Li Fan, a final stop before entering the empire. It is filled with inns, restaurants, and shops. The major clans in Siyu are: Shen, Wan, Chen, and Xu.

Here are some notable places in Siyu:

The Temple of Fortune: This large structure dominates the northern end of the city. A huge set of steps lead to its gates and before the door is a massive statue of a frog. The priests of the temple venerate frog spirits and claim to bestow luck upon those who make contributions. There is some truth to this. Anyone who donates money gains a +1d10 bonus for the next month on important Skill rolls for their given occupation. This is because the priests of the temple are really Toad Demons (See Toad Demon entry on page 362 of the **WANDERING HEROES OF OGRE GATE** Rulebook). They also regularly sell paper talismans to the people of the city. In truth these Toad Demons are not evil, but reformed, having turned from their nasty ways years ago on advice from a great, now long deceased, Martial Hero named Chen Qingzhao.

Plum Tree Inn: This small inn is notable for the fact that it floats on the river. It is a large barge, built up to be a multistory inn and restaurant. It is run by a man the locals call Handsome Houzhu.

Ting's Antiques: A small antique shop run by Wan Ting. Ting is exceptional in his knowledge of history and ancient artifacts. He is also unusually fair when purchasing items from people.

SNAKE PEAK

This densely forested mountain is described on page 258 of the **WANDERING HEROES OF OGRE GATE** rulebook. It is home to Pei Xinyu who is described on page 332 of the **WANDERING HEROES OF OGRE GATE** rulebook.

STATUE OF THE BOLD KING AND THE TEMPLE OF PEACE

This statue located in Fan is where the Emperor keeps the lacquered heart boxes of his Yao. It is also where he relocated his father's burial chamber (much to the consternation of his Dehuan advisers). It is where the bodies of the Righteous Emperor and Empress Bian have recently been moved to for new burial locations. Originally the heart boxes were kept inside the capital but after Niang the Demon Hunter broke into the palace and destroyed some hearts, they were moved here. They are under the direct protection of Senior Grand Councilor Cai Yuanyu, who has a temporary residence at the Temple of Peace nearby. It is protected by magical cables that lash out and absorb intruders into its walls, which turn them into its Iron Guardians.

This large structure is of recent construction and built onto the side of Fan Xu hill. A wide set of stairs carve into the mound leading to the entrance of this 80-meter tall statue of the Bold King. Officially the Bold King is a vaguely defined deity worshipped by the Emperor and his family. In actuality it is the Demon Emperor, Yao-Feng, and anyone with passing knowledge of the Era of the Demon Emperor can see the resemblance.

The statue has several levels and an underground foundation that is accessible. It is imbued with magic and protected by forces summoned by Cai Yuanyu. Each level of the statue is little more than beams and platforms, but the head of the statue is a chamber where the lacquered heart boxes are kept.

STATUE OF THE BOLD KING ENCOUNTERS

Roll 1D10 every round

1	1 Iron Man
2	1 Iron Man
3	1 Iron Man
4	2 Iron Men
5	1 Iron Soldier
6	2 Iron Men
7	2 Iron Men
8	1 Iron Soldier
9	3 Iron Men
10	3 Iron Soldiers

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THE TEMPLE OF PEACE

The Temple of Peace is simply an elaborate complex of halls, pavilions and shrines contained in a courtyard about 300 meters north of the statue. It is protected by 100 soldiers and 10 Yao.

GUARDIANS OF THE STATUE OF THE BOLD KING

The entire statue is protected by strange guardians. These are created by the statue itself when it absorbs people into its walls (then transforms them into either Iron Men or Iron Soldiers). The statue absorbs by lashing at intruders with cables that line its walls and drawing them in.

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There are four soldiers outside the temple always standing guard.

Every level has an alarm bell that can be sounded in the event of an intruder. Every level, except 3 and 4, has lashing cables that emerge from the walls and draw in victims. These will attack anyone who passes by. Use the following stats for their Attacks.

LASHES (6)

Attack: 0d10

Effect: On a Success the target is drawn into wall and enshrouded by cables. They must make a Muscle TN 8 roll to escape. If they fail until the fourth round, they are absorbed and released as an Iron Man or Iron Soldier (50% chance for each) in the foundation chamber. They can also be freed by inflicting 4 Wounds on the cables.

The statue is also protected by its Iron Soldiers and Iron Men. Every round spent in the statue roll on the above table for encounters. Note that there are 100 soldiers at the temple of peace and they will be mobilized should any intruders be detected:

GUARDS

SOLDIERS (100)

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 2d10, Meditation: 0d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Wounds: 1

IRON MEN

Defenses: Hardiness 8, Evade 4, Parry 7, Stealth 6 or 9 when still, Wits 3, Resolve 10

Key Skills: Speed: 2d10, Muscle: 4d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Max Wounds: 2

Arm Strike: 3d10 Damage

Powers: Resolute, Beast Strength (x2), Meld

IRON SOLDIERS

Defenses: Hardiness 9, Evade 4, Parry 7, Stealth 6 or 9 when still, Wits 3, Resolve 10

Key Skills: Speed: 0d10, Muscle: 4d10, Grapple: 3d10, Arm Strike: 1d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Max Wounds: 10

Arm Strike: 5d10 Damage

Powers: Resolute, Beast Strength (x2), Meld

YAO (10)

Defenses: Hardiness 7, Evade 7, Parry 7, Stealth 9, Wits 6, Resolve 10

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 3d10 or 2d10 (Guan Dao and Ox Tail Dao), Small Ranged: 0d10, Deception: 3d10, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Detect: 3d10, Meditation: 3d10

Qi: 4

Wounds: 14

Weapons: Guan Dao (5d10 Damage), Ox Tail Dao (5d10 Damage)

Combat Technique: Heavy Melee-Reach

Key Techniques (Waijia 2, Qingong 1, Neigong 1):

Biting Blade, Deep Biting Blade, Double Thrust, Eagle Descends Loudly, Endless Arc of the Spear (with Guan Dao), Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

Powers: Dark Qi Energy, Regeneration, Heartless



I. THE TOMB OF THE RIGHTEOUS EMPEROR

The bodies of The Righteous Emperor and Empress Bian have been interred here in stone coffins. If anyone opens the coffins, they see that the Righteous Emperor has no head. They are surrounded by 80 bronze statues of officials and soldiers. On close inspection, their eyes are living. Their life gives the statue its power. By destroying the statues, it would no longer be able to create new bronze men. These men were sacrificed by the Senior Grand Councilor. The Emperor and Empress Bian are both laid to rest here.

The statues are conscious and aware, but their bodies are so intertwined with their stone and iron encasements that they cannot safely be extracted without killing them. They can communicate by eye motion. However they are in considerable pain, so mostly their eyes dart back and forth furiously. This seems to be a similar form of magic to that used in the Emerald Empire Area 2.

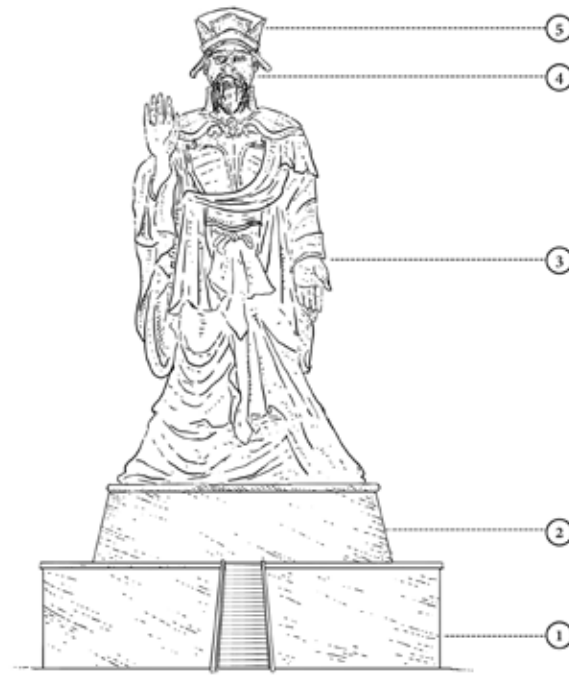
Tomb Epitaph of the Emperor: These are the true deeds of Zhao the Righteous Emperor. He instituted new policies to weed out corruption and bring justice to the people. He restored Dehua to its rightful place within the government, nearly bringing the empire into alignment with the will of the Enlightened Goddess. He died before he could complete his reforms and bring greater glory to the empire. This duty he left to his son, who continued to nobly pursue the goals of his father.

Tomb of Empress Bian: These are the true deeds of Empress Bian who was wife to Zhao the Righteous Emperor and joint-ruler with the Glorious Emperor. Her guidance and wisdom were a gift to the empire and helped ensure its eventual glory. She endured groundless accusations by envious officials. Following the Battle of Yu Zhing, in the first year of the Glorious Emperor, she took ill and died of liver disease.

2. ENTRANCE

This room has a central spiral stair which leads to Area 1 and to level 3. There are eighteen iron pillar supports in a circle that go all the way to the top of the statue and connect to various beams.

The characters 'Si Ming' are written on virtually every surface, so that it is impossible to face any direction and not read them. Si Ming roughly translates into "death" or "doom."



STATUE OF THE BOLD KING

3. LASHING CHAMBER

These are two walkways that give access to different parts of the statue. There is one human guard (use Soldier entry) here but roll on above table for Iron Men and Soldiers.

4. CHAMBER OF THE KEY

This is the head of the statue. The eyes are open but fitted with a deadly blade trap, so any who enters from the outside through the eyes will be sliced in two. There are two boxes in this chamber and one Yao Guard, Master Zhen. He has the keys to each box, and each box contains half of a key (which opens the lacquered heart box chamber). He also has a Zhen Bird.

Eye-Blade Trap: Type Attack, Detect TN 10, Attack 5d10 against Evade, Effect 6d10 Open Damage, Disarm TN 9.



MASTER ZHEN

Formerly the head of the palace guards in Hai'an, Master Zhen fell in love with the Queen Ainu and attempted to assassinate the Emperor to impress her. He was caught and turned into a Yao. The Emperor places particular delight in assigning Master Zhen to this task. He is loyal, but his will remains strong, unusual for a Yao. His love for the Queen helps anchor him in this way. If anyone mentions the Queen or if he has reason to reflect on her, he may make a 2d10 Resolve roll to briefly resist his Yao nature and rebel against the Emperor (up to ten minutes).

Defenses: Hardiness 7, Evade 7, Parry 7, Stealth 9, Wits 6, Resolve 10

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 3d10 or 2d10 (Guan Dao and Ox Tail Dao), Small Ranged: 0d10, Deception: 3d10, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Detect: 3d10, Meditation: 3d10

Qi: 6

Wounds: 17

Weapons: Qiang (4d10 Damage), Ox Tail Dao (5d10 Damage)

Combat Technique: Heavy Melee-Reach

Key Techniques (Waijia 2, Qingong 1, Neigong 1): Biting Blade, Deep Biting Blade, Double Thrust, Eagle Descends Loudly, Endless Arc of the Spear (with Guan Dao), Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Jade Maiden Strike, Turn of the Zhen Bird (Counter), Whirling Dodge (Counter)

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

5. CHAMBER OF THE LAQUERED HEARTS

This is the crown of the statue where the lacquered heart boxes of the Yao are stored in a grand cabinet. The whole chamber resonates with a dull earthly tone that people can feel in their bones. Eventually they can feel it as words in their minds that speak to them in the words "Be one with me, be one with me". Every round, it lowers resolve by 1, when people reach 0, they succumb to the

HOW MANY HEART BOXES?

This is up to the GM depending on how powerful he imagines the Emperor's force of Yao to be. In my own campaign, the number is 10,000 (which is why the dimensions of the cabinet are so large). Personally, I felt the Emperor needed a force this large to help explain why he had not been assassinated by one of the sects and to explain why the sects were so easily cowed into the Banyan. With such a large force though, he might more easily take Hai'an. While this is true, I felt the Emperor was too paranoid for his own life to send the Yao out as a standard army. Instead he keeps them in the palace as his personal army of bodyguards, occasionally sending out small units on special missions. However, we don't address their numbers in the core rulebook, so we felt it was best to leave the final number of heart boxes up to the GM.

will of the statue and want nothing more than to serve the Emperor as a Yao.

The Lacquered Heart Boxes:

The cabinet is 30 feet wide, 20 feet high, with a depth of 10 feet. It can contain up to 10,000 Heart Boxes (the exact number is up to the GM). Each box has a name engraved on it and a beating heart inside. Opening this requires the key from chamber 4.

STONE FOREST HILL AND YUAN PALACE

This is where Prince Yuan's residence is, Yuan Palace. It is always filled with music and frequented by Martial Heroes. He is on good terms with General Dee of Hu Qin (who is a frequent visitor). The hill itself is shrouded in a forest of tall narrow stones. The entire structure is some sort of gray rock, but many say it has a life of its own. If one cuts down the stone protrusions, they grow back in a few weeks. The hill and palace are well guarded with at least five hundred soldiers present at all times (when the prince is present there are often



more). Patrols (each of 5 soldiers, made up of 1 Archer, and 4 Swordsmen) sweep the hillsides regularly. Regardless of Survival Skill, there is a 3 in 10 chance of such an encounter every twenty minutes.

Yuan Palace is Prince Yuan's residence on Stone Forest Hill. He often entertains famous poets, musicians, and Martial Heroes here. It is a place of opulence, where he uses his wealth to impress potential allies, love interests, and friends. Here the patrols are even tighter, with a potential encounter once every ten minutes.

LI FAN SOLDIERS, ARCHERS (50)

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

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

Wounds: 1

Weapons: Short Bow (2d10 Damage)

LI FAN SOLDIERS, SWORDSMAN (450)

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

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

Wounds: 1

Weapons: Jian (2d10 Damage)

Armor: Leather Lamellar*

**Attacking foes suffer -1d10 to their Damage rolls. Does not apply to Kung Fu Techniques.*

THE TEMPLE OF AGELESS WISDOM

The temple is located on Boulder Hill in the imperial province of Fan Xu. It is well concealed and guarded by a pair of golden guardians. The entrance is difficult to find and appears as a flat stone surface on the side of the peak, with a vague outline of a traditional gate etched onto its surface. To enter one must kowtow low for an hour before the gate, and then a monk will pass through the gate to evaluate the seeker. Those with money or knowledge are given entrance. The only way to pass through the stone is to touch the monk and walk in as he does. Also anyone with Qi Rank 15 or higher can pass through freely.

Inside the temple is a complex of halls, corridors and chambers carved into the stone itself. The place is illu-

minated by glowing flies that seem to be everywhere.

People seeking answers must pay before they may ask a question. They are then brought before Eternal Scholar to ask their question. Simply to ask a question is 15,000 spades. If he cannot answer it they can pay an additional 15,000 spades for a 'sending' (their term for killing Eternal Scholar so he appears before the Eight Magistrates).

THE TEMPLE OF AGELESS WISDOM SECT

Leadership: Head Abbot Guo

Location: Boulder Hill (in Fan Xu)

HISTORY

Temple of Ageless Wisdom was founded during the era of the Five Kingdoms as a simple Qi Zhao monastery. One hundred years later their leader, Abbot Buwei, had a near death experience when he fell off the cliffs of Boulder Hill and found himself before the Eight Magistrates. While there he managed to sneak a peek at the Book of Living and Dying (see page 225 of the **WANDERING HEROES OF OGRE GATE** rulebook), and discovered he was not fated to die for another 2,000 years. Believing he was destined to become an immortal, the Eight Magistrates sent him back to the human realm. He confided his experience with the senior monk, Guo. Guo convinced him to try once again and see if he could use his time there to learn more information from the magistrates. Abbot Buwei allowed Guo to kill him by striking his head with a mace. Once again, he appeared before the magistrates who said he was not yet fated to die, but patiently answered a question about another person's true parentage (which the book of Living and Dying was able to reveal).

However, upon his return, Abbot Buwei discovered that during his absence his body had been chained to a pillar, with his arms and legs cut off. Guo assumed the title abbot and forced Buwei to die again and again, in order to exhaust his unique condition for information. Eventually Abbot Guo turned the arrangement into a lucrative venture charging 15,000 to 30,000 spades per query from visiting guests. Word spread and people from all over the land came to ask Buwei, now known as Eternal Scholar, a question for the Eight Magistrates.

2



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Eventually this attracted the attention of Heaven itself. Supreme Judge Yu heard the case but decided that it was a fair arrangement and that Buwei should not have allowed himself to be tricked by Guo. Provided he was not yet fated to die, people could continue to pay for specific information from the Eight Magistrates (so long as the questions were limited to things that did not reveal a person's future).

Now, still under the leadership of Abbot Guo, who achieved longevity long ago, Temple of Ageless Wisdom is a sect devoted to the pursuit of earthly knowledge.

HIERARCHY

Temple of Ageless Wisdom is led by four abbots who all answer to Head Abbot Guo. The four abbots oversee the daily management of the temple and the training of senior and junior monks. There are presently 10 Senior Monks and 30 Junior Monks. There can only ever be four abbots at a time.

BELIEFS

The temple has moved away from its Qi Zhao roots considerably over the years. Their primary goal is knowledge and wisdom. They do not worry about morality, about good and evil. To them all that matters is truth. If they have an ethical code it is one centered on balance. They believe it is okay to use Evil Kung Fu provided one does not descend too far into wickedness. The aim of truth must never become clouded by righteousness or evil.

TECHNIQUES

Calming Profundity, Crack of the Hard Whip, Fierce Strike, Knock of the Meteor Hammer, Four-Point Strike, Inverted Three Point Strike, Iron Foot Stance, Impact of the Falling Star (Counter), Liver Stagnation Strike, Lung Strike, Sealing the Phoenix, Trembling Strike, Triple Yang Strike, White Flower Palm.

Evil Techniques: Thoughts Bloom into One-Thousand Petals

ABBOT GUO

See his entry in **CHAPTER SIX: NON-PLAYER CHARACTERS.**

Defenses: Hardiness 8, Evade 4, Parry 5, Stealth 6, Wits 9, Resolve 8

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 4d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10, Heavy Melee: 4d10, Small Ranged: 0d10, Speed: 4d10, Muscle: 4d10, Endurance: 2d10, Meditation: 3d10, Languages (All):

3d10, Read Scripts (All): 3d10, Classics (All): 4d10, Ritual (Stop Transformation): 3d10, Ritual (Paper Talisman of Curse Warding): 3d10, Qi Ritual (Harvest Qi): 3d10, Ritual (Mind Illumination): 2d10, Qi Ritual (Supreme Activation): 3d10, Religion (Eight Magistrates): 3d10, Martial Discipline (Dianxue): 4d10, Martial Discipline (Waijia): 3d10, History (All): 3d10, Creatures (Demons): 4d10, Creatures (Spirits): 3d10, Creatures (Monsters): 3d10

Qi: 14

Max Wounds: 29

Weapons: Hard Whip (6d10 Damage)

Demon Flaws: Spirited Beast (Tiger) x3

Expertise: Muscle-Lift

Combat Technique: Heavy Melee-Hefty Crush

Key Techniques (Waijia 2, Dianxue 2): Calming Profundity, Crack of the Hard Whip, Fierce Strike, Four-Point Strike, Inverted Three Point Strike, Iron Foot Stance, Impact of the Falling Star (Counter), Knock of the Meteor Hammer, Liver Stagnation Strike, Lung Strike, Sealing the Phoenix, Trembling Strike, Triple Yang Strike, White Flower Palm

Profound Techniques: Burning Array, Demon Strike, Great Transference

Evil Techniques: Hands of the Hungry Ghost, Ruinous Array of the Armillary Sphere, Thoughts Bloom into One-Thousand Petals

Powers: Claws (4d10 Open Damage), Night Vision, Enchanting Whisper (Immortal Power), Empathic Link (Immortal Power)

ABBOTS (4)

Defenses: Hardiness 8, Evade 4, Parry 5, Stealth 6, Wits 9, Resolve 7

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 3d10, Endurance: 2d10, Meditation: 3d10, Languages (All): 3d10, Read Scripts (All): 3d10, Classics (All): 3d10, Ritual (Stop Transformation): 3d10, Ritual (Paper Talisman of Curse Warding): 3d10, Qi Ritual (Supreme Activation): 3d10, Religion (Eight Magistrates): 3d10, Martial Discipline (Dianxue): 3d10, Martial Discipline (Waijia): 3d10, History (All): 3d10, Creatures (Demons): 2d10, Creatures (Spirits): 3d10, Creatures (Monsters): 2d10

Qi: 7

Max Wounds: 15

Weapons: Meteor Hammer (7d10)

Demon Flaws: Each has one.

Expertise: Muscle-Lift

Combat Technique: Heavy Melee-Hefty Crush

Key Techniques (Waijia 2, Dianxue 2): Calming Profundity, Crack of the Hard Whip, Fierce Strike,



Four-Point Strike, Inverted Three Point Strike, Iron Foot Stance, Impact of the Falling Star (Counter), Knock of the Meteor Hammer, Liver Stagnation Strike, Lung Strike, Sealing the Phoenix, Trembling Strike, Triple Yang Strike, White Flower Palm

Evil Techniques: Thoughts Bloom into One-Thousand Petals

SENIOR MONKS (10)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 3d10, Endurance: 2d10, Meditation: 3d10, Ritual (Paper Talisman of Curse Warding): 2d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Read Script (Feishu): 3d10, Classics (All): 2d10, Religion (Eight Magistrates): 1d10, Martial Discipline (Dianxue): 1d10, Martial Discipline (Wajia): 1d10, History (All): 2d10

Qi: 5

Max Wounds: 11

Weapons: Hard Whip (5d10 Damage) or Heavy Mace (7d10 Damage)

Expertise: Muscle-Lift

Combat Technique: Heavy Melee-Hefty Crush

Key Techniques (Wajia 2, Dianxue 2): Crack of the Hard Whip, Fierce Strike, Four-Point Strike, Impact of the Falling Star (Counter), Inverted Three Point Strike, Iron Foot Stance, Trembling Strike, Triple Yang Strike, White Flower Palm

JUNIOR MONKS (30)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 3d10, Meditation: 3d10, Classics (All): 1d10, Language (Daoyun): 3d10, Read Script (Feishu): 2d10, Religion (Eight Magistrates): 1d10, Martial Discipline (Dianxue): 1d10, Martial Discipline (Wajia): 1d10, History (All): 1d10

Qi: 2

Max Wounds: 5

Weapons: Giant Mace (7d10 Damage)

Expertise: Muscle-Lift

Combat Technique: Heavy Melee-Hefty Crush

Key Techniques (Wajia 2, Dianxue 2): Fierce Strike, Four-Point Strike, Impact of the Falling Star (Counter), Iron Foot Stance, Trembling Strike, Triple Yang Strike, White Flower Palm

TEMPLE OF ENLIGHTENED DISARRAY

Leadership: Abbot Kong Xu

Members: 31 (27 Junior Monks, 3 Senior Monks and Abbot Kong Xu)

This is a Qi Zhao temple lead by Abbot Kong Xu. There are 27 junior monks at the temple and 3 senior monks. The monks train in martial arts but spend most of their time learning about and studying the temple's artifacts. Each monk is assigned responsibility to one of 27 artifacts. The remaining 4 artifacts are kept by the senior monks and Abbot Kong Xu.

The founder of the Temple of Enlightened Disarray, Abbot Feng Fu, established the order with the aim of acquiring powerful artifacts to affect the evolution of politics in Qi Xien. The temple values Bravery, Truth, Innovation, and the Unorthodox. When they are not learning from or caring for their artifacts, the monks devote their time to creating new devices and technologies. The temple itself is not only a repository of objects of power; it houses some of the most advanced technology in Qi Xien.

The temple protects its objects and technology fiercely. They rely on the help of local Yellow Birds, who eat anyone who is not a member of the temple. However they occasionally lend out their collection to people who come and seek their help. There is no clear rhyme or reason to their decisions; they seem to favor heroes and villains equally. The most virtuous have been denied access to their treasury, while the cruelest have been permitted to borrow one of their magic artifacts. The reason for this is the temple seeks to manipulate the flow of history. Often this means giving a particularly destructive device to a reckless person. Before giving a person an item they often make requests. Abbot Kong Xu's favorite request is to ask for kumquat from Orchard Hill.

BELIEFS

The Temple of Enlightened Disarray believes it is a hand for Heaven's will, with a focus on the long course of history. They believe that the Enlightened Goddess, rather than directly intervene in affairs, expresses her desires through small nudges and by occasionally putting the proper pieces in play. They seek to emulate this through their powerful artifacts. To the casual observer they seem indiscriminate, giving objects to evil and good alike, but in truth their aim is ultimately for the betterment of humanity. They will only give an evil person a powerful object if they believe it will lead to an action or event that aids Heaven's will. Toward this end, they resort to divination and a deep study of history.



TECHNIQUES

The Techniques of the Temple of Enlightened Disarray use many kicks and fast swirling movements to evade opponents.

Key Techniques: Flight of the Hawk, Flying Swan Kick, Great Stride, Kick of the Chaos Star, Kick of the Golden Elephant, Kick of the Swan, Leap of the Swan, Spear Swipe, Spinning Back Kick (Counter), Swift Stride, Tai Lan's Staff Strike, Weapon Stride (Counter), Whirling Dodge (Counter)

Secret Techniques: Divine Kick of Qi Zhao, Thrusting Kick of Disarray

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ARTIFACTS OF THE TEMPLE

Below are the key artifacts possessed by the temple with the caretaker's name in parenthesis.

Artifacts: The Belt Plaques of Hu Qin (Senior Monk Zhong), Bronze Gu of Zhao (Junior Monk Jinfa), The Gourd of Kong Xu (Senior Monk Guo), Hen-Shi Attendant (Senior Monk Donglai), Silk Medallion of Consort Qing'er (Abbot Kong Xu)

Technology: Astronomical Water Clock with Armillary Sphere, Mile Measuring Carriage, Quilling Wheel, Wooden Moveable Type, Yinzheng Fan Revolving Book Repository (contains nearly 3,000 books)

TEMPLE OF ENLIGHTENED DISARRAY JUNIOR MONK (27)

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 (Gun Staff), Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 1d10, Trade (All): 1d10, Medicine: 2d10, Ritual (Activation): 1d10, Divination: 1d10, Meditation: 3d10, Athletics 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 1d10

Qi: 1

Max Wounds: 3

Weapons: Gun Staff, Wood (1d10)

Key Techniques (Waijia 1, Qinggong 3): Kick of the Chaos Star, Leap of the Swan, Kick of the Swan, Spear Swipe, Spinning Back Kick (Counter), Tai Lan's Staff Strike, Weapon Stride (Counter), Whirling Dodge (Counter)

TEMPLE OF ENLIGHTENED DISARRAY SENIOR MONK (3)

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 (Gun Staff), Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 2d10, Trade (All): 3d10, Medicine: 3d10, Ritual (Activation): 2d10, Ritual (Create Paper Talisman): 1d10, Divination: 2d10, Meditation: 3d10, Athletics 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 2d10, Classics (Book of Fortunes): 2d10

Qi: 3

Max Wounds: 7

Weapons: Gun Staff, Wood (1d10)

Key Techniques (Waijia 1, Qinggong 3): Flight of the Hawk, Flying Swan Kick, Great Stride, Kick of the Chaos Star, Kick of the Swan, Leap of the Swan, Spear Swipe, Spinning Back Kick (Counter), Tai Lan's Staff Strike, Thrusting Kick of Disarray, Weapon Stride (Counter), Whirling Dodge (Counter)

ABBOT KONG XU

See his entry in **CHAPTER SIX**.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 2d10 or 4d10 (Gun Staff), Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 3d10, Trade (All): 3d10, Medicine: 3d10, Ritual (Activation): 3d10, Ritual (Create Paper Talisman): 3d10, Ritual (Mind Illumination): 2d10, Ritual (Celestial Spirit): 3d10, Divination: 3d10, Meditation: 3d10, Athletics 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 3d10, Classics (Book of Fortunes): 3d10, Religion (Xian Nu Shen): 3d10

Qi: 6

Max Wounds: 13

Weapons: Gun Staff, Wood (3d10)

Equipment: Silk Medallion of Consort Qing'er*

Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Qinggong 3):

Divine Kick of Qi Zhao, Flight of the Hawk, Flying Swan Kick, Great Stride, Kick of the Chaos Star, Kick of the Golden Elephant, Kick of the Swan, Leap of the Swan, Spear Swipe, Spinning Back Kick (Counter), Swift Stride, Tai Lan's Staff Strike, Thrusting Kick of Disarray, Weapon Stride (Counter), Whirling Dodge (Counter)

**Makes immune to Attacks*





HU GAO BRINGS THE BODY OF HIS WIFE ZHOU HUA BEFORE ABBOT KONG XU OF THE TEMPLE OF ENLIGHTENED DISARRAY BUT IT IS TOO LATE.

YELLOW BIRDS

Defenses: Hardiness 4, Evade 7, Parry 3, Stealth 10, Wits 2, Resolve 6

Key Skills: Claws: 1d10 (1d10), Peck/Bite: 1d10 (2d10 Open Damage), Speed: 2d10, Fly: 5d10 (80 feet), Detect: 4d10, Muscle 0d10

Max Wounds: 1

Powers: Bite (2d10 Open Damage), Blend (requires two consecutive Detect rolls to see)

TEMPLE OF SUPREME RIGHTEOUSNESS

Headmaster: Zhan

Other Masters: Quijun and Tian

Disciples: 14 Junior and 4 Senior

This pristine complex is carved directly into the stark white mountain peak on which it stands. It is home to gardens, cool ponds, alabaster cave dwelling halls, and many pavilions. It is a sect that has withdrawn from the world under the leadership of its ten masters in hopes of cultivating immortality. They abide by a rigid code and while many of the masters have achieved profound levels of Kung Fu, none have yet obtained immortality. Though they appear serene, this masks a harshness matched by few sects (even Mystic Sword). When they do choose to intervene in the world, they show no mercy and bring their sword against any deemed in violation of heaven, however minor the transgression. Their most extreme punishments are reserved for their own students. Unlike some sects who proclaim their righteousness, there is no hypocrisy here. They merely abide by a very ancient and stern code of justice.

The worst punishment the temple can afflict upon someone is the ten-year death. A slow, excruciating death that takes ten years as the victims are slowly allowed to bleed in the waters of Incessant Calm.

Though they worship and pay respects to all major deities, their main focus is on the Enlightened Goddess and Supreme Judge Yu.

The temple is protected by a ward that emanates from the stone itself (according to legend, Supreme Judge Yu touched the stone to give it this power). This imposes a penalty on anyone with negative Karma. Those with -1 to -3 Karma, suffer a corresponding penalty to their Speed Skill roll (-1d10 to -3d10). Characters with -4 to -6 Karma, suffer a similar -1d10 to -3d10 Penalty to their Muscle Skill roll. Characters with -7 to -9 Karma suffer -1d10 to -3d10 to their Combat Skill rolls. Anyone with -10 Karma is seriously affected, suffering 1 Automatic Wound every ten minutes they are near the temple. These effects stack, so a character with -7 Karma, takes -3d10 to Speed, -3d10 to Muscle and -1d10 to Combat Skill rolls.

The temple is a series of small cave dwelling clusters carved into the mountain peak, each forming a hall. Mostly these are living quarters but on the peak are a number of flat courtyards for training, meditation and instruction.

Hall of Enlightenment: This is managed by Lady Quijun. It houses artifacts and books belonging to the temple and the library. The library contains five copies of the Heavenly Heart Manual and ten copies of the Heavenly Blade Manual. The reliquary contains several gourds housing demons (Fox Demons, Snake Demons, Monkey Demons, and so on). If he is not using it, Master Zhan keeps the Sword of Time here. These were all captured by the sect. It is protected by two Crystal Priests of Quijun.

Hall of Righteousness: This is the abode and greeting hall of Master Zhan. He also conducts meetings and classes in the courtyard here. He keeps the only copy of the Heavenly Goddess Manual in his personal chambers.

MASTER ZHAN

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

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 4d10, Heavy Melee: 4d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Endurance 4d10, Meditation: 4d10, Athletics 2d10, Divination: 4d10, Talent (Guzheng) 3d10, Medicine: 3d10, Ritual (Ancestor Veneration): 4d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei):

4d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Book of Fortunes): 3d10, Creatures (Demons): 3d10, Religion (Enlightened Goddess): 3d10, Religion (Supreme Judge Yu): 3d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10

Qi: 12

Max Wounds: 24

Weapons: Jian (4d10 Damage)

Equipment: The Sword of Time

Key Techniques (Waijia 1, Qingong 1, Neigong 2):

Absorbing Palm, Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Harmonizing Strike, Purge Spirit, Restoring Palm, Slashing Blade, Spearing Blade, Swift Stride, Sword Whipping Strike, Whirling Dodge (Counter)

Profound Techniques: Blazing Blade, Demon Strike, Mind Rise, Righteous Strike

Blazing Blade (Profound Technique): Any bladed Melee against Evade. On a Success you can strike up to 2 Targets per rank of Qi doing 6 Extra Wounds in addition to normal Damage.

Righteous Strike (Profound Technique): Any Melee, Arm Strike of Leg Strike against Parry. On a Success, if your Karma rating is higher than your foe, do normal Damage plus Extra 10 Extra Wounds.

SIFU QIUJUN

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

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 4d10, Heavy Melee: 3d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Endurance 3d10, Meditation: 3d10, Athletics 2d10, Divination: 3d10, Medicine: 3d10, Ritual (Ancestor Veneration): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Book of Fortunes): 3d10, Creatures (Demons): 3d10, Religion (Enlightened Goddess): 3d10, Religion (Supreme Judge Yu): 3d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10

Qi: 7

Max Wounds: 15

Weapons: Jian (4d10 Damage)

Key Techniques (Waijia 2, Qingong 1, Neigong 1):

Absorbing Palm, Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Purge Spirit, Restoring Palm, Slashing



STUDENT CODE OF SUPREME RIGHTEOUSNESS

Disciples cannot be romantically involved with each other

Disciples must uphold the laws of Supreme Judge Yu

Disciples must always respect and obey their teachers as a parent

Disciples must observe all rituals and rules of etiquette

Disciples must be righteous in the world and not engage in any improper behavior

Disciples must be loyal to the Temple of Supreme Righteousness

Disciples must cast away the fetters that tie them to the mortal world and attain mental clarity

Any Disciple who violates these rules will be killed

Disciples who violate the first rule by falling in love with their teacher will be punished by the ten-year death

Blade, Spearing Blade, Swift Stride, Sword Whipping Strike, Whirling Dodge (Counter)

Profound Techniques: Clouding Swords

SIFU TIAN

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

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 2d10, Endurance 3d10, Meditation: 3d10, Athletics 2d10, Divination: 3d10, Medicine: 3d10, Ritual (Ancestor Veneration): 3d10, Ritual (Blazing Hands of Hen-Shi): 2d10, Ritual (Create Seal of Jiangnu): 2d10, Ritual (Draw out the Demons): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Book of Fortunes): 3d10, Creatures (Demons): 3d10, Religion (Enlightened Goddess): 3d10, Religion (Supreme Judge Yu): 3d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10

Zhi): 3d10, Classics (Book of Fortunes): 3d10, Creatures (Demons): 3d10, Religion (Enlightened Goddess): 4d10, Religion (Supreme Judge Yu): 3d10, Religion (Dehua): 4d10, Religion (Yen-Li): 4d10

Qi: 7

Max Wounds: 15

Weapons: Jian (4d10 Damage)

Key Techniques (Waijia 1, Qingong 1, Neigong 2):

Absorbing Palm, Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Purge Spirit, Restoring Palm, Slashing Blade, Spearing Blade, Swift Stride, Sword Whipping Strike, Whirling Dodge (Counter)

Profound Techniques: Clouding Swords

TEMPLE OF SUPREME RIGHTEOUSNESS SENIOR DISCIPLES (4)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 2d10, Endurance 2d10, Meditation: 2d10, Athletics 2d10, Divination: 2d10, Medicine: 1d10, Ritual (Ancestor Veneration): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Kong Zhi): 2d10, Classics (Book of Fortunes): 2d10, Creatures (Demons): 1d10, Religion (Enlightened Goddess): 2d10, Religion (Supreme Judge Yu): 2d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10

Qi: 4

Max Wounds: 9

Weapons: Jian (3d10 Damage)

Key Techniques (Waijia 1, Qingong 1, Neigong 2):

Absorbing Palm, Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Purge Spirit, Restoring Palm, Slashing Blade, Swift Stride, Sword Whipping Strike, Whirling Dodge (Counter)

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TEMPLE OF SUPREME RIGHTEOUSNESS JUNIOR DISCIPLES (4)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 1d10, Endurance 2d10, Meditation: 2d10, Athletics 2d10, Divination: 2d10, Medicine: 1d10, Ritual (Ancestor Veneration): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 2d10, Classics (Sayings of Kong Zhi): 1d10, Classics (Book of Fortunes): 1d10, Religion (Enlightened Goddess): 1d10, Religion (Supreme Judge Yu): 1d10, Religion (Dehua): 2d10, Religion (Yen-Li): 2d10

Qi: 3

Max Wounds: 9

Weapons: Jian (2d10 Damage)

Key Techniques (Waijia 1, Qingong 1, Neigong 2): Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Purge Spirit, Restoring Palm, Slashing Blade, Whirling Dodge (Counter)

THE CRYSTAL PRIESTS OF QUION

Shaped like members of the sect, these humanoid figures are made from pure crystal.

Defenses: Hardiness 10 or 4 (against Neigong Techniques), Evade 7, Parry 6, Stealth 6 or 9 when still, Wits 3, Resolve 10

Key Skills: Speed: 2d10, Muscle: 4d10, Fly: 3d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Qi: 3

Max Wounds: 15

Key Techniques (Waijia 3, Neigong 1): Slashing Blade, Whirling Dodge (counter)

Powers

Ice Cloud: Crystal Priests can turn into moving clouds of ice. In this form they can also Attack.

Crystal Body: Because they are made from crystal, the priests have a hardiness of 10 against normal Attacks and Kung Fu Techniques. They are vulnerable to Neigong, and only have a Hardiness of 4 against any Neigong Technique.

Cold Strike: When in cloud form, roll 3d10 against Evade. On a Success the Target takes 1 Automatic Wound and loses a point of Hardiness due to frost.

Resolute: Skills like Command, Deception, and Persuade only succeed against them on a Total Success, and even then they are merely confused. They can never be convinced to attack their creator. Spells affecting the mind also require a Total Success to work.

TIGER CLAN FORTRESS

Tiger Clan Fortress is an abandoned imperial fort from a previous dynasty. The Tiger Clan has set up shop here and turned it into something of a palace for themselves. See Tiger Clan entry and the Tiger Clan Territory section below for more information.

TIGER CLAN TERRITORY

This is an area where Tiger Clan is active and regularly robs travelers passing through. Any bandit encounter in this area should be treated as a Tiger Clan Encounter. Additionally, there is always a 1 in 10 chance of encountering this sect when travelling through here.

TIGER CLAN

Leadership: Five Dagger Chang and Zhao Yi

Members: 44 (Five Dagger Chang, Granny Chang, Xu An, Iron Tiger, 40 Tiger Clan Bandits)

Tiger Clan is a small network of ruffians who answer to a powerful wealthy merchant named Zhao Yi of Yun Hu. They get their name from the tiger skins they wear when robbing travelers in their territory. Zhao Yi is not visibly associated with Tiger Clan, the world knows him merely as a rich philanthropist and patron of Hen-Shi shrines and temples. But most of his wealth comes from the robberies performed by Tiger Clan. The relationship works because they bring him a steady flow of wealth, while he uses his social connections to identify potential targets. Zhao Yi also freely lends his money to desperate officials, which comes in handy as he uses this to exert influence over them to protect the Tiger Clan.

There is nothing virtuous about the Tiger Clan or its leadership. But Five Dagger Chang adores music and is unusually merciful to those with such talents. He has even been known to rescue them from time to time. Among their crew is a woman and former courtesan who he treats like a special guest named Xu An. Everyone in the clan respects her and treats her well.



The organization originally started out as a security company but soon took to banditry during hard times. They moved into an old fort and made it their home. They started working for Zhao Yi after they kidnapped him and he expressed admiration for their tactics. He earned their respect with his knowledge and social connections and they believed an alliance with him was in their interest. He supplied the best targets passing through their area, made sure local officials didn't give them too much trouble and they gave him a cut of their spoils.

Zhao Yi, a merchant from Yun Hu, is the secret leader of Tiger Clan. Technically Five-Dagger Chang is the chief of the sect but he really just answers to Zhao Yi at this point. After Five-Dagger Chang, Xu An probably has the most authority. She is technically just a guest of the clan, and has no official position, but they all hold her in high regard for her singing and martial talents. The Second Chief of Tiger Clan is Iron Tiger.

This sect believes in wealth and violence. They use violence as a tool. When they rob people, they decide whether to kill or not based on the risks and rewards. Sometimes they kill with great brutality in order to warn anyone who would resist them.

When not roaming the countryside they often stay at the Sword and Wine in Yun Hu. Members of the sect wear clothing made from tiger skins.

FIVE-DAGGER CHANG

Five-Dagger Chang is the chief of the Tiger Clan. He has four scar lines across his face which he claims came from a tiger's claw. Five-Dagger Chang is mean and kills swiftly but he isn't stupid. For him killing is a tool, not an end in itself. When they rob anyone he calculates whether it is more of a risk to let them go or to kill them. He is loyal to Zhao Yi, a wealthy merchant the clan works with.

Five-Dagger Chang is fond of music.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 3d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 2d10, Athletics: 2d10, Command: 2d10, Deception: 2d10, Survival (Wilderness): 3d10, Trade (Wood): 2d10, Talent (Dancing): 1d10, Talent (Singing): 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Creatures (Animals): 3d10

Qi: 2

Max Wounds: 5

Combat Expertise: Light Melee-Opportunity

Expertise: Creatures-Tigers

Key Techniques (Waijia 3, Qinggong 1): Flying Dagger, Leap of the Swan, Storming Daggers, Whirling Dodge (Counter)

IRON TIGER

Iron Tiger is an ugly man with a bad temperament. He likes to fight, drink and gamble. However he is incredibly loyal to Five-Dagger Chang and is an excellent judge of character.

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

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Athletics: 1d10, Empathy: 3d10, Survival (Wilderness): 2d10, Talent (Cooking): 2d10, Talent (Theft): 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 1

Max Wounds: 3

Weapon: Bian (5d10 Damage, -1d10 Accuracy)

Combat Technique: Fists of Steel

Expertise: Empathy-Intention

Key Techniques (Waijia 1, Neigong 3): Fierce Strike, Iron Body (Counter)

GRANNY CHANG

This is Chang's mother, but everyone in the clan calls her Granny Chang. She is very proud of her son for his accomplishments but still stern with him. She doesn't care that he kills or robs as her husband earned a living using similar methods. She helps mend the sect's clothes and prepare meals. But she is also a skilled martial artist in her own right.

Granny Chang decides quickly if she likes or dislikes someone. She likes people who endure and act rather than talk.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 3d10, Speed: 3d10, Muscle: 1d10, Athletics: 2d10, Persuade: 1d10, Deception: 3d10, Detect: 2d10, Talent (Cooking): 3d10, Trade (Fabric): 3d10, Talent (Poison): Talent (Disguise): 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun):



un): 3d10, Creatures (Insects): 2d10, Creatures (Animals): 2d10

Qi: 3

Max Wounds: 7

Weapon: Daggers x2 (1d10 Damage plus Naga Venom)

Combat Technique: Counter

Key Techniques (Waijia 3, Qinggong 1): Flying Dagger, Granny Chang's Flailing Daggers, Granny Chang's Thirteen Dagger Strike, Leap of the Swan, Storming Daggers, Whirling Dodge (Counter)

XU AN

Xu An is a former courtesan and sword dancer. Her words carry considerable influence among the Tiger Clan. She has come to enjoy the life of luxury they provide for her.

Defenses: Hardiness 3, Evade 3, Parry 7 or 8 with Butterfly Swords, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10 or 3d10 with Butterfly Swords, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Athletics: 3d10, Empathy: 2d10, Persuade: 2d10, Deception: 1d10, Talent (Dancing): 3d10, Talent (Singing): 3d10, Talent (Poetry): 2d10, Meditation: 0d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Classics (Sayings of Kong Zhi): 1d10, Classics (The Glorious Histories): 1d10

Qi: 2

Max Wounds: 5

Weapon: Butterfly Swords (2d10 Damage, +1d10 accuracy)

Combat Technique: Light Melee-From the Shadows

Key Techniques (Waijia 1, Qinggong 3): Dance of the Bixie, Double Thrust, Drift of the Butterfly Fish, Whirling Blade, Deflecting Dance (Counter)

TIGER CLAN BANDITS (40)

The Tiger Clan Bandits are not terribly skilled, but they are mean and determined. In the presence of Five Dagger Chang they are more brave than usual. All wear tunics or jackets made from tiger skins.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 1d10, Meditation: 0d10, Athletics 0d10, Detect: 0d10, Talent (Theft): 1d10, Read Script (Feishu): 3d10, Language

(Daoyun): 3d10

Qi: 0

Max Wounds: 1

Weapon: Daggers (1d10 Damage) or Bow (2d10 Damage)

Combat Technique: None

WEST GATE

West Gate is the primary headquarters of a static defense line that runs north to south (between the edges of the mountain pass). These form a network of watchtowers and outposts at times connected by wooden palisades. West gate itself has four companies of soldiers and is controlled by General Kuang. There are eight companies of about 100 men each along the defense lines. Each watchtower usually has a squad of 10 men (drawn from the companies), and outposts typically have one squad. Most of the men are conscripted into service.

This defensive line protects from western invaders like the Kushen, but also serves an important function for bringing in revenue from passing merchant caravans and preventing the entrance of prohibited goods. Additionally it prevents wanted criminals from escaping to the west. Posts communicate by flag signal. They control the movement of people going both ways and inspect wooden 'passports' for those trying to leave or enter. These are usually just a thin slip of bamboo given to merchants and other travelers by Li Fan officials with details like the person's appearance, age and reasons for travel. They record the names of any who enter or leave through the gates. Those coming in also usually require passports (often these are returning merchants or caravans from the west).

For soldier stats see **LI FAN SOLDIERS** in **CHAPTER TEN**.

WHITE CLOUD MOUNTAIN

This is a terribly cold mountain affected by illusions and the home of Hu Gao at his Hall of Pristine Beauties (See Hall of Pristine Beauties for more details). It is always coated in snow and the trees here bear a juicy red fruit that come in two varieties: Vermillion Fruit and Fire Fruit. They are both red hued but fire fruit has a thick outer skin like an orange.



VERMILLION FRUIT AND FIRE FRUIT

Both fruits are delicious and create a pleasant sensation that courses through the eater's meridians. Eating Vermillion Fruit boosts a person's speed at the expense of their strength, bestowing a +1d10 bonus to Speed and -2d10 penalty to Muscle for 1 hour after consumption. In addition Vermillion Fruit restores 1 Wound when consumed. Fire Fruit enhances strength at the expense of speed and boosts internal energy. It bestows a +1d10 bonus to Muscle and -2d10 penalty to Speed. In addition it restores 1 rank of lost Qi. Generally these fruits can be difficult to find on the snowy peak (usually requiring a Survival: Mountain TN 8 roll to spot).

ILLUSIONS OF THE PRISTINE BEAUTIES

Those who come to White Cloud Mountain uninvited are beset by illusions of their worst fears that also play upon their hopes and dreams. Every hour they stand a 3 in 10 chance of being attacked by Illusions of the Pristine Beauties. These illusions have minimal reality to them. Roll 3d10 against the Wits of the Target, on a Success an image appears designed to drive them back or to their death. The image itself can attack with a 1d10 and do 1d10 Damage. Treat all defenses of such illusions as 5, with 3 Max Wounds.

YAO GONG PALACE

This is the former fortress and residence of Yao-Feng, the Demon Emperor who brought Qi into the world when he breached the perfect realm from a distant universe. During the Era of the Demon Emperor the palace formed like a glimmering blue specter from its foundation in the mountains. Now all that remains are stone outlines and numerous tunnels guarded by golden lions. Below the foundations is a maze of tombs that lead to a vast chamber with the name Xu Jie scrawled onto the entrance. Here stand statues of a great golden phoenix and a golden dragon. These are what remain of Sunan and Bao. According to legend they will awake to stop anyone trying to restore the palace to its former glory.

Yao Gong can be restored if the Key of Feng is brought into Xu Jie chamber and placed in the pool in area 55. This will cause the ethereal walls to rise like a pagoda tower. After the palace has been restored, if a person enters area 23 with the Heart of Yao-Feng, then he or she will become Yao-Feng as his spirit enters their body (if they are pregnant Yao-Feng will inhabit the child).

Pure Phoenix Sect reside inside the remains of Yao Gong. Their entry is found on page 207 of the **WHOG** Rulebook, but included here again (with some additional information) for convenience.

PURE PHOENIX SECT

Leadership: Abbess Jing-Mei

Membership: 17 (1 Abbess, 1 Sifu, 15 Nuns)

Pure Phoenix is an ancient sect of Bao's disciples who have sworn to live reclusively deep inside Yao Gong Palace's underground tombs. There they serve as guardians, bound to protect the world from the return of the Demon Emperor. They recruit secretly and keep their numbers small to avoid detection. The sect has laid a number of traps to prevent intruders from entering.

Pure Phoenix sect and Golden Dragon sect were once unified. Sunan and Bao originally joined their sects into the Dragon-Phoenix sect. The male members of the sect were Dragons and the females Phoenixes. They stayed inside the remains of Yao Gong, promising to keep from the world, only leaving on occasion to get supplies or when a dire situation required outside information to resolve.

After the first hundred years, the leaders of the Dragons abandoned Yao Gong to go into the world. The reasons for their departure are unclear but the records in Yao Gong indicate a dispute between the two groups preceded the decision. The Dragons were most likely lured by the promise of wealth and luxury. On the surface they became known as the Golden Dragon sect. The remaining female disciples took the name Pure Phoenix sect and vowed to kill any men who entered the halls of Yao Gong (women would be given the choice of joining them or being put to death).

The rules of Pure Phoenix sect are simple:

- Use your life to protect Yao Gong and prevent the return of the Demon Emperor
- Do not eat meat
- Do not lie
- Do not hesitate to kill evil
- Do not engage in sexual misconduct
- Venerate Hen-Shi, the Enlightened Goddess, Jiangnu, Sunan, and Bao
- Only leave Yao Gong with permission from the Abbess

The sect is led by an abbess, who in turn commands nuns. Some nuns are designated as Sifu of the sect. The present leader of Pure Phoenix sect is Abbess Jing-Mei. Next to her, Sifu Caiyun is the most influential.

The martial arts of the sect focus on swordplay, internal energy, and lightness Kung Fu.

Disciples of Pure Phoenix sect wear blue robes.

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Key Techniques: Arms of Silk, Biting Blade, Blasting Blade, Cascading Phoenix (Secret), Drift of the Butterfly Fish, Fierce Strike, Fluttering Kicks, Gentle Strike (Secret), Leap of the Swan, Phoenix Burst (Secret), Profound Meditation (Secret), Reply of the Swan, Ring of the Sword (Secret) Whirling Blade

SECT MEMBERS

Use these entries for encounters with sect members in Yao Gong Palace.

ABBESS JING-MEI

Abbess Jing-Mei is in her mid-60s and stern. The Abbess is distant but friendly. She has been a member of the sect since she was a child, having wandered into the tombs after her parents were killed in a landslide. The previous abbess found her and asked her to join. She wears black and blue robes. At night, because she wears the Robes of Bao, Abbess Jing-Mei patrols the halls of Yao Gong Palace as the spectral Dreaming Abbess (see entry below).

The Abbess is perhaps more flexible in her interpretation of the sect's rules than her predecessors. She has been known to creatively interpret in order to save the lives of good people who would be harmed by their code.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Athletics: 3d10, Ritual (Ancestor Veneration): 3d10, Ritual (Timeless Steps of Bao): 3d10, Ritual (Sword Ritual of Bao): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Command: 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 3d10, Religion (Yen-Li): 3d10, Religion (Dehua): 2d10, Religion (Hen-Shi): 3d10

Qi: 7

Max Wounds: 15

Weapons: Jian (3d10 Damage, +2d10 Accuracy)

Equipment: Keys to Doors (areas 1, 3A, and 45), Robe of Bao

Key Techniques (Wajia 1, Qinggong 1, Neigong 2): Arms of Silk, Biting Blade, Blasting Blade, Cascading Phoenix*, Drift of the Butterfly Fish, Fluttering Kicks, Gentle Strike*, Leap of the Swan, Phoenix Burst*, Reply of the Swan*, Ring of the Sword*, Whirling Blade

Profound Techniques: Profound Meditation*

Techniques found* **CHAPTER SEVEN:

NEW KUNG FU TECHNIQUES AND RITUALS

DREAMING ABBESS

This is a ghostly version of the Abbess who patrols the halls and chambers of the palace while she sleeps. It is created by the Robe of Bao.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 with Jian, Heavy Melee: 1d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 2d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 2d10, Meditation: 2d10, Command: 2d10, Detect: 2d10, Read Script (Feishu): 2d10, Language (Daoyun): 2d10, History (Era of the Demon Emperor): 2d10, Religion (Yen-Li): 2d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 2d10

Qi: 7

Max Wounds: 7

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

Key Techniques (Wajia 1, Qinggong 1, Neigong 2): Arms of Silk, Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Fluttering Kicks, Leap of the Swan, Reply of the Swan (Counter)*, Ring of the Sword*, Whirling Blade

SIFU CAIYUN

Caiyun is in her 30s and the number two leader of the sect. She came to the sect when she was young seeking to join (after hearing legends about them from her mother). Caiyun is more ruthless than the Abbess. She will kill any man who enters the complex on sight and demand any female join or die.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Command: 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 3d10, Religion (Yen-Li): 2d10, Religion (Dehua): 2d10, Religion (Hen-Shi): 2d10

Qi: 4

Max Wounds: 9

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

Key Techniques (Wajia 2, Qinggong 1, Neigong 1): Arms of Silk, Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Fierce Strike, Fluttering Kicks, Gentle Strike*, Reply of the Swan*



NUNS (15)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 1d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 1d10, Religion (Yen-Li): 1d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 1d10

Qi: 2

Max Wounds: 5

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

Equipment: Stone Spider Venom Antidote

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Reply of the Swan (Counter)*, Whirling Blade

YAO GONG PALACE MAP

This section describes the entries on the Yao Gong Palace Map. All that remains of Yao Gong is the tombs of Pure Phoenix sect. These can be reached via a long, treacherous path, that leads to the side of a mountain.

The palace has many threats, being protected by Pure Phoenix sect, as well as additional guardians. The interior of the tombs is guarded by Pure Ones, former members of the sect who went into deep mediation to take their final breath. They appear dead, having withered over the centuries, but still have a spark of life and attack intruders. There are also Stone Spiders, whose venom turns men to stone. Evidence of their presence is apparent from statues littering the halls. Also the Abbess of Pure Phoenix sect is able to project herself in her dreams to guard the palace at night. Deeper in the tombs, mercury golems and razor carp protect the areas coursing with streams of liquid metal.

A note about Stone Spider Antidote: Every nun in Pure Phoenix sect carries a gourd with pills that can reverse Stone Spider Venom, provided it has not fully run its course. To be cured, the afflicted person must take three pills over three days.

ENCOUNTER TABLE

Use the table on the map for encounters. Roll 1d10 to find the result. If you get a 10, roll another 1d10 and use the lower half of the encounter table. The Dreaming Abbess result only occurs at night or when the Abbess is sleeping. If she is awake, then roll again on the table. While stat blocks are occasionally provided for monster and NPCs in individual rooms, the

full entries for new creatures like Mercury Golems, Stone Spiders, and Demon Monkeys, can be found in **CHAPTER NINE: NEW MONSTERS**. The stats for the members of Pure Phoenix Sect are located above in the Pure Phoenix Sect entry.

The chance of an encounter is 3 in 10 every ten minutes.

IA. RUINS

This area includes ruined buildings that were once part of Yao Gong Palace during the time of the Demon Emperor. Now they are just fractured walls, entryways and passages.

I. ENTRANCE

This is the main entrance to the tombs of Yao Gong Palace. There is a large, locked stone door here with the image of a phoenix on it. There is another image next to the phoenix but it has been worn away. Etched below the door is a message: "No man may enter these halls. Enter and die. The...." The last section of this message has faded from weathering.

The door is trapped and triggered by opening (see Spinning Moon Blade Trap below). There are also two Golden Guardians here. They only awaken in the presence of characters with -1 or less Karma. Note that anyone approaching the entrance risks being spotted by the Nun in area 3C.

On a Detect TN 7, one can see a hidden path crawling along the mountain side that leads to area 2.

Stone Door: TN 9 to Open; Hardiness 7, Integrity 14.

Spinning Moon Blade Trap: Type Attack, Detect TN 8, Attack 2d10 against Evade, Effect 4d10 Damage, Disarm TN 6.

The Spinning Moon Blade Trap unleashes dozens of moon blades that fly out and meander in the air, striking anything on the stairs and landing.

GOLDEN GUARDIANS (2)

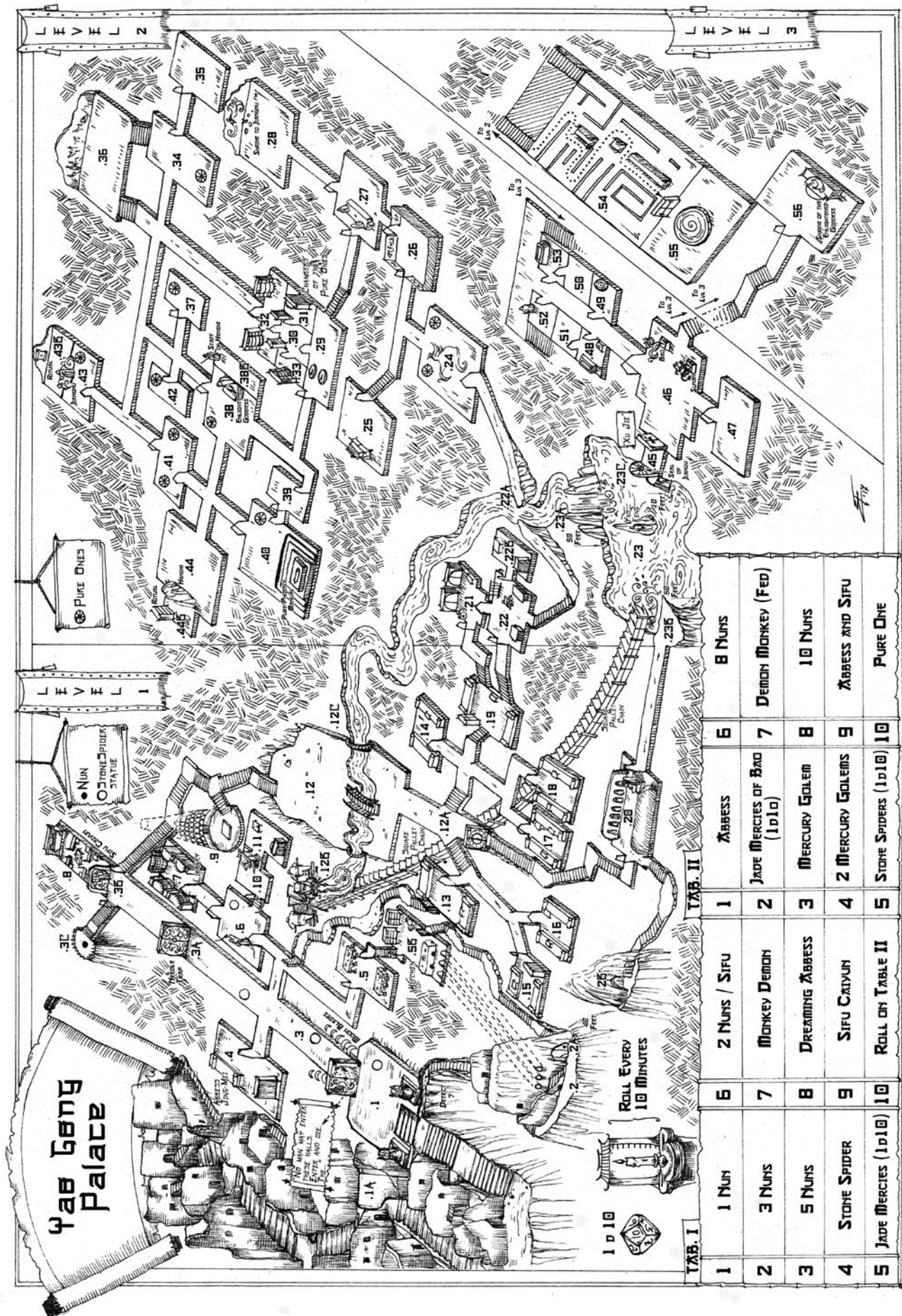
Defenses: Hardiness 9, Evade 4, Parry 5, Stealth 6, Wits 6, Resolve 10

Key Skills: Bite: 3d10 (Damage 6d10), Claw: 4d10 (Damage 5d10), Speed: 3d10 (60 feet), Muscle: 5d10, Endurance: 6d10, Detect: 3d10

Max Wounds: 5

Powers: Beast Strength x2, Roar of Sleep, Pounce, Resolute, Stone Body





TAB. I					TAB. II				
1	1 NIN	6	2 NUNS / SIFU	1	ABBESS	6	8 NUNS		
2	3 NUNS	7	MONKEY DEMON	2	JADE MERCEIES OF BAD (1D10)	7	DEMON MONKEY (FED)		
3	5 NUNS	8	DREAMING ABBESS	3	MERCURY GOLEM	8	10 NUNS		
4	STONE SPIDER	9	SIFU CAIYUN	4	2 MERCURY GOLEMS	9	ABBESS AND SIFU		
5	JADE MERCEIES (1D10)	10	ROLL ON TABLE II	5	STONE SPIDERS (1D10)	10	PURE ONE		

2. LEDGE

This is an incredibly narrow ledge that leads to a secret entrance, and takes an Athletics TN 6 roll to successfully navigate without falling 40 feet to the nearest outcropping of stone. Anyone who falls suffers 4d10 Open Damage.

About 20 feet above the ledge are three vent holes. These are quite small but a person with a narrow build might be able to fit through. Getting through the holes without getting stuck requires a TN 7 Athletics roll (+1 to TN if person is a little big, +3 if the person is quite big). Being stuck is not harmful unless the kitchen is in use. This could suffocate a person (see normal suffocation rules). There is also a secret door (2A).

2A. SECRET DOOR

This door is made to look like the natural stone of the mountain, but there is a small, barely visible hold in the lower right. Detect TN 8 to notice.

2B. SECRET ESCAPE

This is a small ledge with a narrow wall extending down to the ground. Climbing down with sufficient rope is an Athletics roll TN 6 but climbing up is TN 8. It is 90 feet high.

3. HALL OF THE DEMON EMPEROR

This long stone hall has a ceiling height of 15 feet and has a depiction of the final battle against Yao-Feng, with Yao-Feng's forces on the right wall and the forces of Sunan and Bao on the left. The paint is fresh but the carving is ancient. The hall also has several statues of individuals turned to stone by Stone Spiders. There is a 4 in 10 chance of an encounter with 1d10 Stone Spiders in this hall. Midway through the hall is a warded door (see 3A).

STONE SPIDERS

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

Key Skills: Bite: 1d10 (1d10 Damage plus poison), Speed: 0d10, Detect: 2d10

Max Wounds: 2

Poison: Roll 1d10 against Hardiness. On a Success the victim slowly turns to stone over the course of an hour. Without anti-venom the Target is turned completely to stone.

TRAPS AND THE POWER OF SUNAN

While it is specifically described in the Area 3A entry, saying the name "Sunan" out loud can also nullify any other trap that is a magical ward within Yao Gong Palace (including the Jade Mercies). However, only the nuns of Pure Phoenix sect know this and they would rather die than share the information. They are disciplined and well-trained.

3A. PHOENIX DOOR OF BAO

This door is unusually elaborate and seems disjointed from the surrounding architecture. It is made entirely of gold and copper. There are detailed etchings of swirling phoenixes on the surface. The door is locked and magically warded. Any man who attempts to pass through is attacked by a vaporous phoenix for 2 rounds (after which it disappears). The only way to prevent the Attack is to speak the name "Sunan".

Phoenix Door of Bao: TN 10 to Open; Hardiness 6, Integrity 10.

Phoenix Cloud: Attack 2d10, Damage 1d10 plus 1 Extra Wound

3B. DOORS TO SIFU'S CHAMBER

These doors are locked and sturdy. The door is made from iron and cinnabar, which gives it an odd glowing red color. Men suffer a -2d10 penalty to any Skills used to open this door.

Iron and Cinnabar Door: Talent (Theft) TN 7 for women to Open, TN 10 for men to Open, or Trade (Mechanical) TN 9 for women; Hardiness 8, Integrity 12.

3C. LOOK OUT

This is an overhanging look out. The drop below is 70 feet but it affords a good view of approaching attackers. A nun is always stationed here and will attack those approaching or alert the rest of the sect. However she must see them first.

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NUN (I)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 1d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 1d10, Religion (Yen-Li): 1d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 1d10

Qi: 2

Max Wounds: 5

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

Equipment: Stone Spider Venom Antidote

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Reply of the Swan (Counter)*, Whirling Blade

4. ABBESS JING-MEI'S CHAMBER

At night the abbess is always sleeping in here. There is a cabinet and bed in the room, otherwise it is quite bare. During the day there is a 1 in 10 chance that she is present in the room. Abbess Jing-Mei's description is located in the NPC entries in the Pure Phoenix Sect section above (her stat block is provided here for convenience).

Cabinet: This contains very little of interest. The abbess does not keep any records of the sect in here. There are five gourds each containing 9 pills of Stone Spider Antidote. The key to the door in 12A is here as well.

ABBESS JING-MEI

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Athletics: 3d10, Ritual (Ancestor Veneration): 3d10, Ritual (Timeless Steps of Bao): 3d10, Ritual (Sword Ritual of Bao): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Command: 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 3d10, Religion (Yen-Li): 3d10, Religion (Dehua): 2d10, Religion (Hen-Shi): 3d10

Qi: 7

Max Wounds: 15

Weapons: Jian (3d10 Damage, +2d10 Accuracy)

Equipment: Keys to Doors (areas 1, 3A, and 45), Robe of Bao

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Arms of Silk, Biting Blade, Blasting Blade, Cascading Phoenix*, Drift of the Butterfly Fish, Fluttering Kicks, Gentle Strike*, Leap of the Swan, Phoenix Burst*, Reply of the Swan*, Ring of the Sword*, Whirling Blade

Profound Techniques: Profound Meditation*

**Techniques found CHAPTER SEVEN:*

NEW KUNG FU TECHNIQUES AND RITUALS

5. EATING HALL

This is where the disciples eat. There are two large tables and a number of round stools.

5B. KITCHEN

There is a stone stove here with clay pots, steel pans, and bamboo steaming baskets. There is also a large hearth with a ding vessel on it. Cabinets contain chopsticks, plates, cups and basic ingredients for cooking. Garlic is prevalent. There are stacks of rice on the wall. There are vent shafts for the smoke and steam (this leads to above area 2).

6. EMPTY HALL

This is an empty hall save for the statue of a man holding his sword above his head. The statue has been dressed in robes of the sect. This was a man turned into stone by a Stone Spider.

7. LIBRARY

This is the library of Pure Phoenix sect. It contains five large rotating book cases, filled with books on the history of Qi Xien leading up to the era of the Demon Emperor. There are also manuals in here teaching the most basic Techniques of the sect (Arms of Silk, Fluttering Kicks, Leap of the Swan, Reply of the Swan, and Whirling Blade). Additionally there is a complete history of the sect contained in 18 bamboo scrolls. These describe the events detailed in the Pure Phoenix sect entry, including information about the Golden Dragon's original union and eventual split from the sect.



8. SIFU CAIYUN'S CHAMBER

This is the nicest room in the entire complex and always provided to the abbess' favored student (with the understanding that when the student takes over the sect she will move into the more Spartan bedroom in area 4). There is a 2 in 10 chance that Caiyun is present in the room. She is intelligent and cautious. If anyone intrudes into the chamber, she will hide and attack at a convenient moment.

The room is divided into 3 sections. The first is a small greeting room, with chairs. This is where Sifu Caiyun conducts business and issues orders to the nuns.

The middle chamber is a study, with a table and implements for writing.

The far chamber is the bedroom, where Caiyun sleeps. She also keeps a manual here hidden in her bed. Sifu Caiyun is the keeper of the Phoenix Strike Manual, which contains Gentle Strike and Ring of the Sword. The manual is inside a hidden compartment (Detect TN 7) on the side of her bed.

SIFU CAIYUN

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Command: 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 3d10, Religion (Yen-Li): 2d10, Religion (Dehwa): 2d10, Religion (Hen-Shi): 2d10

Qi: 4

Max Wounds: 9

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

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Arms of Silk, Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Fierce Strike, Fluttering Kicks, Gentle Strike*, Reply of the Swan*

9. BONE RECEIVING HALL

This room is round and tall, like a cylinder. It tapers, becoming a small vent, no more than a few inches wide that leads to the roof of the mountain. It is a columbarium or naguta (a place for placing the bones or remains of the dead). All around on the wall, beginning about fifteen feet high, are small niches containing the urns of cremated members of the sect (there are hundreds of these). Below these is a door that leads into a crematorium furnace. Strictly speak-

ing, the Pure Phoenix sect does not believe in cremation, they believe in a process of spiritual mummification that results in becoming a Pure One (see Pure Ones for details). But the process does not always work and those who fail to become Pure Ones in their final breath are deemed impure, and are therefore cremated. For this reason, the sect greatly fears this chamber and only select members are allowed to enter. While there are no ghosts in the receiving hall, their fear of angering the spirits of the 'Impure Ones' is so great, that they have rigged the crematorium so any intruders are incinerated by its heat.

This chamber is uniquely trapped. Anyone who enters and steps on a pressure plate in the center of the room causes the door to shut and lock. Then the crematorium fires up and heats the entire room as a panel of stone slides out from fifteen feet above the ground (covering any upward escape and helping the chamber retain heat). The room gets hotter and hotter every minute. Characters locked inside must make an Endurance roll every minute or take -1 to Hardiness due to heat. When they reach 0 Hardiness they die and their body visibly begins to burn. The furnace runs for 15 minutes.

Heat Trap: Type Special, Detect TN 9, Attack Special, Effect Endurance roll or -1 Hardiness every minute, Disarm TN 9.

One means of escape is through the door. Use the following stats for any breaking or picking attempt.

Locked Stone Door: TN 8 to Open (Trade: Mechanics); Hardiness 8, Integrity 10

10. SHRINE TO BAO

This small shrine to Bao conceals a hidden room where the abbess imprisons demons. The door to the next chamber is behind the shrine altar. The door is easy to see once the altar is moved.

The altar has two Jade Mercies on it. For more information on Jade Mercies see the Jade Mercy entry in **CHAPTER NINE: NEW MONSTERS.**

JADE MERCIES (2)

Defenses: Hardiness 4, Evade 7, Parry 5, Stealth 6 or 9 when still, Wits 5, Resolve 10

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

Max Wounds: 1

Powers: Blind



II. CHAMBER OF DEMONS

This secret chamber contains a wall of old books and scrolls. These are books about demons and how to deal with them. One book is called Binding Demon Ritual (explains how to use the ritual of the same name described on page 169 of the **WANDERING HEROES OF OGRE GATE** rulebook). There is also a table with the Tea Bowl of Xian Nu Shen on its surface (this object is described on page 392 of the **WANDERING HEROES OF OGRE GATE** rulebook). The abbess uses it to imprison demons and spirits. She recently placed a Monkey Demon here, but it managed to escape because it possessed the Ring of Yu. Demon Monkey Stats are found in **CHAPTER NINE: NEW MONSTERS**.

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12. CHAMBER OF THE LONGEVITY STREAM

A wide stream of mercury courses through this chamber, cycled in from a preternaturally fast and efficient square pallet chain pump that brings the liquid mercury from area 23 to area 12B. There is a bridge leading across. The waters are guarded by a Mercury Golem who hides in the stream. The Mercury Golems of Yao Gong Palace leave the Pure Phoenix sect alone, but will attack anyone who isn't a member.

The liquid mercury is a special substance, unique in the world. The waters themselves pose some hazard for any who happen to fall in. Anyone who enters sinks to about waist level then falls on their face or back and remains buoyant. It is a TN 7 Athletics roll to avoid falling face first in the water. It is then an additional TN 7 Athletics roll to move a third of your normal rate through the mercury to a desired destination. Anyone who falls face first begins to suffocate until they manage to get back on their other side (those who do not, accidentally ingest the mercury).

Ingesting the mercury permanently drains a point of Hardiness but extends a person's life by 10 years. After ingesting, the toxic effects impose -1d10 to Mental and Physical Skills for 1 hour.

More dangerous than drinking the mercury is remaining in it for an extended period. Anyone who enters the liquid mercury for more than one round risks becoming infected. Each round roll 2d10 against Hardiness, on a Success the person is infected. Infected individuals turn into Mercury Golems who serve the will of the stream itself. This process slowly transforms the person into such a creature over a number of days. Each day roll 2d10 against Hardiness. On a Success a limb starts to harden into solid mercury. On a Total Success, two limbs are affected. When the whole body is affected, the process is complete. The only way to reverse the process is before completion, by using a Neigong or Dianxue Technique to

expel the mercury. For more information on Mercury Golems see their entry in **CHAPTER NINE: NEW MONSTERS**.

MERCURY GOLEM

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

Key Skills: Speed: 4d10, Muscle: 2d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Qi: 3 (or +3)

Max Wounds: 10 (or +6)

Powers: Entrapment of Formlessness (Counter), Liquid Body, Pseudopod Strike, Resolute, Infect

12A. THE ENTRANCE TO THE LAKE

There are two open entrances on the east and west wall, but the southern way ends in an Iron Door, painted with a golden and blue mural of the Lake of Mercury. It is locked.

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

12B. THE DRAGON FOUNTAIN

A beautiful golden dragon head spouts liquid mercury forming the river that courses through area 12. The head rises up from a massive chain pump structure. A large wheel crowns the structure and feeds the dragon head. Two Mercury Golems tirelessly rotate the wheel with their feet by walking on a rotating axle (use stats provided in 12B). The Mercury Golems are devoted to pumping the water and will only stop to attack if provoked. The Dragon Fountain draws liquid mercury at an incredible rate from the lake in area 23.

MERCURY GOLEMS (2)

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

Key Skills: Speed: 4d10, Muscle: 2d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Qi: 3 (or +3)

Max Wounds: 10 (or +6)

Powers: Entrapment of Formlessness (Counter), Liquid Body, Pseudopod Strike, Resolute, Infect



12C. MERCURY RIVER

This river of liquid mercury winds its way from area 12 to area 23. See area 23 for details on the hazards this presents.

13-19. NUN BEDROOMS

These are the bedrooms of the nuns with two beds to each room. They are simple and bare, with basic beds each mounted with a small cabinet for personal effects (generally they only have essentials). There is a 2 in 10 chance the nuns are in their rooms.

NUN (1d10)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 1d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 1d10, Religion (Yen-Li): 1d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 1d10

Qi: 2

Max Wounds: 5

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

Equipment: Stone Spider Venom Antidote

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Reply of the Swan (Counter)*, Whirling Blade

20. HALL OF HEN-SHI

This hallway is lined with 14 Jade Mercies and 2 Jade Mercies of Bao on stone shelves. There is also a tall statue of Hen-Shi in the center of the chamber. The Jade Mercies will attack any intruders. Jade Mercies are fully described in **CHAPTER NINE**.

JADE MERCIES (14)

Defenses: Hardiness 4, Evade 7, Parry 5, Stealth 6 or 9 when still, Wits 5, Resolve 10

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

Max Wounds: 1

Powers: Blind

JADE MERCIES OF BAO (2)

Defenses: Hardiness 4, Evade 7, Parry 5, Stealth 6 or 9 when still, Wits 5, Resolve 10

Key Skills: Muscle: 0d10, Arm Strike: 1d10 (Damage 1d10), Medium Melee: 3d10 (Jian), Detect: 2d10, Speed: 2d10, Fly: 3d10

Max Wounds: 1

Equipment: Jian (3d10 Damage)

Powers: Blind

21. SUPPLY ROOM

There are apothecary supplies here, with the basic ingredients for Stone Spider Antidote (cinnabar, sapan wood, sea-ear shell, magnolia bark, kansai root, and long pepper). There are also ingredients to make most remedies found in the rule book.

22A. LEDGE

This ledge looms 30 feet above the liquid mercury river. There is a 16-foot gap between the ledge and the other side leading to area 24. With the right Kung Fu Technique, this is easy to cross. Otherwise it can be leapt across with an Athletics roll TN 10 (made at -1d10 due to the distance). With a running jump it can be leapt across with an Athletics roll TN 8 (no penalty).

22. TRAINING AREA

This is a training area for the nuns. There are a number of stone platforms on the wall for practicing lightness Kung Fu and a rack of Jians and staves on the wall. There is a statue here of Qing'er, an advanced sect member who was practicing alone but was bitten by a Stone Spider and did not recognize the symptoms. She turned to stone while training and is in the middle of Reply of the Swan. There is a 4 in 10 chance of Encountering Nuns training here.

NUN (1-3)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 1d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 1d10, Religion (Yen-Li): 1d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 1d10

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Qi: 2

Max Wounds: 5

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

Equipment: Stone Spider Venom Antidote

Key Techniques (Waijia 2, Qinggong 1, Neigong

1): Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Reply of the Swan (Counter)*, Whirling Blade

22B. ROOM STUDY

This is a smaller library for the students to learn basic rules of the sect, rites, and so forth. There is a table with a low wooden mat and a cabinet on the southern wall. The cabinet contains basic guidelines for meditation, the rules of the sect (with explanations), and it also contains warnings about Lake of Longevity and Xu Jie. All students are expressly forbidden from touching the body of Yao-Feng. Importantly there is a book called Stone Spider Remedy. This contains instructions for making an antidote to Stone Spider venom (including its ingredients: cinnabar, sappan wood, sea-ear shell, magnolia bark, kansai root, and long pepper).

23. LAKE OF LONGEVITY

This is the source of the Longevity Stream. It is a huge lake of liquid mercury with special properties (both toxic and beneficial). A massive square pallet chain pumps the mercury from the lake to the dragon fountain in area 12B. This is where Yao-Feng is encased.

The area is protected by 1d10 Mercury Golems (see entries below).

YAO-FENG

In the center of the lake the body of Yao-Feng is encased in cinnabar. His body serves as a seal for his spirit, guarding a small pocket realm beneath the mercury pool. Not only is Yao-Feng's spirit kept in the realm, but so are the spirits of many of his Ogre Demon Generals, five to be exact: Henjun (hate), Gu (bone), Huo (fire), Ai (love), and Pifu (skin). This seal can only be lifted when two conditions are met. First, the palace itself must be restored by placing the Key of Yao-Feng in the pool in area 55. Second, the Heart of Yao-Feng must then be present in area 23. This will break the seal holding Yao-Feng's spirit and the spirits of his generals. If released Yao-Feng immediately inhabits the body of the person wearing the Heart of Yao-Feng, while his generals take over random live bodies in the area and slowly turn into themselves over the course of days (3d10 against Resolve each day, transformation complete after five successes).

YAO-FENG'S BODY AND SPIRIT

Yao-Feng is originally from southwestern Gamandria, a region in the Sertorius setting. Therefore, his appearance is worth discussing. First it is important to understand that his body exists in two places at once. It is present here and yet also present beneath Ogre Gate in Gamandria. To learn the reason why, see the **TRUTH OF THE SETTING: WHAT REALLY HAPPENED AT OGRE GATE** on page 406 of the Wandering Heroes of Ogre Gate rulebook for more details.

While Yao-Feng is a Dwarf, characters from Qi Xien will probably just interpret this to mean he is a normal human with a very stocky and short build. His facial features, again to characters from Qi Xien, will look like someone from Naqan of Khus background. However, his hair and clothing are all in the style of the Daolin.

Because his body is preserved in the cinnabar, it is possible to restore his physical form (though a certain amount of decay and rot has taken place, particularly around his jaw). Yao-Feng may attempt this.

The nature of Yao-Feng's spirit or spirits is up to the GM. Because he is from Gamandria, one could argue his spirit is not divided into Phoenix and Dragon. However, it is entirely possible that Gamandrian souls are so divided, but this is glossed over in the Sertorius rulebook. Again, this is up to the GM. If he does have Phoenix Spirits and a Dragon Spirit, then assume both are completely intact and inhabit the person he possesses.



THE MERCURY LAKE

The liquid mercury is a special substance, unique in the world. The waters themselves pose some hazard for any who happen to fall in. Anyone who enters sinks to about waist level then falls on their face or back and remains buoyant (due to its density). It is a TN 7 Athletics roll to avoid falling face first in the mercury. It is then an additional TN 7 Athletics roll to move a third your normal rate through the mercury to a desired destination. Anyone who falls face first begins to suffocate until they manage to get back on their other side (those who do not, accidentally ingest the mercury).

Ingesting the mercury permanently drains a point of Hardiness but extends a person's life by 10 years. After ingesting, the toxic effects impose -1d10 to Mental and Physical Skills for 1 hour.

More dangerous than drinking the mercury is remaining in it for an extended period. Anyone who enters the liquid mercury for more than one round risks becoming infected. Each round roll 2d10 against Hardiness, on a Success the person is infected. Infected individuals turn into Mercury Golems who serve the will of the stream itself. This process slowly transforms the person into such a creature over a number of days. Each day roll 2d10 against Hardiness. On a Success, a limb starts to harden into solid mercury. On a Total Success, two limbs are affected. When the whole body is affected, the process is complete. The only way to reverse the process is before completion by using a Neigong or Dianxue Technique to expel the mercury.

MERCURY GOLEMS (I-10)

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

Key Skills: Speed: 4d10, Muscle: 2d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Qi: 3 (or +3)

Max Wounds: 10 (or +6)

Powers: Entrapment of Formlessness (Counter), Liquid Body, Pseudopod Strike, Resolute, Infect

23A. FALLS

This is a liquid mercury falls that drops about 50 feet into area 23.

23B. LEDGE

This ledge is about 50 feet above the lake of liquid mercury.

23C. SEAL OF JIANGNU

This area is barred by an unlocked stone door with a seal upon it. The seal has the image of Jiangnu in the center (the goddess of thunder) surrounded by the 64 hexagrams. The seal is strong and unleashes thunder bolts against anyone who opens it if they are not a member of Pure Phoenix sect.

SEAL OF JIANGNU

Attack: 3d10 Against Evade

Damage: 6d10 Open Damage

Hardiness: 7

Integrity: 8

24. ENTRY TO THE PURE ONES

This room has an image of Bao on the floor in meditation. There is an inscription beside it that reads "Purity of Mind, Purity of Body, Longevity of Spirit". Beyond this room are the Pure Ones. Pure Ones are members of Pure Phoenix Sect who are on the cusp of death, withholding their final breath to remain as guardians. Occasionally a Pure One stands and walks out to other parts of the complex. Pure Ones are scattered throughout this area and noted on the map where they appear. They are fully described in **CHAPTER NINE: NEW MONSERS**. Here is a basic stat block for them (note that each Pure One is unique).

There is a drum on the ground here. If the head of the Pure Phoenix Sect beats on this Drum, she can call upon one Pure One to rise per beat struck. The Pure One will rise for an hour and heed her commands. She rarely resorts to this.

PURE ONES

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Ritual (Ancestor Veneration): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: Varies (1-6)

Weapons: Jian (3d10 Damage)

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**THE PURE ONES HOLD THEIR FINAL BREATHS AS THEY GUARD THE HIDDEN CHAMBERS
OF YAO GONG PALACE**

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Varies (1-6 Techniques), Profound Meditation (all must have)

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths

25. SHRINE TO SUNAN AND BAO

This is a small shrine dedicated to Sunan and Bao. Students can enter this area freely, but must do so in pairs.

Disciples are expected to frequent this shrine with some regularity so there is a 2 in 10 chance of encountering two nuns here.

NUN (2)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 1d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Demon Emperor): 1d10, Religion (Yen-Li): 1d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 1d10

Qi: 2

Max Wounds: 5

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

Equipment: Stone Spider Venom Antidote

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Reply of the Swan (Counter)*, Whirling Blade

26. MURAL OF THE BATTLE OF OGRE GATE

There is a mural around the entire chamber here in vibrant colors, depicting Sunan and Bao's final attack on Ogre Gate. In the image anyone looking closely who knows or has seen the Timeless Steps of Bao Ritual performed, can see clearly that Bao is using that ritual in the mural. This is a small clue that the Timeless Steps of Bao are important (since they are required to safely move through chamber 54).

Anyone looking more closely (Detect TN 10) sees a strange swordswoman looking on the battle from a distance. She holds a sword (this is the Sword of Time).

27. SHRINE TO XING AND SUPREME JUDGE YU

This is a shrine dedicated to Supreme Judge Yu and to Xing. There are two statues above a stone altar and the rest of the room continues the mural from chamber 26. Anyone who looks into the eyes of Supreme Judge Yu, will potentially be affected by a magic ward.

Supreme Judge Yu Statue: If someone looks into the statue's eyes roll 4d10 against their Resolve. On a Success, the Target literally feels the weight of Supreme Judge Yu's judgment. They suffer an increasing -1d10 Penalty to their Speed, Athletics, and Muscle skills (which increases every ten minutes they remain in Yao Gong Palace). This does not affect members of Pure Phoenix sect or anyone with a Karma rating of 4 or higher.

28. SHRINE TO JIANGNU

There is a mural of a great curling phoenix upon the wall, exhaling a cold wind. Her face vaguely resembles a mortal woman's and she is shrouded in a blue robe. This is an image of Queen Jiangnu, the southern thunder goddess. There are offerings of food and water at the base of the mural. Pure Phoenix sect believes the mural was enchanted by Jiangnu herself. If a person is sick with disease or illness and they are placed in this chamber for two days, they will recover.

29. PURITY HALL

There are basins of water in the middle of the room. Anyone who fails to cleanse themselves in these waters before going deeper into the Chambers of the Pure Ones suffers a -1d10 to all skills as they are assailed by impure thoughts.

30-33. THE OLD LIBRARY

This is an ancient library containing rolled wooden scrolls in three different rooms.

Here are some key books:

The Timeless Chamber: A book written by Abbess Shan Changying on the original construction of the complex by Sunan and Bao's disciples. It explains that it was impossible to completely destroy Yao-Feng, so they had to seal his spirit. However the author reports rumors that Yao-Feng anticipated this move and took steps to ensure his eventual freedom (she does not name them but this is a reference to the Key of Yao-Feng and the Heart of Yao-Feng). The book also explains that using the Timeless Steps of Bao Ritual to find a path in area 55 (The Timeless Chamber) will allow people to safely reach the pool.

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The Rituals of Bao: This book contains the Sword Ritual of Bao and the Timeless Steps of Bao. These are both found in the **WANDERING HEROES OF OGRE GATE** rulebook pages 172-73.

The Awakening of the Golden Light: This book describes Pure Ones and how it is possible to become a Pure One by using a Technique called Profound Meditation during one's final breath (Profound Meditation Technique is not described in detail anywhere in the book, merely named). It expresses the belief that it is only possible to achieve if one is pure of mind and body.

The Massacre of the Shan Clan: This book is unique in that it was recently written (within the last ten years) and describes events outside Yao Gong complex. The sect had a particular interest in the Shan clan because one of their most revered leaders, Abbess Shan Changying, was a member of it. When they heard that the clan had been executed they sent a disciple to find information and this is that disciple's report. It basically says that the Emperor had the entire clan murdered when Shan Lushan, present leader of Zhaoze, escaped the Yao and restored his own heart. It includes notes that the massacre of the clan was thorough in Hu Qin and Zhan Dao, but that a few children may have escaped by the mercy of King Hui. However this number is likely small and it is a mere rumor. There are also reports of King Hui complying fully with the Emperor's request, and they include eye witness accounts of public executions in Fan.

Book of Fates: This is a very ancient text that predates all known books on the subject (and contradicts them). This offers methods of astrology for incredibly accurate assessments of individual peoples' fate. Using these methods supplies a +1d10 to any Divination roll for Astrology.

34. CHAMBER OF ABBESS SHAN

Abbess Shan resides here as a Pure One. She has six breaths left and will use three of them to ward off intruders without violence. She tells anyone entering to "turn back from Yao Gong". She will use two more breaths to persuade or answer questions. If the intruders persist after that, she attacks.

ABBESS SHAN (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Ritual (Ancestor Veneration): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: 6

Weapons: Jian (3d10 Damage)

Key Techniques (Waijia 2, Qinggong 1, Neigong

1): Arms of Silk, Blasting Blade, Profound Meditation, Reply of the Swan (Counter), Ring of the Sword, Whirling Blade

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x6)

35. THE LESSON OF BAO

This room was created to leave cryptic instructions for the leaders of Pure Phoenix sect so they would have a means of reaching the pool in room 55 should they ever need to. It is carved in elegant Feishu script on the surface of the southern wall. Together with several other hints in murals and texts throughout the complex, the original disciples believed the meaning could be discerned (which is to use the Timeless Steps of Bao to reach room 55). The message literally reads: "Hen-Shi's mercy is for those who follow the path of Bao."

36. CHAMBER OF EARTHLY FETTERS

There is a mural on the wall here of all the delights the world has to offer: beautiful dancers, musicians, food, courtesans, and more. The image contains an even mix of men and women. This is the final chamber one meditates in before attempting to become a Pure One to test personal resolve. Anyone here who meditates is assailed with visions of the world's pleasures, which they (in their own mind) succumb to unless they make a Meditation TN 10 roll. Anyone who fails this roll gains -1 Karma, but those who succeed gain +1 Karma.

37. CHAMBER OF ABBESS LUN RONG

This is the chamber where Abbess Lun Rong became a Pure One. She was known for her unorthodox martial arts style (particularly within Pure Phoenix sect) and deep knowledge of ancient history. She has a particular dislike of the Zun, due to a bad experience she had among their people as a child in which her father was killed. Anyone who is visibly Zun, she will attack first.



ABBESS LUN RONG (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 2d10, Meditation: 3d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Thundering March): 3d10, History (Era of Creation): 3d10, History (Era of the Huang Dynasty): 3d10, History (Era of the Great Emperor): 3d10

Qi: 6

Max Wounds: 3

Weapons: Meteor Hammer (7d10 Damage)

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Eagle Descends Loudly, Kick of the Golden Elephant, Knock of the Meteor Hammer, Profound Meditation, Ribbons of Steel

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x3)

38. CHAMBER OF THE ENLIGHTENED GODDESS

This chamber has an enormous statue of Xian Nu Shen, the Enlightened Goddess, against the back wall. She is seated at a table and sits on a couch (little more than a square wooden frame with arm rests). The statue is actually a doorway, and pulling on it reveals the area 38B beyond it.

This chamber is guarded by the Pure One, Demon-Faced Qing, a later abbess of the sect, known for her fearsome visage (her teeth protrude like an Ogre Demon's). She had special affinity for the Staff of Hen-Shi and wanted to spend her years as a Pure One protecting it.

DEMON-FACED QING (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 4d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10 or 2d10 with Bian, Small Ranged: 1d10, Speed: 1d10, Muscle: 4d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 2d10, Meditation: 3d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (Era of the Thundering March): 3d10, History (Era of Creation): 3d10, History (Era of the Huang Dynasty): 3d10, History (Era of the Great Emperor): 3d10

Qi: 7

Max Wounds: 4

Weapons: Bian (6d10 Damage, -1d10 Accuracy penalty)

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Crack of the Hard Whip, Eagle Descends Loudly, Kick of the Golden Elephant, Profound Meditation, Ribbons of Steel

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x4)

38B. SECRET CHAMBER

This room contains the Staff of Hen-Shi. It is in the hands of a stone statue of Hen-Shi.

The Staff of Hen-Shi: This staff was created as an emergency measure by Bao. She realized that heroes may one day need to breach Yu Jie safely, so this staff creates a protective seal, a kind of 10-foot bubble that shields the user and their nearby allies from the attacks of the Sunan and Bao statues in room 46.

39. EMPTY CHAMBER

This room is empty, though carries the normal risk of encounters.

40. CHAMBER OF PHOENIX HUI

This room has a mural with a depiction of every single abbess leading the sect since the time of its founding (including an image of Abbess Jing-Mei from about ten years ago). There is a raised dais in the back of the room with a rolled-up bamboo scroll. This is the Pure Phoenix Manual, which contains the sect's secret Techniques.

There is also a Pure One here, dressed in the black gowns of a Li Fan noble woman. She does not appear to have been a member of Pure Phoenix sect and in fact was not. She wandered into the complex hundreds of years ago, sat here and became a Pure One. No one knows whether this was a spontaneous act or something she had planned. She still wears a medalion that says "Hui" on it. Most members of the Pure Phoenix sect assume she is a member of the Hui Clan and call her Phoenix Hui.

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PHOENIX HUI (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10 or 4d10 (Butterfly Sword), Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 1d10, Divination: 3d10, Talent (Singing): 3d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Reasoning: 2d10, Empathy: 2d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10

Qi: 6

Max Wounds: 5

Weapons: Butterfly Swords (2d10 Damage, +1d10 Accuracy Bonus)

Key Techniques (Waijia 1, Neigong 1, Dianxue 2): Infinite Counter of the Phoenix (Counter), Perfect Strike of the Phoenix, Phoenix Palm, Profound Meditation

Powers: Immunity, Remaining Breaths (x5)

41. CHAMBER OF ABBOT CHAN AND ABBESS XI

This simple chamber is where Abbot Chan and Abbess Xi both became Pure Ones. Abbot Chan was one of the last male leaders of the sect before it split in two. Abbess Xi was his teacher and became a Pure One first. They have complimentary styles and will attack in unison.

ABBOT CHAN (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 3d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Ritual (Ancestor Veneration): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: 3

Weapons: Jian (3d10 Damage)

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Blade Pinch (Counter), Dancing Hawk Sword Stance, Leap of the Swan, Palm of the Dragon, Path of the Dragon, Profound Meditation, Ring of the Sword

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x3)

ABBESS XI (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Ritual (Ancestor Veneration): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: 4

Weapons: Jian (3d10 Damage)

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Blade Pinch (Counter), Dancing Hawk Sword Stance, Leap of the Swan, Palm of the Dragon, Path of the Dragon, Profound Meditation, Ring of the Sword
Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x4)

42. CHAMBER OF ABBESS HUAN

The Pure One in this room is Abbess Huan. She is slightly bigger than the other abbesses, standing, holding a spear and appears to have a look of delight upon her face, even a smile. In life, Abbess Huan loved to spar and fight. When she became a Pure One it was in the hopes that one day she would face worthy foes one last time in the distant future. Of all the Pure Ones, she seems the most gracious and pleasant, nodding to foes who engage her.

ABBESS HUAN (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 2d10, Meditation: 3d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: 5

Weapons: Qiang (5d10 Damage or 3d10 Damage One-Handed)

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Fierce Strike, Fluttering Kicks, Gentle Strike, Profound Meditation, Spear Swipe, Spearing Blade, Whirling Dodge (Counter)

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x5)



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43. SECOND SHRINE OF JIANGNU

This is a very large and impressive Shrine to Jiangnu, the southern Thunder Goddess. The back of the room has a statue of her against the wall. She stands in flowing robes against what looks like a desolate winter background of blowing winds. The statue is really a door that can be pulled to reveal area 43B.

The area is guarded by Abbess Ning.

ABBESS NING (PURE ONE)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 2d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 2d10, Meditation: 3d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: 2

Weapons: Qiang (5d10 Damage or 3d10 Damage One-Handed)

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Fierce Strike, Fluttering Kicks, Gentle Strike, Profound Meditation, Spearing Blade, Spear Swipe, Spinning Back Kick (Counter), Whirling Dodge (Counter)

Special Techniques: Divine Strike, Harmonious Chant, Purity Kick of Little Phoenix

Powers: Immunity, Remaining Breaths (x2)

43B. SECRET CHAMBER

There is an ancient bamboo scroll hanging on the wall here that contains the instructions for the ritual Timeless Steps of Bao (see page 174 of the **WANDERING HEROES OF OGRE GATE** rulebook for more details).

44. HEN-SHI SHRINE

This room contains an image of Hen-Shi speaking before Sunan and Bao. It is carved into a large red chunk of stone. One curious feature is there also seems to be a massive pillar with illegible words upon it. Anyone with Singh however will recognize the language and be able to read it (it is a passage from the Vermillion Sandstone Sutra, found in the **HEN-SHI SECT** entry of this chapter).

The block of stone is really a door. If pulled it reveals area 44B.

44B. SECRET CHAMBER

This contains a cabinet with the scroll of Fengbao, a ritual petition one can perform to cancel the Seal of Jiangnu in area 23C.

45. XU JIE

There is a stone door with a golden seal in its center. Above the door are the words: Xu Jie. The seal on this door is impenetrable. The only way to open it is to wield the power of a deity against it. An entity with Qi ranks 25 or more can open this door. Barring that method, a particularly powerful artifact could be used by a Neigong practitioner to blast it open. For example the Face of Vaagu itself could be used to channel enough Qi to destroy the seal. A person who harvests 25 Qi ranks of Qi and then unleashes it, might also open the door. A weapon of a powerful god could also open the door (for example a spear wielded by Yao Yun). It isn't impossible, but it does require some cunning and forethought. This is very open to interpretation by the Gamemaster.

46. THE GOLDEN GUARDIANS OF SUNAN AND BAO

The ceiling here is thirty feet high. There is a powerful energy wall of shimmering golden light that prevents entry into any of the north, south or east passageways. This energy is produced by the Golden Guardians of Sunan and Bao. Unless their statues are destroyed, the passageways are sealed. Destroying the statues immediately eliminates the energy seal.

GOLDEN GUARDIANS OF SUNAN AND BAO

These statues look like a Dragon (Sunan) and a Phoenix (Bao) made from gold and bronze. They tower in the chamber, reaching a height of 20 feet each. They appear calm but determined, and a light radiates from their bodies, preventing entry into the north, east, and south passageways.

Defenses: Hardiness 9, Evade 5, Parry 7, Stealth 6, Wits 8, Resolve 10

Key Skills: Bite: 3d10 (6d10 Open Damage), Claw: 4d10 (8d10 Damage), Speed: 3d10 (60 feet), Fly: 3d10 (60 Feet), Muscle: 8d10, Endurance: 8d10, Detect: 3d10

Max Wounds: 40

Powers: Beast Strength x20, Desiccating Radiance, Metal Body, Resolute

Desiccating Radiance: Just being in the presence of these statues is harmful to living beings. Anyone who is within sixty feet of the statues must make an Endurance roll (TN 6) every round or take 2



Wounds, as their bodies are sucked of moisture. Anyone killed in this manner automatically becomes a Pure One.

47. CHAMBER OF DIRE REFLECTION

There is a message carved in beautiful Feishu script (in Daoyun) on the southern wall in this room. It reads:

A warning to the unwary and to servants of Yao-Feng. The Demon Emperor enslaved an empire and brought unrelenting suffering to the world. He was no more kind to his allies than he was to his enemies. For those seeking to do his bidding in hope of attaining power know this: Yao-Feng cannot be trusted and will betray you in the end. Many battles were fought to defeat his forces. Thousands of Martial Heroes perished to end his reign. Many sacrifices were made to seal these chambers. We will show no mercy to those who break these seals and release the power of Yao-Feng into the world once again. For his evil can only be suppressed but never truly destroyed.

48. BURIAL CHAMBER OF MAO YUN

Mao Yun was the brother of Mao Mei, and together they were the most trusted disciples of Sunan and Bao. A large man with an aggressive but benevolent personality, Mao Yun died at the Battle of Ogre Gate and his body was placed in a stone coffin in this chamber. The furnishings are simple. He was buried in fine blue robes and nothing more. There is a table with objects that he valued in life including an axe with a black blade (treat as normal except it does 3 Additional Wounds against anyone with negative Karma), a lover's bao made from red fabric, and a jade pendant of Hen-Shi (2 ounces).

There is a memorial written on a bronze plate affixed to the coffin that reads:

These are the true deeds of Mao Yun, brother of Mao Mei and son of Mao Yang. He was trusted by both Sunan and Bao, known for his great physical strength, admired for his bravery and perished protecting the world from Yao-Feng.

49. HALL OF REFLECTION

This chamber has nothing in it but a wall sized bronze mirror on the eastern wall. Anyone who looks into it sees themselves as they really are. Those with very low Karma ratings will appear grim and rotting, while those with higher ratings will appear beautiful.

50. SHRINE OF MAO MEI

This shrine has a mural of a swordswoman raising her blade into the air against a distant foe. The sword points toward room 52. The name Mao Mei is written below it.

51. SHRINE OF MAO YUN

There is a mural here of a large man with open-chested robes and a black axe pointed at the viewer. He also has an enormous sword strapped to his back. The name Mao Yun is written below it.

52. HALL OF HEN-SHI

There is an emerald statue of Hen-Shi here, weighing about 16 ounces. It was given to Sunan and Bao by Hen-Shi. At will Hen-Shi can inhabit and animate the statue to speak with anyone in the chamber. She will do this only to warn away those thinking of releasing Yao-Feng. She will not interfere, nor will any of the other gods, but she will attempt to persuade anyone against actions that release the Demon Emperor.

53. BURIAL CHAMBER OF MAO MEI

There is a stone coffin here similar to the one found in area 48. It contains the body of Mao Mei, dressed in white robes.

An inscription reads:

These are the true deeds of Mao Mei, sister of Mao Yun and daughter of Mao Yang. She was admired for her excellent swords skills and an important leader in the fight against Yao-Feng. She was wounded while retrieving her brother's body from the Battle of Ogre Gate, and died soon after.

54. THE TIMELESS CHAMBER

This section of the palace is made from a curious green and black stone. It is essentially a small maze. Though the maze itself is quite simple to get through, failing to take the exact path outlined on the map causes a person to age 10 years for every misstep. Anyone who follows path outlined on the map, will not suffer these effects. Anyone who uses the Timeless Steps of Bao, will naturally find themselves following this path as well, and they will not be subject to these effects.

There is a door at the end of the maze leading to area 55. This seems locked to anyone with negative Karma. Only those with positive Karma scores can open it freely. Those with negative Karma, take a number of Wounds equal to their Negative Karma rating multiplied by 3 when opening the door. The effect feels like having their bones crushed.

55. POOL OF YAO FENG

Here there is a swirling pool of water lined with jade stone. If the Key of Yao Feng is placed here then Yao Gong Palace will restore. This process takes about an hour. During that time the structure will shake violently. It will not collapse but it will produce falling



rocks and debris (roll 3d10 against Evade every ten minutes or so, for 5d10 Damage). The ghostly walls of the palace will rise and anyone taking the Heart of Yao Feng to area 23 will become the Demon Emperor (if a person is pregnant, their child will instead become the Demon Emperor). Going to area 23 with the Heart of Yao Feng, opens the seal there, releasing the spirit of Yao Feng and his Ogre Demon Generals.

56. SHRINE OF THE ENLIGHTENED GODDESS

This is a large Shrine to the Enlightened Goddess, Xian Nu Shen. People who enter here immediately have the sense they should not be here. However in this image one can see her birthing Hen-Shi from her side, and the Feishu character for compassion is imprinted on Hen-Shi's face. Gushan is being woven from the Enlightened Goddess' hair, and the character for "Thought" is written next to him. Upon closer inspection, one can see thousands of small pinpoints of light emanating from the Enlightened Goddess. At the base of the statue it says "What is lost can be regained".

Anyone who reads and examines the image, feels shame, and immediately acquires the Fated Flaw.

YELLOW FOREST

This forest is filled with beautifully shaped trees with orange and yellow-hued leaves, as though the place is perpetually in autumn. People say the forest lives, and that the Yellow Birds who inhabit it are its eyes and hands. Though not dangerous individually, in groups Yellow Birds are quite lethal. The Yellow Forest is at the center of a cluster of unusual peaks, hills and mountains. It is also home to the Temple of Enlightened Disarray. One little known property of the forest, that is usually brushed off as rumor or legend, is that it can teleport and confuse the unwary.

There is, in addition to normal chances of encounter, a 1 in 10 chance each day of encountering Yellow Birds or Centipedes of the Yellow Forest (50%). Their entries are found in Chapter Nine.

YINGSON

This is described in **CHAPTER THREE: THE OGRE GATE INN** in the **OGRE GATE INN LOCAL MAP** section.

YUAN PALACE

See **STONE FOREST HILL ENTRY**.

YUN HU

Population: 70,000

Leadership: City Magistrate Cao Qi

Yun Hu is the economic center of Li Fan. It is a large city that bulges like a hill in the shape of a turtle shell. Here there are banks, merchant depots, numerous gambling halls and inns, and a wide variety of businesses. The streets of Yun Hu are bloodstained from feuding criminal groups and martial schools. Corruption here is high, and often likened to a poisoned gemstone: a place of pleasure and fun, but also of death and betrayal. Local officials are usually in the pocket of one of two groups: the Tiger Clan or the men of Stone Palace.

Originally the city was built upon a great turtleback tomb, where members of Li Fan's ancient elite were buried. But this knowledge has been forgotten due to a great fire. During the Era of the Demon Emperor, Yun Hu was burned down and later rebuilt upon the ashes. As a result the tomb sections below the city are hidden. People will occasionally stumble upon narrow tomb entrances in unexpected places. The Demon Emperor had the city burned down because one of his Ogre Generals fell off a horse and broke his neck. According to some accounts the Demon Emperor himself came to the city and wept tears of flame that caused the great fire.

Here are a few key locations:

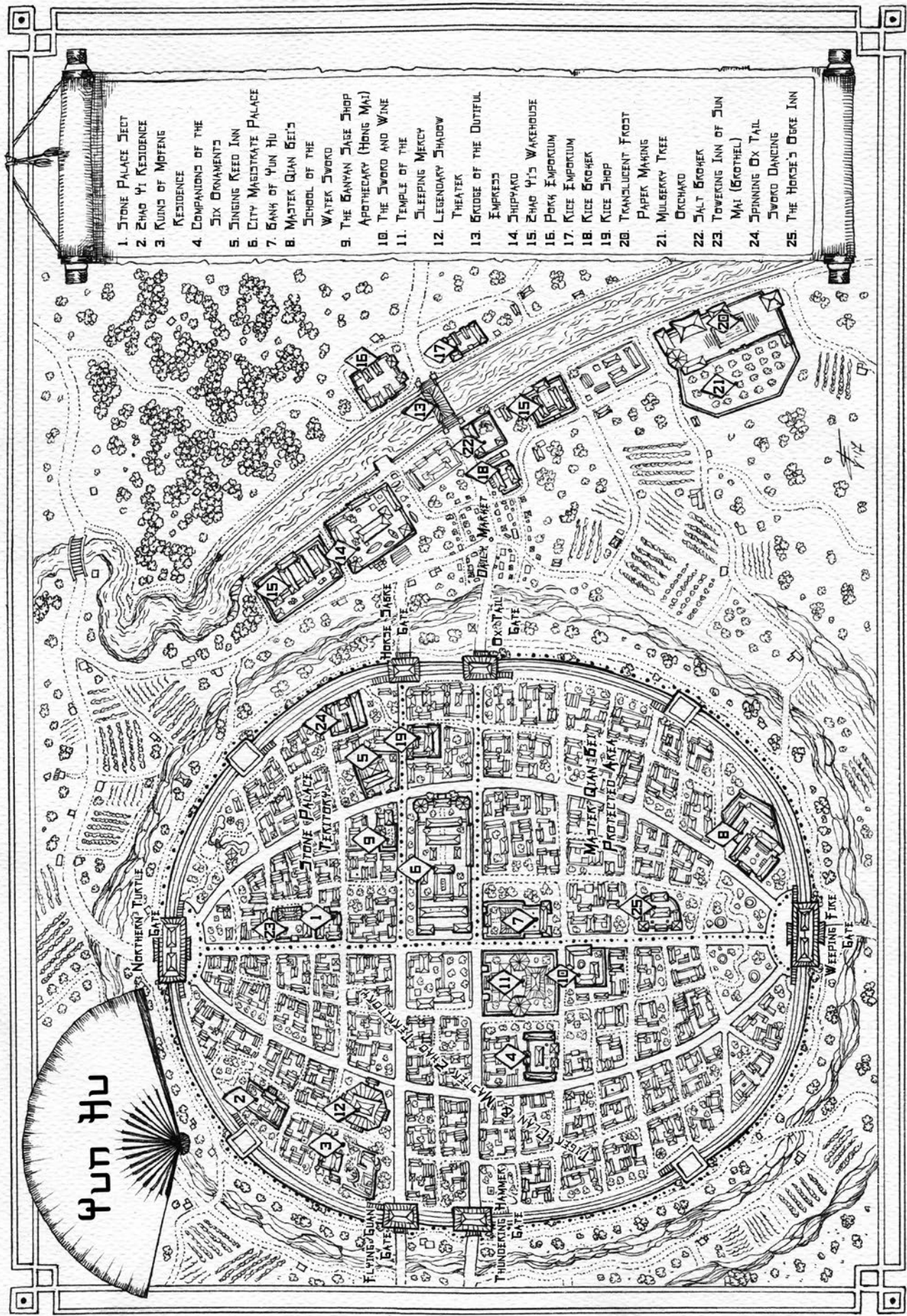
Bank of Yun Hu: This is a well-respected bank operated by the Cao clan. They change money and people can deposit money here, receive a note and use it at another Yun Hu bank to withdraw. They also make loans to local merchants and artisans.

City Magistrate Cao Qi: Cao Qi is a corrupt magistrate who takes bribes and is obsessed with obtaining longevity. He is a member of the Cao clan and has strong ties with Stone Palace and Gambling Butcher. He is also a Qi rank 5 Martial Hero (use Deadly Master entry in **CHAPTER TEN** of the **WANDERING HEROES OF OGRE GATE** rulebook). Toward this end, he believes in consuming stews made from the body parts of powerful Martial Heroes. Gambling Butcher often supplies him with victims or arranges for him to meet impressive heroes.

Companions of the Six Ornaments: A guild of precious stone merchants and brokers. They trade in pearl, jade, turquoise, coral, cinnabar, and emerald. Zhao Yi, an influential pearl trader, is one of their leading members.

The Horse's Ogre: This inn is named after the horse that caused the death of one of the Demon Emperor's Ogre Demons. One might think it is a place where





rebels and martial heroes come to stay, but only the most naïve of them dare venture here. For the Horse's Ogre is little more than a front for the Yao. The proprietor, Su Ming, is a Yao (see page 383 of the **WAN-DERING HEROES OF OGRE GATE** rulebook). Their most famous dish is Turtle Stew (100 spades a bowl). Rooms cost 30 spades a night.

Master Qian Bei's School of the Water Sword: Master Qian Bei is a moderately talented Martial Hero who teaches a Qingong heavy swordplay style to about 25 students. He is righteous and respected but overly simple in his thinking. He will gladly join a cause if it is just, without weighing any of the risks involved.

Temple of the Sleeping Mercy: This is a temple of Hen-Shi that is devoted to something called the Sleeping Mercy. Mercies are simply physical representations of Hen-Shi (such as golden statues). A Sleeping Mercy is the aspect of Hen-Shi that dreams and forgets, so the emphasis is on forgiveness. They perform prayers and render talismans that are said to wash away bad Karma. Temple of the Sleeping Mercy has shrines and outposts all over but this is their main temple, led by Abbot Yan and kept up by 23 monks. They were recently given five million spades in golden taels by an anonymous benefactor. They have deposited this money in the Yun Hu bank and begun preparations to follow the benefactor's instructions and commission a great golden mercy statue (something they must have approved by local officials).

Tiger Clan: A group of bandits who target travelers in the region of Li Fan stretching from Zhainan to the Yellow Forest. They are led by a man named Five-Dagger Chang. He has a scar on his face from a tiger claw and his men all wear tiger skin shirts. His mother, Granny Chang, is also part of the group. The pair recently rescued a courtesan from a brothel, named Xu An who entertains the men with her musical talents but is also a skilled Martial Hero. There are 40 bandits in total. The deposit of five million spades at Yun Hu bank has attracted their attention. They reside outside the city by moving from one abandoned structure to another (usually staying in each for a month). The Sword and Wine Inn is under their protection, so they frequently stay and conduct business there.

See **TIGER CLAN** entry for details.

Sword and Wine Inn: An inn under the protection of Tiger clan. It is known for its beef dishes and noodles, as well as its Jade Wine. It has three floors. The second floor is private dining areas and rooms. The third floor is large rooms. Rooms on the second floor go for 300 spades while rooms on the third floor go for 1000 spades a night. Dishes are normal listed prices.

Tomb Tunnels: This network of tunnels and tomb chambers are deep below the city. Few know about them or would dare make use of them. But those who do, know they sometimes connect different buildings and locations in the city. There is even one that extends to the canals. While they make for convenient travel they are terribly dangerous. There is a 4 in 10 chance every ten minutes of an encounter. If an encounter occurs roll 1d10 and consult the following table:

TUNNEL ENCOUNTERS	
Roll 1D10	Result
1-3	Skeletons (1D10)
4-5	Hungry Ghost
6-7	Jiangshi
8	Skeletons (3D10)
9	Jiangshi (Old)
10	Bone Demon (see CHAPTER NINE)

Zhao Yi Residence: Master Zhao is a pearl merchant with considerable influence in the city and ties to Tiger Clan. See **MASTER ZHAO YI** entry in **CHAPTER SIX** for more details.

Stone Palace: This is a gambling hall, run by a Martial Expert and merchant named Cao San, who more commonly goes by the name Gambling Butcher. A member of the Cao clan he is a joint proprietor of the Bank of Yun Hu. This is a position he does not abuse however. In fact, bank robbery of any kind is one of the few activities he kills his men for. He also has ties to Cao Qi, the city magistrate, and uses their clan relationship to his advantage. Magistrate Cao Qi likes to eat stews made from Martial Heroes, and Gambling Butcher helps supply him with raw ingredients. Most of the games at Stone Palace use dominoes or dice made from ivory.

Gambling Butcher's men are called Golden Crickets. They are trained by his bodyguard, Shen Guan.

GAMBLING BUTCHER (CAO SAN)

See **CHAPTER 6** for more details.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10,



Medium Melee: 3d10 or 4d10 (Axe) or 2d10 (Ox Tail), Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Meditation: 1d10, Reasoning: 3d10, Athletics: 2d10, Institutions (Criminal Underworld): 3d10, Institutions (Imperial Bureaucracy): 2d10, Survival (Cities): 3d10, Survival (Wilderness): 2d10, Talent (Theft): 3d10, Language (Li Fai), Creatures (Humanity): 3d10

Qi: 6

Max Wounds: 13

Weapons: Axe (4d10 Damage), Ox Tail Dao (5d10 Damage, -1d10 Accuracy)

Expertise: Medium Melee-Axe

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Grudge Bearing Sword Strike, Mighty Paws of the Lion, Naga Palm, Spearing Blade, Swan Taming Strike, Whirling Blade, Weapon Stride (Counter), Iron Body (Counter), Iron Spirit Reversal (Counter)

SHEN GUAN

See **CHAPTER SIX** for more details.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 (and 3d10 with Ox Tail Dao), Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Meditation: 2d10, Command: 2d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fei): 3d10, Survival (Cities): 3d10, Talent (Poison): 3d10

Qi: 5

Max Wounds: 11

Weapon: Ox Tail Dao (4d10 Damage, -1d10 Accuracy)

Combat Technique: Medium Melee-Press

Expertise: Medium Melee-Ox Tail Dao, Detect-Sight

Flaw: Fated (To be betrayed by her greatest love and rise as a gui)

Key Techniques (Waijia 2, Qinggong 2): Blasting Blade, Leap of the Swan, Leg Maiming Strike, Spearing Blade, Swift Stride, Weapon Stride (Counter), Wide Cutting Blade

GOLDEN CRICKETS (30)

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 1d10 (and 1d10 with Ox Tail Dao), Heavy Melee: 1d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 1d10, Athletics 1d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun):

3d10, Language (Li Fei): 3d10, Survival (Cities): 2d10, Talent (Theft): 2d10

Qi: 1

Max Wounds: 3

Weapon: Ox Tail Dao (3d10 Damage, -1d10 Accuracy)

Combat Technique: Medium Melee-Press

Expertise: Medium Melee-Ox Tail Dao

Flaw: Fated (To be betrayed by her greatest love and rise as a gui)

Key Techniques (Waijia 2, Qinggong 2): Blasting Blade, Weapon Stride (Counter)

ZHAINAN

This is an empty village with forty-five stone homesteads. The gate still stands, though it has crumbled in places and reads "Zhainan." In addition someone has carved the following message into the stone: "They are to blame. Avenge me with this." On a TN 10 Detect roll it is clear something is obscuring additional text, that there are weird spaces in places and that portions of the text seem to be written by a different hand. If the stone is rubbed clean and the additional text accounted for, one can decipher that it really should read: "Though they are to blame, forgive them and do not avenge me."

This message relates to Hu Gao and his wife and the incident leading to its creation is described in the **HU GAO AND ZHOU HUA** entry in **CHAPTER ONE**.

THE ZANJI CAVE PEOPLE

These are an ancient people who dwell in cave homes shared by clans (there are over forty clans of Zanji in the area). They live fairly simple lives, hunting, growing what they can in the mountains, and herding. Each clan is led by an elder, but all of the clans follow a Martial Hero named Pan Chengsi, otherwise known as Smiling Viper. Under his leadership they have grown prosperous through banditry. Sometimes all they need is his name, and people willingly hand over their wealth without a fight.

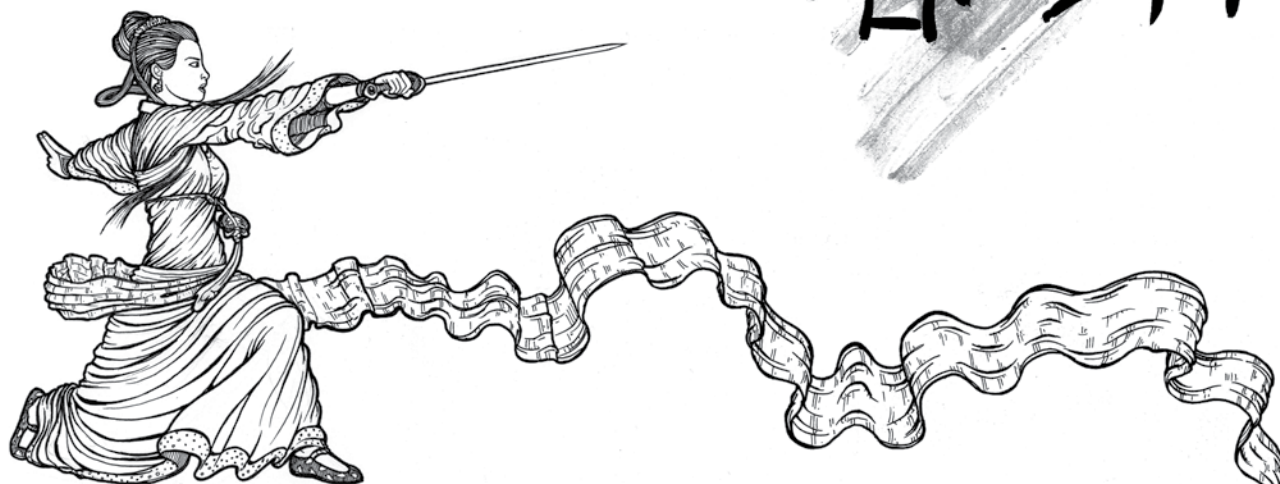
Pan Chengsi is arrogant and considers himself the unrivaled Martial Hero of Li Fan. He detests three things in life. The first is the King of Li Fan, for his treacherous alliance with the Emperor. The second is Hu Gao, because people say his Kung Fu is greater than Smiling Viper's. Third, he despises the Qui Pan Bandits because he believes only the Zanji have a right to steal in Southern Li Fan.

For information on Pan Chengsi see his entry in **CHAPTER SIX: NON-PLAYER CHARACTERS**.



CHAPTER 3

客站



THE OGRE GATE INN



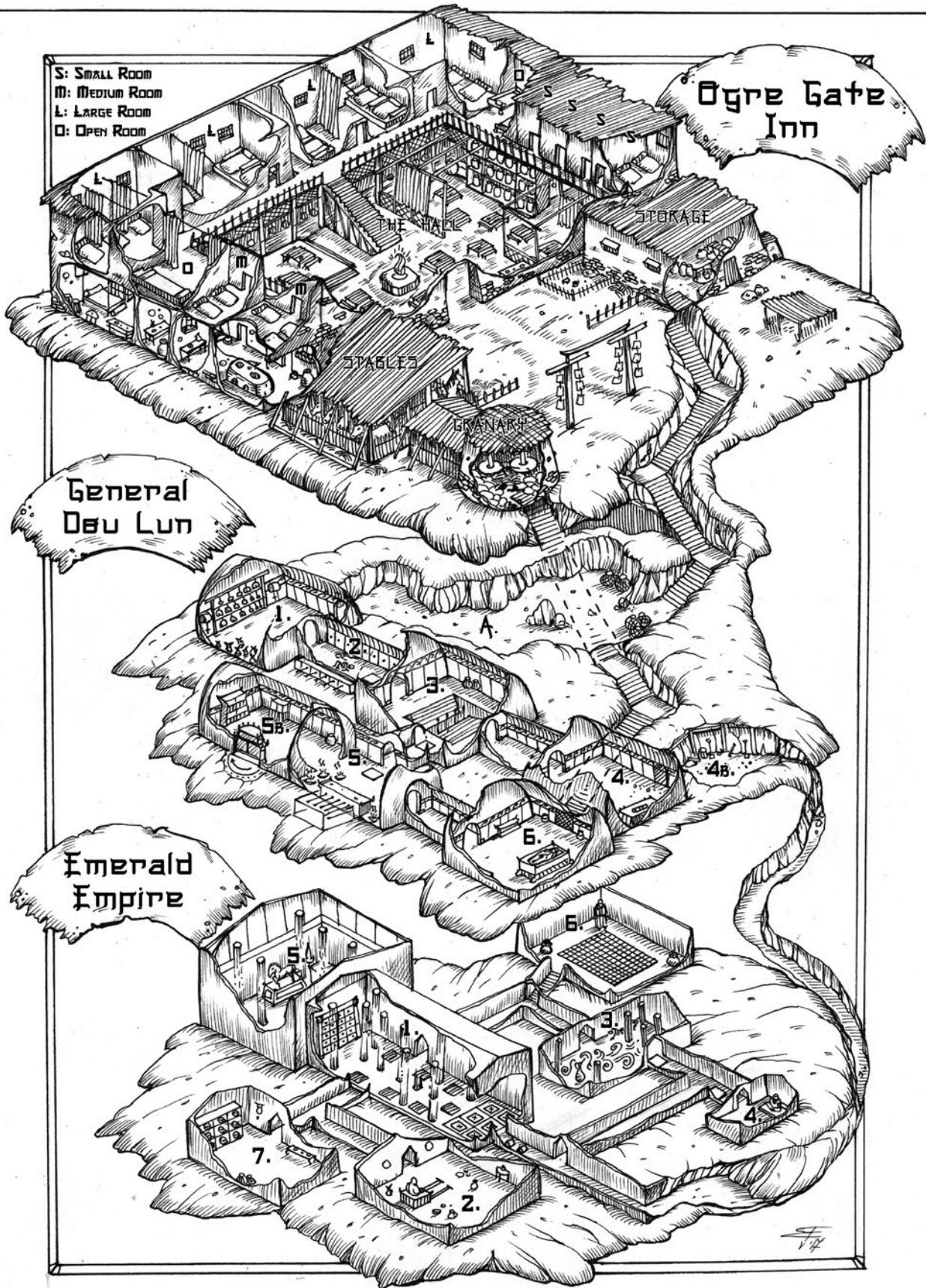
The Ogre Gate Inn is an adventure for Wandering Heroes of Ogre Gate. It is set at the Ogre Gate Inn, a place frequented by thieves, Martial Heroes, and the scum of the empire. It is the last stop at the edge of a great desert and serves merchants and travelers who are passing through to the Banyan region in the south or the Kushen Basin in the west. Here players will find secrets hidden within secrets and people who are not all they appear. Even the chambers below the inn have a history riddled in deceptions and lies. Whether they are just passing through or have come in search of the Emerald Empire itself, they are sure to find adventure at the Ogre Gate Inn.

The adventure can work with characters of any Qi level; however, the challenges present in the Emerald Empire section of the module are quite lethal and more suited to a Qi rank 3 or higher party. It is fair to make clear through rumor and legend with NPCs just how deadly that area of the inn can be. The GM can also adjust as needed to suit the campaign.



S: SMALL ROOM
M: MEDIUM ROOM
L: LARGE ROOM
O: OPEN ROOM

Ogre Gate Inn



General Odu Lun

Emerald Empire

This section also includes information on places in the area surrounding the Ogre Gate Inn.

RUNNING THE ADVENTURE

This is a living adventure where the Gamemaster treats the NPCs as live characters with their own agendas who react and take initiative accordingly. While the book presents everything as a snap-shot of a moment in time, the denizens presented are free to roam as they will. The GM should improvise and react to the players' actions but also allow the NPCs to take initiative. Who the Player Characters connect with at the inn, who becomes their allies or their enemies, will shape where the adventure goes. They could form a joint venture into the tombs with the Bandits or they might even ally themselves with the Imperial soldiers to eliminate the bandits so they can take the treasure for themselves.

Of course, the players need not explore the tombs below the inn. There is enough going on above the surface to entertain most groups for some time. Perhaps they explore the area around the inn and face off against the crazed monk killing people in Yingsun. They might even find themselves recruiting the jaw-smashing Abbot Firebrand on Dragon Tail Mountain to help them face the Sand Demon.

Use the maps provided as you run Ogre Gate Inn. The Ogre Gate Inn Local map offers a glimpse of the area around the inn and its locations are briefly described in this chapter. The inn itself is also described in this chapter. The map of the inn includes maps of the Tomb of General Dou Lun and the Emerald Empire. **CHAPTER FOUR** describes the Tomb of General Dou Lun, while **CHAPTER FIVE** describes the Emerald Empire, an ancient treasury beneath the inn. **CHAPTER SIX** provides full descriptions and stats of every important NPC in the adventure (and the rest of the book). It is crucial to read this section and understand the entries before play.

As always, we discourage railroading the players or anticipating outcomes. Allow events to unfold as the players interact and/or explore. It is not essential for them to end up in the Hall of Perpetual Weiqi by the end of the evening for example. If they never encounter it, that is fine. The aim is to make the inn and its

inhabitants feel real. So focus on what is happening now, not what you would like to happen in 20 minutes or an hour.

PREPARING FOR THE ADVENTURE

The GM should read through Chapters Three through Six and give special attention to the NPC sections. Important information about the basic set-up of characters at the inn is presented in this chapter, but more detailed hooks are provided in individual entries. Not all hooks need to come up, but they are tools the GM will want to be aware of before running the adventure.

Equally important is understanding the general layout and content of the Tomb of General Dou Lun and the Emerald Empire below the inn. Reviewing the maps and reading the entries closely beforehand is recommended.

Many of the hooks presented are starting points that the GM can flesh out later between sessions. For example, the character Little Fox has knowledge of Jade Phoenix Temple and talking with him could cause the party to seek it out down the road. Prepare for these as needed. Other hooks, like those found in the nearby environs, should be manageable on the fly if the players seek them out.

If you see something in the adventure chapters that is mentioned briefly, but suspect it may be of interest to your players, expand on it before the game. Work out whatever material you require to make it run smoothly in play.

NPCs AND ADVENTURE SEEDS

The Ogre Gate Inn is filled with characters who have unique, and occasionally competing, goals. They can provide interesting situations and challenges while the players stay at Ogre Gate but also offer seeds for the GM to develop into complete adventures. Maybe the players attempt to delve into the Emerald Empire for example but barely escape with their lives before getting anywhere. Perhaps they start asking around

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OGRE GATE ADVENTURE

to find other Martial Experts who can help. They may be able to recruit Niang the Demon Hunter or come to the aid of Smiling Sword and recruit him. Each has their own backstory and goal that could lead the party on further adventures.

ADVENTURE BACKGROUND

Ogre Gate Inn takes its name due to a historical misunderstanding and to its proximity to the original Yao Gong Palace, home of the Demon Emperor.

Over one thousand years ago a great disruption occurred when the Demon Emperor appeared in the Banyan Mountains and established his palace: Ogre Gate. Centuries after the death of the Demon Emperor, in the Era of the Five Dragon Emperors (almost 800 years ago), a Bandit King named Zhang Kang, established a small fortress town not far from the palace, just outside the Chezou Empire. He called it Ogre Gate, in part to ward off enemies. At the time the surrounding land was still lush and vibrant.

More than his own life Kang adored two things: His wife Feiyan and his wealth, the latter of which he obtained through theft, murder, and treachery. In particular, he acquired many precious items by kidnapping key officials of the Chezou Empire and holding them for ransom. Through this effort, he gained his most prized treasure: the White Jade Horse of Chezou.

After many happy years plundering the empire and living a life of luxury, Zhang Kang's wife got sick and he grew terrified of death. It brought the reality of his mortality to the surface. He could not accept the loss of his worldly achievements, nor could he tolerate being parted from his true love: Feiyan. So, he built the Emerald Empire, a treasury deep in the ground where he could be forever with the two things he prized above all: the White Jade Horse, and his wife. He spent a considerable amount of his wealth on this project.

However, to truly be with them forever he needed immortality. In exchange for his remaining wealth, a Yen-Li sorcerer agreed to share the Ritual of Ultimate Sacrifice to him. The sorcerer assured Kang that he and his wife would become the immortal guardians of the treasury. The sorcerer tricked Kang by not revealing the full details of the ritual, emphasizing that it would make him immortal and failing to tell him what transformations to expect.

Zhang Kang performed the Ritual and was shaped by the gods into a kind of guardian. His wife Feiyan had her spirit trapped inside a spear (the Great Iron Spear Tip located in the treasury) to keep watch as well. He also trapped many others there with him, including a former imperial official he held prisoner. The act made the surrounding land barren and soon the town itself fell to ruin, with only the gate remaining in the end. It worked, though not as Zhang Kang had expected it to. He and Feiyan were united in death as eternal guardians of the Emerald Empire.

In time, when Zhang Kang became a mere legend, a man named Pei Wan established an Inn here for those making their way south to the Banyan or West to the Kushen Basin. This was about 100 years ago, at the end of the Era of Sadness and Triumph. The inn was on the cusp of the desert, so a last stop for anyone about to make such a journey. A loyal disciple of General Dou Lun, Pei Wan erected a tomb in honor of his former master. What he did not know was that this tomb was built atop the ancient treasury of Zhang Kang where the Bandit King still covets his treasure and still cares for his wife, despite her entirely inhuman form.

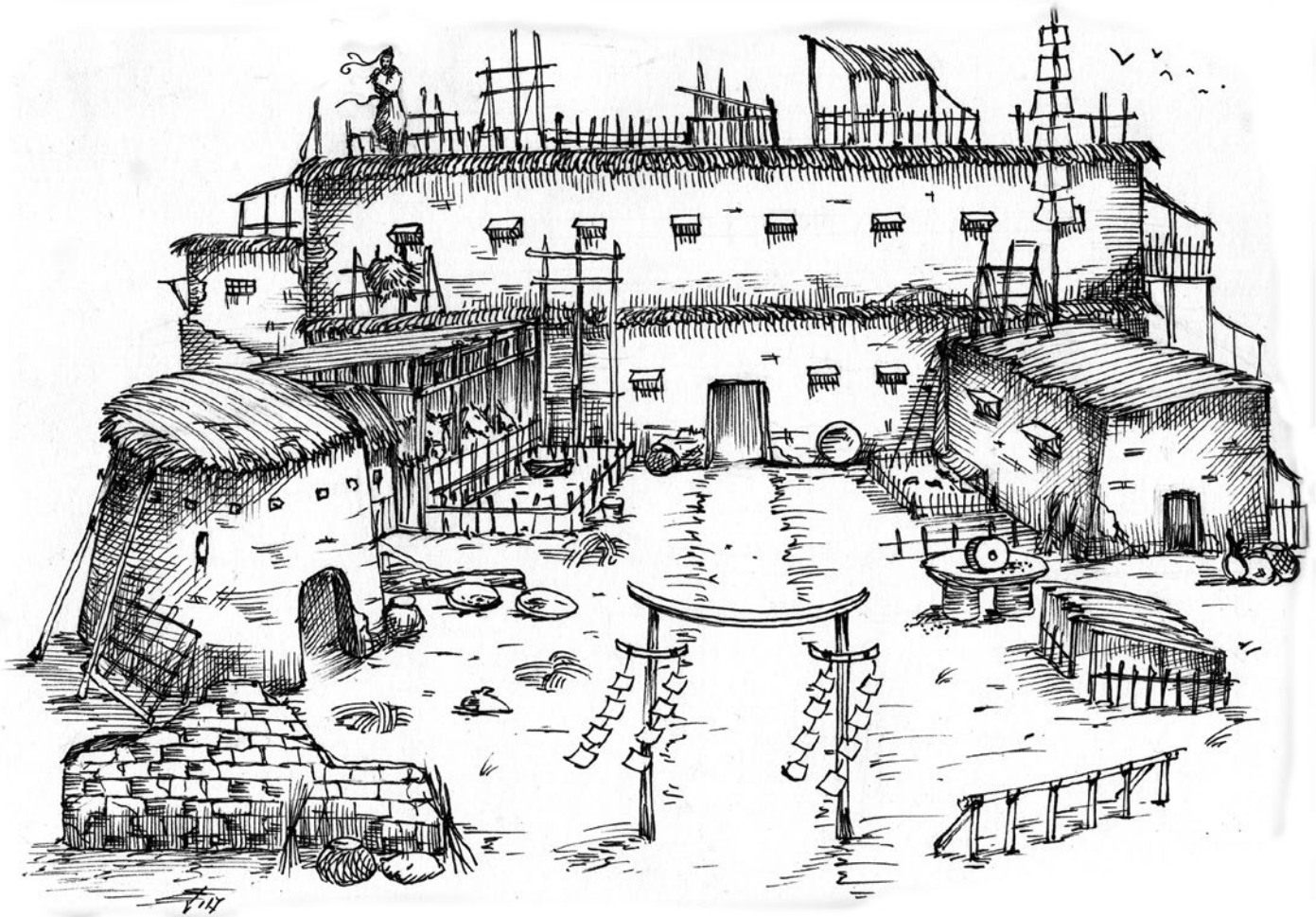
Only one group has ever breached the treasury and that was ages ago. Accounts differ but most say that three men went in and only one came out. The man who survived was never the same and spoke of lethal traps and strange seductive beasts. He collapsed the entrance to ensure nothing from within followed him out. This has become a source of many rumors and legends.

This inn was kept in the family of the original owner for many generations but at the start of the adventure it has shifted hands to a group of unsavory bandits who are trying to find the treasure of the Emerald Empire. They came following rumors of its whereabouts, having purchased the knowledge from a broker in Hai'an. Their leader killed the inn keeper two weeks ago and since then they have been masquerading as the staff. Though they know the location of the passage to the Emerald Empire, they have been unable to reach it, and have lost several men to traps making their way through the Tomb of General Luo.

This is the situation the PCs find when they reach the inn.



THE OGRE GATE INN



THE LEGEND OF ZHANG KANG

The legend of Zhang Kang, the Bandit King, is well known and the players will have heard of it if they are from the Banyan, the Empire, or Hai'an. The details from the above tale they would know are that he was alive during the Era of the Five Dragon Emperors, amassed considerable wealth, that he was frightened when illness nearly took his wife, and he buried himself in a tomb to be with the things he cherished most forever. Another detail that has grown in the telling over the years is the danger of what lurks inside his treasury, the Emerald Empire. The players may not know this detail before the adventure but they will likely hear stories about the location's deadly traps, mysterious creatures, and sorcery. None of these details will be accurate but they should be terrifying.

THE HISTORY OF GENERAL DOU LUN

Everyone knows about General Dou Lun, who fought against the Emperor in the Era of Sadness and Triumph with a united front of fellow Martial Heroes. The general perished at the Battle of Yu Zhing, a turning point that led to the Glorious Emperor's victory and the retreat of the Martial Heroes into the Banyan.

THE ADVENTURE

The adventure itself can involve any number of things, but the key is the Player Characters arrive at the Ogre Gate Inn during a crucial time, when the place is abuzz with intriguing personalities. The Inn has been secretly taken over by Bandits hoping to find a place of legend below called The Emerald Empire. The players may limit themselves to interacting with the inn's patrons and getting drawn into their personal dramas. Likely the bandits recruit the play-



OGRE GATE ADVENTURE

er characters to help them get through the tomb and into the Emerald Empire.

STARTING THE ADVENTURE

Fit this adventure to your campaign. The players may hear about the treasure buried below the inn and come seeking it themselves or they could simply be passing through on their way to another destination. It is also possible they are drawn in due to other events at the inn (perhaps relatives of Pei Hai who have not heard news from the inn, send the PCs to investigate). The players can become involved in this scenario through whatever means works for your group.

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OGRE GATE INN AND ITS ENVIRONS

This section describes the Ogre Gate Inn itself, the guests of the inn and its surrounding environs. It also includes information on ways to keep the inn fresh and exciting. Note that we repeat some text about the Ogre Gate inn from page 258 of the core rulebook for convenience.

THE OGRE GATE INN

Proprietor: Pei Hai (Dead)

Menu: cold noodles (14 spades), vegetable noodles (20 spades), mutton noodles (30 spades), buns (12 spades) and Red Dragon Eating Gold (crispy pork 90 spades), yellow wine (10 spades per cup)

Rooms: open room (10 spades), small room (50 spades), medium room (120 spades), large room (520 spades)

This is a simple inn made of stone, mud brick, and wood. It is located at the edge of the Empire's reach on the border between the client state of Li Fan and a great desert that leads both to the Banyan and Kushen territory. It is a popular inn among Martial Heroes as well as travelling merchants. A rowdy place, people tolerate violence here and tend not to interfere when it breaks out.

It was established at the end of the Era of Sadness and Triumph by a disciple of General Dou Lun named Pei Wan. He constructed a tomb to the general below the inn and his descendants have managed the place since. However, unknown to Pei Wan, the inn was constructed atop the remains of a complex called the Emerald Empire.

While the Ogre Gate Inn is famous for its mutton noodles and its crispy pork dish called Red Dragon Eating Gold, the food does not taste very good of late. This is because the staff and proprietor have been killed by Bandits led by a Martial Hero named Stone Foot. The bandits killed the proprietor in order to take the treasure rumored to exist in the tomb below. Unfortunately the traps in the General's Tomb have killed many of Stone Foot's men and delayed any progress. In the meantime, the Bandits must keep up the charade of running the Ogre Gate Inn. Not only is Stone Foot a mediocre cook, he is missing the secret ingredient to the inn's most famous recipe, Red Dragon Eating Gold (this ingredient is Green Numinous Mushroom, unique to the Tomb area below the inn).

For information on guests and the current situation at the inn see "Who is at the Inn" below.

The inn has several rooms available (see below). Important areas of the inn are also described briefly here.

OPEN ROOMS

Open rooms have no partitions or doors, they are open to the rest of the tavern, and these are little more than a couch bed and are mostly located on the second floor near the walkway.

SMALL, MEDIUM, AND LARGE ROOMS

These rooms have doors and occasionally have partitions allowing some privacy for those sharing them.

THE HALL

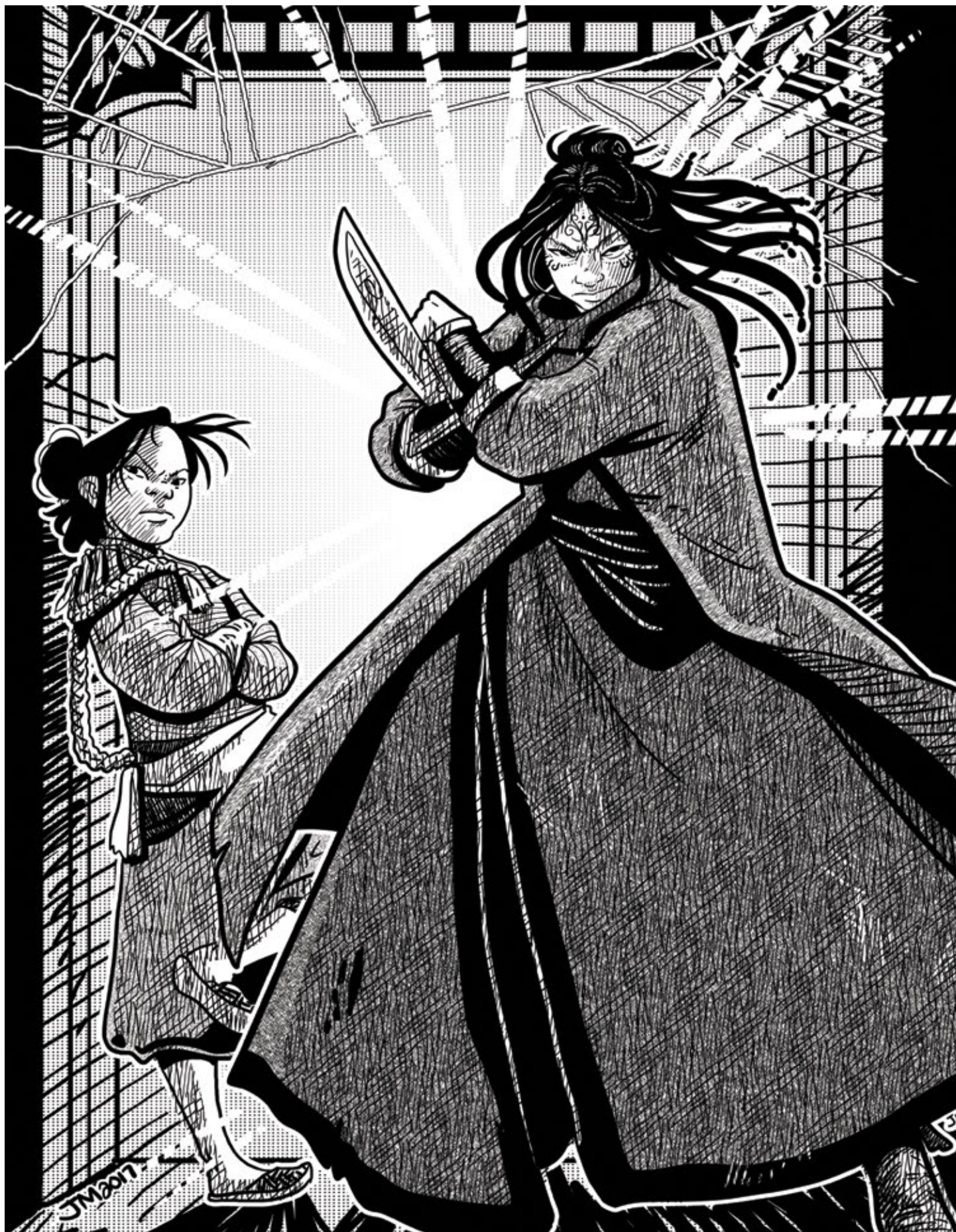
This chaotic area is where people sit to dine and drink. There are several wooden tables, braziers, curtains, and partitions. Anyone who closely inspects the area will see fresh, as well as old, bloodstains on the floor (Detect TN 9).

They keep the wine stored here on the eastern wall in large glazed pots.

THE STABLES

This is where the horses of guests are stabled. There are also three horses and a mule that belong to the inn here.





PRINCESS SAMGA AND ZHANG YONG RECOVER A STOLEN ITEM AT OGRE GATE INN

STORAGE

This is where the secret entrance to the tomb is located. It is also where the basic supplies for the inn are found. There is a well here.

THE GRANARY

This is where Pei Hai and the rest of the staff were killed. They took refuge in the granary to escape the Fei River bandits, hoping to take the secret passage to area 6 of the Tomb. Before they could reach it, the bandits caught them and slit their throats. Anyone inspecting the exterior of the inn can spot the somewhat fresh blood stains at the granary entrance as well as on the grain itself. Anyone not actively searching can make a Detect roll TN 9 to spot the blood. There is a visible trail leading from here into the desert to where the bodies are buried.

This granary stores grains of wheat which are presently piled high, blocking view of the floor. However, the floor has a secret panel that leads into a small tunnel that goes to area 6 of the tomb. Anyone actively searching through the grains can spot it on a Detect roll TN 10. This tunnel is clearly of recent construction (having been made in the just the last few months).

THE TOMB OF GENERAL DOU LUN

Below the Inn is the tomb of General Dou Lun. This is described in **CHAPTER FOUR**. The bandits have been exploring this area, with little success, to find the legendary Emerald Empire.

THE EMERALD EMPIRE

This is a location even deeper below than the tomb. It is described in **CHAPTER FIVE**.

WHO IS AT THE INN?

Below we include a starting point for who may presently be at the inn (in the **GROUPS AND PEOPLE AT THE INN** section). This establishes groups of visitors who are there for their own reasons and have agendas that could draw the players into adventures. While this is a perfectly good starting point, the Inn is not a static location. Different people will be here doing different things at different times.

To reflect this, use the following tables to determine what groups and people are present should the players return to the inn at a later date (or in place of the scenario described below). You can also roll on it if the players stay for some time and new people arrive.

Step One: Roll 1d10. This is how many groups or people are present and how many times you should roll on **TABLE I: OGRE GATE INN VISITORS**.

Step Two: For each result, roll on **TABLE I** (and **TABLE II** if that comes up as a result) then roll on **TABLE III: MOTIVES AND GOALS** to see why they are there.

Step Three: Make sense of the results. Try to fit the pieces together and tailor them for an interesting situation.

TABLE I: OGRE GATE INN VISITORS

Roll 1D10	Result
1	1d10 Kushen or Kailin tribesmen
2	1D10 Merchants
3	1 Martial Hero or Villain (roll on Table II: Martial World Personality)
4	1d10 Bandits or wanted criminals
5	1d10 Refugees or innocent wanted criminals
6	1d10 Zun tribesmen
7	1d10 Yen-Li priests or Dehuan scholars
8	1d10 Scholar-officials
9	1d10 Villagers
10	1d10 Imperial officials

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**TABLE II: MARTIAL
WORLD PERSONALITIES**

Roll 1D100	Result
1	Sect leader of random sect
2	Random sect Senior Master
3	Prince Yuan*
4-5	Se Saniang
6-10	Chen*
11-15	Dancing Hawk
16-20	Huo Ju (Little Venom)
21-25	Yang Tuo
26-30	Princess Sarnai
31-35	Reckless Storm
36-40	Red Eagle*
41-45	Nergui Mogha
46-50	Li Sou Chao (The Witch of Zhaoze Zhou)
51-55	Jade Priestess
56-60	Fearless Cat*
61-65	Firelance Brothers
66-70	Mak Ching Yuen and Lau Ching Sin
71-75	Zhang San*
76-80	Huo Si (The Venom of Zhaoze)
81-85	Abbot Firebrand*
86-90	Red Claw
91-95	Lady Plum Blossom
96-100	Yanshi

*Described in **CHAPTER SIX** of this book (all others found in **CHAPTER NINE** of the Wandering Heroes of Ogre Gate rulebook).

TABLE III: MOTIVES AND GOALS

Roll 1D10	Result
1	Recover a lost artifact
2	Find a person (possibly to turn over to authorities)
3	Steal something of great value
4	Guide someone or something to safe passage
5	Research
6	Avert a great calamity
7	Kill someone at the inn
8	Settle a grudge
9	Wanted by the Empire or by another powerful institution
10	Something directly connected to the PCs goals

GROUPS AND PEOPLE AT THE INN

These are the people present when the players arrive. Alternatively, the GM can use the tables above to randomly determine who is there. Just note that “Pei Hai” and the “Staff” should be present even if you roll randomly. The characters below are fully described in Chapter Six of this book. For convenience their abbreviated stat blocks appear below, after the events tables, as well.

Princess Samga and The Kailin: A small group of Kailin tribesmen are here trying to track down an artifact that belonged to their previous chieftain, called the Belt of Hooshal. They belong to the Shoro Tribe and are led by Princess Samga. They heard that the people running the inn stole the belt and sold it to someone. They are trying to find out who the belt was sold to.

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“Pei Hai” and the “Staff” (Stone Foot and the Fei River Bandits): This is a group of bandits led by Stone Foot (who is pretending to be Pei Hai, the proprietor). He led his men to the inn after learning from a salt broker in Hai’an that the Emerald Empire of the Bandit King Zhang Kang was below the inn’s tomb. They came in the middle of the night and murdered the proprietor, Pei Hai, and the inn staff about two weeks ago. Stone Foot took the name Pei Hai but made no effort to resemble the proprietor. He has a general idea of where the passages connect but his men have been unable to successfully navigate the traps there and he has lost too many of them. Now he is hoping to convince passing heroes to help him make it through the traps. He will generously offer half of the findings to any who can help, but plans to kill them before they take their cut (he plans to kill his own men too so he doesn’t have to split the spoils).

COMBAT IS NOT THE ONLY RESOLUTION

While many of these situations and groups may be postured for combat or violence, this is not the only possible outcome. Characters that rely on their wits and charm can have just as much impact, if not more, than those who draw their swords at the first sign of trouble. This is the Jianghu, and that means people are quick to spill blood. It does not mean they all want to die or will not talk things through. As a general rule, characters that can capture the interest of their foes have a much better chance of finding non-combat resolutions. If characters present offers to NPCs or propose alliances, if these are reasonable and appeal to the motives of the characters or groups involved, they should be seriously considered. Contests, bets, and games are also a good way to elude fighting and address conflict. This principle is true for most of the adventure.

The bandits also stole the Belt of Hooshal from the Shoro Tribe several months ago. They sold it to a Hai’anese scholar-official within the last seven days. His name was Vice-Censor in Chief Jing and he resides in Xuanlu.

Niang the Demon Hunter: Niang is a roaming sword and healer. She is called the Demon Hunter because she is one of the few people to have killed the Yao, the undying servants of the Emperor. She possesses an object called the Key of the Pillar of Wisdom, a small blade capable of killing the Yao. Niang obtained the Key of the Pillar of Wisdom by dressing as a man to pass the Imperial Exams and become a palace physician. She then broke into one of the royal chambers, stealing the Key, and killing three Yao on her way out. She also took a lacquered heart box (which contains the heart of her husband). She has killed six Yao since her initial flight and is trying to bring the Key south to Golden Dragon sect. The Empire has dispatched soldiers and agents across the land to arrest her.

If asked for her name, she calls herself Li Bao and says she is heading south to Chen to live and work with members of her family.

The Phoenix Hall Musicians: This is a group of actors and musicians claiming to be on their way to Hai’an to further hone their craft and seek employment. In truth, they are agents of the Imperial government sent here to intercept Niang the Demon Hunter should she pass through. They are led by a man named Chang Zhen who has command of the soldiers at the nearby Imperial Camps.

“Reckless Storm”: This is a man disguised as Reckless Storm who has assumed the great and unpredictable hero’s identity to bully his way into free room and board. His real name is Wei Anzhi and he used to be a struggling antique merchant in Fan, but lost all his money gambling at cricket matches. Since then he has been on the run from Master Ban who operates the Tower of Good Fortune (a restaurant, gaming, and gambling hall). Wei Anzhi, or “Reckless Storm” wears a wild beard and shaggy hair. He based his disguise on paintings and descriptions of the True Reckless Storm (anyone who knows Reckless Storm or has met him in the past should receive a +2d10 bonus to their Detect roll to discern the deception, TN based on daily Disguise roll). He carries around his champion Cricket, Golden King (rank 4d10). He is still a gambler and will participate if any matches or games that arise at the inn. For information on the real Reckless Storm see his entry in the **WANDERING HEROES OF OGRE GATE** rulebook on page 335.



Ten Years ago, Wei Anzhi murdered a rival antique merchant named Big Fox (father of Little Fox). They were old friends who grew increasingly competitive and in time Anzhi's jealousy became too much for him to contain. He killed Big Fox when the two passed through Ogre Gate Inn while on their way to buy the same object (a Golden Medallion which was ultimately sold to a Hai'anese merchant). On his way back he spread rumors that Pei Hai killed Big Fox and used his flesh for meat at the inn in order to deflect accusations against himself. Years later, this false information reached Little Fox, who is now at the Inn seeking to kill Pei Hai. Wei Anzhi recognizes that Stone Foot is not Pei Hai, but keeps this information to himself as he just wants free food, wine, and a room while he passes through.

Scholar Hu Ba: Hu Ba is the dean of Harmony Lake Academy, a state-run school in Fan. He is with his two sons, Ziju and Zhen'e, both seeking to take the Imperial Exams. He wishes to bring them to Golden Grotto Academy in Chen so they can study in the seclusion of the Banyan. He intends to explore the southern Li Fan Desert and the Banyan along the way so he may write a Gazetteer on the subject. He would like to hire reliable heroes to protect him while doing so (as he has no martial skill of his own).

Scholar Hu Ba has a curious mind and has noticed some odd discrepancies in the behavior of the staff and the proprietor. He believes something is amiss and he and his sons set about investigating the matter.

Little Fox: Little Fox is a young Martial Hero who has come to the inn to avenge the death of his father. He has been investigating his father's mysterious death for years and was misinformed that his father was killed by Pei Hai, the proprietor of Ogre Gate Inn. He has come here to kill Pei Hai, but never having met the proprietor before is unaware that the man claiming to be the innkeeper is really Stone Foot (see above). He does not even know if Pei Hai is a man or woman. Fate is favorable to Little Fox though and the real killer (Wei Anzhi disguised as "Reckless Storm") is present.

Leng Ping: Leng Ping is a young Sun Mai monk traveling with his Sifu, a monk of the third rank, named Smiling Sword. He is here seeking help after Smiling

Sword was poisoned (he believes by a member of Purple Cavern sect). He left Smiling Sword at the nearby village of Yingsun and hopes to find someone capable of curing Fire Poison. Specifically, he needs to find Lotus Oil to produce an antidote. However, since he left, the poison has affected Smiling Sword's mind causing him to attack the local villagers.

Imperial Soldiers at the Camps: Some miles from the inn is a small camp of 50 Imperial soldiers under the command of Chang Zhen (see Phoenix Hall Musicians entry above). There is a second outpost of 50 more soldiers in the western area of the map by Dragon Creek (also under Chang's command). Stat blocks for soldiers appear in **CHAPTER SIX** and below in the Environs Section.

HOURLY/DAILY EVENTS

During the player's stay at the Ogre Gate Inn, in addition to interactions they instigate themselves; the guests should also take actions. Ideally the GM can manage this based on what seems most believable and appropriate for the moment, but it is a good idea to create an Hourly/Daily Events Table based on who is at the inn. If you rolled the guests randomly you will want to make your own table using the following one as a model. If you are using the existing guests from the above entry, use this table, rolling on it every hour (or optionally every day) to determine what events unfold. You can also simply select events when they are appropriate or make your own.

One event that should occur organically, without use of the table is that Stone Foot may ask the PCs to help him reach the Emerald Empire by clearing the traps of the Tomb. He will do so if the player characters are obviously skilled and tough. So, if they fight with someone or a group, this may cause him to approach them after.

All of these events are seeds the GM should elaborate upon in play. Use them as launching pads for adventure or clues. Feel free to modify them as needed to fit the situation.

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TABLE IV: HOURLY/DAILY EVENTS TABLE

Roll 1D10	Result
1	Little Fox confronts “Pei Hai” (Stone Foot). This may result in Little Fox’s death as no NPCs will interfere and he is greatly outnumbered by the bandits
2	Roll on HOURLY/DAILY EVENTS TABLE C
3	“Pei Hai” complains to the PCs about the Kailin, suggesting they have been bullying patrons and even poisoned one of his guests. This is untrue, he is simply attempting to use them to drive out the Kailin
4	The Phoenix Hall Musicians take an interest in Niang, clearly following her around and eavesdropping
5	“Reckless Storm” attempts to bully the PCs into buying food for him. Others, believing him to be the real Reckless Storm, lower their heads during the exchange
6	A terrible scream is heard from below the inn. The patrons ignore this mostly. It is one of Stone Foot’s bandits being killed by a trap in the underground tomb
7	Someone or some group (GM’s Choice) picks a fight with the PCs. This is likely a distraction for some other goal or could stem from the Player Character’s behavior
8	A non-descript messenger arrives and speaks to one of the Phoenix Hall Musicians (he brings news that Niang the Demon Hunter was seen heading toward Ogre Gate Inn). If asked about the message, the head musician will say that it was news of his mother’s death in Fan. He will make a production of the affair, weeping loudly as his troupe performs mournful music. Of course, he will only appear bereaved if asked
9	Another patron arrives (roll on Table I: Ogre Gate Inn Visitors)
10	Roll on HOURLY/DAILY EVENTS TABLE B

STAT BLOCKS OF INN PATRONS

These NPCs are fully described in **CHAPTER SIX** but stat blocks placed here for convenience while running the Inn scenario.

LENG PING

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Endurance 1d10, Survival (Wilderness): 2d10, Survival (Desert): 1d10, Meditation: 2d10, Athletics 1d10, Classics (Scripture of Sun Mai): 2d10, Religion/Gods (Qi Zhao): 2d10, Religion/Gods (Cult of Hen-Shi): 2d10, Creatures (Demons): 2d10, Creatures (Spirits): 2d10, Martial Discipline (Neigong): 2d10, Martial Discipline (Waijia): 2d10

Max Wounds: 1

Weapons: Gun Staff (wooden), or Unarmed (0d10)

LITTLE FOX

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

Key Skills: Arm Strike 2d10, Leg Strike: 1d10, Grapple: 0d10, Throw: 0d10, Light Melee: 1d10, Medium Melee 2d10, Heavy Melee 1d10, Athletics 2d10, Muscle: 2d10, Speed: 2d10, Endurance: 1d10, Meditation: 2d10, Survival (Wilderness): 1d10, Trade (Stone): 2d10, Trade (Jewelry): 2d10, Trade (Metal): 2d10, Ritual (Spirit Keeping): 2d10, Ritual (Ancestor Veneration): 2d10, Religion (Yen-Li): 3d10, Places (Hai’ain): 3d10, Places (Chezou River Valley): 3d10, Places (Li Fan): 3d10, Languages (Daoyun): 3d10, Language (Li Fai): 3d10, Read Script (Sai): 3d10, Read Script (Yanzi): 1d10, Read Script (Feishu): 3d10, Language (Singh): 1d10, History (All): 1d10, Medicine: 2d10

Qi: 3

Max Wounds: 7

Weapons: Jian (3d10) or Unarmed (1d10)

Key Techniques (Waijia 2, Qinggong 1, Dianxue 1):

Blasting Blade, Drift of the Butterfly Fish, Four-Point Touch, Infinite Counter of the Phoenix (Counter), Slashing Blade, Whirling Dodge (Counter), White Flower Palm

TABLE V: HOURLY/DAILY EVENTS TABLE B

Roll 1D10	Result
1	The real Reckless Storm Arrives
2	Imperial troops show up to arrest Niang the Demon Hunter. These are the troops from the nearby camp. They were likely summoned by one of the Phoenix Hall Musicians
3	Niang and the Phoenix Hall Musicians fight to the death or until she escapes
4	“Reckless Storm” accuses the inn of serving him human meat. This is not true, but if he grows bored he lashes out at Stone Foot by causing trouble in this manner and trying to rile up the other guests. It is his way of staying in character and having a good time. He even demands to see the bodies. This naturally makes Stone Foot nervous
5	If he is still alive, scholar Hu Ba cannot find his sons and asks the players if they have witnessed anything. His sons were killed by the bandits in the stables when they were caught eavesdropping and overheard talk of murdering the original innkeeper. They drag the bodies to the tomb below
6	Scholar Hu Ba goes missing. If his sons are alive, they seek help from the PCs in finding their father. The father was killed in his inn room after he was seen sneaking out of the proprietor’s room
7	Players see the staff hauling an oddly bulging sack of grain from the upstairs to the courtyard. This may just be a regular sack of grain or it could be a body (for example the body of Hu Ba from entry 6)
8	A random patron is poisoned and dies. Whoever did it likely was motivated to protect their interests
9	A heavy sand storm rolls in, making travel incredibly dangerous. It lasts for 12 hours
10	Master Ban arrives (See “Reckless Storm” entry)

TABLE VI: HOURLY/DAILY EVENTS TABLE C

Roll 1D10	Result
1	Someone starts a drinking contest (perhaps with an ulterior motive)
2	Someone starts a game of Weiqi and bets are placed
3	Someone organizes betting for cricket fights
4	Someone starts a contest to see if blindfolded participants can identify different foods
5	Someone begins a poetry contest and during the match, one contestant tells the tale of the Emerald Empire
6	Someone starts a musical contest
7	Someone challenges the player characters to a drinking contest
8	Someone challenges the Player Characters to a game of Weiqi or cricket fight
9	Someone tries to poison the PCs
10	Someone challenges the player characters to a food identifying match



FEARLESS CAT TRIES TO CAPTURE NIANG THE DEMON HUNTER AT THE OGRE GATE INN

NIANG THE DEMON HUNTER

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

Key Skills: Gapple: 2d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10, Small Ranged: 2d10, Heavy Melee: 2d10, Athletics: 2d10, Speed: 2d10, Muscle: 2d10, Endurance: 2d10, Survival (Wilderness): 2d10, Survival (Mountain): 2d10, Survival (Desert): 1d10, Ritual (Ancestor Veneration): 2d10, Meditation: 1d10, Medicine: 3d10, Talent (Calligraphy): 1d10, Talent (Disguise): 2d10, Talent (Poetry): 2d10, Detect: 2d10, Reason 1d10, Command: 1d10, Institutions (Imperial Bureaucracy) 2d10, Read Script (Feishu): 3d10, Classics (All): 1d10, Language (Daoyun) 3d10, Languages (Li Fai and Hai'anese) 1d10, History (Era of the Righteous Emperor): 2d10, History (Era of the Glorious Emperor): 3d10, Religion (Dehua): 1d10

Qi: 3

Max Wounds: 7

Weapons: Ox Tail Dao (4d10 Damage, -1d10 Accuracy)

Combat Technique: Counter (Medium Melee)

"PEI HAI" (STONE FOOT) AND FEI RIVER BANDITS (9)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 1d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 2d10, Athletics: 3d10, Persuade: 2d10, Deception: 3d10, Command: 2d10, Survival (Sea): 3d10, Survival (Wilderness): 3d10, Talent (Theft): 3d10, Talent (Disguise): 1d10, Talent (Cooking): 1d10, Institutions (Criminal Underworld): 3d10, Institutions (Imperial Bureaucracy): 2d10, Institutions (Military Organizations): 1d10

Qi: 3

Max Wounds: 7

Weapons: Bow (2d10 Damage), Ox Tail Dao (4d10 Damage, -1d10 Accuracy), Dagger (2d10 Damage)

Combat Technique: Deflect (Medium and Light Melee)

Key Techniques (Qinggong 3, Waijia 1): Blasting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Horizontal Sidestep (Counter), Spinning Back Kick (Normal/Counter), Whirling Dodge (Counter)

FEI RIVER BANDITS/STAFF (9)

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 1d10 or 0d10 with Ox Tail, Small Ranged: 1d10, Speed: 0d10, Muscle: 0d10, Survival (Sea): 2d10, Survival (Wilderness): 1d10, Talent (Theft): 1d10, Trade (Stone): 1d10

Qi: 1

Max Wounds: 3

Equipment: Ox Tail Dao (2d10 Damage, -1d10 Accuracy)

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Bixie Stars Strike, Burning Blade, Whirling Dodge (Counter)

PHOENIX HALL MUSICIANS (6)

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 2d10 or 1d10 (Ox Tail Dao) or 3d10 (Butterfly Swords), Small Ranged: 1d10, Deception: 2d10, Speed: 2d10, Muscle: 2d10, Athletics: 1d10, Detect: 2d10, Meditation: 3d10, Talent (Poetry): 1d10, Talent (Calligraphy): 1d10, Talent (Singing): 3d10, Talent (Dancing): 3d10, Talent (Pipa, Flute or Erhu): 3d10, Survival (Wilderness): 2d10, Institutions (Imperial Bureaucracy): 2d10

Qi: 2

Max Wounds: 5

Weapons: Butterfly Swords (3d10) and Ox Tail Dao (4d10)

Combat Technique: Heavy Melee-Reach

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Double Thrust, Eagle Descends Loudly, Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

PRINCESS SAMGA AND THE KAILIN (7)

Defenses: Hardiness 3, Evade 7, Parry 7 or 9 (Sleeve Blades), Stealth 6, Wits 8, Resolve 7

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 3d10 (4d10 with Composite Bow), Ride: 3d10, Speed: 2d10, Muscle: 2d10, Ritual (Awaken Object): 2d10, Deception: 2d10, Persuade: 2d10, Command: 3d10, Reason: 3d10, Languages (Kushen): 3d10, Languages (Daoyun): 2d10, Read Script (Yanzi): 3d10, Religion (Loma): 3d10

Qi: 4

Max Wounds: 9

Weapons: Kushen Saber (3d10 Damage), Daggers (2d10 Damage), Sleeve Blades (1d10 Damage/add 1d10 to any Arm Strike damage roll)

Reputation: Loyal-Ferocious

Key Techniques (Waijia 2, Qinggong 2): Arc of the Spine/ Flick of the Wrist (Counter), Storming Daggers, Twins of the Colliding Moon

THE KAILIN (7)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 2d10, Survival (Plains): 3d10, Survival (Wilderness): 2d10, Language (Kushen): 3d10

Qi: 2

Max Wounds: 7

Weapons: Kushen Saber (3d10 Damage), Bow (3d10 Damage)

Armor: Leather Lamellar (-1d10 Damage against blunt weapons)

Key Techniques (Waijia 3, Qinggong 1): Cleave of the Saber, Slicing Arrow

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“RECKLESS STORM” (WEI ANZHI)

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

Key Skills: Arm Strike: 1d10, Speed: 3d10, Muscle: 1d10, Deception: 3d10, Persuade: 2d10, Empathy: 2d10, Talent (Disguise): 3d10, Talent (Guzheng): 1d10, Talent (Acting): 2d10, Talent (Singing): 2d10, Talent (Dancing): 1d10, Talent (Tea Preparation): 2d10, Talent (Cooking): 2d10, Trade (Stone): 1d10, Trade (Jewelry): 1d10, Trade (Metal): 0d10, Places (Hai'ain): 1d10, Places (Chezou River Valley): 2d10, Places (Li Fan): 3d10, Institutions (Criminal Underworld): 2d10, Institutions (Sects): 3d10, Languages (Daoyun): 3d10, Language (Li Fai): 3d10, Language (Khubsij): 1d10, Read Script (Yoshaic): 1d10, Read Script (Yanzi): 1d10, Read Script (Feishu): 3d10, Language (Singh): 1d10, History (All): 1d10, Medicine: 2d10

Max Wounds: 1

Equipment: 3 Silver Taels, 200 spade coins.

Expertise: Institutions-People, Deception-Disguise

Golden King: 4d10 Champion Cricket.

SCHOLAR HU BA

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

Key Skills: Arm Strike: 0d10, Speed: 1d10 (40 feet), Muscle: 0d10, Detect: 3d10, Persuade: 3d10, Survival (Wilderness): 2d10, Survival (Mountains): 2d10, Survival (Desert): 2d10, Divination: 2d10, Talent (Calligraphy): 3d10, Talent (Poetry): 3d10, Trade (Alchemy): 2d10, Classics (All): 3d10, Places/Cultures (Hai'an): 3d10, Places/Cultures (Li Fan): 3d10, Places/Cultures (Chezou River Valley): 3d10, Institutions (Societies): 3d10, Languages (Daoyun): 3d10, Li Fai (3d10), Creatures (Demons): 2d10, Creatures (Spirits): 2d10, Creatures (Animals): 3d10, (Hai'anese (3d10), Singh (1d10), Kushen (2d10), Read Script (Feishu): 3d10, Read Script (Yanzi): 2d10, Read Script (Sai): 1d10

Max Wounds: 1

Expertise: Creatures-Zhen Birds

Equipment: Hidden Sword (a 2d10 Cricket), loadstone, writing supplies.



SAN'S TRAVELS ARE INTERRUPTED BY A WORTHY FOE

**TABLE VII: OGRE GATE INN ENVIRONS
ENCOUNTERS (TN 6)**

Roll 2D10	Result
2	Roll on TABLE II MARTIAL WORLD PERSONALITY (above)
3	Dehua sect (1d10 Initiates)
4	A local bully with friends or allies. Roll 1d10: 1-7 They are not Martial Heroes (treat as rabble), 8-9 Martial Heroes (treat as Standard Disciples), 10 The bully is a great Martial Expert (treat as Fearsome Master) and allies are minor Martial Experts (treat as Standard Disciples)
5	Majestic Lion Cult (1d10)
6	Victims of a nearby horror or threat (roll 1d10: 1-3 Red Gecko, 4-6 Sand Demon, 7-8 Smiling Sword, 9 Abbot Firebrand, 10 Bandits)
7	Con artist selling fake information or goods
8	Wolves (2d10)
9	Yen-Li priests
10	Qui Pan bandits (1d10)
11	Lost
12	Li Fan merchants
13	Fei River bandits (1d10)
14	An accident (someone is hurt or in need of help)
15	Golden Dragon sect (1d10 Disciples)
16	Bone Breaking Sect sect (1d10 Junior Disciples)
17	Hen-Shi sect (1d10 Nuns)
18	Kailin or Kushen (1d10)
19	Imperial agents in disguise (1d10)
20	Roll on TABLE VIII: OGRE GATE INN ENVIRONS ENCOUNTERS B

EXPLORING SURROUNDING AREA

As the player characters explore the surrounding area they should make regular Survival rolls every 6 hours due to intensity of local threats. Some of the entries in the tables below are described in this book in **CHAPTER SIX: NON-PLAYER CHARACTERS**. Others are located in the **WANDERING HEROES OF OGRE GATE** Rulebook in **CHAPTER TEN: THREATS AND MONSTERS**.

As with any Wandering Heroes of Ogre Gate encounter, the table results are just starting points. You will want to flesh these out on the spot to bring them to life. You should feel free to add interesting or striking

details that will help the players engage the situation. Keep in mind that not all encounters are combat related. In fact most are not. Encountering a group of Golden Dragon Disciples should not lead to combat unless there is an existing grudge or the characters are engaged in activities that the sect feels must be stopped. Even when conflict exists, combat is not always either side's best option. Golden Dragons who wish to do the party harm or consider the party a threat, might not react by fighting, they may be polite and then alert local authorities to the party's presence for example. NPCs should be brought to life just as player characters are.

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TABLE VIII: OGRE GATE INN ENVIRONS ENCOUNTERS B	
Roll 2D10	Result
2	Yao (1d10)
3	Majestic Lion Cult (1d10 Generals, 1d10 Nuns)
4	Hidden Talons (1d10)
5	Hen-Shi Sect sect (1d10 Nuns and 1d10 Monks)
6	Skin Wearing Assassin (See Dragon Tooth Cavern entry in CHAPTER TWO)
7	Temple of the Nine Suns sect (1d10 Priests)
8	Zun Warriors (1d10)
9	Yen-Li priests
10	Qui Pan bandits (4d10)
11	Li Fan officials (2d10)
12	Qui Pan bandits (3d10)
13	Southern Snakes (1d10)
14	Bandits (3d10)
15	Golden Dragon sect (1d10 Senior Disciples and 1 Master)
16	Profound Master
17	Sand Demon
18	Imperial soldiers (two squads of 5 men)
19	Owl Monkeys
20	Roll on TABLE IX: OGRE GATE AND INN ENVIRONS ENCOUNTERS C

TABLE IX: OGRE GATE INN ENVIRONS ENCOUNTERS C	
Roll 2D10	Result
2	Ogre Demon
3	Painted Death
4	Wu Tou Gui (Headless Ghost)
5	Xiaoyang
6	Fei Beast
7	Lady Death (See Dragon Tooth Cavern in CHAPTER TWO)
8	Bone Demon
9	Zhen Bird
10	E Gui (Hungry Ghost)
11	Fox Demon
12	Jiangshi
13	Naga
14	Jufu
15	Feng Gui (Phoenix Ghost)
16	Snake Demon
17	Longzhi
18	A Sister of Bone Kingdom
19	Fire Gluttons
20	Kui Demon

TO ROLL OR NOT TO ROLL

As the GM you do not have to roll on the encounter table to determine what threats face the party. These are tools, and sometimes tools can get in the way. Ultimately their purpose is to help you create a more believable and real world for the characters. That means they are optional. If you can determine what threat fits best at a particular moment (perhaps due to events preceding the encounter) then do so.

THE OGRE GATE INN LOCAL MAP

These are the places described on the local map.

A. TRAIL TO BODIES

This is a trail leading to the dead bodies in the desert. It begins at the granary of the Ogre Gate Inn and goes several miles south.

BODIES

This is where the bodies of the former staff and proprietor are buried. They are in shallow graves and a stray hand or foot can be seen jutting from the sand on close inspection. There are also vultures circling the area, which can be seen from a distance. In total there are the bodies of 13 inn staff and the body of Pei Hai. Their bodies have arrows in them and stab wounds in their necks. Pei Hai carries a small manual of music, a song called "Bliss in a Lonely Orchard". Playing this melody on a flute will temporarily de-activate the traps in areas 2, 3, and 5 of the tomb below Ogre Gate Inn. There is also a wooden flute in Pei Hai's robe.

COLLAPSED ENTRANCE

This is an area away from the inn, about a mile or two to the south west. The only visible signs of anything unusual here are the remnants of an old wall buried in the sand (Detect TN 10). This leads to the Emer-

ald Empire area Entrance (which is 70 feet below the surface). It is only 70 feet to get through before one reaches a clear path to the entrance (the path itself is about a mile long). However, the ground here is mostly solid rock, and to dig it would likely need to be drilled. It would take weeks to penetrate the rock and reach the Emerald Empire by hand. With a standard percussion drill rig, they could manage 5 feet a day. With a more advanced drill they could manage about 20 feet a day.

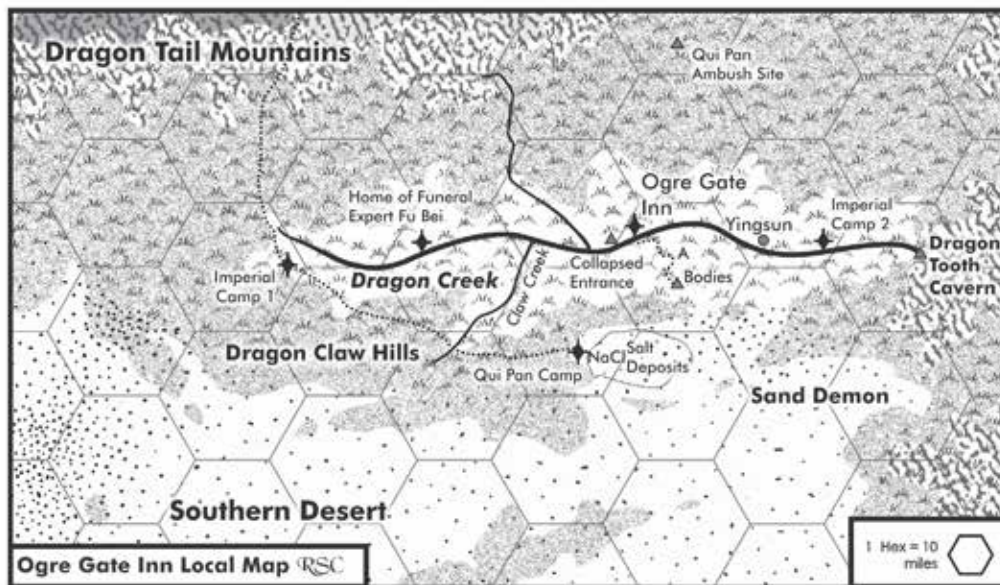
DRAGON CLAW HILLS

These rocky hills are all around Ogre Gate Inn and are heavily trafficked by Qui Pan bandits. Independent of Survival rolls, the GM should roll for a 2 in 10 chance of an encounter for every hour the characters spend in the hills.

DRAGON TAIL MOUNTAIN

This forested mountain is where the Qui Pan bandits reside at their fortress. The woods are heavily trapped and patrolled. There is also a former Sun Mai monk named Abbot Firebrand roaming the mountain and smashing out people's teeth so he can collect them.

Abbot Firebrand came to Qui Pan Fortress seeking to join the bandits. Qui Pan was impressed by Firebrand's Kung Fu and enjoyed his company, however it was clear he was too difficult to control and would endanger the organization. Fearing that Abbot Firebrand might react with violence if directly rejected,





DRAGON CLAW HILLS ENCOUNTERS	
Roll 1D10	Result
1-4	1d10 Qui Pan bandits
5-6	2d10 Qui Pan bandits
7	3d10 Qui Pan bandits
8	A squad of 5 Imperial soldiers
9	Two Squads of 5 Imperial soldiers (10 soldiers total)
10	Three squads of 5 Imperial soldiers (15 soldiers total)

Qui Pan simply told Firebrand that to join he must pick 1,000 Goji Berries from the woods in Dragon Mountain. There are no Goji berries in this area, so his hope is Abbot Firebrand gives up. However, Abbot Firebrand has decided that by “Goji Berries” the bandit leader really meant “the bloodied teeth of intruders”. So he is presently searching the hill for the teeth of people to smash. See Abbot Firebrand entry in **CHAPTER SIX**.

Every Hour the Player Characters spend on the mountain there is a 3 in 10 chance of an encounter (independent of normal Survival Skill rolls). Roll on the following table to determine which occurs. In the case of Qui Pan bandits these are posted ambushes.

For Spearing Shaft Traps and Pit Traps use the following entries:

Spearing Shaft Trap: Type Attack, Detect TN 8, Attack 3d10 against Evade, Effect 3d10 plus one Extra Wound, Disarm TN 7.

These traps are triggered by wires and thread placed on the forest floor. When a character steps through them, a nearby device fires three sharpened wooden shafts. These have enough force to impale a person. They strike a single Target, rolling 3d10 against Evade. On a Total Success they go through the person’s body doing 2 Extra Wounds (instead of 1). For Damage they do 3d10 plus 1 Extra Wound.

DRAGON TAIL MOUNTAIN ENCOUNTERS	
Roll 1D10	Result
1-2	Pit Trap
3	Spearing Shaft Trap
4-5	3d10 Qui Pan bandits
6	4d10 Qui Pan bandits
7	5d10 Qui Pan bandits
8	Abbot Firebrand
9	The toothless body of one of Abbot Firebrand’s victims
10	Roll on TABLE I: LI FAN ENCOUNTERS in CHAPTER TWO

Pit Trap: Type Obstacle, Detect TN 6, Attack Target rolls Athletics TN 8, Effect 3d10 Falling Damage, Disarm TN Special.

These pits are 30 feet deep and intended to both harm and trap intruders. Anyone who falls can take a second Athletics roll TN 8 to halve the Damage.

HOME OF FUNERAL EXPERT FU BEI

This high-walled courtyard house is home to master calligrapher, priest, and diviner, Fu Bei. People come from all over Li Fan to purchase tomb epitaphs (muzhiming) from him and locals often seek his expertise to conduct funerals. His household consists of himself, his wife (Chao), his two sons (Guang and Sheng), as well as his daughter (Jiangnu). There are also eight workers, servants and hands which are part of the household as well. Most important to Bei’s business is Fu Mang the carver (who helps him inscribe his Epitaphs into the limestone and shapes the limestone itself).

Fu Bei charges 3,000 spades to strangers for two limestone epitaphs. For an additional 5,000 spades he will conduct the funeral, including performing the necessary divinations to find an auspicious day and location for burial. This cost does not include travel expenses (he generally charges more if he needs to be away from his home for more than a couple of days). For local villagers he charges 1,000 spades for all his services. He also offers special decorated limestone epitaphs for 10,000 spades each. These are often purchased by officials and merchants from Fan.



Because Fu Bei and Fu Mang often work in tombs, they have experience with traps and can help the party to safely navigate the tomb below Ogre Gate Inn (using their Trade Skills and Talent: Theft Skill).

FU BEI, FUNERAL EXPERT

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

Key Skills: Speed: 1d10 (40 feet), Muscle: 1d10, Detect: 3d10, Athletics: 1d10, Survival (Underground): 3d10, Survival (Wilderness and Mountain): 3d10, Talent (Scribing): 3d10, Talent (Calligraphy): 3d10, Talent (Theft): 3d10, Trade (Stone): 1d10, Trade (Mechanical): 3d10, Divination: 2d10, Ritual (Spirit Keeping): 3d10, Ritual (Ancestor Veneration): 3d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10, Creatures (Spirits): 2d10, Classics (Book of Fortunes): 3d10, Classics (Rites of Wan Mei): 3d10, Languages (Daoyun and Li Fai): 3d10, Read Script (Feishu): 3d10

Max Wounds: 1

FU MANG, THE CARVER

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

Key Skills: Speed: 2d10 (50 feet), Muscle: 3d10, Detect: 2d10, Athletics: 2d10, Talent (Scribing): 3d10, Talent (Sculpting): 3d10, Talent (Theft): 2d10, Trade (Wood): 2d10, Trade (Stone): 3d10, Trade (Mechanical): 2d10, Survival (Underground): 2d10, Languages (Li Fai): 3d10, Read Script (Feishu): 3d10

Max Wounds: 1

IMPERIAL CAMPS

There are two Imperial camps on the map. These are surrounded by spiked wooden fences and comprised of military tents with a central headquarters. Imperial Camp 1 has 50 men and is commanded by Lieutenant Fong. Imperial Camp 2 has 50 men and is commanded by Lieutenant Yuan, who keeps the company's lacquered trunk containing 200 silver taels. The purpose of these camps is to assist Chang Zhen in apprehending Niang the Demon Hunter. They have messengers disguised as locals so they can coordinate their movements. The messengers take 30 minutes each mile to get to their destination.

Stat blocks of soldiers are provided below. For more information see the Imperial Soldiers entry in **CHAPTER SIX** for details on the soldiers and their lieutenants.

LIEUTENANTS YUAN AND FONG

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 0d10 or 5d10 (Horse 80 feet), Muscle: 1d10, Ride (Horse): 3d10

Qi: 1

Max Wounds: 3

Weapons: Qiang (3d10 Damage), Ox Tail Dao (3d10)

Armor: Iron Lamellar (-1d10 Damage against Blunt and Sharp weapons)

Equipment: Horse

Flaws: Hedonist (Fong only)

Key Techniques (Waijia 3, Qinggong 1): Spear Swipe, Whirling Dodge (Counter)

ARCHERS (20)

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

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

Max Wounds: 1

Weapons: Bow (2d10 Damage)

CAVALRY (20)

On horseback, cavalry units use their horse's speed for Turn Order and movement.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10 or 5d10 (Horse 80 feet), Muscle: 1d10, Ride (Horse): 3d10

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Max Wounds: 1

Weapons: Qiang (3d10 Damage), Ox Tail Dao (3d10 Damage)

Armor: Leather Lamellar (-1d10 Damage against blunt weapons)

Equipment: Horse

SWORDSMAN (60)

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

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

Max Wounds: 1

Weapons: Ox Tail Dao (2d10 Damage)

QUI PAN AMBUSH SITE

The Qui Pan bandits frequently ambush passing merchants and wealthy travelers in this area. Typically they have about 2d10 men surround passerby and demand money while threatening to fire their bows. It is usually wisest to give them what they want. However, they will negotiate if the Target has information they can use. For example, they might be willing to leave someone alone if he or she can help them ambush a caravan with considerable wealth. Use the Qui Pan Bandit stats from the entries below.

QUI PAN CAMP

This is an encampment of men from Qui Pan Fortress (50 in all) who are working to extract salt deposits from the local area then it sell on the black market or to corrupt salt brokers. They are led by Zhen Xun, one of Qui Pan's most trusted followers. It was originally controlled by Li Fan and placed under the care of an assigned family, the Yu family, but the bandits murdered them and buried them in the desert. Officials do not yet know about their takeover; whether they would risk sending soldiers to retake it is unclear given Qui Pan's enormous following (see below in Qui Pan Fortress entry).

Recently the bandits have been losing men to a Sand Demon. Zhen Xun does not believe that it is a demon, instead she thinks some predators got them while they were drunk. One of the men has discovered by chance that singing "Bliss in a Lonely Orchard" seems to calm it. This knowledge has slowed down the attacks but they

continue. So far they have lost seven men and will lose one more each day.

There is a courtyard house in the area, with several water wells and facilities for boiling local sands to extract the salt.

There are resources here that may be of interest to the Player Characters. In addition to salt, there are spare tools and parts for mining. Perhaps most significant is a percussive drill made from bamboo pipe with an iron bit. This is used by a crew of 3-5 men, who step on the drill in turns, in a kind of seesaw motion, and cause it to break up rock. The whole structure is bulky, with a height of ten feet. However, this is very slow, breaking only 5 feet of rock a day. There is also a new technology present, a wheel and bamboo cable drill that lightens the weight of drilling and allows for faster, deeper progress. With this they can drill 20 feet a day. This could be of use for anyone trying to dig directly to the Emerald Empire via the Collapsed Entrance.

Stats for Zhen Xun and her men are below. For more information on Zhen Xun see her entry in **CHAPTER SIX**.

ZHEN XUN

Defenses: Hardiness 5, Evade 4, Parry 7 or 8 (Three-Section Staff), Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 4d10 (Three-Section Staff), Heavy Melee: 1d10, Speed: 2d10, Muscle: 2d10, Endurance: 2d10, Command: 2d10, Deception: 2d10, Persuade: 1d10, Empathy: 2d10, Survival (Mountains): 2d10, Survival (Desert): 2d10, Languages (Daoyun and Li Fai): 3d10, Language (Kushen): 1d10

Qi: 2

Max Wounds: 5

Weapons: Three-Section Staff (Restrain on Total Success, 2d10 Damage), or Unarmed (2d10)

Flaw: Greedy

Expertise: Deception-Tall Tale, Medium Melee-Three-Section Staff

Combat Technique: Medium Melee-Deflect (Parry 9 when not moving)

Key Techniques (Waijia 2, Neigong 2): Spear of the Infinite Emperor, Tai Lan's Staff Strike, Trapping Wind



QUI PAN BANDITS (50)

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

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

Max Wounds: 1

Weapons: Short Bow (2d10 Damage), Ox Tail Dao (2d10 Damage)

QUI PAN FORTRESS

This is a well-defended and heavily trapped residence of the Qui Pan bandits. They are led by Qui Pan who has attracted a huge following of men. The fortress grounds alone have 800 men. However, he can unite a loose confederation of thieves, bandits, and disaffected farmers totaling 30,000 people if he needs to. Presently Qui Pan is focused on the salt deposits in the desert. But he also has taken captive the nephew of the King of Li Fan, Hui Jing. He is holding Hui Jing in a prison below the residence grounds and plans to use him as leverage if Li Fan should attempt to uproot their presence in the area or interfere with their claim to the salt deposits.

Qui Pan is always looking to recruit Martial Experts. Anyone who displays solid Kung Fu (Qi Rank 2 or higher) is sure to attract his attention. He may send men inviting them to a feast at his fortress if they seem like they would make good additions to his forces. People who are not predictable or too powerful he is reluctant to accept.

Stats for Qui Pan and his men are provided below. For more information on Qui Pan see his entry in **CHAPTER SIX**.

QUI PAN

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 2d10 (Ox Tail Dao), Heavy Melee: 3d10 or 2d10 (Guan Dao), Small Ranged: 3d10 or 5d10 (Composite Bow), Deception: 2d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Ride

(Horse): 3d10, Athletics: 2d10, Detect: 3d10, Reasoning: 2d10, Survival (Wilderness, Mountain and Desert): 3d10, Empathy: 2d10, Deception: 2d10, Meditation: 1d10, Medicine: 1d10, Classics (26 Stratagems of Jiang Laozi): 3d10, Institutions (Military): 3d10

Qi: 4

Max Wounds: 9

Weapons: Guan Dao (4d10), Composite Bow (3d10) or Ox Tail Dao (4d10)

Expertise: Composite Bow

Combat Technique: Medium Melee-Counter

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Absorbing Palm, Blade Pinch (Counter), Breath of the Lotus Petal, Intercepting Arrow (Counter), Rain of Arrows, Ringing Strike of the Hand, Storm of Arrows, Swift Stride, Whirling Blade, Whirling Dodge (Counter)

QUI PAN BANDITS (800)

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

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

Max Wounds: 1

Weapons: Short Bow (2d10 Damage), Ox Tail Dao (2d10 Damage)

SALT DEPOSIT

See Qui Pan camp for details.

SAND DEMON

There is a Scorpion Demon that roams beneath the ground and emerges periodically to consume the life energies of travelers. It is in love with Pei Hai, the former proprietor of Ogre Gate Inn. Fifteen years ago the demon was a mere scorpion who heard Pei Hai playing on a flute. It was drawn to the music and used rituals and magic to cultivate human form. It does not know of Hai's death and will seek revenge against those responsible if informed. Playing the song "Bliss in a Lonely Orchard" will keep Sand Demon calm and prevent it from attacking.

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SAND DEMON

See **SAND DEMON** entry in **CHAPTER SIX: NPCS** for more details on its background and powers.

Defenses: Hardiness 8, Evade 6, Parry 6, Stealth 6 (9 in Sandy or Rocky Terrain), Wits 5, Resolve 8

Key Skills: Claw: 2d10 (2d10 Damage), Stinger: 1d10, Grapple: 4d10, Speed: 3d10 (60 feet), Muscle: 3d10, Detect: 2d10, Persuade: 3d10, Ritual (Cultivation of Human Form): 2d10, Survival (Desert): 3d10, Talent (Sing): 3d10, Trade (Alchemy): 2d10

Max Wounds: 10 + 1 per Qi Drained.

Powers: Beast Strength (X6), Burrow, Claw Pinch, Drain Qi, Fire Poison, Human Form, and Song of Illusion

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YINGSUN

This is a small village of 65 farmers and hunters. Smiling Sword, a Sun Mai abbot, was brought here a day ago by his disciple Leng Ping. The two had been traveling from the Banyan and ran into a member of Purple Cavern sect (they do not know the person's identity) who poisoned Smiling Sword with Fire Poison. In truth the person who attacked them was actually the Sand Demon that roams the desert (they simply mistook its identity). Leng Ping went to Ogre Gate Inn for help. After he left, Smiling Sword used what strength he had to teach the villagers about Sun Mai. However, in the past few hours his mind has been affected by the poison making him paranoid. Believing the villagers to be agents of Purple Cavern sect he attacked them, killing the couple who gave him respite in their home. The rest of the villagers hid in their homes from fear and he has been wandering the place since, killing one villager every three hours and shouting at the top of his lungs.

Should Smiling Sword recover he may try to open a temple in the village with the aim of helping those he has brought harm to.

SMILING SWORD

For more information on Smiling Sword's background and personality, see his entry in **CHAPTER SIX**.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Endurance 3d10, Persuade: 3d10, Empathy: 2d10, Deception: 2d10, Meditation: 3d10, Athletics 2d10, Medicine: 3d10, Talent (Poison): 2d10, Classics (Scripture of Sun Mai): 2d10, Religion/Gods (Qi Zhao): 2d10, Religion/Gods (Cult of Hen-Shi): 2d10, Martial Discipline (Neigong): 2d10, Martial Discipline (Waijia): 2d10

Qi: 3

Max Wounds: 7

Weapons: Gun (wooden staff 2d10), or Unarmed (2d10)

Equipment: Antidotes (Hellebore, Spiny Toad Venom and Zhen Bird Venom)

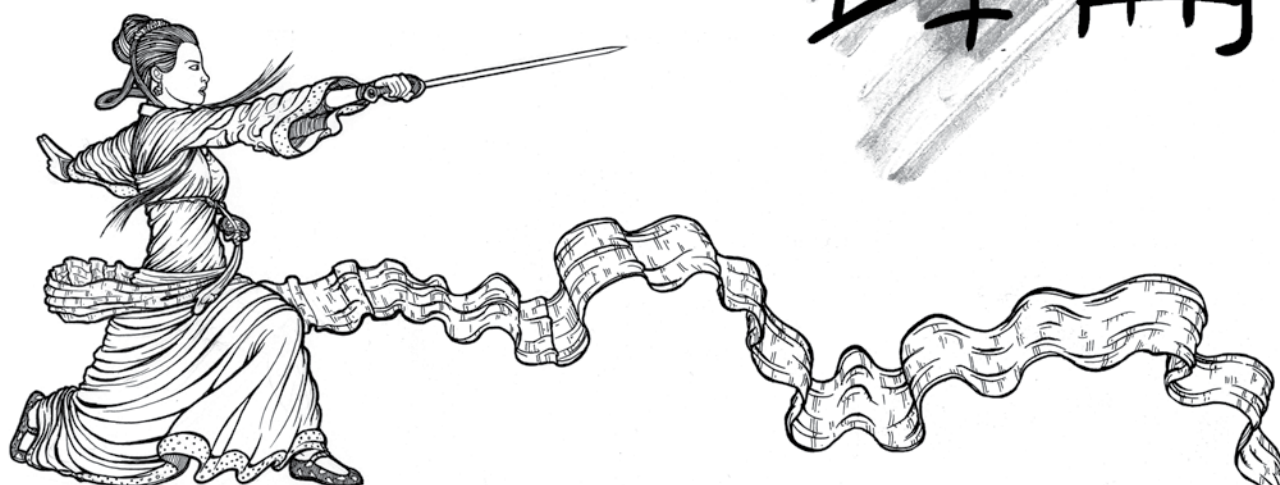
Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Qingong 1, Neigong 1, Dianxue 1): Breath of the Lotus Petal, Grasp of the Python (counter), Guiding the Crashing Wave (Counter), Iron Body (Counter), Kick of the Golden Elephant, Sun Mai Sword, Tai Lan's Staff Strike, Triple Yang Strike



CHAPTER 4

鐸 齋



THE TOMB OF GENERAL DOU LUN



This is the tomb of General Dou Lun, the leader of the Hai'anese resistance against the Empire during the Era of Sadness and Triumph (roughly 100 years ago). The Ogre Gate Inn was established by a loyal disciple of the General named Pei Wan (according to some rumors and legends, Pei Wan was actually a great Martial Hero named White Qilin). He needed to bury the general's body, but was worried about it being desecrated by enemies. He also wanted to make sure the general's spirit continued to be venerated. Pei Wan devised a clever solution, erecting a tomb below the inn to honor the General's memory, knowing that the inn, due to its location on the frontier between the Banyan and the empire, would attract many great heroes. That way, when patrons cheered or honored the general's memory, they would not even realize they were doing so at the general's actual burial site. This meant that the general's spirit would continue to be honored appropriately but only by sincere and spontaneous shows of admiration, and that his body's location would never be known to the empire. Pei Wan continued to venerate the tomb himself and passed this knowledge onto his descendants.





ABBESS BAN SHANHU DEFLECTS THE TOMB'S LETHAL TRAPS WITH IRON BODY TECHNIQUE.

What Pei Wan did not know was that he had built the inn and the tomb right above Kang Zhang's Emerald Empire treasury. He chose the location because of its proximity to the gates of Ogre Gate, but had no idea such wealth remained below his feet.

The Tomb of General Dou Lun is somewhat intricate in its construction and was clearly well funded. The ceilings of the chambers and the halls are barrel vaulted. The bricks are small. The walls of the tomb have murals painted on them of a great military procession with a general (Dou Lun) in the lead at the tomb entrance followed by officials, officers, and soldiers, snaking its way through the entire building.

There are traps here to ward off intruders. They were ingeniously designed so that their metal triggers respond to tones and become inactive when the correct melodic line is played on a wind instrument or bell. Anyone who plays "Bliss in a Lonely Orchard" correctly stops the traps for five minutes. This song is well known, but few would connect it to the tomb. However, anyone finding the body of Pei Hai may find a manual of the song. Playing "Bliss in a Lonely Orchard" on the bells in area 1 or on any woodwind instrument, will nullify the traps.

LOCATION OF THE TOMB ENTRANCE

The tomb entrance is accessible through the storage of the inn via a secret hatch. This leads to Area A (Cave). There is another secret entrance in the Granary that leads to room 6.

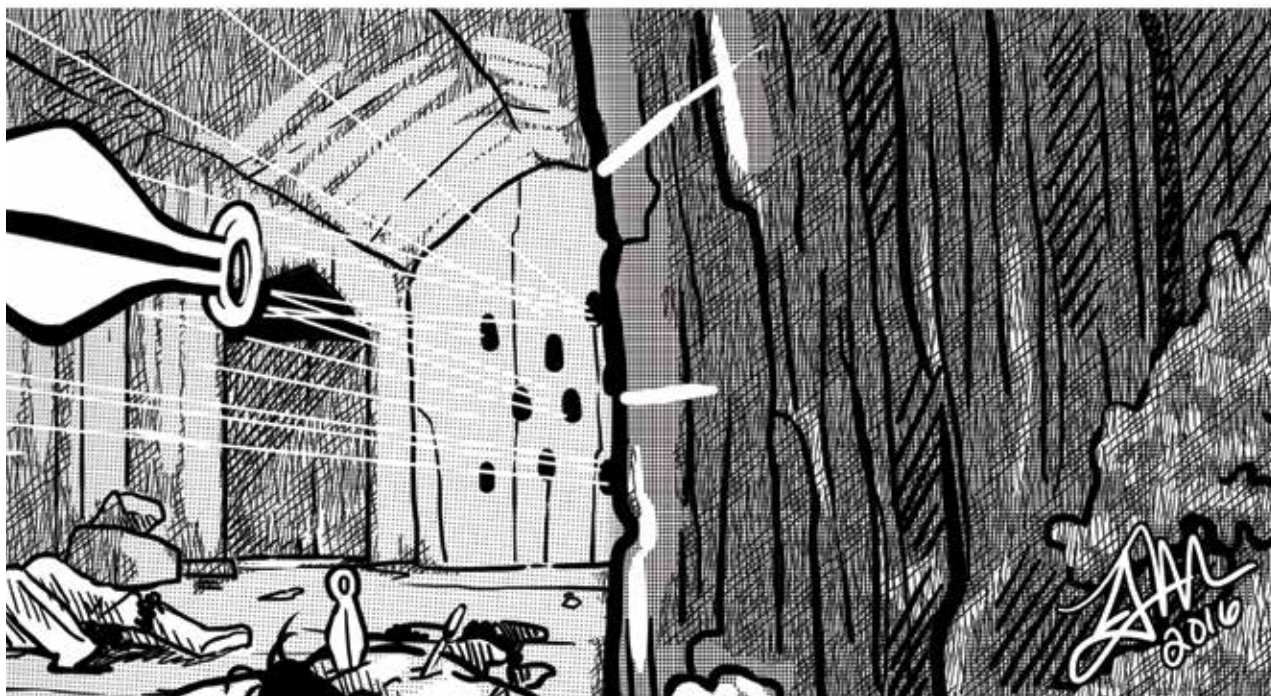
A. CAVE

This cave leads to the entrance of the Tomb (Area 1). There are several wooden baskets on the ground here filled with rock and dirt. There is also a mound of rock and dirt against the wall. These mounds of rock and dirt were here before the bandits arrived and a result of the staff and Pei Hai digging a tunnel in chamber 4 to reach the Emerald Empire.

I. ENTRANCE/CEREMONIAL CHAMBER

This is the main entrance of the tomb and where the ancestor veneration ritual would begin. There is a set of 65 bronze bells in a wooden frame against the wall, there are also two mallets fitted into its frame. In addition, there are numerous bronze vessels for food,





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water and wine laid out against the opposing wall. The bells vary in size and weight, with the smallest being 5 pounds and the heaviest being 450 pounds. They are each worth about 2 spades per pound.

Ancestor veneration was conducted according to the Hai'anese custom. Participants would begin by playing the melody of "Bliss in a Lonely Orchard" on the bells while someone else prepared food and drink, then went to room 5 to place them by the altar. Later, when the numbers of descendants narrowed, Pei Hai incorporated the flute to reduce the amount of people required.

Characters in here should have a chance to spot the dead bodies in area 2 (Detect TN 6).

2. DART TRAPPED HALL

This narrow hall is trapped with poisoned darts. There are 3 dead Fei River bandits here. Their faces are blue and they each have long darts imbedded in their bodies. They died on the group's first attempt to reach the Emerald Empire. A successful TN 6 Medicine roll reveals they were poisoned. A successful Talent (Poison) roll TN 8, reveals it was Hellebore. Anyone standing in area 1 ought to have a chance to spot the bodies (TN 6). Anyone who walks into area 2 will see them as they pass.

There is a large bronze pressure plate concealed by dust on the ground (Detect TN 9) at the end of the corridor. When someone steps on it, it fires darts along the whole hallway. When this happens make a 3d10 Attack roll twice against all inside the hall.

The dart trap can be triggered 8 times before it runs out of ammo.

Poisoned Dart Trap: Type Attack, Detect TN 9, Attack 3d10 x 2 against Evade, Damage 3d10 plus Hellebore, Effect Poison, Disarm TN 9.

Hellebore: This is a deadly poison that causes the heart to stop. When someone is exposed to Hellebore, roll 4d10 against their Hardiness. If the roll succeeds they immediately start taking -1d10 penalties to Physical and Combat Skills as their body starts to swell. Then it takes 1d10 minutes to kill unless an antidote is found. A successful Medicine roll TN 7 can stave off death for an additional 1d10 minutes (this can be continued for some time) but an antidote is required to cure the person. The antidote can be found in room 5B. Another possibility is Smiling Sword, who has a Hellebore antidote in his possession.

III



3. COLLAPSING FLOOR

This chamber is meant to trap and kill intruders who attempt to escape the poisoned darts in area 2 (especially those using something like Whirling Dodge to leap here to safety). It is also meant to catch people with the spear trap from area 5 should they perform a similar maneuver in this room. The central area of the chamber floor falls open when people step on it, dropping them into a 20-foot pit with spears. It closes moments after it opens. At the bottom are 6 speared dead bodies.

There is also a pressure plate that triggers the trap in area 5 to fire spears into the room (Detect TN 8). These combinations of traps are intended to throw intruders off guard and catch them as they try to avoiding being harmed.

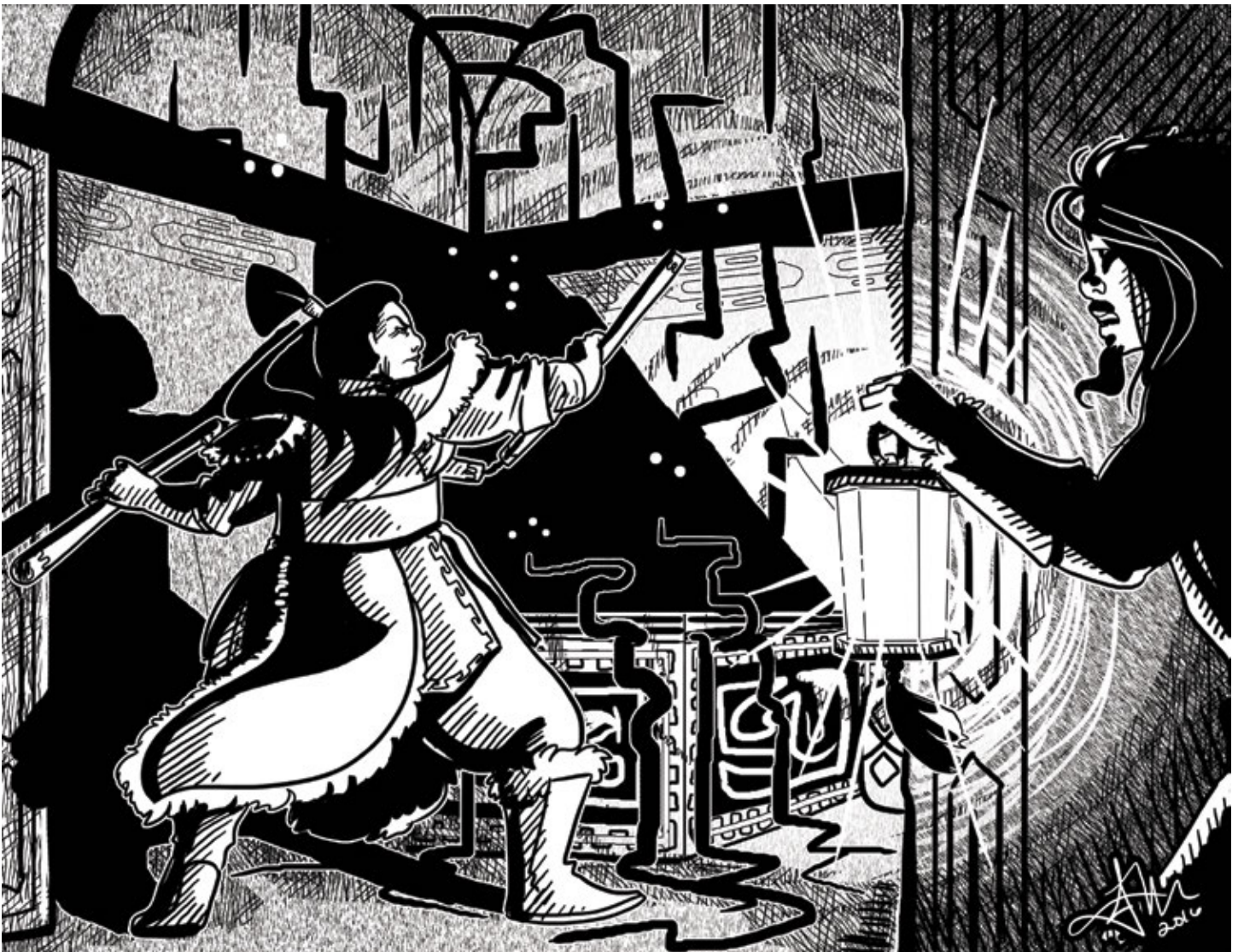
Pit Trap: Type Attack, Detect TN 6, Attack Target rolls Athletics TN 8, Effect 4d10 Falling and Spear Damage (open), Disarm TN 9.

4. THE SONG OF HAI'AN

This chamber contains an important book called The Song of Hai'an (see below). It is written on bamboo strips and rolled up in a bronze case which is on top of a stone slab against the wall.

There is also a secret passage here of recent construction, leading into a recently dug out tunnel. The tunnel is incomplete but if the course is continued it leads to the entrance of the Emerald Empire. It was constructed recently by Pei Hai when the staff heard rumors of a vast treasure below the inn.

There are also about 70 bronze liang coins scattered on the floor. These were thrown down as part of a Li Fan divining Technique. Inspecting them viewers can see that the bulk of the coins that have come up on the observe side (the one showing Bao's face) are clustered toward the wall with the secret entrance. Anyone with Divination can discern that this was a geomantic Technique used to locate an ideal place to dig (Divination TN 8).



ZHEN XUN STUMBLES UPON GENERAL DOU LUN'S TOMB

MUSIC AND THE TIMELESS MASTER

Characters who have been to the Tomb of the Timeless Master may be more on the lookout for musical tricks to get through sections of the dungeon. This is to be encouraged. If they were there and figured out how to use the guzheng to control the stairs, it is fair to reward them should they apply that lesson to this tomb. This is one reason why a musical solution to the traps was included (the other is it fits with Hai'anese culture of General Dou Lun).

THE SONG OF HAI'AN

This is a poetic and musical recounting of the battle of Yu Zhing. It makes reference to another book called the Stratagems of General Dou Lun and begins by asking 'who would heed the words of a general who lost'. It then goes on to explain the treachery in the ranks that led a perfect plan to crumble from within. The general was betrayed by a family member. It does not say who, but suggests it was a son or daughter. It also claims this person was the first Yao. It contains mention of a weapon called the Key of the Pillar of Wisdom, saying only that it was created by the Emperor's adviser, Cai Yuanyu to use against the Emperor if he ever had the need.

The book also describes in some detail the site of General Dou Lun's death, a hill south of Yuzhing amid a small bamboo forest.

Secret Door: Detect TN 6. This door is easy to spot as the stone is a slightly different hue than the surrounding brick. Inside is a tunnel that has been dug recently. This leads to the Emerald Empire.

4B. TUNNEL

This tunnel was created by Pei Hai and the staff after they heard rumors of a treasury below the inn. They divined the right path by following an ancient Li Fan custom of throwing up a number of coins and hoping they would point in the right direction. The trick worked and they were pointed toward the Emerald Empire.

The tunnel is about ten feet wide and eight feet high, with a wooden support frame. It slopes down steeply. There are numerous implements on the ground for tunneling such as a bronze dust bin, spades, shovels, hooks, chisels, and axes.

The players can reach the Emerald Empire from here by continuing to dig the path. They must dig 60 feet to reach it.

5. ALTAR CHAMBER

This is where the altar to the general's spirit is kept. It is against the wall and has several incense bowls at its base. Close inspection reveals dozens of thick circular holes on its surface (the spears fire through these).

The altar is genuine but also trapped to harm intruders. This trap is designed to hit everyone in a straight line from area 5 to 3. There are two pressure plates that can trigger it: one before the altar and one in area 3 (Detect TN 8 to see either). The spear trap can be fired six times before it runs out of ammo.

Anyone who makes an offering of food and water to the general will be aided by a remnant of the general's spirit should they find themselves facing death in the Emerald Empire. This will be as a single form of assistance and could be anything from a golden flash that stops a spear before it strikes, to a gentle wind pushing the player character away from trapped pit. This ethereal assistance can only happen once to each character though.

Spear Trap: Type Attack, Detect TN 8, Attack 2d10 x2 against Evade, Effect 6d10 Damage (potentially twice), Disarm TN 8.

5B. SECRET STUDY

This area is a small study where Pei Wan kept important keepsakes and books from his time under the general. There is a small cabinet that contains the antidote for Hellebore. There is also a large rotating book shelf that contains the standard classics like The Rites of

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Wan Mei. However it contains three other books that may be of interest to the PCs. They are:

The Prophecy of the Calamity Star: When General Dou Lun died, the Calamity Star splintered into three points of light and has remained so since. According to legend the general uttered a prophecy upon death and this book contains a full account of that evening. The prophecy says that a child, with the markings of the birds of paradise, will be born when the star reforms. That the child will finish what the general started. However, this is different from most versions of the story. First it is clearly an eye witness account written by White Qilin. Second it says the child will be fated to assassinate the Emperor and remarks that “the Demons of the Emperor obey the child”. Most other accounts assume the child will be the next ruler. The Demons of the Emperor are probably a reference to the Yao. For information on the Calamity Star see pages 238 and 251 of the **WANDERING HEROES OF OGRE GATE** rulebook.

The Book of the Five Ghosts: This is a manual for dealing with Demons, Spirits, and other threats, particularly those that become a threat during the demon moon. It also makes reference to a creature called the Ghostly Emperor, a kind of spectral master of the criminal underworld in Hai'an.

The Five Histories of the Golden Dragons: This book is ancient and seems to be from a well-educated source, though the writer's identity is unclear. According to this account, the Golden Dragons were established three hundred years ago, when five masters from five different sects came together to face a common enemy (a group known as the Murdering Physician sect). This would appear to contradict the Golden Dragon's official history, which places their origin at the time of Sunan and Bao. It also contradicts the history found in Yao Gong Palace. The reason for this is this book is a fraudulent attempt to discredit the Golden Dragons. Still, clever players may use it as evidence or a bargaining chip in dealings with that sect.

6. GENERAL DOU LUN'S TOMB

There is a stone coffin here containing the prepared skeletal remains of a person dressed in armor. However, close examination (Medicine TN 7) will reveal this to be the skeleton of a woman, not a man.

On the lid of the coffin are the following words: “These are the true deeds of General Dou Lun, protector of Hai'an and the chief of the wulin. The General waged a brave campaign against the forces of the empire and united the martial sects. But a betrayal unraveled certain victory at the Battle of Yu Zhing. With the death of the general, the martial world dissolved into chaos and Northern Hai'an was lost.”

There is a 40-foot shaft on the ceiling here that leads to the granary of the inn.

There are a number of curious mushrooms growing in this area on the stone coffin. These are green numinous mushrooms (a key ingredient in the Ogre Gate Inn recipes, without them, the food simply does not taste right).

Green Numinous Mushrooms: There is a cluster of Green Numinous Mushrooms growing on the stone coffin. These are tall, vaguely luminescent fungi with pale white caps. They add an indescribable rich and salty flavor to virtually any food and create a sense of well-being in any who consume them. This has no mechanical effect but it is discernable and greatly enhances any meal it is added to. For decades the inn has relied upon these as the secret ingredient for their dishes. The mushrooms grow rather fast, but only on the coffin. Trying to replant or regrow them will fail.

WAS THE GENERAL A MAN OR A WOMAN?

There are two possibilities: the skeleton in the coffin is a fake, or the skeleton in the coffin is the genuine article and General Dou Lun was a woman. This is for the GM to decide. I introduced it into my own campaign almost by accident. At first I intended the skeleton to be a fake but when one of my players wove a pretty elaborate and interesting alternate history I began to reconsider. I don't usually do that. Typically stuff in my games is set by me, and not altered just because a player has an interesting idea. In this case, I thought the interesting idea was more compelling and likely than my explanation that someone faked the general's body in the tomb for some reason. It also explained the secrecy around the tomb itself. It also adds another reason for why Li Fan was chosen as the burial site, as they have a long history of female generals. At the end of the day, this is your campaign and you can interpret the skeleton how you wish. By leaving it up to the GM, I think that makes it even more interesting for the players.



CHAPTER 5

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THE EMERALD EMPIRE OF ZHANG KANG



The Emerald Empire is a great treasury and tomb where the Bandit King Zhang Kang buried himself with his wife, his precious White Jade Horse, and other amusements to make eternity a pleasure. It is located beneath the Ogre Gate Inn and is reachable through the Tomb of General Dou Lun (provided the party tunnels through a section of rock and earth) or through a collapsed entrance indicated on the Ogre Gate Inn Local Map (again they will need to dig here as well).

During the Era of the Five Dragon Emperors, Zhang Kang was a great bandit king and living legend. He established a small fortress town where the Ogre Gate Inn stands today and lived a life of luxury and pleasure. But he had two great fetters in his life. One was his love for his wife, Feiyan. The other his love for riches, in particular his Jade Horse. When his wife grew ill, he became fearful for them both and sought any method possible to extend their lives into perpetuity. He built the Emerald Empire beneath Ogre Gate, and struck a bargain with a Ritual Master who turned him and his wife into immortal guardians of the complex.



Since then only three people have ever breached the Emerald Empire. Two never made it out (being eaten by the creature in room 3) and the one who survived collapsed the entrance, fearing he would be followed by the Emerald Empire's inhabitants. He is the source of rumors, legends, and songs about the dangers of the treasury. Most of these are inaccurate but one account from the man survived through the ages and this is where Stone Foot got his information from.

Use the following area entries as the players explore. Note that this is a snap shot, and you should try to build off of whatever scenario exists when the PCs enter. For example, if they allied with the Fei River Bandits, it is likely to lead to conflict once the Jade Horse is discovered. But such allies can also prove useful, helping the players overcome difficult foes or obstacles.

The entire complex is made from large rectangular bricks and stone. The surfaces of the bricks on the floor have patterns of dragons on them. The ceilings are supported by pillars.

ENCOUNTERING ZHANG KANG

As the players explore, check every 10 minutes for an encounter with Zhang Kang (a 1 in 10 chance). In addition, each room they enter has a 2 in 10 chance of him being present (with the exception of rooms 4 and 3 which he actively dislikes).

While he is likely to be hostile to intruders and appear monstrous initially, he can speak and can be parlayed with if the players take that path. He has been here for centuries and while he will treat any threat to his treasure with the seriousness it deserves, he will talk if players can hold his interest.

This is Zhang Kang's Stat Block, you can find his full entry in **CHAPTER SIX: NON-PLAYER CHARACTERS**.

ZHANG KANG

For more information on Zhang Kang see his entry in **CHAPTER SIX: NPCS**.

Defenses: Hardiness 9, Evade 4, Parry 8, Stealth 3, Wits 4, Resolve 10

Key Skills: Bite: 2d10, Gore: 1d10 (4d10 Open Damage), Arm Strike: 2d10 (8d10 Damage), Breath: 2d10 (5d10 Damage), Snake Bite: 2d10 (See Entry below), Medium Melee: 2d10, Speed: 1d10 (40 feet), Muscle: 5d10, Detect: 2d10, Trade (Mechanical): 3d10, Trade (Stone): 3d10, Trade (Metal): 3d10, Meditation: 3d10, Institutions (Bureaucracy of Heaven): 1d10, Ritual (Ritual of Ultimate Sacrifice): 2d10, History (Era of the Five Dragon Emperors): 2d10

Qi: 12

Max Wounds: 24

Flaws: If he drinks wine, Zhang Kang cannot use his Kung Fu Techniques.

Key Techniques (Waijia 2, Qinggong 1, Neigong 2, Dianxue 1): Hands of the Hawk Beak, Iron Body (Counter), Ringing Strike of the Divine Ram, Roar of the Lion, Whirling Dodge (Counter)

Powers: Beast Strength (x5), Gore (4d10 Open Damage with horns), Immunities (immune to mundane attacks), Smash (arm strike does 8d10 Damage and sends target back for 2d10 extra damage), Snake Bites (Snakes in eyes reach 10 feet, venom Rolls 3d10 against Hardiness. If successful the Target dies in 1d10 minutes)

ENTRANCE

This used to lead to the surface via a slanted shaft but the entrance collapsed ages ago when three men went into the treasury and only one survived. He deliberately caved in the entrance to make it inaccessible. This section leads to the collapsed entrance area on the regional map. Otherwise it leads to area 4B in the Tomb of General Dou Lun if one digs (see 4B for details).

I. THE LONG HALL

This is a hall of pale stone and wide pillars leading to the treasury. It is heavily trapped with a spear firing mechanism and a number of concealed pits (indicated on the map). The pillars themselves have images of Zhang Kang on them as he appeared in life, a bold man dressed in fine robes.





INTRUDERS DIE SWIFTLY IN THE LONG HALL OF DEATH

DANGER AND THE ROLE OF ALLIES OR SERVANTS

The Emerald Empire is dangerous by design. A party that is not cautious could die horribly in a moment. For this reason you will want to play up rumors of this should the players ask locals about the treasury. These accounts will mostly be inaccurate but they will all hint at a place that is lethal for trespassers and contains a great evil within.

One thing the adventure tries to account for is the possibility of the PCs allying with the bandits or hiring their own people to help them excavate. The setting assumes that hiring servants, guides, and porters is fairly common for those with enough wealth, so a successful adventuring party can be expected to bring some hirelings for the delve.

If the characters align themselves with Stone Foot and his men (or with others present at the inn) they can increase their chances of success. Going in as a large group is certainly a lot safer. Of course numbers could still dwindle as many of the traps will take out servants and porters who have a Max Wound of 1. Heroes will have an easier time as their Max Wounds are greater.

One downside of taking a large group with them (particularly people they have not hired but agree to share the wealth with) is conflict over the spoils. There are a few valuable objects scattered throughout the complex, but the White Jade Horse of Chezou is worth over one million spades and clearly an item of singular value. This could lead to conflict or deception among those the player characters take with them. If they bring bandits or other shifty types into the fold, they could face treachery. One million spades is a lot of money and it is hard to share a solitary horse. Also this type of object is regulated by bureaucracies in the empire, Li Fan, Hu Qin and Hai'an. To legally sell it would require going through a broker (see Cashing in on the White Jade Horse for details).

The spear traps are triggered by stepping on the floor in the first fifteen feet of the hall in areas marked X. Once triggered it sends a wave of spears arcing through the air and striking every area in the hall for two rounds. The spears are fired from shafts lining the floor before the door to Area 5. The ceiling here is 30 feet high.

At the same time, there are trap doors on the floors that open into pits. These are difficult to spot and scattered in a seemingly random pattern. They are triggered by weight (see their distribution on the map). If characters walk forward without stating where, assume they pass over the pit traps.

Volley Spear Trap: Type Attack, Detect TN 9, Attack 3d10 against Evade of everyone on areas marked S, Effect 3d10 Damage, Disarm TN 10.

These fire a volley from the shafts at the base of the door to area 5. They can fire up to 10 volleys.

Pit Traps: Type Obstacle, Detect TN 6, Attack Target rolls Athletics TN 7, Effect 3d10 Open Damage, Disarm TN 9.

THE DOOR TO THE TREASURY

There is a massive iron door to the treasury itself. It is locked and made of heavily reinforced iron plates. To unlock it, one must slide the statue of the Minister in Area 2 (see below). Anyone who attempts to pick

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Use the following stats for the traps:



the door lock and fails triggers a deadly needle spike trap. Close inspection of the door reveals small holes, the width of a small bead, over the entire door. These are part of the Deadly Needle Trap.

The door reads in Daolun and in Feishu Script: *"IF YOU TAKE THE TREASURE OF ZHANG KANG, THE SUN SHALL BURN YOUR EYES AND THE DARKNESS WILL FILL YOUR HEART"*.

This is an empty threat. There is no curse or magic that will befall anyone.

Door: Hardiness 10, Integrity 12, Talent (Theft) TN 10 to Open

DEADLY NEEDLE TRAP: Type Attack, Detect TN 8, Attack 3d10 against Evade, Effect 6d10 Open Damage, Disarm TN 10.

If anyone tries to pick the lock and fails they trigger a deadly needle spike trap that strikes those standing in front of the door. The whole door is fitted with long, thin spikes that thrust out and skewer anyone standing in front of it when the trap is triggered. It is quite impressive to behold as the entire surface of the door suddenly appears covered with quill-like spikes almost two feet long. When triggered, roll 3d10 against the Evade of anyone standing in front of the door. Those hit take 6d10 Open Damage.

2. A MINISTER IN BRONZE

In this chamber is a human-shaped bronze statue on a stone base surrounded by bronze pots and dinnerware. Zhang Kang had a minister of the empire executed by pouring molten bronze on him. He stands here today, guarding a treasury of fine shaped bronze pots (worth 20,000 spades total). His eyes remain as if alive and stare, taking over the body of anyone who meets his gaze. Players should also receive a Detect roll (TN 10) to notice the eyes from a distance (they are visible close-up).

On close inspection (or a TN 9 Detect roll) there are grooves visible on the ground under the statue's base. These are two parallel lines that extend about three feet. If characters slide the statue on these grooves, it unlocks the door to Area 5.

Zhang Kang loves coming into this chamber to taunt the minister. It fills him with a sense of victory to see a minister of the empire in such a state.

THE MINISTER STATUE

The original minister's identity was Xi Ping, Director of the Office of the Imperial Treasury. He was originally sent to negotiate with Zhang Kang who executed him with molten bronze.

The statue is made of bronze but has proper living human eyeballs encased in its eye sockets. They dart back and forth in a panic. Anyone who looks at them is subject to the Gaze (see Gaze below). Otherwise the statue is harmless.

Inside his flesh has completely rotted out. But his eyes are very much alive and he is conscious.

Defenses: Hardiness: 8, Evade 1, Parry 1, Stealth NA, Wits 9, Resolve 6

Integrity: 14

Gaze: If anyone looks into the minister's eyes roll 2d10 against Resolve. On a Success he possesses the Target for a day. Roll again each day following, if successful for ten days, the effect is permanent.

Qi Vulnerability: The Minister Statue is unstable and the minister's meridian points are obviously delicate to say the least. Any attempt to heal him using Qi Energy is disastrous, causing his eyes to rupture in an explosion of blood.

3. HORSE RIDER RITUAL VESSEL

At the back of this room is a tall ritual vessel made of bronze. Otherwise the room is simple stone. However there is a creature (see below) that sleeps inside the vessel and awakens when living beings enter. If anyone enters the room, deadly mist begins to pour from the vessel and flow throughout the chamber. The mist rises to head level and swirls making it hard to see things at that height. The creature in the vessel then emerges and does its Dance of the Fox-Headed Concubine, before it devours intruders.

The tall ritual vessel has words inscribed on the surface from the Yun chief acknowledging the supremacy of the Emperor: "I Chief of the Yun, kneel to the supremacy of the Emperor." The vessel is worth 30,000 spades, though incredibly heavy, weighing 1800 pounds. The vessel billows a terrible flesh burning fog that imposes a -1d10 to all skills and causes 1 Wound every minute of exposure. The slowness of the mist's burning effects means people do not realize they are in danger until they begin taking Damage.

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There are also the remains of two human skeletons in the far corner of the room (discernable on a Detect TN 9). They are little more than a pile of bones now. On close inspection there are visible chew marks upon the bones. These are the remains of the two people who entered here but were unable to escape (they had a companion who succeeded in fleeing). The creature inside the vessel is Li Hua. A former concubine of the Bandit King, she was turned into a creature similar to a Longzhi and guards the chamber. She dwells inside the vessel and emerges after people enter.

OTHER TREASURE

There is also a Jade Mirror here that once belonged to the concubine.

Jade Mirror: One foot in length, 8 ounces of Jade frame, bronze surface, value: 96,000 spades.

LI HUA THE FOX HEADED CONCUBINE

Once a beautiful and tall woman named Li Hua, she was the former concubine of the Bandit King. While he was never in love with her, he enjoyed her company. However after his wife was transformed into a Spear Tip he felt guilty and has never once visited this chamber since being entombed. She hopes to somehow remove the Spear Tip so she can be united with Zhang Kang.

Li Hua has the body of a graceful woman and wears white silken robes, but from her neck up are nine fox-like heads, viscous and ravenous. The effect resembles a Longzhi but with a human body rather than a tiger's. The heads are hungry and love the taste of human meat, the more righteous the better. Using the mist to obscure her heads, Li Hua dances to entice her prey so she can eat them. It is rare for her to have a meal. There have only been three intruders in the past who made it this far and she enjoyed their flesh very much. One managed to escape, but she was sated and did not care.

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

Key Skills: Bite: 1d10 (9d10 Open Damage), Speed: 2d10 (50 feet), Muscle: 3d10, Detect: 1d10

Max Wounds: 5
Powers

Bite: She can Attack one Target with all her heads at once, doing 9d10 Open Damage if successful.

Dance of the Fox-Headed Concubine: Lihua can enchant by obscuring her heads in the mists and only revealing her body. This captivates any mortal who sees it. Roll 2d10 against Resolve. On a Success anyone who sees the dance of the Fox Headed Concubine falls in love with Li Hua and desires nothing but to be with her forever. They feel compelled to announce their love and rush into her arms. This effect lasts for 2 rounds (1 hour on a Total Success).

4. THE ROOM OF MEDITATION

This room is where Zhang Kang placed a monk of Hen-Shi who annoyed him to no end with calls to mercy. In life he tolerated the monk due to his popularity with the men and his incredibly good business sense. When Zhang Kang was planning his final resting place, the monk opposed the idea so he decided to make him the protector of his golden medallion. However for reasons he cannot explain, he feels guilty anytime he approaches the room, so he avoids it. The mummified skeleton of the monk remains seated on a stone slab wearing the Medallion of Kang.

As soon as anyone enters the room the mummified skeleton of the monk speaks the word "Mercy" and a swirling cloud of hot embers starts to form in the room (see Monk's Speak ability below).

MUMMIFIED SKELETON MONK

This is the desiccated and mummified remains of a Hen-Shi Monk. He is seated on a slab with a look of peace upon his face. The monk is dead but his spirit is trapped and continues to guard the medallion. Destroying the body stops the cyclone of hot embers.

Defenses: Hardiness 6, Evade 1, Parry 1, Stealth 1, Wits 1, Resolve 10
Key Skills: Speed: 2d10

Max Wounds: 9

Powers

Speak: When the body utters the word "Mercy" a swirling cloud of hot embers flows through the chamber, causing 3d10 fire Damage to anyone inside it. Anyone caught inside the cloud must make a Muscle TN 8 roll to move every ten feet.



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TREASURE

Medallion of Kang: Gold medallion, 1 pound, says “Kang” on it. It is not magical but the great iron spear tip will not Attack anyone who presents it to her. Value: 160,000 spades

5. THE TREASURY

Though a vast chamber capable of holding a great mass of wealth, the room appears empty save for a three-foot-tall White Jade Horse in the center and a large Iron Spear Tip. The Spear Tip is Feiyan, Zhang Kang’s wife. She is not always found in this chamber but is here today as she is irritated at her husband over his behavior during a recent game of Weiqi. Kang gets nervous anytime she locks herself in here, fearing she may damage the statue in a rage. So this is her one way to get under his skin. On any other day there is merely a 2 in 10 chance of her being here.

Feiyan, the Great Iron Spear Tip, attacks anyone who enters the chamber, except Kang. If her victims retreat, she chases them through the complex. She will not attack anyone who presents the Medallion of Kang to her.

Players may have to use their wits to evade the spear tip if she gives chase. Possibilities include leading her to the Perpetual Hall of Weiqi where she will express an interest in the game, trying to trap her inside one of the trapped door pits, and so forth.

TREASURE

White Jade Horse of Chezou: This 200-pound, 3-foot tall statue of a horse is beautiful. It is just a simple horse, but every line and shape on the surface conveys powerful emotions. While not magical, it has a potent emotional effect. Roll 3d10 against the Resolve of anyone viewing it. On a Success they are filled with tremendous longing and appreciation for the beauty of the horse. Value: 112 million spades.

ZHANG KANG’S GREAT IRON SPEAR TIP (FEIYAN)

This is the wife of Zhang Kang. She is now an animate spear tip that flies through the air. For more details see **ZHANG KANG’S GREAT IRON SPEAR TIP in CHAPTER SIX.**

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

Skills: Speed 4d10, Command: 2d10

Integrity: 40

Attack: 4d10

Damage: 3d10 Open

Weakness: She is particularly vulnerable to fire. Feiyan takes 2 Extra Wounds from any fire Attack and her Hardiness is always treated as a 5 against Fire.

Manipulate Objects: Feiyan can exert her will on objects and move them using the attacking and moving objects roll. To do so she uses her Command Skill.

6. HALL OF PERPETUAL WEIQI

This is the Hall of Perpetual Weiqi, where one of the great Weiqi masters of the Era of the Five Dragon Emperors has been permanently imprisoned as an undying competitor for Zhang Kang’s amusement. There is a very large stone Weiqi board that takes up most of the floor and two stone baskets filled with black or white stones. Zhang Kang designed this so he could always play against a skilled opponent. His wife occasionally likes to play as well.

The Weiqi Master challenges anyone who enters to a match of Weiqi (also called Go). Those who refuse he kills. The Weiqi Master informs the intruders that any who beat him can gain access to the treasury and escape with their lives. This is a lie. In truth any mortal who beats the Weiqi Master, himself physically becomes the Weiqi Master for as long as Zhang Kang exists. This person gains the immunities of the Weiqi Master until Zhang Kang is destroyed, but is physically unable to leave the Hall of Perpetual Weiqi (should Zhang Kang die, the Weiqi Master gains freedom to leave).

The goal of Weiqi is to gain more territory than the opposing player. To resolve any Weiqi matches, you can literally have the players play Weiqi or Go if you

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have the board and time. If Weiqi seems too complex, you can instead play using *pente* or a similar game. Otherwise have the competitor make opposed Reason rolls against the Weiqi Master. Three consecutive successes, or eight successes in total (whichever comes first), indicate a win.

Should the players win, then the Weiqi Master transforms into his original human form (a man in his late forties), while the winner is surrounded by a golden glow and suddenly knows he or she is unable to leave the room.

WEIQI MASTER

The Weiqi Master has been here so long that much of his flesh has rotted away. His skin is a dull gray, with patches missing that reveal white bone. His face is still recognizable but distorted by time and decay. He is dressed in the tattered green robes of a scholar from his time.

In life the Weiqi Master adored fine clothes and had resided close to those in power. If he returns to a human state, he will pursue wealth at the expense of any who stand in his way. He is willing to kill, lie, cheat, and steal to rebuild a life.

Defenses: Hardiness 6, Evade 6, Parry 7, Stealth 3, Wits 9, Resolve 9

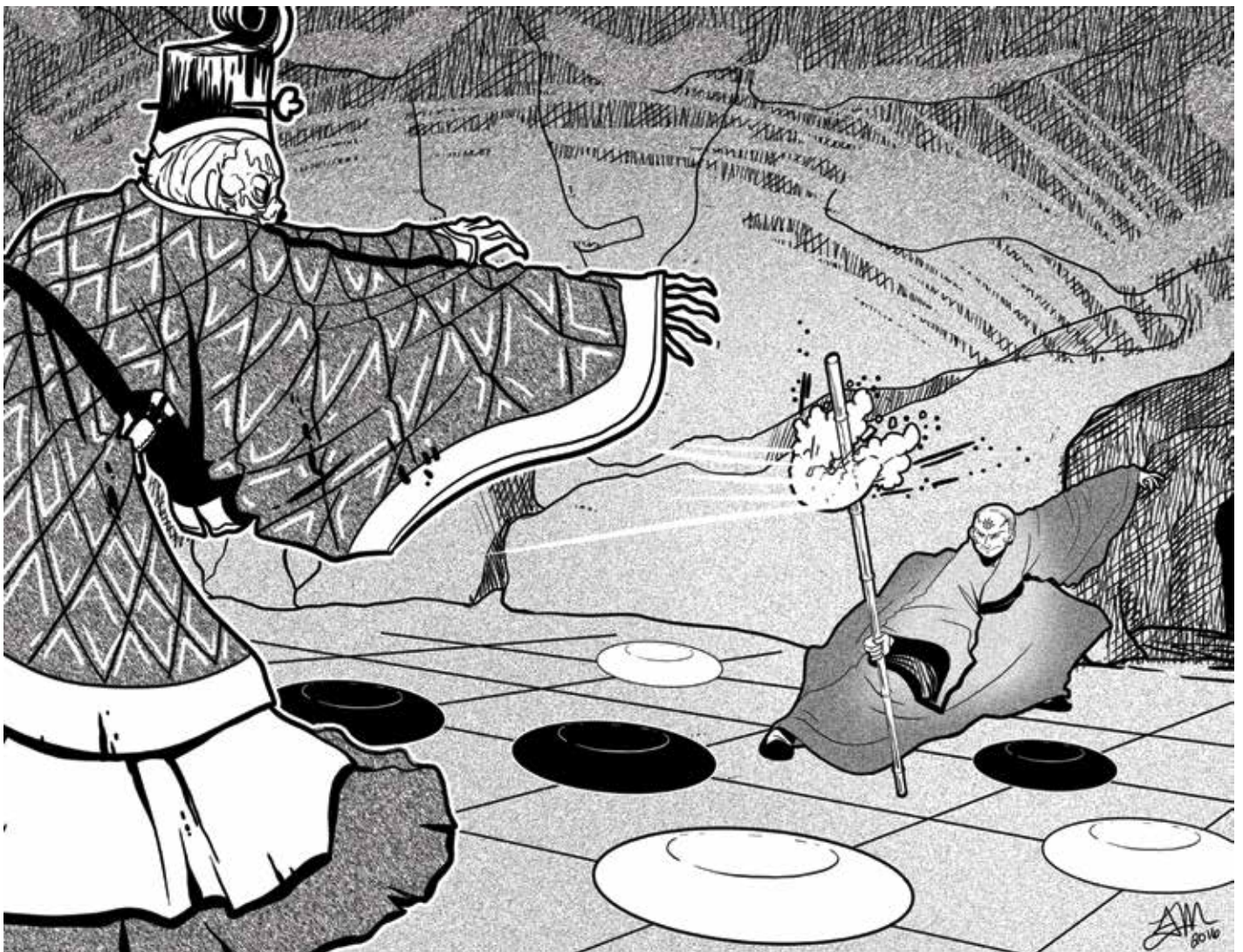
Key Skills: Arm Strike: 2d10, Speed 1d10, Muscle: 2d10, Empathy: 2d10, Deception: 3d10, Reason: 4d10, Talent (Poetry): 1d10, History (Era of the Five Dragon Emperors): 2d10

Max Wounds: 15

Powers:

Immunities: The Weiqi Master cannot be killed. His body can be destroyed, even smashed into a thousand pieces, but he will remain conscious.

Piercing Bone Strike: The Weiqi Master can extend his arms up to ten feet and pierce his foe's flesh with the



SMILING SWORD PREPARES TO DEFEAT THE WEIQI MASTER

sharp tips of his bony fingers. Make an Arm Strike against Parry. On a Success, he delivers 4d10 fire Damage and exposes the Target to the Heart Fire Disease (see page 101 of the **WANDERING HEROES OF OGRE GATE** Rulebook).

Spinning Strike: The Weiqi Master can spin his body and lash out with his hands, striking everyone in a 20-foot circle. This delivers 2d10 Damage to each Target.

Exchange: Anyone who beats the Weiqi Master at his own game, becomes the new Weiqi Master. The old Weiqi Master becomes mortal again and is free to leave, but his replacement gains the Weiqi Master's powers and cannot leave the chamber.

7. HALL OF HEADS

There are nine heads resting on shelves. These tired old heads were taken from the greatest scholars and storytellers Zhang Kang encountered during his life. He had their heads cut off and placed on shelves hoping they could entertain him for eternity. When anyone enters the chamber they stir and mutter their annoyance at the intrusion. In all, there are nine heads: Ao, Guang, Hu, Hai, Qing, Si, She, Xi, and Ziyang.

While the heads exist to entertain Zhang Kang, the players can use them to learn about the history contained in the background section. The heads do not mind sharing the history. However they also know some of Zhang Kang's weaknesses and may share these as well, provided it does not put them into any danger. Zhang Kang can destroy the heads if he wishes and they do not want to die, so they will only help if the players can promise them something in exchange (for example agreeing to take them to the surface to see the world again if they kill Zhang Kang).

The most important secrets the disembodied heads can impart to the players are that the great Iron Spear Tip is vulnerable to flame and that Zhang Kang cannot use his Kung Fu if he drinks any wine.

The heads collectively know everything about the Era of the Compassionate Daughter, the Era of the Demon Emperor, the Era of the Five Kingdoms, the Era of the Two Kingdoms, and the first few decades of the Era of the Five Dragon Emperors (they know nothing after this point in history).

CASHING IN ON THE WHITE JADE HORSE

The players may obtain and cash in on the horse. This is a lot of money, but it presents a number of challenges. First is finding someone who can trade fairly and give them the right value. This will be difficult as most appraisers will know it on site but likely dismiss it as a phony to lower the price. Also, it is difficult to split until cashed-in and could therefore be a source of conflict among the players or between them and other groups they have allied with. Finally carrying around the White Jade Horse of Chezou is bound to attract a lot of attention. This would be comparable to walking around our world with an original Mona Lisa. Not only will Imperial officials be interested in anyone known to possess the object, but bandits, sects, and great Martial Heroes will likely be drawn to it as well. They can trade it through an imperial broker but they can expect to lose 25% of their earnings in fees if they do (some may make them pay as much as 50% the estimated value). Whether they are in Hai'an, Li Fan, Hu Qin or deep in the Empire, the sale of such ancient treasures is highly regulated and requires documentation, payment of taxes, etc.

If the GM wishes, she can improvise and elaborate on the heads' personalities. Here are a few key examples:





**ZHANG KANG STANDS BEFORE HIS MINISTER IN BRONZE AND UNLEASHES HIS FURY
AS THE GREAT IRON SPEAR TIP READIES HER ATTACK.**

HAI

This kindly looking woman appears to be in her mid-forties. She was the aunt of one of Zhang Kang's guards and used to entertain the men by telling stories and singing songs. Kang had her head cut off hoping to hear her stories and songs for eternity. However she remains angry with Kang over his behavior and refuses to tell him any more tales. When he threatened to smash her head, she welcomed it, saying she was ready to die. He has let her live and hopes she has a change of heart. In the past two years he has been painfully kind and apologetic towards her.

Of all the heads, she is the most suited to the outside world. She befriends kind people easily and would accept an exchange of useful information if she is assisted in leaving the complex. If brought outside, she would treat the person who helped her as her own child. However she has some annoying habits and traits. Despite being trapped in the complex for ages, her expectations of anyone who frees her are high. She wants plenty of fresh air, sunshine, conversation, and would grow irritable if left alone for a long time. She is also keenly interested in keeping her hair nicely groomed and would be astounded by the present-day hair styles (asking frequently to have her hair done in a variety of buns and ornaments).

Defenses: Hardiness 3, Evade 1, Parry 1, Stealth 3, Wits 7, Resolve 9

Key Skills: Persuade: 1d10, Deception: 3d10, Persuade: 2d10, Empathy: 2d10, Detect: 2d10, Talent (Reciting): 3d10, Talent (Singing): 3d10, Talent (Poetry): 3d10, Languages (Li Fai): 3d10, Languages (Daoyun): 3d10, Read Script (Feishu): 1d10, Creatures (Demons): 2d10, Creatures (Spirits): 2d10

Max Wounds: 1

Expertise: Deception-Tall Tale

XI

Xi has a strong looking face with a slightly irritated expression. He is generally quite grumpy. But he adored food and wine in life, and it was this knowledge of fine cuisine that initially attracted the Bandit King to him. Now he laments his inability to digest a meal. He suspects he may still be able to taste, though he has never been afforded the opportunity to try. He likes to loudly reminisce of the delicacies he once enjoyed.

Defenses: Hardiness 3, Evade 1, Parry 1, Stealth 3, Wits 7, Resolve 10

Key Skills: Persuade: 2d10, Endurance: 3d10, Detect: 3d10, Talent (Brewing): 3d10, Talent (Cooking): 3d10, Talent (Tea Preparation): 3d10, History (Era of the Five Dragon Emperors): 2d10, Places/Cultures (Li Fai): 3d10, Languages (Daoyun): 3d10, Languages (Li Fai): 3d10

Max Wounds: 1

Expertise: Detect-Taste

ZIYING

Ziying is incredibly old looking, perhaps over 100. He was a great scholar official of the Kingdom of Chezou and a strict adherent of Dehua. Modern practitioners will find his notions of decorum and rite quite unusual, as interpretations of the classics have evolved slightly over time. For example, he insists anyone approaching him to speak do so with their head lowered. He also considers a proper bow to be low and held for ten seconds.

Like Hai, he is better suited to the outside world than some of the heads and would happily make an exchange. However his traditional ways could make him disagreeable in the face of recent developments.

Defenses: Hardiness 3, Evade 1, Parry 1, Stealth 3, Wits 8, Resolve 8

Key Skills: Persuade: 1d10, Command: 2d10, Detect: 1d10, Talent (Brewing): 3d10, Talent (Cooking): 3d10, Talent (Tea Preparation): 3d10, History (Era of Two Kingdoms): 3d10, Places/Cultures (Chezou): 3d10, Places/Cultures (Yu): 2d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Book of Laws): 3d10, Classics (Book of Fortunes): 3d10, Religion (Dehua): 3d10, Institutions (Imperial Bureaucracy of Chezou): 3d10, Institutions (Societies): 3d10, Languages (Li Fai): 3d10, Languages (Daoyun): 3d10, Languages (Yanli): 2d10, Read Script (Feishu): 3d10

Max Wounds: 1

Expertise: Institutions-Formalities

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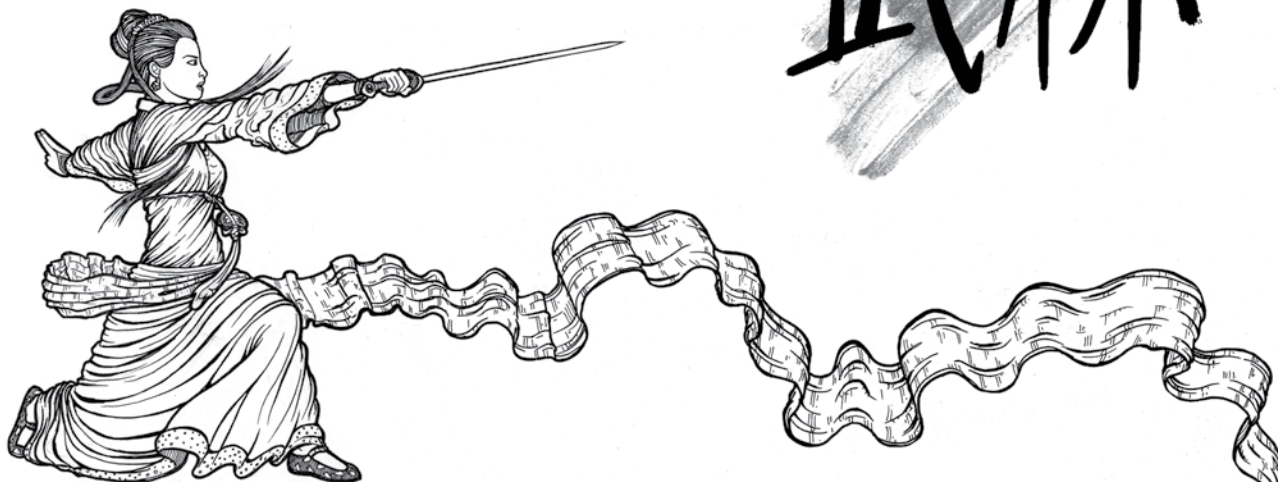




✧ BONE DEMON TAKES THE HEART OF ✧ RIGHTEOUS CHIEF

CHAPTER 6

武林



NON-PLAYER CHARACTERS



This chapter includes descriptions and stat blocks for the major NPCs featured in Li Fan and the Ogre Gate Inn. Note that in many entries we include abbreviated descriptions of key techniques to assist the GM and reduce the need to look-up Kung Fu Technique entries on the fly. The abbreviated techniques always appear at the end of the stat block entry.



ABBESS BAN SHANHU

Abbess Shanhu is the leader of Hen-Shi sect and has been so for about 25 years. She was the daughter of a tea merchant from Nansun named Ban Jiayin. Her father used his wealth to hire the best Martial Heroes to train her. One of her early instructors was Yanshi, whom her father had a prior friendship with. She left home and ventured into the Banyan to learn more Kung Fu and have adventures.

She developed a habit of stealing Techniques where she could, often taking manuals or learning secret Techniques by eavesdropping. One day she tried to sneak into Hen-Shi sect to learn their Crushing Blow of the Meteor Hammer Technique (a weapon she had recently mastered). The abbess at the time (Lu Ping) captured her and forced her to join the sect. Her skills greatly impressed Lu Ping, who took her under her wing and reared her as a successor.

Abbess Ban Shanhu is very slow and deliberate in her dealings with others. She is strong and short but somewhat widely built. Yet despite her age, she is healthy and fit; regularly training to maintain her muscles. While the teachings of her sect are harsh, she feels this makes it more imperative to be cautious in forming conclusions. Once a decision is made, she commits to it fully. She believes absolutely in the Vermillion Sandstone Sutra and its teachings.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 3d10, Athletics: 2d10, Endurance: 3d10, Detect: 2d10, Medicine: 2d10, Meditation: 3d10, Talent (Cooking): 2d10, Talent (Calligraphy): 3d10, Talent (Tea Preparation): 2d10, Trade (All): 3d10, Survival (Desert): 3d10, Survival (Mountains): 2d10, Persuade: 2d10, Command: 3d10, Empathy: 1d10, Classics (All): 1d10, Religion (Cult of Hen-Shi): 3d10*, Language (Daoyun): 3d10, Language (Li Fai): 2d10, Language (Khubsu): 2d10, Read Script (Feishu): 3d10, Read Script (Yoshaic): 2d10

Qi: 6

Max Wounds: 13

Weapons: Meteor Hammer (7d10 Damage) or Daggers (3d10 Damage)

Expertise: Muscle-Life

*Unique teaching

Key Techniques (Waijia 2, Neigong 2): Absorbing Palm, Blade Pinch (Counter), Breath of the Lotus Petal, Crushing Blow of the Meteor Hammer, Curing Palm, Eagle Descends Loudly, Ferocious Flower's Storming Petals, Guiding the Crashing Wave (Counter), Heart Smashing Palm, Hidden



ABBESS BAN SHANHU

Fist of Yanshi (Counter), Iron Body (Counter), Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Knock of the Meteor Hammer, Majesty of the Lion, Path of the Dragon, Ringing Strike of the Hand, Storming Daggers, Sun Mai Sword, Third Fist of Yanshi

Crushing Blow of the Meteor Hammer: Make a Heavy Melee Skill roll against the Parry of your Target. On a success you do normal damage and leave a red energy that crushes the heart, draining 1 point of Hardiness each round for 1 round per rank of Neigong.

Cathartic: Functions as above except it both drains 1 point of Hardiness and inflicts 1 wound each round. In addition it lasts for 2 rounds per rank of Neigong instead of 1.

ABBOT FIREBRAND

Abbot Firebrand was once a Sun Mai monk, but was kicked out of the order for unruly and murderous behavior. He still dresses in yellow robes and shaves his head. Most of the time he is well behaved, even polite, but when minor disputes arise he quickly resorts to violence. He rarely strikes his good friends with the intent to kill but he is indiscriminate against anyone else who offends him. When drunk he is nearly uncontrollable and delights in rough-housing. The abbot still fancies himself a monk and will frequently lecture anyone who he happens to meet on the compassion of Hen-Shi. Ironically, one of the things most likely to send him on a rage is witnessing a lack of compassion in others.





ABBOT FIREBRAND

Lazy by nature, Abbot Firebrand failed to study Sun Mai texts with any depth. He has mostly superficial knowledge of his religion. However, he found the lessons on demons and spirits exciting and retained a lot about them. He may be a useful ally to anyone trying to face the Sand Demon.

Abbot Firebrand recently tried to join the Qui Pan Bandits. He was told he may do so if he can find 1,000 Goji berries in the forest. However, such berries do not exist in this area, so Abbot Firebrand has been scouring the mountain for days trying to find any. Lately he has come to believe this was a riddle and that goji berries actually meant the bloody teeth of trespassers, so he has taken to smashing out the teeth of any who cross his path. He happened upon this realization by accident when he crushed the head of an annoying minstrel passing through the mountain. So enraged was Abbot Firebrand by the man's music, that he ripped out his teeth and saw the bloody bits of bone resembled Goji berries.

Since then he has been attacking every person he meets. He is not interested in killing such people, he merely wants their teeth. So far he has 320 teeth gathered. He has even devised a new Technique (Jaw Smashing Fist) to aid him in this goal.

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

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

with Meteor Hammer, Small Ranged: 1d10, Survival (Mountain): 1d10, Survival (Wilderness): 1d10, Meditation: 1d10, Medicine: 1d10, Talent (Cooking): 3d10, Speed: 1d10, Muscle: 3d10, Athletics: 3d10, Religion (Sun Mai): 0d10, Religion (Hen-Shi): 0d10, Creatures (Demons): 2d10, Creatures (Spirits): 2d10

Max Wounds: 9

Qi: 4

Flaws: Foul Tempered, Unintelligent

Weapons: Meteor Hammer (7d10 Damage)

Key Techniques (Waijia 2, Qinggong 1 Neigong

1): Blasting Blade, Drift of the Butterfly Fish, Flight of the Hawk, Intercepting Arrow (Counter), Iron Spirit Reversal (Counter), Jaw Smashing Fist, Kick of the Meteor Hammer, Ringing Strike of the Hand, Weapon Stride (Counter)

Iron Spirit Reversal (Counter): Reverse mundane Attacks by pushing weapon back against attacker. Roll Muscle against your opponent's Parry applying a -1d10 Penalty to the Muscle roll for each rank that your opponent's Qi exceeds your own. On a Success the weapon strikes opponent. This only works against Mundane Attacks.

Cathartic: Works just like the normal version except works on Kung Fu Techniques. This only works against opponents who have Qi ranks 3 or lower. This does not work against Neigong Techniques.

Jaw Smashing Fist: This is a Qi Rank 3 Technique of Firebrand's own devising. Make an Arm Strike roll against the Target. On a Success, in lieu of doing normal Damage, he smashes their jaw, causing 1d10 teeth to spill. On a Total Success it causes 2 extra teeth to spill.

Cathartic: This does 6d10 Damage and causes 3d10 Teeth to fall out.

Kick of the Meteor Hammer: Heavy Melee Skill roll against Parry. On a Success knock back Target by 10 feet and they must expend a Move to get back up (in addition to normal Damage). On a Total Success the hammer bounces against the nearest Target of your choice.

Cathartic: This knocks foe back 20 feet and they hit the ground so hard they must spend a Skill action to get up. Same Total Success results for Cathartic.

Ringing Strike of the Hand: Arm Strike roll against Parry. On a Success your Attack does 5d10 Damage. On a Total Success foe shakes and take -1d10 to all Physical Skill rolls for the next hour.

Cathartic: Does 2 Extra Wounds. On a Total Success, in addition to -1d10 to Physical Skills, Combat Skills are affected as well.

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ABBOT GUO

Abbot Guo, sometimes called Abbot Iron Whip, is the leader of Temple of Ageless Wisdom. He has attained longevity (which was accomplished by means of a special elixir he acquired). His face resembles a tiger's, to the extent that many who meet him question his humanity. Tufts of thick fur and whisker-like hairs protrude from his jowls and his eyes look like a cat's. His large hands also have a white and yellow coat, with retracting claws in his fingers. The strange appearance is a result of mastering Evil Techniques, which seem to be turning him into a Tiger Demon.

Abbot Guo is obsessed with knowledge and would once have committed the worst acts to obtain it. If he reveres anything, it is truth. While he was much more reckless in his youth in this pursuit, with time, his knowledge has turned to wisdom and he is more cautious. Now he believes in balance. He accepts a certain amount of evil within himself and in the world, provided it does not cloud judgment or one's achievements in the world.

Abbot Guo became the leader of Temple of Ageless Wisdom when he tricked its head abbot, Buwei, centuries ago into tempting fate and dying before his appointed time, so he might appear before the Eight Magistrates and gain knowledge. He was able to achieve this because Buwei had a near-death experience where he appeared before the Eight Magistrates and peeked at the Book of Living and Dying (which records people's appointed death dates). It seemed Buwei was destined for immortality. Guo, who was Buwei's junior, convinced Buwei that he could use this to his advantage, dying many times and appearing before the magistrates to gain knowledge from them. Buwei agreed and instructed Guo to smash him in the head with a mace. Guo indeed smashed his head, then chained Buwei to a stone pillar in the temple and cut off his limbs. When Buwei was restored to his body, he found himself the helpless prisoner of Guo's scheme.

Guo became the head abbot, using Buwei's condition to enhance the temples' knowledge. He then used the arrangement to help the temple earn money for necessities and rare books/artifacts. He even shared an immortality elixir with Buwei, ensuring his longevity (which was already recorded in the Book of Living and Dying).

Defenses: Hardiness 8, Evade 4, Parry 5, Stealth 6, Wits 9, Resolve 8

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 4d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10, Heavy Melee: 4d10, Small Ranged: 0d10, Speed: 4d10, Muscle: 4d10, Endurance: 2d10, Meditation: 3d10, Languages (All): 3d10, Read Scripts (All): 3d10, Classics (All): 4d10,

Ritual (Stop Transformation): 3d10, Ritual (Paper Talisman of Curse Warding): 3d10, Qi Ritual (Harvest Qi): 3d10, Ritual (Mind Illumination): 2d10, Qi Ritual (Supreme Activation): 3d10, Religion (Eight Magistrates): 3d10, Martial Discipline (Dianxue): 4d10, Martial Discipline (Waijia): 3d10, History (All): 3d10, Creatures (Demons): 4d10, Creatures (Spirits): 3d10, Creatures (Monsters): 3d10

Qi: 14

Max Wounds: 29

Weapons: Hard Whip (6d10 Damage)

Demon Flaw: Spirited Beast (Tiger) x3

Expertise: Muscle-Lift

Combat Technique: Heavy Melee-Hefty Crush

Key Techniques (Waijia 2, Dianxue 2): Calming Profundity, Crack of the Hard Whip, Fierce Strike, Four-Point Strike, Inverted Three Point Strike, Iron Foot Stance, Impact of the Falling Star (Counter), Knock of the Meteor Hammer, Liver Stagnation Strike, Lung Strike, Sealing the Phoenix, Trembling Strike, Triple Yang Strike, White Flower Palm

Profound Techniques: Burning Array, Demon Strike, Great Transference

Evil Techniques: Hands of the Hungry Ghost, Ruinous Array of the Armillary Sphere, Thoughts Bloom into One-Thousand Petals

Powers: Claws (4d10 Open Damage), Night Vision, Enchanting Whisper (Immortal Power), Empathic Link (Immortal Power)

Crack of the Hard Whip: On a success drain point of Hardiness for 2 rounds. On a Total Success foe stunned for 2 rounds.

Cathartic: Drain point of Hardiness for 2 days. On a Total Success, the foe is stunned for two rounds instead of one as above, but in addition, Hardiness comes back at a rate of 1 week per Rank of Waijia due to the bone being fractured.

Ruinous Array of the Armillary Sphere: Make a Mediation Roll against the Resolve of everyone in a 200-foot area. On a Success glowing tendrils strike all affected for 6d10 Open Damage, except instead of doing wounds, you drain them of Qi levels equal to the amount of wounds they would have suffered (and this all gets absorbed into the sphere). Their Qi ranks return at a rate of 1 every ten minutes.

ABBOT KONG XU

Abbot Kong Xu is heads the Temple of Enlightened Disarray. He is usually stern-faced upon initial meeting but becomes buoyant and personable the longer he gets to know someone. Unlike many monks, the Abbot is visibly emotional at times, and believes this is a true part of human nature that is unnatural to deny. However, like a storm or a flood, emotions pass





ABBOT KONG XU

quickly for the Abbot; he tends to them as they come but does not let them linger. This makes his mannerisms odd to outsiders as he often shifts rapidly in tone and expression.

The Abbot has been in charge of the temple for thirty years, and was the disciple of Abbot Huan Li. He carries the Silk Medallion of Consort Qing'er, an object all previous Abbots possessed. This makes him virtually immune to physical Attacks and is one of the resources that enabled their sect to remain in Li Fan with little interference from the Emperor.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 2d10 or 4d10 (Gun Staff), Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 3d10, Trade (All): 3d10, Medicine: 3d10, Ritual (Activation): 3d10, Ritual (Create Paper Talisman): 3d10, Ritual (Mind Illumination): 2d10, Ritual (Celestial Spirit): 3d10, Divination: 3d10, Meditation: 3d10, Athletics 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 3d10, Classics (Book of Fortunes): 3d10, Religion (Xian Nu Shen): 3d10

Qi: 6

Max Wounds: 13

Weapons: Gun Staff, Wood (3d10 Damage)

Equipment: Silk Medallion of Consort Qing'er*

Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Qinggong 3): Divine Kick of Qi Zhao, Flight of the Hawk, Flying Swan Kick, Great Stride, Kick of the Chaos Star, Kick of the Golden Elephant, Kick of the Swan, Leap of the Swan, Spear Swipe, Spinning Back Kick (Counter), Swift Stride, Tai Lan's Staff Strike, Thrusting Kick of Disarray, Weapon Stride (Counter), Whirling Dodge (Counter)

**Makes immune to Attacks*

Kick of the Chaos Star: Roll Leg Strike against all in immediate area. On a success each foe takes normal damage from your kick.

Cathartic: When used Cathartically, you may make additional whirling attacks after your initial one by leaping into the air and landing anywhere that is within 10 feet per rank of Waijia. Each time you land, you can make additional leg strikes against for a cluster of foes in your immediate area. You may do this once per rank of Qi.

BONE BREAKER (ZHANG WAN)

Bone Breaker is one of the most enigmatic and feared people in Li Fan. Known for his cruelty and fair treatment of those who are loyal, he has amassed a large following over the years. He is the twin brother of Zhang San, the husband of Fearless Cat (Lady Xiang) and the sworn brother of General Dee, Bronze Master and Chen. He has a son named Zhang Yong.

Bone Breaker is strong but sickly looking. This is a result of his many pacts with the Demon Emperor (who has taken his health). He is missing his left arm (which he sacrificed to the Demon Emperor) and his right index finger (which Jade Priestess took from him years ago).

Bone Breaker studied under Jade Priestess during his youth in the Banyan. He is close with her, and probably trusts her more than anyone. She alone did not judge him for his wild and cruel ways when he was young but helped direct his energy toward achievable goals.

He came to the north, to southern Li Fan to start his own sect. There he fell under the influence of the Emperor's Senior Grand Councilor Cai Yuanyu and the infamous General Dee of Hu Qin. He erected a fortress above Bone Kingdom, through a mutual agreement with the Three Sisters who live there. To help grow his sect he formed a friendship with Heaven Palace sect, and made an agreement with Qinwen Master of the Seven Talismans. In exchange for a shortened life span, the lands around his fortress would become fertile. This helped him feed his people but to his surprise, Qinwen informed him that by the terms of their agreement, Bone Breaker only had five years to live. Cai Yuanyu interceded on his behalf, convincing Qinwen to eliminate Bone Breaker's shortened lifespan, if Bone





BONE BREAKER

Breaker pledged to make his son a future vessel of the Demon Emperor. Bone Breaker agreed to this but has since been plagued by doubts. He wants to change his ways and protect his son.

Bone Breaker has several goals right now. His primary aim is to find a way out of his agreements with Heaven Palace sect and Cai Yuanyu. He also wants to steal the Bone Breaking Stick from Hu Gao.

Though he knows martial arts, Bone Breaker rarely performs Kung Fu himself, preferring to have his followers act on his behalf.

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

Key Skills: Grapple: 2d10*, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Endurance: 3d10. Ritual (Tattoo of the Demon King): 2d10, Ritual (Blood Offering of the Demon Emperor): 2d10, Ritual (Activation): 2d10, Ritual (Blood Pledge of the Demon Emperor): 3d10, Talent (Tattoo): 2d10, Meditation: 0d10, Athletics 0d10, Detect: 0d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 5

Max Wounds: 11

Weapons: Iron Fist (3d10 Damage)

Flaw: Missing Limb (Left Arm)

Key Techniques (Waijia 3, Dianxue 1): Clutch of the Hawk (Counter), Grasp of the Python, Guiding the Crashing Wave Counter), Hands of the Hawk Beak, Kidney Strike, Kick of the Golden Elephant, Ringing Strike of the Hand, Spinning Back Kick, Stick of the Rising Dog, Strike of the Raging Tiger, Thunder Kick of the Zhang Twins, Trembling Strike

Thunder Kick of the Zhang Twins: Must be used with his twin sister, Zhang San. Roll Leg Strike against Parry. Gain +1d10 to Leg Strike roll. Do 1d10+1d10 Damage per rank of Qi.

Cathartic: In addition to previous effect, do 10 Extra Wounds.

Powers: Bone Breaker has many powers granted to him by the Demon Emperor, through rituals.

Gift of the Ogre Demon: With a gaze, Bone Breaker can inflict crippling pain on his foes. Roll 2d10 against Resolve; victims suffer 1 Wound. If successful for 3 consecutive rounds, breaks limb of Bone Breaker's choice.

Wind of the Demon Emperor: Bone Breaker can exhale a terrible wind that blows over an area large enough to wipe out thousands of soldiers. This can only be used once a month and only works on a field of battle where blood has been spilled. Anyone caught in the wind takes 1 Wound.

Gift of the Monkey: During the Hour of the Monkey (and at will any time during the Monkey Moon), he can change shape into a large ape-like creature. The hour of the Monkey is roughly 3:00 to 4:00 AM. He gains the following benefits:

Climb: He can use the athletics skill to climb at full speed.

Beast Strength x2: Multiply base lift by two for the purposes of lifting objects on Muscle Checks.

Muscle Increase: Muscle is improved by +3d10.

CHANG ZHEN

Chang Zhen is an imperial agent who exists outside the normal system of officials (he answers directly to the Emperor). He and his men are dressed as performers (calling themselves the Phoenix Hall Musicians). They came to the Ogre Gate to find Niang the Demon Hunter. Though Chang Zhen has never seen her before, he has her likeness on posters. Chang always possesses a Gold Medallion that gives him authority over any Imperial official. For the purpose of this mission he has been designated the company commander (Daizhu) of 100 soldiers. These are divided into 2 platoons: one stationed at Imperial Camp 1, the other at Imperial Camp 2.

Chang's loyalties are questionable; he obeys the Emperor because he must. But the endless killing has taken its toll and he longs for a different life. On a recent mission to the Banyan he fell in love with Strange Phoenix of Red Claw Gang. He did not act on this because he feared it would put her in danger or result in him being executed. He now resents the Emperor's hold more than ever and is contemplating a way out. Though he is here to capture Niang the Demon Hunter, he can be convinced to work with her, and others, if a path to his liberation is presented.

Chang is quite formidable, but he is focused on his mission and not after lesser prey. He is completely uninterested in the treasure below the inn. Player Characters with little experience are wise to evade him rather than attack directly.

Chang possesses a deadly substance known as the Elixir of Cai. Anyone who drinks this becomes demonic, it was given to him by the Emperor to use against particularly troublesome enemies. For information on the Elixir of Cai, see its entry in **CHAPTER EIGHT**.

Defenses: Hardiness 7, Evade 7, Parry 7, Stealth 9, Wits 6, Resolve 10

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 3d10 or 2d10 (Guan Dao and Ox Tail Dao), Small Ranged: 0d10, Deception: 3d10, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Detect: 3d10, Meditation: 3d10, Talent (Poetry): 2d10, Talent (Calligraphy): 1d10, Talent (Singing): 3d10, Talent (Pipa): 3d10, Survival (Wilderness): 3d10, Institutions (Imperial Bureaucracy): 3d10, Classics (All): 2d10, Creatures (Animals): 3d10

Qi: 5

Wounds: 11

Weapons: Qiang (4d10 Damage), Ox Tail Dao (5d10 Damage)

Equipment: Elixir of Cai

Combat Technique: Heavy Melee-Reach

Key Techniques (Wajia 2, Qingong 1, Neigong 1): Biting Blade, Deep Biting Blade, Double Thrust, Eagle Descends Loudly, Endless Arc of Spear, Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

Endless Arc of Spear: Make a Melee Skill roll against the Parry of everyone within a 40 foot radius. On a Success, the Attack strikes everyone who is within reach of your spear for 4d10 Open Damage. Additionally, everyone else in the affected area is hit with a lesser energy blast that deals 1d10 Damage.

Cathartic: The effects are the same except the energy blast portion of the Attack does 4d10 closed Damage.

CHEN

Chen is the husband of San, sworn brother of Bone Breaker, and a former student of the Venom of Zhaoze. Chen is supremely lazy and always takes the easy path. Though he is loyal to the sect, his lack of thoroughness has proven a problem in the past. However, his marriage to Bone Breaker's sister, San, has secured his position within the organization. Fifteen years ago, Chen made an agreement with Qinwen the Master of the Seven Talismans. In exchange for San's love, they would have no child (the details were not clear to Chen but Qinwen mentioned something to the effect that any offspring they might produce would instead be born into a demon elsewhere in Qi Xien). The irony of this exchange is that San always loved Chen but he simply never realized it. So the agreement was not necessary to secure her affection. Qinwen knows this, but Chen does not.

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

Key Skills: Grapple: 2d10, Arm Strike: 3d10, Throw: 0d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10*, Muscle: 3d10, Endurance: 2d10, Empathy: 2d10, Talent (Poison) 3d10, Talent (Massage): 2d10, Medicine: 3d10, Meditation: 1d10, Survival (wilderness): 1d10, Detect: 0d10*, Languages (Li Fai): 3d10, Languages (Daoyun): 1d10, Languages (Hai'anese): 3d10

**Laziness Penalty*



CHEN



Qi: 5

Max Wounds: 11

Reputation: Poisoner

Flaw: Lazy, Hedonist (Comfort and Luxury)

Key Techniques (Qinggong 1, Neigong 2, Dianxue 1): Blast of the Dragon, Blast of the Dragon Breath, Burning Palm, Croak of the Toad, Finger Flick, Iron Body (Counter), Naga Palm, Phoenix Spirit Disruption, Stone Shattering Finger, Storming Daggers

Burning Palm: This utilizes a powdery substance that burns. Arm strike against Parry. On Success the person takes 3d10 Damage, followed by 2d10 the next round and 1d10 the following round.

Cathartic: The person takes 6d10 Damage, followed by 5d10, followed by 4d10. The effect can be stopped with application of water.

Croak of the Toad: Make and Athletics Skill roll against the Parry of your Target (25 foot range). On a Success you deliver 2d10 Damage. You move your opponent back 5 feet once you hit them.

Cathartic: You fall on all fours and croak, gathering Qi throughout your body before again shooting forward at your opponent, moving 50 feet and pushing them back that full distance, delivering 4d10 Damage and 5 Extra Wounds. You gain 1 Extra Imbalance Point.

Naga Palm: On a Success you do no Damage but cause the Target to begin shaking violently, taking a -1d10 skill penalty per rank of Neigong to physical and combat skills. The effect lasts until cured. The Medicine TN to cure is 1+Qi+Neigong Ranks and requires an antidote.

Cathartic: The Target suffers the normal skill penalties and dies in 1d10 days unless it is cured. When used cathartically it cannot be cured by mundane use of the Medicine skill, but instead requires the use of a suitable Neigong Technique.



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FEARLESS CAT

FEARLESS CAT (LADY XIANG)

Fearless Cat, or Lady Xiang, is the wife of Bone Breaker and the daughter of Iron Clawed Lion. Her mother was killed immediately after her birth by a jealous rival, the leader of Mount Hai'an sect, Jianghui. Her son, Zhang Yong, is destined to become the Demon Emperor and she intends to make that so.

Fearless Cat wears an eye patch on her left eye (she lost it as a gift to Heaven Palace sect for the Immortal Killing Sword). She is less cruel than Bone Breaker but also less compassionate. She does not particularly enjoy inflicting harm on others, but it gives her little discomfort to do so if it helps her achieve her aim. Fearless Cat is incredibly persistent.

Though she loves Bone Breaker, Fearless Cat is concerned that he intends to back out of his agreement with Cai Yuanyu and Heaven Palace sect. She is determined to ensure their plan goes as intended and recently made her own agreement with Qinwen of Heaven Palace sect, offering her eye in exchange for the Immortal Killing Sword (which she believes they will need in order to steal the Key of Yao-Feng from Red Mountain Villa). She plans to use this to contend with the immortal guardians residing there.

Defenses: Hardiness 3, Evade 6, Parry 8, Stealth 9, Wits 7, Resolve 7

Key Skills: Arm Strike: 3d10, Leg Strike: 2d10, Grapple: 2d10, Throw: 0d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 0d10, Small Ranged: 0d10, Athletics: 2d10, Speed: 2d10, Muscle: 1d10, Endurance: 2d10, Religion/Gods (Majestic Lion Cult): 3d10, Detect: 1d10 (from 2d10 due to missing left eye), Meditation: 3d10

Qi: 5

Max Wounds: 11

Weapons: Iron Claw (1d10 or 3d10 on Total Success); Immortal Killing Sword (3d10 plus lose 1 Hardiness per hour till death; Immortals lose 3 Hardiness)

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): The Encompassing Emerald of Sun Mai, Deflecting Canopy (Counter), Fierce Strike, Fluttering Kicks, Gaze of the Lion, Graceful Retreat (Counter), Grasp of the Python (Counter), Hands of the Hawk Beak, Lion at Rest Stance, Pounce of the Lion, Spinning Back Kick (Counter), Swift Pounce of the Cheetah, Thousand Claws of the Fearless Cat

The Encompassing Emerald of Sun Mai: Make a Meditation roll against Evade. On a Success you create an emerald-shaped enclosure of Qi energy that traps your foe and exerts incredible pressure on him. This lasts for 3 rounds. Each round it is in

effect the person inside must roll Endurance against TN 6 or take 3d10 Damage. Though the attacker need not continue meditating to maintain the effect, if she does choose to continue meditating, she may add her Ranks in Neigong to both the Damage inflicted each round and the TN of the Endurance roll. Breaking through the enclosure is difficult. It has a Hardiness Rating of 8 and Integrity 8.

Cathartic: When done Cathartically the Encompassing Emerald lasts 6 rounds and also does 2 Extra Wounds each round on a failed Endurance roll.

Pounce of the Lion: Athletics against Parry. On a Success you do 1d10 Damage and you pin the Target (as per the restrain rules) for 1 round. For any further pinning you must make a normal Grapple roll. On a Total Success you add one Damage die.

Cathartic: Works as normal except the Damage is increased to 2d10 Damage and you can pin the person for 5 rounds, provided that is all you do (you cannot Attack or perform any other skill action during this time).

Thousand Claws of the Fearless Cat (Neigong): Arm Strike against Evade. Rake the air sending out countless energy claws against up to 100 foes (50 per rank of Neigong) for 1d10 Damage.

Cathartic: 3d10 Damage.

FEI RIVER BANDITS (9)

This is a group of bandits led by Stone Foot (see Pei Hai entry in this chapter) who are pretending to be the staff of the Ogre Gate Inn after they killed the proprietor and the real employees. They are not well suited to the masquerade. They come across as rude and bumbling in their efforts.

The Fei River Bandits were once a much larger gang (roughly 30 in number) who made a living robbing boats along the Fei River. However, they were convinced by their leader Stone Foot to seek the Emerald Empire Treasury hidden below Ogre Gate Inn after he purchased information regarding its precise location. He has persuaded them that there will be enough wealth to make them all rich for life. Many died on the way here, in an encounter with the Qui Pan Bandits. Others died after they arrived, in attempts to navigate the trapped tomb.

Three of the bandits have brandings on their faces marking them as thieves.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 1d10 or 0d10 with Ox

Tail, Small Ranged: 1d10, Speed: 0d10, Muscle: 0d10, Survival (Sea): 2d10, Survival (Wilderness): 1d10, Talent (Theft): 1d10, Trade (Stone): 1d10

Qi: 1

Max Wounds: 3

Equipment: Ox Tail Dao (2d10 Damage, -1d10 Accuracy)

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Bixie Stars Strike, Burning Blade, Whirling Dodge (Counter)

Bixie Stars Strike: Two Attacks, leaning and spinning on foot. Roll 3d10 against Parry of 2 Targets, 2d10 Damage each.

Burning Blade: Fire Damage on Total Success.

Cathartic: Fire Damage on regular Success, Total Success adds 3d10 extra fire Damage.

GAMBLING BUTCHER

Gambling Butcher is the leader of Stone Palace Sect in Yun Hu. He is nice to his own people but takes extreme measures against enemies (often using torture). In some cases he has been known to have his enemies cooked and prepared as flavorful dishes suited to their personalities in life. He only does this for truly worthy foes.

Forty years ago, Gambling Butcher was a kinder and softer man. He had a daughter, named Wumei, but she died of something called blood plague. A rare illness, the emperor offered Gambling Butcher a cure if he tracked down the surviving members of the Lin family before they escaped through Li Fan (relatives of a major official who was condemned). Gambling Butcher agreed but was thwarted by the Maidens of the Jade Blue Sky. He was soundly defeated in a huge battle near Yellow Forest creak and his daughter subsequently died. Now in his 70s, he blames the Maidens for his loss and seeks to destroy them. Despite his age, he looks to be no more than 50 years old.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 3d10 or 4d10 (Axe) or 2d10 (Ox Tail), Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Meditation: 1d10, Athletics: 2d10, Institutions (Criminal Underworld): 3d10, Institutions (Imperial Bureaucracy): 2d10, Survival (Cities): 3d10, Survival (Wilderness): 2d10, Talent (Theft): 3d10, Language (Li Fai), Creatures (Humanity): 3d10

Qi: 6

Max Wounds: 13

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Weapons: Axe (4d10 Damage), Ox Tail Dao (5d10 Damage, -1d10 Accuracy)

Expertise: Medium Melee-Axe

Key Techniques (Waijia 2, Qinggong 1, Neigong 1): Grudge Bearing Sword Strike, Mighty Paws of the Lion, Naga Palm, Spearing Blade, Swan Taming Strike, Whirling Blade, Weapon Stride (Counter), Iron Body (Counter), Iron Spirit Reversal (Counter)

Grudge Bearing Sword Strike: Make a Medium or Heavy Melee Skill roll against Parry. On a Success you do 6d10 Open Damage.

Cathartic: This does 6d10 Open Damage multiplied by two.

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GOVERNOR ZHA GUO (COMMANDARY 1)

Governor Zha Guo is kind but not well respected. He rose through the ranks by merit and has very little in the way of clan or social connections. He cares deeply for his three daughters: Zha Pung, Zha Nianci, and Zha Rong.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 1d10, Meditation: 0d10, Endurance: 1d10, Athletics 1d10, Ride (Horse): 2d10, Talent (Poetry): 3d10, Talent (Calligraphy): 3d10, Talent (Painting): 3d10, Medicine: 2d10, Trade (Architecture and Engineering): 3d10, Command: 2d10, Persuade: 1d10, Reasoning: 3d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Classics (All): 3d10, Institutions (Imperial Bureaucracy): 3d10, Creatures (Demons): 2d10, History (Era of the Demon Emperor): 3d10, History (Era of the Glorious Emperor): 3d10, Places (Li Fan): 3d10

Qi: 0

Max Wounds: 1

GOVERNOR QI ZHENGYAN (COMMANDARY 2)

Governor Qi Zhengyan is an insidious man. He is both cunning and fond of abusing his power. He has no concern for the local population and enjoys exploiting his position for favors, bribes, etc. He is presently working on a ploy to paint the other governors as untrustworthy and have all of the commandaries consolidated under his governorship. He plans to frame them for a vast conspiracy against the king and is looking to hire local heroes he can lead on an investigative trail of false clues toward that end.

Defenses: Hardiness 6, Evade 4, Parry 5, Stealth 6, Wits 9, Resolve 7

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 2d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 1d10, Meditation: 2d10, Endurance: 2d10, Athletics 2d10, Ride (Horse): 3d10, Talent (Poetry): 3d10, Talent (Calligraphy): 3d10, Persuade: 2d10, Deception: 3d10, Reasoning: 2d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Classics (All): 2d10, Institutions (Imperial Bureaucracy): 3d10, Places (Li Fan): 3d10

Qi: 5

Max Wounds: 11

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

Key Techniques (Waijia 1, Neigong 3): Breath of Fury, Fierce Strike, Finger Flick, Hands of the Hawk Beak, Intercepting Arrow (Counter), Naga Palm, Rain of Arrows, Slashing Blade, Spearing Blade

Spearing Blade: Roll Light or Medium Melee once and apply it to 5 Targets within reach. Anyone struck takes 2 Wounds (no additional Damage roll).

Cathartic: Anyone struck takes 3 Wounds (no additional Damage roll).

GOVERNOR MUQI DAONING (COMMANDARY 3)

Governor Muqi Daoning is a good man and in a difficult position. Prince Yuan is constantly testing him and treating Commandary 3 like his own. He despises the Prince but adores the prince's father, the King. He can be surprisingly humorous and playful at times.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 3d10, Meditation: 1d10, Endurance: 1d10, Athletics 2d10, Ride (Horse): 3d10, Talent (Poetry): 1d10, Talent (Calligraphy): 1d10, Command: 3d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Classics (All): 2d10, Institutions (Imperial Bureaucracy): 3d10, Places (Li Fan): 3d10

Qi: 0

Max Wounds: 1



GOVERNOR LIU TONG (COMMANDARY 4)

Liu Tong is traditional in every sense of the word and quite loyal to the King. However he is especially superstitious, even by Li Fan standards, and is constantly seeking the advice of fortune tellers. Governor Liu Tong is stern, reserved, and fair.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 1d10, Meditation: 0d10, Endurance: 1d10, Athletics 0d10, Ride (Horse): 3d10, Divination: 2d10, Talent (Poetry): 3d10, Talent (Calligraphy): 2d10, Command: 2d10, Persuade: 2d10, Deception: 1d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Classics (All): 3d10, Institutions (Imperial Bureaucracy): 3d10, Places (Li Fan): 3d10, Creatures (Demons): 3d10, Creatures (Animals): 2d10, Creatures (Undead): 2d10

Qi: 0

Max Wounds: 1

GENERAL DEE

See page 314 of the **WANDERING HEROES OF OGRE GATE** rulebook for details on General Dee.

HU GAO

Hu Gao was a great Martial Hero and was a former disciple of Abbot Huan Dai of the Nature Loving Monk sect. He and his wife, Zhou Hua, were a team who protected the people of Li Fan and served the King, who they believed to be good. But one day he was called by the Nature Loving Monks to a meeting about the sect's future leadership and when he returned he discovered his wife dead in the village of Zhainan, the result of an ambush laid by Prince Yuan (the King's son). The people of the village were gone, but his wife had etched a message into the stone gate reading "They are to blame. Avenge me with this." In his wife's hand he found a painted wall scroll. He later learned that the wall scroll led to a pocket realm, a place he called Hua. With a sacrifice of a human heart made in hatred, he found he could enter the wall scroll and there he discovered a palace patrolled by silent black-garbed guards with an empty tomb. He placed Hua's body in the Tomb.

Later he learned through research that the wall scroll could resurrect a person if enough human hearts were sacrificed before it. He vowed to find the remaining villagers and cut out their hearts to bring his wife back to life.



HU GAO

Hu Gao is devoted to the task of restoring his wife and resides in the Hall of Pristine Beauties on White Cloud Mountain. He has a stable of servants, who remain in his Hall of Perpetual Servitude out of fear of his magic. He learned many rituals since his wife's death, growing more cruel and deranged with each casting.

Gao still regards himself as a good person, occasionally committing an act of generosity or compassion when he remembers his wife. But the magic has changed him, causing some madness. He also enjoys inflicting harm when he thinks it is deserved. In addition he falsely believes his former sect, the Nature Loving Monks, betrayed him and his wife and that they are currently trying to poison him (so he never drinks anything he has not prepared himself).

In addition to knowing most of the Nature Loving Monk Stick and Dragon Techniques, Gao has developed his own Techniques called the Reverberating Stick Strikes.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Endurance 2d10, Meditation: 3d10, Athletics 2d10, Talent (Tattooing): 3d10, Medicine: 3d10, Ritual (Sword Ritual of Bao): 2d10, Ritual (Mark of Hu Gao): 3d10, Ritual (Ward of Hu Gao): 3d10, Ritual (Spell of the Golden Fireball): 2d10, Ritual (Create Talisman of the Red General): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 2d10, Classics (Book of Fortunes): 2d10

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Qi: 8

Max Wounds: 17

Weapons: Bone Breaking Stick (4d10 Damage, +1d10 Accuracy)

Flaws: Sadism and Delusional

Combat Technique: Fists of Steel

Key Techniques (Waijia 2, Qinggong 1, Neigong

1): Breath of Fury, Clutch of the Hawk (Counter), Dog Bashing Stick, First Reverberating Stick Strike, Flaming Dragon, Graceful Retreat (Counter), Horizontal Sidestep (Counter), Lashing Dragon, Reclining Stick Stance, Rising Dragon Stance, Second Reverberating Stick Strike, Stick of the Rebounding Dog, Stick of the Rising Dog, Whirling Dodge (Counter)

Profound Techniques: Burning Array, Wave of Frost

First Reverberating Stick Strike: Small Melee against Evade; strike ground and create a tidal wave of energy that washes over foes (100 foot line per rank of Qi sweeps for 800 feet) does 2d10 Damage to everyone in area per rank of Waijia.

Cathartic: Does 2d10 Damage plus 2 Extra Wounds to all in area.

Second Reverberating Stick Strike: Small Melee Against Parry; strike Target and cause the person's own internal energy to burst out against another Target. If succeed, radiant energy spills from Target and strikes anyone the attacker wishes (within 50 feet per rank of Waijia). Does 1d10 Damage per Target's rank in Qi. On Total Success (for Attack roll) hits an additional Target.

Cathartic: Strikes 1 Additional Target per rank of Qi, plus does 2d10 plus 1 Extra Wound per rank of Target's Qi.

INSPECTOR CONG BUZHI

Inspector Cong Buzhi is the official inspector of the third commandary and lives in Gaoxing. He is also a member of the Jade Turtle Society, and has an extensive library of books on the subject. Known for his keen intelligence, a finicky disposition and his exceptional investigative abilities, Cong Buzhi is also a man gifted with an incredible sense of smell. This is a blessing and curse as he obsesses over the smallest of odors until he knows the source, and can often be quite rude as he investigates the matter. Mysterious odors puzzle and irritate him, potent odors cause him to become obsessive until he has found and eradicated them. Still it proves useful in his investigations.

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 1d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 2d10, Meditation: 1d10, Athletics 1d10, Detect: 3d10 or 4d10 (Smell),

Command: 2d10, Empathy: 2d10, Reasoning: 3d10, Trade (Alchemy): 1d10, Medicine: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Classics (all): 2d10, Institutions (Imperial Bureaucracy): 3d10, Religion (Cult of Hen-Shi): 2d10, Religion (Iron Sky Maiden): 2d10

Qi: 4

Max Wounds: 9

Weapons: Ox Tail Dao (4d10 Damage, -1d10 Accuracy), Bow (2d10 Damage)

Expertise: Detect-Smell, Religion/Gods-History

Combat Technique: Fists of Steel

Key Techniques (Waijia 2, Qinggong 2): Biting Blade, Clutch of the Hawk (Counter), Deep Biting Blade, Flight of the Hawk, Flying Swan Kick, Graceful Retreat (Counter), Rain of Arrows

Biting Blade: Make a -1d10 attack roll against Target's Parry. On Success roll double normal damage roll and treat Target's Hardiness as 2 less than normal. On a Total Success the attack inflicts an extra wound. Cathartic: Do 5 Extra Wounds.

IMPERIAL SOLDIERS (100)

These are a company of 100 Soldiers camped at the Imperial Camps 1 and 2 near the Ogre Gate Inn, under the command of Chang Zhen. Each camp is commanded by one lieutenant. Senior Lieutenant Fong commands Imperial Camp 1. Imperial Camp 2 is commanded by Junior Lieutenant Yuan. Soldiers are further divided into groups of five men each with 1 Archer, 1 Cavalryman, and 3 swordsmen.

LIEUTENANTS FONG AND YUAN (LEADERS)

Lieutenant Fong is both loyal and cruel, following any order he receives from Chang Zhen and taking the most efficient course of action at all times (regardless of its brutality). In fact, Fong enjoys inflicting pain on others. He delights in torturing prisoners and must actively restrain himself from doing so when such opportunities present themselves. Lieutenant Yuan is different. He is loyal but lacks Fong's cruelty. When possible he will show restraint and mercy. Both are typically mounted on horseback when encountered.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 0d10 or 5d10 (Horse 80 feet), Muscle: 1d10, Ride (Horse): 3d10



Qi: 1

Max Wounds: 3

Weapons: Qiang (3d10 Damage), Ox Tail Dao (3d10)

Armor: Iron Lamellar (-1d10 Damage against Blunt and Sharp weapons)

Equipment: Horse

Flaws: Hedonist (Fong only)

Mounted Advantages: Receive +1d10 to Attack rolls against opponents who are on foot (and such opponents take a -1d10 Penalty when attacking mounted foes).

Charging: They do one Extra Wound when attacking from horseback on a charge with a successful Damage roll. Need at least 25 feet.

Key Techniques (Waijia 3, Qinggong 1): Spear Swipe, Whirling Dodge (Counter)

Spear Swipe: Heavy Melee against Parry against up to 9 Targets. Make one roll. On a Success hit everyone in range with your spear normally.

Cathartic: Strike up to 10 Targets. In addition to being hit by spear, everyone struck is hurled back 10 feet.

Whirling Dodge (Counter): Athletics against Attack roll. If succeed reduce Damage by -1d10 (-2d10 on Total Success).

Cathartic: Avoid Attack entirely.

TROOPS

ARCHERS (20)

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

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

Max Wounds: 1

Weapons: Bow (2d10 Damage)

CAVALRY (20)

On horseback, cavalry units use their horse's speed for Turn Order and movement.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10 or 5d10 (Horse 80 feet), Muscle: 1d10, Ride (Horse): 3d10

Max Wounds: 1

Weapons: Qiang (3d10 Damage), Ox Tail Dao (3d10 Damage)

Armor: Leather Lamellar (-1d10 Damage against blunt weapons)

Equipment: Horse

Mounted Advantages: Receive +1d10 to Attack rolls against opponents who are on foot (and such opponents take a -1d10 Penalty when attacking mounted foes).

Charging: They do one Extra Wound when attacking from horseback on a charge with a successful Damage roll. Need at least 25 feet.

SWORDSMAN (60)

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

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

Max Wounds: 1

Weapons: Ox Tail Dao (2d10 Damage)

KAILIN TRIBESMEN, THE SHORO (7)

These are Princess Samga's sworn brothers, her personal band of soldiers who protect her at all costs. Their loyalty cannot be purchased and they are sincere in their admiration for Samga. She has proven herself to them time and again as a leader and is always generous in sharing her wealth with them. They are all members of the Shoro Tribe.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 2d10, Survival (Plains): 3d10, Survival (Wilderness): 2d10, Language (Kushen): 3d10

Qi: 2

Max Wounds: 7

Weapons: Kushen Saber (3d10 Damage), Bow (3d10 Damage)

Armor: Leather Lamellar (-1d10 Damage against blunt weapons)

Key Techniques (Waijia 3, Qinggong 1): Cleave of the Saber, Slicing Arrow

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Cleave of the Saber: Normal Saber Attack, 1 Extra Wound.

Cathartic: Cuts deep into a meridian line and rattles the Target, reducing Parry and Evade by 1 for one hour (+1 hour for every rank of Waijia).

Slicing Arrow: Powerful arrow strike 6d10 Damage.

Cathartic: Strikes anyone in a 60 foot area line (can take crescent shaped path), passing through each Target. Each Target it passes through reduces Damage by 1d10. So 6d10 for first Target, 5d10 for second, 4d10 for third, etc.

KING HUI

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King Hui is intelligent, capable, but ultimately weak-willed and not willing to take chances to protect his people from Imperial influence. He believes he is doing the right thing, by quietly supporting enemies of the empire on the side, but this is largely ineffectual and has resulted in him losing his son, Prince Yuan, to the Glorious Emperor. However, he was reared on high ideals and has a deep moral impulse. His righteousness could be awakened under the correct circumstances.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Meditation: 2d10, Athletics 2d10, Reason: 3d10, Command: 2d10, Persuade: 2d10, Deception: 1d10, Empathy: 2d10, Detect: 2d10, History (All): 3d10, Classics (All): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Creatures (Demons): 2d10, Places (Li Fan): 3d10

Qi: 4

Max Wounds: 9

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

Flaw: Weak-willed

Combat Technique: Medium Melee-Press

Key Techniques (Waijia 1, Neigong 1, Dianxue 2):

Blade of the Dancing Fox, Inverted Three-Point Strike, Iron Spirit Reversal (Counter), Three-Point Strike

Blade of the Dancing Fox: Roll Speed against Parry for a series of lightning quick blade strikes. Can make 2 Attacks with a single roll against 1 Target, each doing 4d10 Damage.

Cathartic: Make 3 Attacks with a single roll.

Iron Spirit Reversal (Counter): Hard stance to summon energy to reverse Attacks. Roll Muscle against the Parry of attacker (-1d10 to roll for every Rank in Qi higher they are than you). On Success weapon strikes foe instead of you. Only works against mundane Attacks.

Cathartic: Works on Kung Fu Techniques if the Target has lower Qi ranks than you (does not work against Neigong Techniques).

LENG PING

Leng Ping is a Sun Mai monk of the first rank, meaning he is newly initiated. About a month ago he left the temple for his first venture out in the world to beg and spread the message of Sun Mai with his master, Smiling Sword. While passing through the desert they were attacked by someone they believed to be a member of Purple Cavern sect. In reality this was the Sand Demon (see entry below). Though Ping is knowledgeable of demons, it appeared in human form and did nothing to indicate its demonic nature. Leng Ping escaped unscathed, but Smiling Sword was poisoned (by Fire Poison). Ping brought his master to the nearby village of Yingsun and left for Ogre Gate Inn to find an antidote. Since Ping's departure from the village, Smiling Sword has gone mad from the venom and began attacking villagers (See Smiling Sword for more information).

Leng Ping has a good heart and a mind for study but is slow to learn martial arts. He simply doesn't seem to progress. He loves the idea of being a monk and hopes his natural intelligence will help him to advance where his Kung Fu is lacking. However, he is disciplined and trains every day whenever he has time, sometimes for hours on end.

Ping's knowledge of creatures and history may be of use to the party should they delve below the inn or need to confront the Sand Demon.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Endurance 1d10, Survival (Wilderness): 2d10, Survival (Desert): 1d10, Meditation: 2d10, Athletics 1d10, Classics (Scripture of Sun Mai): 2d10, Religion/Gods (Qi Zhao): 2d10, Religion/Gods (Cult of Hen-Shi): 2d10, Creatures (Demons): 2d10, Creatures (Spirits): 2d10, Martial Discipline (Neigong): 2d10, Martial Discipline (Waijia): 2d10

Max Wounds: 1

Weapons: Gun (wooden staff 1d10), or Unarmed (0d10)

LITTLE FOX

Little Fox is the son of an antique merchant named Big Fox who was murdered 10 years ago while on his way to the Banyan Region. Little Fox took over the business and has been investigating his father's death since. He learned that his father was killed at the Ogre Gate Inn by Pei Hai. Worst of all, he heard rumors that Pei Hai used his father's flesh for meat in steamed buns that were sold to customers at the inn. Little Fox has come to the Ogre Gate Inn to take revenge by killing Pei Hai. He intends to put the head in a wooden box and present it before his father's shrine.

Unfortunately, Little Fox's information is inaccurate. Big Fox was killed at Ogre Gate Inn, but by a rival antique merchant named Wei Anzhi (who is presently at the Inn disguised as Reckless Storm). See "Reckless Storm" for more details on this event.

Little Fox is stubborn and demanding. He has no real social grace, loudly yelling down people who interfere with his quest for revenge. He is a thoroughly unpleasant person. But he is knowledgeable of antiques and may be able to assist any characters who have found artifacts and need to learn more about them or sell them.

Little Fox acquired a copy of the Infinite Counter of the Phoenix Technique taken from the Manual of the Jade Phoenix sect by someone who claimed to have seen it in Jade Phoenix Temple. However the text was an imperfect copy. He can perform the Technique but his movements are slightly off, making it harder for him to succeed.

Little Fox recently learned the location of Jade Phoenix Temple and plans to go there after he deals with Pei Hai to recover the rest of the Manual of the Jade Phoenix sect.

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

Key Skills: Arm Strike 2d10, Leg Strike: 1d10, Grapple: 0d10, Throw: 0d10, Light Melee: 1d10, Medium Melee 2d10, Heavy Melee 1d10, Athletics 2d10, Muscle: 2d10, Speed: 2d10, Endurance: 1d10, Meditation: 2d10, Survival (Wilderness): 1d10, Trade (Stone): 2d10, Trade (Jewelry): 2d10, Trade (Metal): 2d10, Ritual (Spirit Keeping): 2d10, Ritual (Ancestor Veneration): 2d10, Religion (Yen-Li): 3d10, Places (Hai'ain): 3d10, Places (Chezou River Valley): 3d10, Places (Li Fan): 3d10, Languages (Daoyun): 3d10, Language (Li Fai): 3d10, Read Script (Sai): 3d10, Read Script (Yanzi): 1d10, Read Script (Feishu): 3d10, Language (Singh): 1d10, History (All): 1d10, Medicine: 2d10

Qi: 3

Max Wounds: 7

Weapons: Jian (3d10) or Unarmed (1d10)

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

Blasting Blade: Melee against Evade, cone shaped particles (40-foot cone), 1d10 Damage each.

Cathartic: 3d10 Damage

Infinite Counter of the Phoenix (Counter): Arm Strike against Attack roll and Medicine Skill TN 8. If both succeed, grab limb and immobilize for 1 round.

Cathartic: Works against Kung Fu Techniques and lasts 2 rounds.

White Flower Palm: Medicine against TN 8. Then make Arm Strike against Parry, lower Hardiness by 3 for one round.

Cathartic: Recovery is 1 per day

MASTER ZHAO YI AND HIS MEN

MASTER ZHAO YI

Zhao Yi is a pearl merchant and well-regarded member of the Companions of the Six Ornaments. He has 8 ships and 4 caravans. This brings in considerable wealth but his real money comes from the Tiger Clan's robberies (Tiger Clan is described in **CHAPTER TWO**). Zhao Yi is the secret master of this group of bandits.

Zhao Yi is very friendly and talkative. He is good at putting people at ease and figuring out what they desire. He is a man of his word, but will often use the literal phrasing of his promises to violate their spirit. He frequently patronizes temples and has even been known to hold great feasts for the poor in the city. This has helped his reputation.

Zhao Yi has 30 fighting men at his residence and his chief bodyguard is a man named Hai Shaonan. His household has nearly 60 servants (in addition to the fighting men). He is also able to bribe most local officials and has an extensive network of contacts and informants in the city. He has 3 sons (Chun, Buwei, and Ziju). He had a fourth son, Cong, but he was murdered by agents of a rival merchant named Hai Mofeng over a bad business deal. Zhao Yi had the man's residence burned to the ground and his family slaughtered. There are rumors that he even forced one of Mofeng's sons into slavery as payback.

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Defenses: Hardiness 3, Evade 4, Parry 3, Stealth 6, Wits 10, Resolve 7

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 1d10, Meditation: 0d10, Athletics: 0d10, Empathy: 2d10, Deception: 2d10, Persuade: 3d10, Detect: 2d10, Survival (Wilderness): 3d10, Survival (Plains): 2d10, Survival (Sea): 3d10, Trade (Jewelry): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Language (Khus): 3d10, Places (Li Fan): 3d10, Places (Kushen Basin): 3d10, Places (Naqan): 3d10

Max Wounds: 1

Weapon: None

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HAI SHAONAN

Hao Shaonan is a man who used to earn a living helping transport goods to Naqan. He earned a reputation for guts when he single-handedly killed thirty bandits despite serious injuries to himself. He is the head of Zhao Yi's security and highly regarded for his bravery and ability to persevere.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Language (Li Fai): 3d10, Language (Khus): 3d10, Survival (Desert): 3d10, Survival (Plains): 3d10, Survival (Wilderness): 3d10, Survival (Mountain): 2d10

Qi: 3

Max Wounds: 7

Weapons: Qiang (4d10 Damage or 2d10 Damage), Daggers (2d10 Damage)

Key Techniques (Wajia 3, Qinggong 1): Leap of the Swan, Spear of the Infinite Emperor, Spear Swipe, Storming Daggers, Deflecting Canopy (Counter), Whirling Dodge (Counter)

ZHAO YI'S MEN (30)

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 1d10 or 0d10 with Ox Tail, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 1d10

Max Wounds: 1

Weapons: Ox Tail Dao (3d10 Damage, -1d10 Accuracy)

NIANG THE DEMON HUNTER

Niang is a famed enemy of the Glorious Emperor, a roaming sword and healer. She is brave but careful to plan her actions wisely. Though capable of playing any number of social roles needed to evade trouble her natural disposition is quite serious and goal oriented. If need be she can be talkative or even rowdy. Niang has been waging her personal fight against the empire for some time and has learned to be distrustful because anyone could be an Imperial agent. Those seeking her as an ally will need to prove themselves trustworthy.

She and her husband, Yuancheng, were once a heroic duo who fought against Imperial oppression. Yuancheng was captured and turned into a Yao (Martial Heroes who have had their hearts cut out and made loyal to the Emperor). Niang passed the Imperial Exams by dressing as a man and bribing officials. She then worked her way into the position of court physician. She was able to steal a knife called the Key of the Pillar of Wisdom, which can permanently kill the Yao. She also stole her husband's heart, which was contained in a lacquered box in one of the royal chambers. She fled, killing three Yao on her way out (and six more as she moved south). Since then she has been heading to the Banyan hoping to share her discovery of the blade with Martial Heroes and, if possible, find a cure for her husband (she is determined to kill him herself if he cannot be cured).

She claims to be heading south to join with family living in Chen. If pressed for her name, she will say it is Li Bao.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10, Small Ranged: 2d10, Heavy Melee: 2d10, Athletics: 2d10, Speed: 2d10, Muscle: 2d10, Endurance: 2d10, Survival (Wilderness): 2d10, Survival (Mountain): 2d10, Survival (Desert): 1d10, Ritual (Ancestor Veneration): 2d10, Meditation: 1d10, Medicine: 3d10, Talent (Calligraphy): 1d10, Talent (Disguise): 2d10, Talent (Poetry): 2d10, Detect: 2d10, Reason 1d10, Command: 1d10, Institutions (Imperial Bureaucracy) 2d10, Read Script (Feishu): 3d10, Classics (All): 1d10, Language (Daoyun) 3d10, Languages (Li Fai and Hai'anese) 1d10, History (Era of the Righteous Emperor): 2d10, History (Era of the Glorious Emperor): 3d10, Religion (Dehua): 1d10

Qi: 3

Max Wounds: 7

Weapons: Ox Tail Dao (4d10 Damage, -1d10 Accuracy)

Combat Technique: Counter (Medium Melee)



NIANG THE DEMON HUNTER

Key Techniques (Waijia 2, Qinggong 1, Dianxue 2): Biting Blade, Blasting Blade, Deep Biting Blade, Deflecting Canopy (Counter), Heart Strike, Inverted Three-Point Strike, Strike of the Raging Tiger, Whirling Dodge (Counter)

Deep Biting Blade: Make a Medium or Heavy melee roll against the opponent's Parry at a -1d10 penalty. On a Success, the Attack deals 1 Extra Wound plus maximum Damage (6d10), and for the purpose of determining Damage for this Attack, subtract twice 2 from Target's Hardiness. On a Total Success, the Attack also inflicts an additional Extra Wound.

Cathartic: The Damage becomes open. Additionally, Subtract 5 from Hardiness for determining Damage.

Heart Strike: Arm Strike against Parry. On Success the person takes -1d10 to all Mental Skill rolls for 2 hours.

Cathartic: Lowers Target's Hardiness by 2. If Hardiness reaches zero, the heart constricts and the person begins to die.

Inverted Three-Point Strike: Arm Strike against Parry, On a Success paralyze the Target for 2 rounds. On a Total Success the paralysis lasts 3 rounds. Against Martial Heroes only works on surprise.

Cathartic: Paralyzes for 2 hours.

Whirling Dodge (Counter): Roll Athletics against the attackers Attack roll, if you succeed, reduce their Damage roll by -1d10. If Total Success reduce the Damage roll by -2d10.

Cathartic: Roll Athletics against Attack roll to avoid being hit entirely

PAN CHENGSI

See **SMILING VIPER** for details.

"PEI HAI" (STONE FOOT)

Stone Foot is the leader of the Fei River Bandits but has assumed the identity of the former proprietor of Ogre Gate Inn, Pei Hai. He is trying to find the treasure buried below the inn in the Emerald Empire. Charming and greedy, Stone Foot only cares about himself, and sees others as disposable tools to serve his goals. He realizes there is strength in numbers though and has been generous enough with his men to secure their loyalty. He has no intention of sharing the treasure from below the inn with anyone, and will allow his own men to die if it increases his portion of the haul. He is hoping to find Martial Experts who can help him get through enough of the traps in the tomb to reach the Emerald Empire. Once there, he will use his knowledge to direct others toward traps.

Stone Foot is from the Fei River area and longs to be wealthy like his ancestors (his family was poor but growing up he was raised on tales of forebears who lived in palatial courtyard houses). His ambition, determination and his gift for smooth talk enabled him to achieve great things as a bandit. He saw opportunities that others did not and knew how to make connections with merchants and officials so they could strike big targets with little risk. However, he wanted more and found it in Hai'an. There he met an antique dealer who sold him information about the Emerald Empire's secret location, beneath the Inn of Ogre Gate. He knows that if they can break the walls of Area 4 in the tombs and dig in the right direction that will lead them to the Emerald Empire. He also knows some key details about the traps. For example, he knows there is a needle trap on the door to the treasury, he also knows that there is a creature in the ritual vessel and that there are pit traps in the long hall. However, he keeps this information entirely to himself. He will not even tell his own men, since he wants to let them die one-by-one from these threats in order to increase his own wealth.

He murdered Pei Hai and the inn staff with the help of his men, and then buried the bodies in the desert. Before leaving Fei River he had 30 men. Ten died in a fight with local bandits as they made their way to

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Ogre Gate Inn. After they arrived, eleven more died from the traps as they tried to navigate the chambers below the Ogre Gate Inn.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 1d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 2d10, Athletics: 3d10, Persuade: 2d10, Deception: 3d10, Command: 2d10, Survival (Sea): 3d10, Survival (Wilderness): 3d10, Talent (Theft): 3d10, Talent (Disguise): 1d10, Talent (Cooking): 1d10, Institutions (Criminal Underworld): 3d10, Institutions (Imperial Bureaucracy): 2d10, Institutions (Military Organizations): 1d10

Qi: 3

Max Wounds: 7

Weapons: Bow (2d10 Damage), Ox Tail Dao (4d10 Damage, -1d10 Accuracy), Dagger (2d10 Damage)

Combat Technique: Deflect (Medium and Light Melee)

Key Techniques (Qinggong 3, Waijia 1): Blasting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Horizontal Sidestep (Counter), Spinning Back Kick (Normal/Counter), Whirling Dodge (Counter)

Double Thrust: Can strike opponent directly in front and behind. Make a Light, Medium or Heavy Melee Skill roll. On a Success you can strike a Target directly in front and directly behind delivering 1 Extra Wound to both Targets. On a Total Success you recover your footing quickly after the Technique and do not take the below penalty to Speed. Delivering this Technique exposes user slightly, meaning on the following round (and only for that round) Turn Order score drops to 1.

Cathartic: Does 2 Extra Wounds to both Targets.

Spinning Back Kick (Normal and Counter): Leg Strike against Parry. On Success do kicking Damage plus 1 Extra Wound. Must be used Cathartically to Counter.

Cathartic: Can be used instantly to interrupt any kick or charge Attack. Normal kicking Damage plus 2 Extra Wounds and send Target back 5 feet.

PHOENIX HALL MUSICIANS (6)

These are agents of the empire who serve under Chang Zhen, mainly as assassins and spies. They were each recruited and trained by Zhen and are more loyal to him than to the Emperor himself. They are like a family with Zhen as the father. It is an even mix of three women and three men, which gives them greater flexibility on their missions. They are presently disguised as musicians belonging to Phoenix Hall in Daolu and claim to be on their way to Hai'an to refine their craft.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 2d10 or 1d10 (Ox Tail Dao) or 3d10 (Butterfly Swords), Small Ranged: 1d10, Deception: 2d10, Speed: 2d10, Muscle: 2d10, Athletics: 1d10, Detect: 2d10, Meditation: 3d10, Talent (Poetry): 1d10, Talent (Calligraphy): 1d10, Talent (Singing): 3d10, Talent (Dancing): 3d10, Talent (Pipa, Flute or Erhu): 3d10, Survival (Wilderness): 2d10, Institutions (Imperial Bureaucracy): 2d10

Qi: 2

Max Wounds: 5

Weapons: Butterfly Swords (3d10) and Ox Tail Dao (4d10)

Combat Technique: Heavy Melee-Reach

Key Techniques (Waijia 2, Qingong 1, Neigong 1): Double Thrust, Eagle Descends Loudly, Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

Fierce Strike: Any Melee against Parry. Success adds +1d10 to the Damage roll. On a Total Success add 4d10 to the Damage roll and can exceed the soft dice cap.

Cathartic: This can be used with the above effects against can Attack 2 additional Targets.

Iron Spirit Resistance (Counter): Make a Meditation Skill roll against TN 7. On a Success Hardiness and Parry rise by 1 (against Neigong Attacks) for this round. On a Total Success the effect lasts two rounds. This only works against melee based Neigong Techniques.

Cathartic: This automatically triggers a Qi Duel against any opponent making a Melee Energy Attack against user (provided both meet the requirements). For the purposes of the Dual add +1d10 to Qi rank. If opponent has at least 2 Qi ranks less user, this completely blocks the attack.

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PRINCE YUAN

PRINCE YUAN

Prince Yuan is the son of the King of Li Fan. His father was too lenient and gentle with him, and as he grew older a cruel streak emerged in the young prince that was never remedied. He soon fell under the influence of Prime Minister Wu Shican, and became his disciple. At only 14 he had already laid a devastating trap for the heroic couple Hu Gao and his wife Hua (whom he ambushed and killed). Now at age 24, he is impatiently awaiting his own ascension to the throne.

The prince is arrogant but incredibly intelligent and cunning. His two major aims are to take his father's throne and to finish what he started ten years ago when he had Hua killed. Prince Yuan hates Hu Gao but fears him. The prince has a particular fondness for antiques and ancient artifacts.

Unlike his father, Prince Yuan is truly loyal to the Glorious Emperor. His father merely pays lip service to the monarch.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 2d10, Meditation: 2d10, Athletics 2d10, Reason: 3d10, Persuade: 1d10, Deception: 2d10, Empathy: 3d10, Detect: 3d10, History (All): 2d10, Classics (All): 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 3

Max Wounds: 7

Weapons: Jian (3d10 Damage)

Combat Technique: Medium Melee-Press

Key Techniques (Waijia 1, Neigong 1, Dianxue 2): Blade of the Dancing Fox, Inverted Three-Point Strike, Iron Spirit Reversal (Counter), Merciless Black Claw, Three-Point Strike

Blade of the Dancing Fox: Roll Speed against Parry for a series of lightning quick blade strikes. Can make 2 Attacks with a single roll against 1 Target, each doing 4d10 Damage.

Cathartic: Make 3 Attacks with a single roll.

Iron Spirit Reversal (Counter): Hard stance to summon energy to reverse Attacks. Roll Muscle against the Parry of attacker (-1d10 to roll for every Rank in Qi higher they are than you). On Success weapon strikes foe instead of you. Only works against Mundane Attacks.

Cathartic: Works on Kung Fu Techniques if the Target has lower Qi ranks than you (does not work against Neigong Techniques).

PRINCESS SAMGA

Princess Samga is Kailin royalty who prefers life on the road with her soldiers. She is rude but possesses a charming sense of humor that enables her to get away with many slights. In her early days, she spent time in the Banyan and was a companion of One-Armed Fiery Demon before she lost her arm. To this day she despises Lying Tiger, one of her old travelling companions (see page 452 of the **WHOG** rulebook).

The sister of Prince Gol and the daughter of the deceased chief Hooshal, Princess Samga was sent to find her father's belt (which was stolen from his tomb months ago). She belongs to the Shoro tribe, Kailin who worship the earth goddess Loma and have established a semi-permanent camp at the settlement of Khazel. She is also the general of Prince Gol's 50,000 soldiers. She has taken seven of her more reliable soldiers with her to Ogre Gate to learn about the theft of their father's belt (following a lead that the staff sold it to someone).

Defenses: Hardiness 3, Evade 7, Parry 7 or 9 (Sleeve Blades), Stealth 6, Wits 8, Resolve 7

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 3d10 (4d10 with Composite Bow), Ride: 3d10 Speed: 2d10, Muscle: 2d10, Ritual (Awaken Object): 2d10, Deception: 2d10, Persuade: 2d10, Command: 3d10, Reason: 3d10, Languages (Kushen): 3d10, Languages (Daoyun): 2d10, Read Script (Yanzi): 3d10, Religion (Loma): 3d10



**PRINCESS SAMGA****Qi:** 4**Max Wounds:** 9**Weapons:** Kushen Saber (3d10 Damage), Daggers (2d10 Damage), Sleeve Blades (1d10 Damage/add 1d10 to any Arm Strike damage roll)**Reputation:** Loyal-Ferocious**Key Techniques (Waijia 2, Qinggong 2):** Arc of the Spine/ Flick of the Wrist (Counter), Storming Daggers, Twins of the Colliding Moon**Arc of the Spine, Flick of the Wrist (Counter):** Against any Ranged or thrown Attack, Athletics against Attack roll. Success bend and avoid hit.**Cathartic:** Avoid hit and strike back with 1 precise and swift dagger strike; normal Damage plus half Qi ranks Extra Wounds (2d10 plus 2 Extra Wounds).**Storming Daggers:** Throw four daggers. Roll one Attack roll for all the daggers. If the Attack hits, make a single Damage roll. If the Damage roll exceeds the Target's Hardiness, he takes 1 Wound for each dagger thrown (plus 1 Wound per Total Success rolled as usual).**Cathartic:** As above, except you can throw 8 daggers, and you may divide the daggers between multiple Targets. For each Total Success in the Damage roll, you may choose which Targets take the extra Wound(s).**Twins of the Colliding Moon (Qinggong):** Leg Strike against Parry. Leap 40 feet (20 per Qinggong) and strike with knee for 2d10 (Damage equals muscle) plus get 1 free Melee Attack.**Cathartic:** Both Attacks double Damage, can exceed cap.

QINWEN MASTER OF THE SEVEN TALISMANS

Qinwen is fully described on page 334 of the **WANDERING HEROES OF OGRE GATE** rulebook.

QUI PAN

The leader, or first chief, of the Qui Pan Bandits, Qui Pan is a former General who was ordered to massacre three villages that rose up in rebellion against local authorities of Fan Xu. Instead he and his men killed the governor and helped the villagers flee south to safety. When they reached the desert of Li Fan, he invited those who wished to remain to join him (about a third did so). Since then he has been waging a campaign against the Li Fan government, uniting local bandits in his effort. He hopes that if they take Li Fan, they can set up real opposition to the empire, perhaps allying with Hai'an.

Qui Pan is kind to the downtrodden but ruthless against the Empire. He believes the Emperor is evil and against the will of heaven. While he has instructed his men to use diplomacy and mercy as first options in conflict, he will not hesitate to kill allies of the Emperor or eradicate threats that could expose them. On occasion this has meant engaging in brutal tactics. Recently his men took the Yu family residence to gain access to their salt (which was going to the Empire). They resisted and were killed. He regrets such outcomes but deems them necessary to destroy the Emperor.

**QINWEN**



QUI PAN

Qui Pan uses similar rationale for engaging in banditry. His men need funds, both to keep them loyal and so they can wage campaigns against Li Fan. An alliance of bandits and thieves is not easy to sustain, so he must constantly give gifts and ranks to his men.

Qui Pan is actively recruiting new followers. Anyone who seems like a strong Martial Expert will be of interest. Player Characters who demonstrate their fighting abilities may attract his attention or be offered a ranked position in his organization (he is happy to give away titles like 3rd Chief, 4th Chief or Senior Adviser). However, he is careful who he allows into his organization. People that are too reckless or wicked he turns away. He recently turned away Abbot Firebrand despite his skill, fearing the man would jeopardize them all. He told him to pick 1,000 Goji Berries from Dragon Tail Mountain (there are no such berries on the mountain). Should Abbot Firebrand return with 1,000 teeth as a solution (see **AB-BOT FIREBRAND** entry) he will simply send him on another impossible task (or give him a meaning-

less title to keep him occupied like Protector of the Badlands of Yao).

Qui Pan resides at Qui Pan Fortress (see entry) which is heavily trapped and defended.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 2d10 (Ox Tail Dao), Heavy Melee: 3d10 or 2d10 (Guan Dao), Small Ranged: 3d10 or 5d10 (Composite Bow), Deception: 2d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Ride (Horse): 3d10, Athletics: 2d10, Detect: 3d10, Reasoning: 2d10, Survival (Wilderness, Mountain and Desert): 3d10, Empathy: 2d10, Deception: 2d10, Meditation: 1d10, Medicine: 1d10, Classics (26 Stratagems of Jiang Laozi): 3d10, Institutions (Military): 3d10

Qi: 4

Max Wounds: 9

Weapons: Guan Dao (4d10), Composite Bow (3d10) or Ox Tail Dao (4d10)

Expertise: Composite Bow

Combat Technique: Medium Melee-Counter

Key Techniques (Wajia 2, Qinggong 1, Neigong 1): Absorbing Palm, Blade Pinch (Counter), Breath of the Lotus Petal, Intercepting Arrow (Counter), Rain of Arrows, Ringing Strike of the Hand, Storm of Arrows, Swift Stride, Whirling Blade, Whirling Dodge (Counter), Sword Whipping Strike

Blade Pinch (Counter): Arm Strike against the Attack roll. On Success effectively block the Attack with fingers. On a Total Success disarm your foe (this happens automatically, no additional roll required). This only works against mundane sword Attacks (any bladed weapon), not against Kung Fu Techniques.

Cathartic: Can use this Technique against Kung Fu Techniques that use any type of sword or bladed weapon.

Intercepting Arrow (Counter): Small Ranged against Attack roll of ranged Attack. Can only be used cathartically when he or someone else is attacked.

Cathartic: Fire against the Attack roll for a chance to strike down someone's incoming arrow, or to aid a friend from being hit.

Swift Stride: Vanish and reappear some distance away. Speed TN 6. Success teleport up to 200 feet.

Cathartic: Teleport up to 1000 feet.

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Sword Whipping Strike: Any Melee against Parry (creates green whipping energy). Attack up to 12 Targets within a 40-foot area. This does 2d10 Open Damage to each of them.

Cathartic: Can be used against 20 Targets and does 3d10 Open Damage against them.

QUI PAN BANDITS (850)

These bandits roam the environs of Ogre Gate Inn and the area around Dragon Tail Mountain, ambushing passing merchant caravans. They are united by a disdain for the Empire and seek to overthrow Li Fan. Though their core numbers are less than one thousand, they can raise up to 30,000 men as they form the hub of a vast network of like-minded groups who all acknowledge Qui Pan as their Chief. The bandits are led by nine chiefs each ranked 1-9 according to their level of authority (with 1 being the highest and 9 the lowest). Qui Pan is first chief, Zhen Xun is second chief.

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

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

Max Wounds: 1

Weapons: Short Bow (2d10 Damage), Ox Tail Dao (2d10 Damage)

“RECKLESS STORM” (WEI ANZHI)

This man's real name is Wei Anzhi. He is an antique merchant from Fan who gambled most of his money away at cricket fights and owes a considerable sum of money (400,000 spades) to Master Ban of the Tower of Good Fortune. Master Ban will have him killed if he does not pay, so for the last three years he has been on the run and disguised himself as Reckless Storm, a dangerous and unpredictable Martial Hero from the Banyan. He enjoys playing this role for the respect and free meals it affords.

Wei Anzhi looks like the real Reckless Storm, a man in his 60s with a wild beard and long unpinned hair. He is loud and obnoxious, yet curiously enthusiastic about other peoples' ideas. Those who have met the genuine article should receive a +2d10 to their Detect roll against his disguise simply because a few of his key mannerisms are exaggerated. He has spent years perfecting his disguise by talking to people who knew the real Reckless Storm, learning from local actors and emulating the reported skills of the man. He lacks any martial arts ability at all, but has learned to sing and play the Guzheng in the manner of Reckless Storm.

He knows that Reckless Storm suffers from a blocked accupoint that makes him wildly unpredictable yet strangely optimistic at all times. So he will randomly disrupt things in a joyous and loud manner. He learned about Reckless Storm's concern for propriety in the company of women, so he insults or bullies any man who violates this rule before him. When he does bully or threaten violence, since he has no martial skill of his own, he declares himself to be Reckless Storm and boasts about his lethality, hoping people back down from fear. The true Reckless Storm is very powerful and well known so this tends to work.

Ten years ago, he murdered a rival antique dealer named Big Fox. He has not really given it much thought since then, but it occurred at Ogre Gate Inn and was due to their competing interest in the same Golden Medallion. When he returned to Fan he spread rumors that the killer was Pei Hai.

“Reckless Storm” overheard the bandits talking about the Emerald Empire and is trying to find a way to worm himself into the spoils at minimal risk so he can pay off his debts. He may use Reckless Storm's reputation as a great fighter and hero to enter the complex with the bandits once it is relatively safe, staying behind and commanding men to take the front against threats until a “worthy challenge” presents itself. “Reckless Storm” is also one of the few people at the inn who has met the real Pei Hai and knows the present man claiming that name is an imposter. He has no desire to act on this knowledge though, unless pressed.

He carries Golden King, a champion fighting cricket, in a wooden box. Still easily drawn to gambling, he is likely to participate if any matches arise.

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

Key Skills: Arm Strike: 1d10, Speed: 3d10, Muscle: 1d10, Deception: 3d10, Persuade: 2d10, Empathy: 2d10, Talent (Disguise): 3d10, Talent (Guzheng): 1d10, Talent (Acting): 2d10, Talent (Singing): 2d10, Talent (Dancing): 1d10, Talent (Tea Preparation): 2d10, Talent (Cooking): 2d10, Trade (Stone): 1d10, Trade (Jewelry): 1d10, Trade (Metal): 0d10, Places (Hai'ain): 1d10, Places (Chezou River Valley): 2d10, Places (Li Fan): 3d10, Institutions (Criminal Underworld): 2d10, Institutions (Sects): 3d10, Languages (Daoyun): 3d10, Language (Li Fai): 3d10, Language (Khubsu): 1d10, Read Script (Yoshaic): 1d10, Read Script (Yanzi): 1d10, Read Script (Feishu): 3d10, Language (Singh): 1d10, History (All): 1d10, Medicine: 2d10

Max Wounds: 1

Equipment: 3 Silver Taels, 200 spade coins.

Expertise: Institutions-People, Deception-Disguise

Golden King: 4d10 Champion Cricket.



RED GECKO

Red Gecko is a profound spirit who was once a great poet and painter. In fact he was a genius of his age. He came to Red Gecko Mountain to study in seclusion and to compose his great masterpiece: Morning Mist on the Blood-Stained Hills. The process of creating such a masterpiece drove him mad and he began to war with himself as his phoenix and dragon essence began to split. He developed two personalities: Brother Mercy and Brother Murder. He considers Red Gecko to be another individual (usually his mother or father).

Brother Mercy enjoys visitors and uses his mountain shaping power to aid travelers through the hill. Brother Mercy is ever fearful of Brother Murder, believing he resides on the opposite side of the mountain and wants to kill him. He thinks they are siblings and that his mother made him promise to help Brother Murder Achieve great things. He is desperate to help his brother.

Brother Murder despises intruders and attempts to kill anyone who is not a great poet or painter (any who can demonstrate these skills make a good impression and are invited to his home). Occasionally a person is interesting enough that they inspire him to write a line of poetry or paint. When this occurs he is reluctant to let them leave, believing it will help him finish his masterpiece. More than anything else, killing fills him with inspiration. It is not uncommon for Brother Murder to sing lines of new poetry as he slaughters foes or use their blood to paint upon the landscape. Brother Murder hates Brother Mercy, considering him a meddler who was a disappointment to both their parents.

The only thing that can bring peace to Red Gecko is completing his masterpiece (he has several paintings and only a few verses, and his two personalities constantly war over content and revisions). Red Gecko cannot leave Red Gecko Mountain. However he does like to sit on the edge of it and look at the Dragon Claw Hills from a distance.

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

Key Skills: Grapple: 2d10, Arm Strike: 3d10, Speed: 4d10 (70 feet), Muscle: 3d10, Detect: 3d10, Command: 3d10, Deception: 1d10, Persuade: 3d10, Classics (All): 3d10, Survival (Wilderness): 3d10, Survival (Mountain): 3d10, Trade (Mechanical): 3d10, Trade (Wood): 2d10, Talent (Painting): 3d10, Talent (Singing): 2d10, Talent (Poetry): 3d10, Talent (Calligraphy): 3d10, Languages (All): 3d10

Max Wounds: 21

Powers

Split Persona: Roll 1d10 every hour to determine which persona takes hold: 1-5 Brother Mercy, 6-10 Brother Murder.

Bone Shattering Fist: On a successful Arm Strike Red Gecko does 4d10 Open Damage and causes the Target's bones to rattle, imposing a temporary loss of -2 Hardiness. On a Total Success this breaks a random limb (treat as having the Missing Limb flaw for one week).

Stone Resistance (Counter): When someone makes a successful Melee Attack, he can roll Muscle against their Attack roll. On a Success his skin become hard and rocklike, causing the Attack to do half Damage and trapping the weapon in his body (Opposed Muscle roll to remove). If a person attacked with their foot or fist, they are effectively restrained.

One with the Mountain: Red Gecko can shape the stone in his mountain instantaneously causing it to suddenly split, rise, take a particular form, or even Attack. His preferred method of attack is to cause the mountain to open up below a traveler, then shape the gap into a toothy maw that devours the helpless soul. As a general rule he can inflict 2d10 to 6d10 Damage using this ability. Characters should receive an Athletics TN 6 roll to avoid falling when he moves the ground.

Deathless: If killed, Red Gecko's body turns to dust and he is reborn beneath the earth, growing to maturity within 18 days. The only way to truly kill him is lay him to rest by helping him complete his masterpiece.

Laying him to rest: It is very difficult to lay Red Gecko to rest. He needs more than help constructing the perfect poem, he needs inspiration. Nothing short of a great battle that literally makes the Dragon Claw Hills blood-hued, will work. This is not the only possible form inspiration could take, but it should be something this grand.

RED EAGLE

Red Eagle is the owner of Red Eagle Wine Shop and a less than spectacular Martial Hero. In his youth he trained briefly under many masters in the Banyan, and when he opened his shop, he boasted to many customers of his skills, encouraging them to send masters to try his wine or his Kung Fu. Since then, many have come to challenge him.

In the presence of non-Martial Heroes, he boasts about his exploits and will often spin tales that are exaggerations of his past. While he did really learn Kung Fu from several prominent masters (including Lady Plum Blossom, Bronze Master, and the Venom of Zhaoze) they all found him to be a below average student and mainly taught him because he was such an excellent cook. His stories often feature him at the center res-





RED EAGLE

cuing or fending off some well-known Martial Hero. He also exaggerates his past lovers as well, frequently suggesting he was adored by everyone from Queen Lu Zhi to Lady Plum Blossom.

Among Martial Heroes, Red Eagle is noticeably obsequious and cowardly. He now knows the true extent of his martial talents and dreads humiliation before local customers. When he has been badly beaten before regulars, he usually offers up some excuse (such as he was pretending to lose to help his foe save face or that he took a vow long ago never to harm that individual).

When he was a Martial Hero Red Eagle's preferred weapon was the Ox Tail Dao. He has a red and gold blade called Fate's Beak (See **FATES BEAK** in **CHAPTER EIGHT**). He keeps Fate's Beak wrapped in cloth in his room, in a cabinet at the head of his kang stove bed. He never uses it, and always speaks of himself as a retired hero.

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 1d10, Endurance 2d10, Deception: 3d10, Persuade: 2d10, Empathy: 2d10,

Command: 0d10, Meditation: 1d10, Talent (Brewing): 2d10, Talent (Cooking): 3d10, Talent (Acting): 2d10, Talent (Disguise): 1d10, Talent (Singing): 3d10, Places/Cultures (Zun River Valley): 2d10, Places/Cultures (Dai Bien): 1d10, Survival (Wilderness): 2d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10

Qi: 1

Max Wounds: 3

Flaws: Cowardly, Weak-Willed

Key Techniques (Waijia 1, Qinggong 1, Neigong 1, Dianxue 1): Spinning Back Kick, Sword Stance, Trapping Wind

Spinning Back Kick: Make a Leg Strike Roll against Parry. On a Success you do normal damage plus 1 Extra Wound. Cathartic: Can counter any kick, leap or charge attack doing 2 Extra wounds.

SAND DEMON

The Sand Demon was once a simple Scorpion. Fifteen years ago he heard Pei Hai playing "Bliss in a Lonely Orchard" and fell in love with the proprietor. He was moved to become human to be with Pei Hai forever and mastered the Cultivation of Human Form Ritual by spying on a Yen-Li priest who was researching the subject. This ritual is a shortcut that forever altered the scorpion. In his normal form he is a giant amber scorpion with strange blue and red markings. His body is hulking and almost appears to stand upright. He can burrow through the sands to hunt for food (Sand Demon requires human Qi energy for sustenance, though he can get by on human flesh if required). The ritual only grants him human form briefly (and he can be of either sex). This time increases the more victims he sacrifices.

For years the Sand Demon would appear to Pei Hai and the two became lovers. However due to his nature, the Sand Demon had to quickly depart. The Sand Demon is deeply in love with Pei Hai but does not know that the proprietor has been killed. If he discovers this, he will seek revenge. If he meets Stone Foot masquerading as Pei Hai, he immediately sees through the disguise.

Sand Demon can be temporarily held at bay by playing "Bliss in a Lonely Orchard".

Defenses: Hardiness 8, Evade 6, Parry 6, Stealth 6 (9 in Sandy or Rocky Terrain), Wits 5, Resolve 8

Key Skills: Claw: 2d10 (2d10 Damage), Stinger: 1d10, Grapple: 4d10, Speed: 3d10 (60 feet), Muscle: 3d10, Detect: 2d10, Persuade: 3d10, Ritual (Cultivation of Human Form): 2d10, Survival (Desert): 3d10, Talent (Sing): 3d10, Trade (Alchemy): 2d10

Max Wounds: 10 + 1 per Qi Drained.

Beast Strength (X6): The Sand Demon is quite strong. His base lift is multiplied by 6 and it can exceed Damage caps.

Burrow: Can burrow below sand and surprise opponents. Has an effective Stealth of 9 while burrowing.

Claw Pinch: Can restrain on a successful Attack and either make free Attack with his stinger at a +1d10 bonus to Attack or pull people under the sand (when burrowing). Characters pulled under the sand begin to suffocate per the **SUFFOCATION AND DROWNING** entry in **CHAPTER TWO** of the **WANDERING HEROES OF OGRE GATE** rulebook.

Drain Qi: The Sand Demon can drain peoples' Qi by sucking their energy into his mouth. To do this he must pinch them with his claws. Then simply roll 2d10 against the Target's Hardiness. Instead of taking Wounds, the Target loses that much Qi energy to the Sand Demon.

Fire Poison: The stinger of the Sand Demon has the same effect as Fire Poison from the Poison entry in **CHAPTER TWO** of the **WANDERING HEROES OF OGRE GATE** rulebook.

Human Form: The Sand Demon can take on the appearance of a man or woman for up to 25 minutes.

Song of Illusion: The Sand Demon can create illusions through song. As he sings, he creates visible images and sounds. Roll his Talent (Singing) skill against the Wits of potential Targets. On a Success they see and hear what he wants them to.

SCHOLAR HU BA

Scholar Hu Ba is the dean of Harmony Lake Academy, a school financed by the local government in Fan. He has a particular interest in writing gazetteers and has written extensively in the service to the government, cataloging geography, fauna and other features in his works. He is currently passing through the Ogre Gate Inn as he takes his two sons (Ziju and Zhen'e) south to Chen, where he hopes they can study in order to help them prepare for the exams. He is also using the opportunity to write a gazetteer of the Banyan Region and of the environs around Ogre Gate Inn. Toward this end he would be eager to hire any heroes who can help protect him while he explores the local environments.

While at the Ogre Gate Inn, Scholar Hu Ba has found the behavior of the staff and owner quite curious. This attracts his suspicion, so he and his sons begin a small investigation of their own into the matter (mainly to satisfy Hu Ba's curiosity).

Scholar Hu Ba is fond of cricket fights and carries one of his own named Hidden Sword.

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

Key Skills: Arm Strike: 0d10, Speed: 1d10 (40 feet), Muscle: 0d10, Detect: 3d10, Persuade: 3d10, Survival (Wilderness): 2d10, Survival (Mountains): 2d10, Survival (Desert): 2d10, Divination: 2d10, Talent (Calligraphy): 3d10, Talent (Poetry): 3d10, Trade (Alchemy): 2d10, Classics (All): 3d10, Places/Cultures (Hai'an): 3d10, Places/Cultures (Li Fan): 3d10, Places/Cultures (Chezou River Valley): 3d10, Institutions (Societies): 3d10, Languages (Daoyun): 3d10, Li Fai (3d10), Creatures (Demons): 2d10, Creatures (Spirits): 2d10, Creatures (Animals): 3d10, (Hai'anese (3d10), Singh (1d10), Kushen (2d10), Read Script (Feishu): 3d10, Read Script (Yanzi): 2d10, Read Script (Sai): 1d10

Max Wounds: 1

Expertise: Creatures-Zhen Birds

Equipment: Hidden Sword (a 2d10 Cricket), loadstone, writing supplies.

SHEN GUAN

Shen Guan is the bodyguard of Gambling Butcher and a member of Stone Palace Sect. She is highly protective of him and extremely vigilant. She is noted for her widely feared Leg Maiming Strike and her Wide Cutting Blade technique. While not a poisoner herself, Shen Guan is knowledgeable about poison and is good at detecting it. She is in charge of training the Golden Crickets.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 (and 3d10 with Ox Tail Dao), Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Meditation: 2d10, Command: 2d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fei): 3d10, Survival (Cities): 3d10, Talent (Poison): 3d10

Qi: 5

Max Wounds: 11

Weapon: Ox Tail Dao (4d10 Damage, -1d10 Accuracy)

Combat Technique: Medium Melee-Press

Expertise: Medium Melee-Ox Tail Dao, Detect-Sight

Flaw: Fated (To be betrayed by her greatest love and rise as a gui)

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Key Techniques (Waijia 2, Qinggong 2): Leap of the Swan, Leg Maiming Strike (see below), Spear- ing Blade, Swift Stride, Weapon Stride (Counter), Wide Cutting Blade

Leg Maiming Strike: You spin and make a low sweeping slice or strike against the legs of your tar- gets. Make a -1d10 to Melee Attack against up to 6 targets. On a Success you do normal damage. On a Total Success you break the legs of your targets. Cathartic: As above except you cut off the legs of your targets on a Total Success.

Wide Cutting Blade: Make a bladed melee roll against up to 4 foes nearby. On a success you do normal damage. Cathartic: As above except you spin in a complete circle while striking, hitting all foes in a circle around you. This does normal dam- age plus 1 Extra wound.

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SMILING SWORD (LIU FENG)

Born Liu Feng, Smiling Sword is so named for his natural charm and good looks. Before joining the Sun Mai temple he had many lovers and had diffi- culty obeying the rule of celibacy after he became a monk. He was appointed by the abbot to take Leng Ping to beg and teach throughout the Banyan region. On their way into Li Fan, they were attacked by some- one they believed to be a member of Purple Cavern sect (it was in fact the Sand Demon). They fled but Smiling Sword was poisoned (by the Sand Demon's Fire Poison). He is presently in the village of Yingsun trying to recover. Ping went to Ogre Gate Inn to find an antidote but in his absence, Smiling Sword has been driven to paranoia by the venom. He believes that the villagers are working with Purple Cavern sect and began killing them. He has already killed the couple who let him recuperate in their home and has been screaming in the streets while the remaining villagers hide in fear (for more details see the entry on Yingsun).

Smiling Sword was never supposed to take Leng Ping this far north, however he has a secret family with a woman in Fan and wished to visit them. It is strictly against the rules of Sun Mai for a monk to have intercourse or marry after they have joined the temple. Smiling Sword had a son with a woman named A'bi (their son's name is Feng). He is not ashamed of his family or his actions but does want to protect them and keep their existence hidden from the temple. He sends them money regularly, occasionally stealing from the temple to do so.

Though not a poisoner himself, Smiling Sword is familiar with poisons and knows how to make an- tidotes (this is why he has the Poison Skill). He also possesses antidotes for Hellebore, spiny toad venom,



SMILING SWORD

and Zhen Bird venom. These may come in handy to anyone poisoned in the tomb or in the wilderness. However he has no lotus oil, which he needs to make an antidote for Fire Poison.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Endur- ance 3d10, Persuade: 3d10, Empathy: 2d10, De- ception: 2d10, Meditation: 3d10, Athletics 2d10, Medicine: 3d10, Talent (Poison): 2d10, Classics (Scripture of Sun Mai): 2d10, Religion/Gods (Qi Zhao): 2d10, Religion/Gods (Cult of Hen-Shi): 2d10, Martial Discipline (Neigong): 2d10, Martial Discipline (Waijia): 2d10

Qi: 3

Max Wounds: 7

Weapons: Gun (wooden staff 2d10), or Unarmed (2d10)

Equipment: Antidotes (Hellebore, Spiny Toad Venom and Zhen Bird Venom)

Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Qingong 1, Neigong 1, Dianxue 1): Breath of the Lotus Petal, Grasp of the Python (counter), Guiding the Crashing Wave (Counter), Iron Body (Counter), Kick of the Gold- en Elephant, Sun Mai Sword, Tai Lan's Staff Strike, Triple Yang Strike

Iron Body (Counter): Muscle TN 6. Success you can deflect Attacks from mundane, non-Kung Fu Techniques.

Cathartic: When used cathartically you deflect Attacks from mundane sources and from Kung Fu Techniques equal to your Qi level or less.

Sun Mai Sword: Meditation against Parry. On a Success, strike your opponent with an invisible energy blade that does 3d10 Damage. On a Total Success call forth three additional blades, inflicting 3 Extra Wounds. Because the blades are invisible they impose a -1 to Parry.

Cathartic: Same as above except on a Total Success call forth 8 more blades, inflicting 8 Extra Wounds.

SMILING VIPER

Smiling Viper is the leader of the Zanji Cave people. He was born in Fan but left for the Banyan when he was a young man to learn Kung Fu from the great masters of the world. His good looks and charm helped him earn the trust of several different sect leaders. He had a way with words and often lied to learn Techniques. By the time he returned to Li Fan, his powers were greater than all of the masters in the Banyan. He had planned to go north and kill the Emperor, but he stumbled upon a group of Zanji being massacred by soldiers. When he saved them, their chief acknowledged Smiling Viper as their savior. Since then, he has seen it as his duty to help the Zanji.

Smiling Viper is always jovial in his appearance and is a notorious liar. Arrogant, he loses his temper when his supremacy is threatened. He is particularly troubled by Hu Gao (a rival), the Qui Pan Bandits (bandits he deems encroachers on his territory), and the King of Li Fan (for his alliance with the Empire). While he once despised the Emperor, now he sees the Emperor as a symptom of a much bigger problem in the world and believes heaven will end his reign only when the people become righteous.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10 (with Ji), Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Endurance 3d10, Persuade: 2d10, Empathy: 3d10, Command: 2d10, Divination: 2d10, Meditation: 3d10, Athletics 2d10, Talent (Singing): 2d10, Medicine: 2d10, Ritual (Ancestor Veneration): 2d10, Ritual (Activate): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10

Qi: 7

Max Wounds: 15

Weapons: Ji (Halberd) 6d10

Reputation: Righteous-Brave

Expertise: Ji (Halberd)

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Breath of Fury, Croak of the Toad, Curing Palm, Eagle Descends Loudly, Flaming Dragon, Flight of the Hawk, Heart Smashing Palm, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Path of the Dragon, Spearing Blade, Stone Shattering Finger, Trapping Winds, Whirling Blade

Profound Techniques: Thundering Palms of the Heavens

Whirling Blade: Make a Melee Attack roll Parry. On a Success do normal damage plus 1 Extra Wound. On a Total Success make additional attack against target.

Cathartic: Attack does 2 Extra Wounds to the target.

STONE FOOT

See "Pei Hai" entry.

WEI ANZHI

See "Reckless Storm" entry.

WU SHICAN

The Prime Minister of the Secretariat, Wu Shican is a distant nephew of the Glorious Emperor sent to Li Fan to train as a scholar and serve in the King's government. It has become customary for the Emperor to send a family member in this capacity and he is part of that tradition. Many speculate that Wu Shican is merely at court to serve the interests of the Emperor, and this is true. Lately he has grown concerned about the King's loyalties and has looked to Prince Yuan as an eventual replacement. Toward that end, he has trained the young man in martial arts and taught him about statecraft.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 3d10 or 5d10 (Fan), Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 1d10, Medicine: 3d10, Meditation: 3d10, Athletics 2d10, Persuade: 2d10, Deception: 2d10, Empathy: 2d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 3d10, Classics (All): 3d10, Talent (Poetry): 2d10, Talent (Painting): 3d10, Places (Li Fan): 3d10, Places (Chezou River): 3d10

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Qi: 5

Max Wounds: 11

Weapons: Bamboo Fan (3d10 Damage, +1d10 Accuracy)

Combat Technique: Light Melee-Opportunity

Expertise: Light Melee-Fan

Key Techniques (Waijia 1, Neigong 1, Dianxue 2): Eight Divine Snakes, Four-Point Strike, Gust of the Fan Blade, Inverted Three-Point Strike, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Merciless Black Claw, Stone Shattering Finger, Three-Point Strike

Gust of the Fan Blade: Roll Light Melee against Evade. On Success create blinding gust that imposes -1d10 Skill penalty to all inside.

Cathartic: Winds do 2d10 Damage and roll 5d10 against Parry of all inside to disarm them.

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ZHAN (MASTER OF THE TEMPLE OF SUPREME RIGHTEOUSNESS)

Zhan is the handsome leader of the Temple of Supreme Righteousness, and devoted to finding the secret of immortality. He abides by Dehuan and Yen-Li principles, and is a devotee of the Enlightened Goddess and Supreme Judge Yu. For Zhan, righteousness means following the will of heaven and enforcing the laws of heaven when they are violated. He does not believe in mercy for the unrighteous. Many mistake his calm disposition for kindness but because he rejects any and all personal attachments, he has been known to inflict pain and death on his own students. It is rumored he killed his own son for falling in love with a fellow disciple.

Zhan wields the Sword of Time. He carries it not because it imparts any special abilities to his Attacks but as a sort of test. He found it in a cave in the Banyan and believes it was fated by the Enlightened Goddess. When it activates and sends him back in time, he views it as a kind of test or message.

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

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10, Medium Melee: 4d10 or 6d10 with Jian, Heavy Melee: 4d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Endurance 4d10, Meditation: 4d10, Athletics 2d10, Divination: 4d10, Talent (Guzheng) 3d10, Medicine: 3d10, Ritual (Ancestor Veneration): 4d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 4d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Book of Fortunes): 3d10, Creatures (Demons): 3d10, Religion (Enlightened God-



MASTER ZHAN

dess): 3d10, Religion (Supreme Judge Yu): 3d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10

Qi: 12

Max Wounds: 24

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

Equipment: The Sword of Time

Key Techniques (Waijia 1, Qingong 1, Neigong 2): Absorbing Palm, Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Harmonizing Strike, Purge Spirit, Restoring Palm, Slashing Blade, Spearing Blade, Swift Stride, Sword Whipping Strike, Whirling Dodge (Counter)
Profound Techniques: Blazing Blade, Demon Strike, Mind Rise, Righteous Strike

Righteous Strike (Profound Technique): Any Melee, Arm Strike or Leg Strike against Parry. On a Success, if your Karma rating is higher than your foe, do normal Damage plus Extra 10 Extra Wounds.

Blazing Blade (Profound Technique): Any bladed Melee against Evade. On a Success you can strike up to 2 Targets per rank of Qi doing 6 Extra Wounds in addition to normal Damage.

ZHANG KANG

Zhang Kang is a man twisted by heaven and the fetters that chain him to existence. Residing deep in the chambers below Ogre Gate Inn, in the Emerald Empire, Kang resembles a giant man with the body of a large ape. His face looks like a man's with two sabre teeth and goat horns but from his eye sockets extend bundles of writhing snakes, their fangs dripping with deadly venom.

Zhang Kang is the Bandit King of Legend who rose to prominence during the Era of the Five Dragon Emperors. He established the town of Ogre Gate and built an elaborate treasury below it called the Emerald Empire. After a nearly fatal illness nearly took his wife he became fearful of losing what he had gained in life. He was consumed by greed and by love, so he performed the Ritual of Ultimate Sacrifice to be with his wife and wealth forever. This transformed him into a twisted creature.

Zhang Kang is willful but not cunning. He detests wine but adores tea and spicy noodle dishes. Above all he loves moon cakes. While filled with greed for his White Jade Horse, the true reason he performed the Ritual of Ultimate Sacrifice was to be with his wife, Fei-yan, forever. He acknowledges and adores her in her present form, as the Great Iron Spear Tip that guards his White Jade Horse of Chezou. All he wants is to be left in peace with his two loves for all of time.

Defenses: Hardiness 9, Evade 4, Parry 8, Stealth 3, Wits 4, Resolve 10

Key Skills: Bite: 2d10, Gore: 1d10 (4d10 Open Damage), Arm Strike: 2d10 (8d10 Damage), Breath: 2d10 (5d10 Damage), Snake Bite: 2d10 (See Entry below), Medium Melee: 2d10, Speed: 1d10 (40 feet), Muscle: 5d10, Detect: 2d10, Trade (Mechanical): 3d10, Trade (Stone): 3d10, Trade (Metal): 3d10, Meditation: 3d10, Institutions (Bureaucracy of Heaven): 1d10, Ritual (Ritual of Ultimate Sacrifice): 2d10, History (Era of the Five Dragon Emperors): 2d10

Qi: 12

Max Wounds: 24

Flaws: If he drinks wine, Zhang Kang cannot use his Kung Fu Techniques.

Key Techniques (Waijia 2, Qinggong 1, Neigong 2, Dianxue 1): Hands of the Hawk Beak, Iron Body (Counter), Ringing Strike of the Divine Ram, Roar of the Lion, Whirling Dodge (Counter)

Powers: Beast Strength (x5): Zhang Kang is very strong. His Base Lift is multiplied by 5 and he can exceed capping limits on Damage rolls.

Gore: Zhang Kang does 4d10 Open Damage if he successfully strikes with his horns.



ZHANG KANG

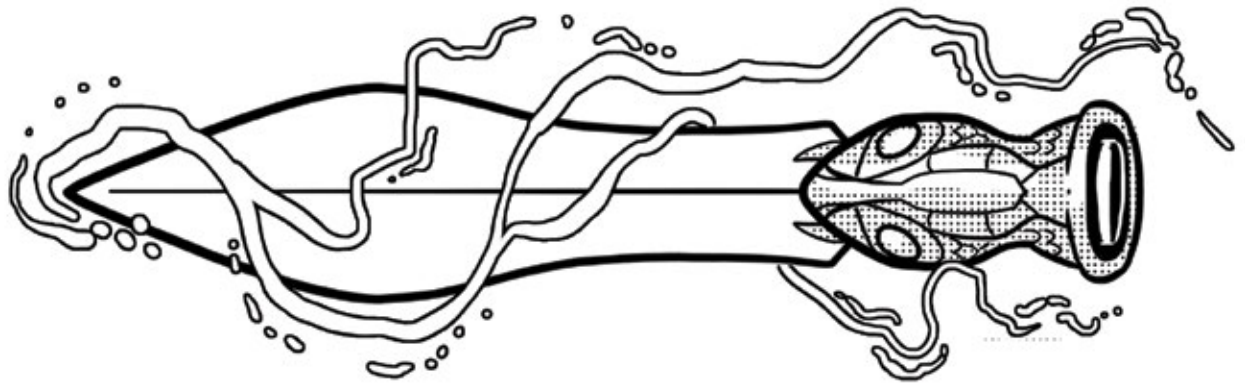
Immunities: Zhang Kang is immune to all mundane Attacks.

Smash: Zhang Kang can strike with incredible force with his Arm Strike Skill, doing 8d10 Damage and causing his Target to fly back ten feet (taking 2d10 more Damage if they strike any surface).

Snake Bites: The snake bites of Zhang Kang are incredibly lethal. The snakes coming from his mouth have a reach of 10 feet. Anyone struck by his Snake Bite Attack is exposed to the venom (no Damage roll). Roll 3d10 against Hardiness. If successful the Target dies in 1d10 minutes. The only antidote is Zhang Kang's own saliva, which he is reluctant to give.

Weakness: Zhang Kang cannot use his Kung Fu if he drinks wine.





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ZHANG KANG'S GREAT IRON SPEAR TIP (FEIYAN)

This animated Iron Spear tip is the former wife of Zhang Kang. Though she cannot speak she can communicate by movement and the two remain very much in love.

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

Skills: Speed: 4d10, Command: 2d10

Integrity: 40

Attack: 4d10

Damage: 3d10 Open

Weakness: Particularly vulnerable to fire. It takes 2 Extra Wounds from any fire Attack and its Hardiness is always treated as a 5 against fire.

Manipulate Objects: Feiyan can exert her will on objects and move them using the attacking and moving objects roll. To do so she uses her Command Skill.

ZHANG SAN

This is the sister of Bone Breaker. She is kinder than he but still very loyal to the sect. San is a skilled Martial Hero, who does not boast of her own abilities and has a penchant for thievery. If she likes an object, she will do what she can to steal it.

San is married to Chen, the sect's poisoner. They do not have any children and appear unable to do so.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 1d10 or 2d10 with Fans, Medium Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Athletics: 3d10, Talent (Theft): 2d10, Meditation: 2d10, Persuade: 0d10, Empathy: 1d10, Deception 1d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 5

Max Wounds: 11

Weapons: Iron Kick (her kicks do 2d10 Damage), Fan

Expertise: Fan

Key Techniques (Wajia 3, Qinggnong1): Deflecting Canopy (Counter), Flying Swan Kick, Great Stride, Kick of the Golden Elephant, Kick of the Swan, Leap of the Swan, Merciless Black Claw, Stealth of the Spider Demon, Storming Needles, Swift Stride, Thunder Kick of the Zhang Twins, Whirling Dodge (Counter), Weapon Stride (Counter)

Flying Swan Kick: Leg Strike against Parry. Hit one, then leap to another and kick. Each Attack does 3d10 Damage.

Cathartic: Make up to 5 additional Attacks (6 total).

Kick of the Golden Elephant: Leg Strike against Parry; on Success do 6d10 Damage.

Cathartic: No Damage roll, do 5 Extra wounds.



ZHANG SAN

Kick of the Swan: This allows you to kick multiple enemies, using each strike to carry you forward through the air. As long as there are enemies before you, separated by only five feet per rank of Qinggong, you may continue to Attack and move until you fail. These are normal kicks.

Cathartic: When used cathartically you can continue to Attack as long as there are enemies before you, separated by only ten feet per rank of Qinggong.

Thunder Kick of the Zhang Twins: Must be used with her Twin Bone Breaker at same time. Roll Leg Strike against Parry. Gain +1d10 to Leg Strike roll. Do 2d10+1d10 Damage per rank of Qi.

Cathartic: In addition to previous effect, do 10 Extra Wounds.

ZHANG YONG

Yong is the young son of Bone Breaker but much gentler and scholarly than his father. He has trained as well as he can to please his parents and his skills are passable. However he is not the Martial Expert either parent hopes for him to become. He simply does not have the drive or aggression. He would rather heal and help people than harm anyone, and he has always refused to learn any rituals except for those clearly sanctioned by the authoritative texts.



ZHANG YONG

Yong recently befriended Abbot Firebrand, a flawed man who tries to live by the teachings of Sun Mai but continuously fails. This is a key relationship in Yong's life. He views Abbot Firebrand as an uncle and has learned that good is a complex thing, that there is often a conflict between one's will and one's nature. This is how he sees his father and has hopes to redeem him.

Yong understands his fate. He knows his father made an agreement to send him to Yao Gong Palace. Yong is torn, he believes he should be a dutiful son and obey without complaint, but he knows entering the palace is wrong so he has tried to persuade his father over the years. He believes he has recently convinced him after a long conversation.

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

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 3d10, Athletics: 2d10, Speed: 1d10, Muscle: 1d10, Endurance: 2d10, Creatures (Animals): 3d10, Ritual (Ancestor Veneration): 2d10, Divination: 1d10, Talent (Poetry): 3d10, Talent (Painting): 3d10, Talent (Flute): 3d10, Talent (Calligraphy): 2d10, Survival (Wilderness): 2d10, Survival (Desert): 3d10, Religion (Sun Mai): 3d10, Religion (Hen-Shi): 2d10, Medicine: 3d10, History (all): 2d10, Classics (all): 1d10, Command: 2d10, Persuade: 2d10, Empathy: 2d10, Detect: 2d10

Qi: 3

Max Wounds: 7

Weapons: Short bow or Jian (2d10 Damage, +2d10 Accuracy)

Key Techniques (Waijia 2, Qingong 1, Neigong 1): Blasting Blade, Breath of Fury, Drift of the Butterfly Fish, Flight of the Hawk, Hands of the Hawk Beak, Intercepting Arrow (Counter), Rain of Arrows, Storm of Arrows

Blasting Blade: On Success, a cone of sharp particles strike at everyone in a cone (40 feet)), causing each Target to take 1d10 Damage.

Cathartic: Targets take 3d10 Damage.

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ZHEN XUN

Zhen Xun is the Second Chief of the Qui Pan Bandits. She is presently at the Qui Pan Camp overseeing the salt deposits. Known for her mastery of the three-section staff and quick wit, she is highly regarded by her fellow bandits. While she is loyal to Qui Pan and admires him, she has a weakness for wealth. She would never betray her chief, but she might take greater risks than he would for the promise of a reward. She would cut off her arm to prove her loyalty should it ever be questioned by her sect leader.

Defenses: Hardiness 5, Evade 4, Parry 7 or 8 (Three-Section Staff), Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 4d10 (Three-Section Staff), Heavy Melee: 1d10, Speed: 2d10, Muscle: 2d10, Endurance: 2d10, Command: 2d10, Deception: 2d10, Persuade: 1d10, Empathy: 2d10, Survival (Mountains): 2d10, Survival (Desert): 2d10, Languages (Daoyun and Li Fai): 3d10, Language (Kushen): 1d10

Qi: 2

Max Wounds: 5

Weapons: Three-Section Staff (Restrain on Total Success, 2d10 Damage), or Unarmed (2d10)

Flaw: Greedy

Expertise: Deception-Tall Tale, Medium Melee-Three-Section Staff

Combat Technique: Medium Melee-Deflect (Parry 9 when not moving)

Key Techniques (Waijia 2, Neigong 2): Spear of the Infinite Emperor, Tai Lan's Staff Strike, Trapping Wind

Spear of the Infinite Emperor: Medium Melee against Parry (-2d10 penalty to Attack or -3d10 to when using Three-Section Staff). On Success add 2d10 to Damage roll.

Cathartic: Strike and up to 2 Targets with a single Attack roll. Anyone hit in such a manner takes one additional Wound. The penalty still applies.

Tai Lan's Staff Strike: Can hit up to four Targets. Melee Skill roll and apply it against the Parry of all Targets. On a Success normal Damage and Targets thrown off balance taking a -1d10 to all Physical Skills for 2 rounds.

Cathartic: Does 1 Extra Wound to each Target on a Successful hit.

Trapping Wind: Endurance against Evade. Success you create a short-lived wind that traps your foe for one round. They can escape making a muscle roll (TN 7).

Cathartic: The trapping wind lasts longer, 3 rounds.

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ZHEN XUN

CHAPTER 7



武术

NEW KUNG FU TECHNIQUES AND RITUALS



This chapter contains new Kung Fu Techniques and New Rituals that appear throughout the book.



TECHNIQUES

ARC OF THE SPINE, FLICK OF THE WRIST

Discipline: Qinggong

Skill: Athletics

Type: Counter

Qi: 1

You expertly dodge an enemy's projectile by flexing back and reaching an impossible angle to the ground.

Against any Ranged or Thrown Attack, roll Athletics against Attack roll. On a Success you bend back and avoid the hit.

Cathartic: You avoid the hit and strike back by throwing a dagger, dart, or other small object of your own. On a hit, you deal normal Damage plus half your Qi rank in Extra Wounds (round down).

BIXIE STARS STRIKE

Discipline: Waijia

Skill: Arm Strike against Parry

Type: Normal

Qi: 1

You make two or more attacks, spinning on the heel of your foot and leaning in to strike two separate foes.

Roll Arm Strike against Parry for two nearby opponents and deal normal Damage.

Cathartic: You make a number of additional Attacks equal to your Qi level, and add your Waijia rank as dice to your Damage rolls.

BLAST OF THE DRAGON BREATH

Discipline: Neigong

Skill: Arm Strike against Evade

Type: Normal

Qi: 4

You unleash a stream of petals into the air, causing them to hang in a large area and erupt into flame at your command.

This affects everyone in a 50-foot cone per rank of Qi and does 3d10 Fire Damage

Cathartic: This affects everyone in a 300-foot cone per Rank of Qi and does 6d10 Fire Damage.

BOUNTING SPIDER

Discipline: Qinggong

Skill: Athletics

Type: Normal

Qi: 3

You easily transition from climbing to a horizontal leap, bounding from surface to surface.

Make an Athletics roll against TN 6. On a Success you leap 10 feet per rank of Qi. On a Total Success you impose a -1d10 Penalty per rank of Qinggong on efforts to detect you while performing bounding spider. Falling Damage applies on failures.

Cathartic: When used Cathartically, you leap 20 feet per rank of Qi.

BURNING BLADE

Discipline: Waijia

Skill: Any Bladed Melee

Type: Normal

Qi: 2

You slash your blade in a burning red arc that bursts with flame when it strikes your foe's flesh.

Make a Melee Skill roll against Parry. On a Success you hit and do normal Damage. On a Total Success you hit and the Target suffers full Fire Damage (normal Damage that recurs each round but reduces at a rate of -1d10 every round until it reaches zero 0d10).

Cathartic: On a Normal Success the person suffers Fire Damage as if they caught on fire (regular weapon Damage every round, lowered each round by -1d10 until 0d10). On a Total Success the Target combusts into a pyre-like flame taking an additional 3d10 Fire Damage.



BURNING PALM

Discipline: Waijia

Skill: Arm Strike against Parry

Type: Normal

Qi: 1

You open-palm strike an opponent's exposed skin, your hand covered in a powdery substance that burns. This substance, though rare, is fairly easy to make and is responsive to Qi channeling. It is known as Tears of Yi Huang.

Roll Arm Strike against an opponent's Parry. On a Success, the person takes 3d10 Damage from the powder on your hand, followed by 2d10 the next round and 1d10 the following round. This leaves a red palm-print where the Target was struck.

Cathartic: The person takes 6d10 Damage, followed by 5d10, followed by 4d10, and so on. This can be stopped with the application of water.

BUSTING FISTS OF MASTER LIU

Discipline: Waijia

Skill: Arm Strike against Parry

Type: Normal

Qi: 4

You drive both your fists in a circular strike to the torso that is difficult to counter.

Make an Arm Strike roll against Parry. On a Success you do normal Damage plus 3 Extra Wounds, and the Target slides back 20 feet.

To counter this Technique, foes must make two successful rolls on their attempt to counter.

Cathartic: As above except you send the person flying with enormous force and they take 4d10 falling Damage when they strike a surface.

CASCADING PHOENIX

Discipline: Neigong

Skill: Athletics against Evade

Type: Normal

Qi: 1

You arc your back and a flow of blue energy pours from your body, striking people in a curved pathway.

Make an Athletics roll against the Evade of 2 Targets per Qi Rank. On a Success you deliver 1d10 Damage as a blast of cold strikes their body. The cold has no mechanical effect but it is discernable and creates discomfort.

Cathartic: You may strike up to 3 Targets per Qi rank. This does 2d10 Damage and imposes a -1d10 Skill Penalty for 1 round per rank of Neigong due to the chilling effect.

CLEAVE OF THE SABER

Discipline: Waijia

Skill: Medium Melee against Parry

Type: Normal

Qi: 1

You twirl your dao on either side of your body, building momentum before bringing it down heavily on a Target.

Roll Medium Melee against Parry. On a Success, deal regular Damage plus 1 Extra Wound.

Cathartic: You cut deep into a meridian line and rattle the Target, reducing Parry and Evade by 1 for one hour (plus 1 hour for every rank of Waijia).



CRUSHING BLOW OF THE METEOR HAMMER

Discipline: Neigong
Skill: Heavy Melee
Type: Normal
Qi: 5

You hurl your meteor hammer at a foe, leaving a pulsing red energy in its wake that slowly crushes the person's heart.

Make a Heavy Melee Skill roll against the Parry of your Target. On a Success you do normal Damage and leave a red energy that crushes the heart, draining 1 point of Hardiness each round for 1 round per rank of Neigong.

Cathartic: Functions as above except it both drains 1 point of Hardiness and inflicts 1 Wound each round. In addition, it lasts for 2 rounds per rank of Neigong instead of 1.

CYCLONE OF FLOWERS

Discipline: Qinggong
Skill: Speed TN 6
Type: Normal
Qi: 3

You lift off the ground slightly, spinning on a spiral of air. The flora and the fallen leaves around you rise up and spray out in a radius forming a circle of beautiful colors. The beauty is only evident to those outside, for those caught inside its perimeter are battered with a barrage of flowers.

On a Success the circle spreads 10 feet per rank of Qinggong. All opponents within the circle are unable to Attack until the end of the round, during which time they are susceptible to Attacks from outside of the circle. On a Total Success the opponents cannot Attack at all until next round.

Cathartic: The range is doubled to 20 feet per rank of Qinggong and the effect last for two rounds. On a Total Success the opponents cannot Attack for two rounds.

DEFLECTING DANCE

Discipline: Qinggong
Skill: Talent (Dance) against attack roll, then Light Melee
Type: Counter
Qi: 2

You move with the grace of a dancer to evade attacks and weave your body into position to deliver a slashing counter with two blades.

Make a Talent (Dance) skill roll against the attack roll. If you succeed, you evade the attack and may make a Light Melee attack in reply. To use this you must have a blade in each hand.

Cathartic: You may make two Light Melee attacks against the target as you slash with two blades.

DIVINE KICK OF QI ZHAO (SECRET)

Discipline: Waijia
Skill: Leg Strike against Parry or Evade
Type: Normal
Qi: 6

You channel all of your power into a single kick or stomp that either delivers a profound blow to your foe or sends an enormous wave of energy in an ever-expanding circle.

This can be used in one of two ways, either by hitting a single foe or striking the ground and hitting all within a 60-foot radius. If the former, make a Leg Strike roll against the Parry of your Target. On a Success you deliver a normal Attack and do 2 Extra Wounds.

To strike in a radius make a Leg Strike roll against all within the 60-foot area. Anyone hit takes normal Kicking Damage.

Cathartic: This does either 6 Extra Wounds to a single target or a blast of normal Leg Strike Damage to a 300-foot radius. You can choose to enhance this by temporarily channeling your Qi into the Technique for extra power. This can be increased by 1 Extra Wound or 50 feet per Qi Rank you temporarily lose. Qi ranks lost in this way return at a rate of 1 per hour.





DEFLECTING DANCE LETS YOU COUNTER ATTACKS WITH GRACE

ELUDING VIPER

Discipline: Qinggong

Skill: Speed

Type: Special

Qi: 3

You are elusive in tight quarters as you are able to dodge and confuse your opponent using all objects around you as subterfuge.

Make a Speed roll against TN 6. On a Success you disappear from your opponent's immediate view, requiring a detect roll for them to locate you. On a Total Success you impose a -1d10 Penalty per rank of Qinggong on efforts to Detect you while performing Eluding Viper. On a failure your opponent immediately detects you and gains a surprise bonus.

Cathartic: When used Cathartically, you may also use a Kung Fu Technique gaining a surprise bonus on your opponent.

EMANATING PALM

Discipline: Neigong

Skill: Arm Strike against Evade

Type: Normal

Qi: 4

You channel your internal energy, unleashing it in a massive blasting line.

Roll Neigong against Evade of all Targets in affected area. This creates a blast that hits everyone in a straight line of 10 feet per rank of Qi, going through all Targets in its path. For each person struck, deal 2d10 Damage plus 2 Wounds.

Cathartic: Instead, deal 4d10 Damage plus 4 Extra Wounds to each person struck.



PRINCE YUAN FALLS VICTIM TO A PAINTED DEATH

FIRST REVERBERATING STICK STRIKE (SECRET)

Discipline: Waijia

Skill: Light Melee against Evade

Type: Normal

Qi: 4

You funnel energy through your stick and strike the ground with such force that it creates a shockwave, damaging all in its path.

Roll Light Melee against Evade. You strike the ground and create a tidal wave of energy that washes over foes (100 foot line per rank of Qi) that does 2d10 Damage per rank of Waijia to everyone in the area.

Cathartic: Deal both 2d10 Damage and 2 Extra Wounds per rank of Waijia to all in the area.

FLYING DAGGER

Discipline: Waijia

Skill: Light Melee against Evade

Type: Normal

Qi: 2

You throw your dagger swiftly over considerable distance.

This allows you to throw your dagger up to 50 feet away per rank of Waijia. On a Total Success it does 1 Extra Wound.

Cathartic: This allows you to throw a dagger up to 100 feet away per rank of Waijia. On a Total Success it does 3 Extra wounds.

GENTLE STRIKE

Discipline: Neigong

Skill: Arm Strike against Parry

Type: Normal

Qi: 4

This soft hand strike feels almost like a reassuring pat or caress, but in actuality it creates a delayed effect that ripples through the whole body and wreaks havoc over time.

Make an Arm Strike against Parry. On a Success the Target takes 2 Wounds each round for a number of rounds equal to your Qi rank. Every round the Target can make a Meditation roll TN 7 to halt the Damage.

Cathartic: You can use this Technique to strike up to 3 Targets.

GRANNY CHANG'S FLAILING DAGGERS

Discipline: Waijia

Skill: Light Melee against Parry

Type: Normal

Qi: 2

You make a flurry of circular strikes with two daggers, cutting up several foes in your area.

Make a Light Melee roll against the parry of up to 1 target per rank of Qi. The attacks do normal damage. Targets must be adjacent and in striking range. You must have daggers or similar Light Melee blades in each hand.

Cathartic: As above except the attacks each do 1 Extra Wound.

GRANNY CHANG'S THIRTEEN DAGGER STRIKE

Discipline: Waijia

Skill: Light Melee against Evade

Type: Normal

Qi: 3

You crouch low and release a bundle of daggers with both hands, letting them fly out at numerous targets in the area.

Make a Light Melee skill roll against the Evade of up to thirteen targets within range doing normal damage.

Cathartic: Each attack does 1 automatic wound (no need to roll for damage).

JAW SMASHING FIST (SECRET)

Discipline: Waijia

Skill: Arm Strike against Parry

Type: Normal

Qi: 3

A Technique made famous by Abbot Firebrand, with this you smash your fist into the mouth of a foe at a precise enough angle to shatter their teeth.

Make an Arm Strike roll against the Target. On a Success, in lieu of doing normal Damage, you dislodge or shatter the Target's teeth, causing 1d10 teeth to spill out. On a Total Success it causes 2 extra teeth to spill.

Cathartic: This does 6d10 Damage and causes 3d10 Teeth to fall out.

KICK OF THE CHAOS STAR

Discipline: Waijia

Skill: Leg Strike against Parry

Type: Normal

Qi: 1

You lift your leg high into the air and spin around for a powerful whirling kick to strike multiple foes.

Roll Leg Strike against all opponents in your immediate area (they must be within five feet of a leg kick and you cannot move to hit them). On a Success each foe takes normal Damage from your kick.

Cathartic: You may make additional whirling Attacks after your initial one by leaping into the air and landing anywhere that is within 10 feet per rank of Waijia. Each time you land, you can make additional leg strikes against a cluster of foes in your immediate area. You may do this once per rank of Qi.





ABBOT FIREBRAND TIRES OF A MAN FROM YANGU AND DEMONSTRATES
JAW SMASHING FIST TECHNIQUE

LADY XINYU'S PACIFIC HEART TECHNIQUE (SECRET)

Discipline: Neigong

Skill: Meditation against Resolve

Type: Normal

Qi: 6

This Technique causes a swirling flow of energy that freezes and pacifies.

Make a Meditation roll against the Resolve of everyone in a 10-foot circle per Qi rank in diameter. Anyone affected is frozen in place for a number of rounds equal to your Neigong but can speak. They also can do no harm to anyone during this time, but neither can the user.

Cathartic: Anyone affected is frozen in place for a number of hours equal to your Neigong rank. If the user commits any act of violence, it ends the effect.

LEG MAIMING STRIKE (SECRET)

Discipline: Waijia

Skill: Any bladed melee against Parry

Type: Normal

Qi: 5

You leap forward into a spinning attack cutting your enemies legs in a horizontal sweeping motion.

Make a bladed Melee Skill roll against the Parry of up to 6 foes directly in front of you at -1d10 penalty. On a Success you do normal damage. On a Total Success you break their legs and do 1 Extra Wound.

Treat broken legs as having the Missing Limb Flaw. These take five weeks to heal.

Cathartic: As above, except on a Total Success, you cut off their legs giving them the Missing Limb Flaw permanently.

MASTER LIU'S RIGHTEOUS BREATH (SECRET)

Discipline: Neigong

Skill: Endurance against Evade

Type: Normal

Qi: 6

You exhale a powerful breath of Qi energy that sears the flesh from evil and pacifies the righteous.

Make an Endurance roll against the Evade of everyone in a 10-foot cone per rank of Neigong. On a Success everyone with negative Karma takes 2d10 Damage plus 1 Extra Wound for each point of negative Karma they have. Anyone who is righteous is filled with a sense of calm and gratitude for a number of rounds equal to their positive Karma rating.

Using this ability drains you of 2 Qi for 1 day.

Cathartic: The flesh burned by this Technique does not return, leaving the Targets permanently disfigured and permanently draining them of 1 Hardiness. This can only be reversed through means more powerful than this Technique (such as Profound Techniques and Immortal Powers).

PHOENIX BURST (SECRET)

Discipline: Neigong

Skill: Small Ranged against Evade

Type: Normal

Qi: 1

You unleash a narrow beam of blue energy that weakens the mind or spirit of your Targets.

Make a Small Ranged roll against Evade. On a Success the person loses 1 point per Qi level in Wits or Resolve (your choice) for a number of rounds equal to your Neigong rank.

Cathartic: Same effect but lasts 1 hour per Neigong.

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REPLY OF THE SWAN

Discipline: Neigong

Skill: Arm Strike or any Melee against Attack roll

Type: Counter

Qi: 1

You spin away from a melee strike and arch your back, striking your enemy behind you.

Roll Arm Strike or any Melee against any Melee Attack roll. On a Success you evade the strike and make a mundane Attack, striking backwards.

Cathartic: You add your ranks in Neigong to the Damage roll.

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RING OF THE SWORD (SECRET)

Discipline: Waijia

Skill: Medium Melee against Evade

Type: Normal

Qi: 1

You twirl and carve a blue ring in the air with your sword blade. The ring expands in an explosive Attack that strikes Targets all around you.

Roll Medium Melee against the Evade of all around you in a 40-foot ring. On a Success the blue ring strikes delivering 1d10 Damage per Qi rank, exceeding the soft cap, but not exceeding 10d10.

Cathartic: Anyone struck is knocked back 10 feet per rank of Qi.

SECOND REVERBERATING STICK STRIKE (SECRET)

Discipline: Waijia

Skill: Light Melee against Parry

Type: Normal

Qi: 5

You strike a Target and send vibrations through their Dragon Spirits, causing their own internal energy to burst out against another Target.

Make a Light Melee skill roll against Parry. On a Success, radiant energy spills from the Target and strikes anyone the attacker wishes (within 50 feet per rank of Waijia). This deals 1d10 Damage for every Qi rank the Target has. If the Attack roll was a Total Success, it hits an additional Target.

Cathartic: Strikes 1 Additional Target per rank of Qi the Target possesses. You also deal 2d10 plus 1 Extra Wound per rank of the Target's Qi. This can exceed the usual cap.

SLICING ARROW

Discipline: Waijia

Skill: Small Ranged against Evade

Type: Normal

Qi: 2

You launch an arrow with deadly precision.

Roll Small Ranged against the Evade of one opponent. You deal 6d10 Damage on a successful hit.

Cathartic: The arrow strikes anyone in a line 30 feet long per rank of Waijia, passing through each Target. Each Target it passes through reduces Damage by 1d10. So 6d10 for first Target, 5d10 for second, 4d10 for third, and on. It can also take a crescent-shaped path if the user wishes.

SNAKE BENDING STRIKE (SECRET)

Discipline: Waijia
Skill: Any melee
Type: Normal
Qi: 4

Your facial features briefly assume those of a serpent as you cause your weapon to bend and whip around blocks and parries.

Make an Attack with any melee weapon against your opponent, imposing -2 to their Parry per rank of Waijia and -1d10 to any Counter attempt. On a Success your weapon bends and strikes them like a snake.

Cathartic: This functions as above but does 4 Extra Wounds. On a Failure your facial features remain snake-like for three hours.

SNAKE CLIMBS THE TREE (SECRET)

Discipline: Qinggong
Skill: Athletics against Arm Strike or Leg Strike
Type: Counter
Qi: 5

You wind your way up and around a tree or similar object, tricking your opponent into striking its surface.

This is best suited against Arm or Leg Strike. Make an Athletics roll against your opponent's Attack. On a Success you climb the tree or similar object like a snake, winding your body around it and your foe's fist or foot hits its surface (causing them to take 2d10 Damage per rank of Qinggong).

Cathartic: You shift your weight with the strike, causing the tree to smash with more force into the opponent's fist or foot. On a Success they take 2d10 Open Damage per rank of Qinggong plus suffer a -1d10 penalty to any attacks with that limb for 3 rounds.

SNAKE GUIDING STRIKE (SECRET)

Discipline: Waijia
Skill: Any Melee against Attack roll
Type: Counter
Qi: 5

With this risky maneuver, you use your entire body to bend, deflect and guide your opponent's strike turning it into a surprisingly powerful Attack against a person or object of your choosing.

Make any Melee Skill roll against your opponent's Attack result. On a Success they miss you as you guide their Attack into a Target of your choice, using their own strength to deliver a potent blow that inflicts normal Damage for the Attack plus 3 Extra Wounds. On a failure you take 3 Extra Wounds.

Cathartic: When used cathartically the Attack strikes a person of your choosing as above and does 5 Extra Wounds. On a failure you take 5 Extra Wounds from the Attack.

SPIDER DESCENDING ON ITS THREAD

Discipline: Qinggong
Skill: Athletics
Type: Normal
Qi: 3

You are able to leap or fall from great heights and land in a controlled manner as you descend along an ethereal thread that seems to emanate from an object above.

Make an Athletics roll against TN 6. On a Success you descend 30 feet per rank of Qi. On a Total Success you impose a -1d10 Penalty per rank of Qinggong on efforts to Detect you while performing Spider Descending on its Thread. Falling Damage applies on failures.

Cathartic: When used Cathartically, you may also use an additional Kung Fu Technique, and you may also retreat back up the thread to its origin spot at double the speed.



THE THOUSAND CLAWS OF FEARLESS CAT (SECRET)

Discipline: Neigong

Skill: Arm Strike against Evade

Type: Normal

Qi: 5

You furiously rake the air, sending out countless energy claws to swipe at your opponents. Roll Arm Strike against the Evade of up to 50 foes per rank of Neigong. All those who you successfully hit take 1d10 Damage each.

Cathartic: Increase the Damage you deal to 3d10.

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THRUSTING KICK OF DISARRAY (SECRET)

Discipline: Waijia

Skill: Leg Strike against Parry

Type: Normal

Qi: 3

You lean back and deliver a forceful kick to your foe, sending them sliding back several feet.

Make a Leg Strike against Parry. On a Success you send the foe sliding back 10 feet per rank of Waijia and do normal Damage. On a Total Success you do 2 Extra Wounds.

Cathartic: On a normal Success you send the foe back 30 feet per rank of Waijia and do normal Damage. On a Total Success the Attack also delivers 6 Extra Wounds. This can be reduced by 2 on a Successful Meditation roll TN 8.

THUNDER KICK OF THE ZHANG TWINS (SECRET)

Discipline: Waijia

Skill: Leg Strike against Parry

Type: Normal

Qi: 2

Devised by Zhang San and Bone Breaker, with this technique you and a partner deliver a devastating kick together.

Roll Leg Strike against Parry. Both attackers get +1d10 to Attack. On Success you each get +1d10 to the Damage per Qi rank. Must use with someone who also knows the Technique.

Cathartic: In addition to the above effects, you each do 2 Extra Wounds per Qi Rank.

TWENTY SIX SPEARS OF TUNAN (SECRET)

Discipline: Waijia

Skill: Any Melee with Spear against Evade

Type: Normal

Qi: 6

You wave your spear before you, and it becomes 26 spears of green glowing energy that fly at all your foes.

Make a Melee Skill roll with a spear against up to 26 Targets (roll against the Targets' Evade). On a Success you strike them for normal Damage.

Cathartic: As above except the Attack does 1 Extra Wound per rank of Waijia.

TWINS OF THE COLLIDING MOON (SECRET)

Discipline: Qinggong

Skill: Leg Strike against Parry

Type: Normal

Qi: 3

You kick against the ground as if it were a springboard, gliding toward your enemy with a fearsome knee strike which leaves them open for another Attack.

Roll Leg Strike against Parry. On a Success, you leap 20 feet per rank of Waijia and strike with the knee for normal Damage. You also get the opportunity to make a free mundane strike (this strike is considered part of this Technique for the purposes of damaging enemies only affected by Kung Fu).

Cathartic: Double the amount of Damage dice for both Attacks. This can exceed the dice cap up to 10d10.



MASTER ZHAN USES BLAZING BLADE AGAINST THE SISTERS OF BONE KINGDOM

WIDE CUTTING BLADE (SECRET)

Discipline: Waijia

Skill: Any bladed melee against Parry

Type: Normal

Qi: 2

You lean forward and slice in a wide horizontal streak that cuts into a line of foes.

Make a bladed melee roll against the parry of all foes directly in front of you (as many as four). On a success you do normal damage.

Cathartic: As above except you spin in a complete circle while striking, hitting all foes in a circle around you. This does normal damage plus 1 Extra wound.

WINDS OF THE DRAGON (SECRET)

Discipline: Neigong

Skill: Meditation against Evade

Type: Normal

Qi: 5

A brilliant blue light emanates from your arms and strikes everyone in an enormous area.

Make a Meditation roll against the Evade of everyone in a 300-foot area. On a Success each person takes 3d10 Damage plus 1 Extra Wound.

Cathartic: Damage increases to 3d10 plus 2 Extra Wounds and Targets are stunned for 1 round (stunning effect does not work on anyone with Qi ranks higher than yours).

PROFOUND TECHNIQUES

BLAZING BLADE

Skill: Any bladed Melee against Evade

Type: Normal

Qi: 7

You deftly weave through the battlefield, your sword becoming red-hot with the speed and ferocity of your strikes.

Roll any Bladed Melee against Evade. On a Success you can strike up to 2 Targets per rank of Qi, dealing 6 Extra Wounds in addition to normal Damage.

PROFOUND MEDITATION

Skill: Meditation TN 10

Type: Normal

Qi: 7

This is a meditation Technique that enables the user to become a Pure One upon death. It must be performed with a final breath and there is no guarantee of Success. If successful the person transforms into a Pure One.

RIGHTEOUS STRIKE

Skill: Any Melee, Arm Strike or Leg Strike against Parry.

Type: Normal

Qi: 9

Your arm is strong because your heart is pure. You smite the foes of Heaven with unparalleled might.

Roll any Melee, Arm Strike or Leg Strike against Parry. On a Success, if your Karma rating is higher than your foe, do normal Damage plus 10 Extra Wounds.

RITUALS

CULTIVATION OF HUMAN FORM (TN 6)

This is a shortcut for attaining human form. It is used by demons to make a quick transformation so they can appear human. It requires a human sacrifice and each sacrifice allows them to remain in human form for a cumulative period of time (with each sacrifice adding 1 minute to the total). So a demon who has sacrificed 50 humans can remain in human form for a total of fifty minutes. To use the Ritual again the demon must wait 1d10 hours. This effect is permanent, allowing the demon to take human form for that amount of time at will. The ritual takes one hour to complete and the demon must offer the life of the dead to one of the under realms.

THE MARK OF HU GAO (TN 7)

Make a Talent (Tattooing) roll TN 6 to render a symbol of Hu on the forehead of the Target. Then make a Ritual TN 7 roll. If you succeed, an invisible symbol is permanently etched on the Target's forehead. They cannot strike you and they cannot disobey you. If they do either of these things, the symbol glows and they lose 2 Ranks in Hardiness and Age 10 years permanently.

THE WARD OF HU GAO (TN 6)

You create a ward in an area or passage. Anyone who has the Mark of Hu and passes through the ward loses 3 Ranks in Hardiness and ages 15 years permanently.



CHAPTER 8

设备



OBJECTS OF POWER AND EQUIPMENT



This chapter has new objects of power and manuals found in Li Fan. Antique Societies, brokers and merchants are not uncommon here. There is a healthy trade in historical artifacts, on rare occasion (usually unbeknownst to the seller), these have magic powers. Additionally, basic items like Drills are described in this chapter.



BELT PLAQUES OF HU QIN

These eight square stone plaques are ornaments that fit onto a belt and each one is inscribed with the image of a particular instrument or art: Calligraphy, Cooking, Dancing, Flute, Guzheng, Painting, Poetry, and Singing. Anyone who wears one of these plaques effectively has 4d10 Ranks in the Talent Sub-Skill associated with that art. This effect lasts for as long as the person wears the plaque.



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THE IMMORTAL KILLING SWORD AND THE
BELT PLAQUES OF HU QIN

BONE BREAKING STICK

This stick is long, sturdy and resembles a blue bamboo shaft. Normally it bestows a +1d10 bonus to any Damage roll; however it causes great harm to anyone who wronged the user. When used against such a person it breaks a limb on a successful Damage roll for a targeted strike. If the strike is not targeted, then it merely bestows +2d10 Damage.

BRONZE GU OF ZHAO

This bronze drinking vessel resembles a flower, its wide expanding rim decorated with thin petals. It is long and tall, holding the equivalent of five cups of wine. Each sip of wine from the Bronze Gu of Zhao erases a person's memories by ten years. Specifically it removes personal memories of loved ones, key

experiences, friends, allies, and enemies. It does not eliminate Skills, Talents, or character traits. Even scholarly knowledge is retained. It strictly abolishes memories of a personal nature.

Once lost to the Bronze Gu of Zhao, memories are unrecoverable for a year. After one year of no recollection, memories begin to return slowly over the course of 1d10 years.

The Bronze Gu of Zhao is an artifact of the Temple of Enlightened Disarray.

DIVINE SWORD

This sword is a steely blue color and looks like a wide Jian. It flies through the air and Attacks with a will of its own. It adopts an owner for life. When its current owner dies it seeks out a worthy wielder. The Divine Sword can either Attack on its own independently or be wielded as a regular sword by its current owner.

Anyone who wields the Divine Sword gains a +2d10 to their Attack roll.

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

Skills: Medium Melee: 3d10

Damage: 4d10

Max Wounds: 30

DRILLS

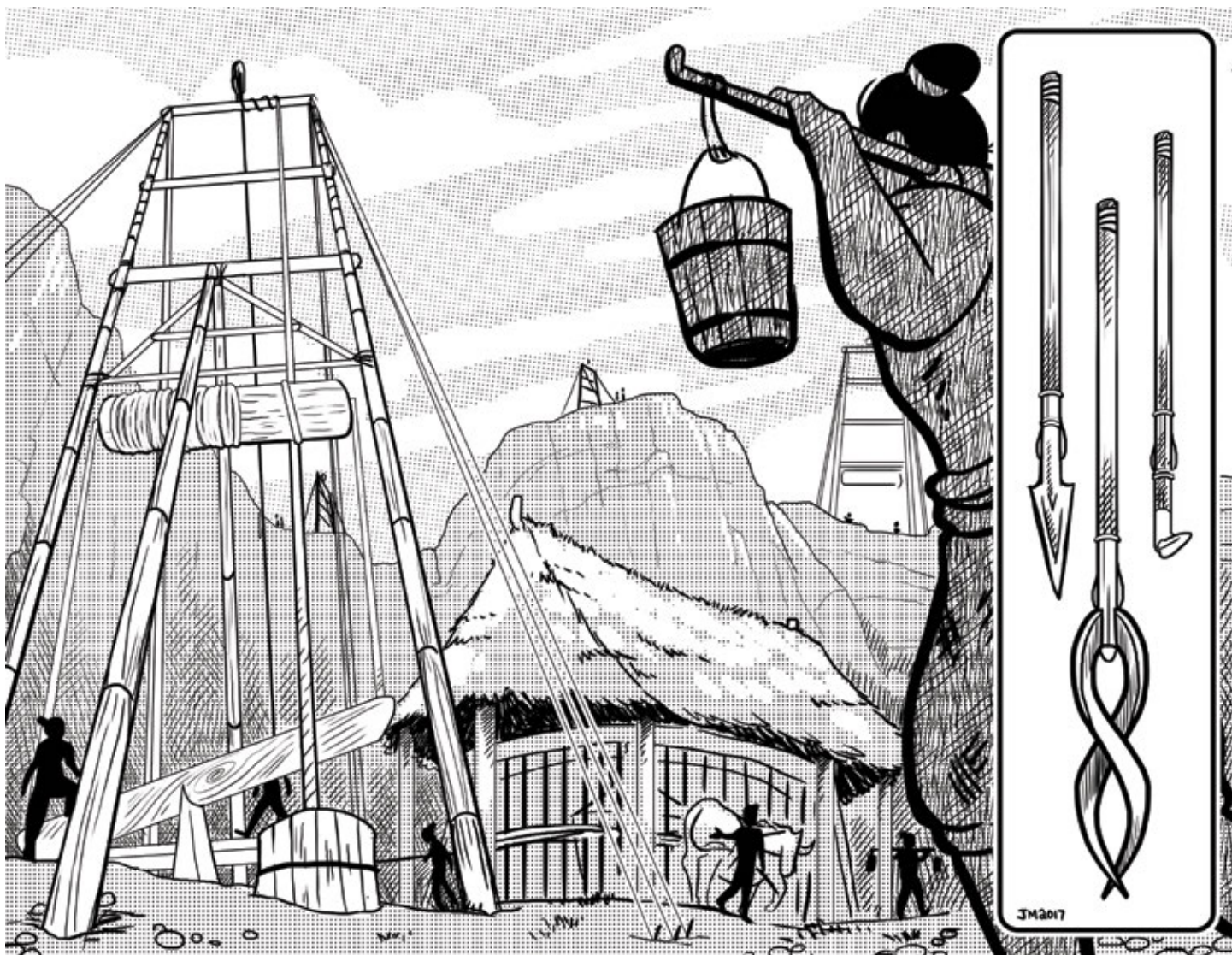
There are two standard types of drills to burrow into the ground. These devices have different levels of effectiveness depending on the type. It should be remembered that these drills must be operated manually, though a clever person can power them using animals or perhaps even magic. Bamboo Pipe Drills often rely on multiple users stepping on a beam to drive the drill down regularly.

Bamboo Pipe Drill: 5 Feet a day.

Bamboo Wheel Cable Drill: 20 Feet a day.

ELIXIR OF CAI

This foul looking black liquid is contained in a jade gourd (worth 17,000 spades). It was created by Senior Grand Councilor Cai Yuanyu to warp the righteous foes of the empire. Drinking it begins a process of turning a person into a fish demon under the control of the Senior Grand Councilor. Each day the transformation progresses if the person fails a 3d10 Resolve test. Each failure advances the person afflicted to the next stage.



SALT EXTRACTION AT THE DEPOSITS NEAR OGRE GATE INN

Stage One: Appearance darkens; eyes start to look all black.

Stage Two: Claws and spines appear. The person grows sharp black claws (2d10 Damage plus Malignant Wind disease), and his or her spine starts to protrude. Skin grows white and rubbery.

Stage Three: Gills and teeth form. Character gains gills and can breathe in water. Teeth are razor sharp, long and do 2d10 Open Damage.

Stage Four: Shape Change. Character can change shape from person to a vaguely humanoid fish-like creature or a colorful but quite large fish. The person can take human form provided he or she consumes enough blood to kill a person. In both forms they gain the Swim Skill (at least 1 rank) and are able to breathe in water.

Stage Five: Loyalty. The character becomes loyal to the goals of Senior Grand Councilor Cai Yuanyu and can hear his orders.

Stage Six: Immunity. Character is immune to mundane Attacks.

Stage Seven: Greater Immunity. Character is only affected by Neigong Kung Fu.

Stage Eight: Regeneration. Character regenerates at a rate of 1 Wound every ten minutes when in water.

FATE'S BEAK

This is a most unusual weapon, one designed by Supreme Judge Yu centuries ago during a moment of extreme rage. Fed up with constant breaches across the realms, Judge Yu forged a weapon that he could hand to a hero to make people pay for their transgressions.

The weapon itself is a finely crafted Ox Tail Dao, and appears to be a blended metal of red and gold (it is stronger than iron). The handle is wrapped in red cord and well balanced.

Unlike most Ox Tail Daos this weapon suffers no accuracy penalty. Mostly it functions normally against Targets. However when used against any person or creature with negative Karma, it inflicts a number of Extra Wounds equal to their negative Karma rating (so between 1 and 10 Extra Wounds).

GOORD OF KONG XU

This is a powerful protective gourd that will imprison any spirit, demon, or other power that attempts to possess the wearer. Anytime such a creature attempts to possess the user, roll 3d10 against its Evade. On a Success it is drawn into the gourd. To escape it must pass a 5d10 Resolve Test (which it can make once per week).

The attendant is loyal and cares for the person it is bonded to, however it cannot speak. It can understand any communication, written or verbal, in Daoyun.

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

Key Skills: Arm Strike: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 1d10, Athletics 0d10, Detect: 2d10, Talent (Cooking): 3d10, Talent (Calligraphy) 2d10, Talent (Brewing): 2d10, Talent (Tea Preparation): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Max Wounds: 10

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HEAVENLY BLADE MANUAL

This is a manual of Temple of Supreme Righteousness. All their students are expected to master the sword Techniques it contains. These include: Blasting Blade, Deep Biting Blade, Double Thrust, Slashing Blade, Spearing Blade, and Sword Whipping Strike.

HEAVENLY HEART MANUAL

This is a manual of the Temple of Supreme Righteousness devoted to their internal energy Techniques. It includes: Absorbing Palm, Breath of the Lotus petal, Calm of Sunan, Curing Palm, Purge Spirit, and Restoring Palm.

HEAVENLY GODDESS MANUAL

These contain Techniques only known by the master of Temple of Supreme Righteousness. It includes: Blazing Blade and Righteous Strike.

HEN-SHI ATTENDANT

This stone statue is about 1 foot tall and is in the shape of an ancient female Imperial attendant of the Empress. It is believed to have been created in the Era of the Compassionate Daughter. When the name Hen-Shi is spoken it radiates a warm yellow light and begins to move, performing simple tasks and chores at the request of the user. These can be anything from sweeping the floor to preparing a meal.

The Hen-Shi Attendant bonds to users for life, but this bond can be temporarily transferred by the current user (length is selected by user). When the old user dies, the next person to pick up the attendant becomes the new user and is bound for life.

IMMORTAL KILLING SWORD

See page 388 of the **WANDERING HEROES OF OGRE GATE** rulebook.

KEY OF THE PILLAR OF WISDOM

This is a device created by Cai Yuanyu to protect himself should the Emperor ever become his enemy. This is an ancient bronze key coin from the era of the Demon Emperor, but it is sharpened and can easily pierce human flesh. It can both kill and command Yao. Anyone who uses it to stab a Yao in the chest, places the Yao under his command and does 2d10 plus 3 Extra Wounds (which it does not regenerate). This severs the existing link with the Yao's own lacquered box heart and creates a new link with the heart of the wielder. If the wielder dies, the Yao dies. The wielder can also command the Yao to die.

Using the key in this manner is a Targeted Strike (-1d10) and it must do at least one Wound to work.

PURE PHOENIX MANUAL

This bamboo scroll contains the secret Techniques of the Pure Phoenix sect. It contains the following Techniques: Cascading Phoenix (Secret), Phoenix Burst (Secret), and Profound Meditation (Secret).

SILK MEDALLION OF CONSORT QINGER

This silk textile has the likeness of a golden floral medallion woven onto its surface. It is beautiful by any measure and belonged to the consort of a now forgotten King or Emperor. Anyone who possesses the Silk Medallion is immune to harm from any strike (be it Mundane, Kung Fu, or Magic). The only thing that harms a person carrying the medallion is fire.



ROBE OF BAO

This black and blue wrap robe is finely woven cloth and silk. It has a strange effect that enables the wearer to protect themselves or guard an area at night by projecting a dream self from their body. This is a pale imitation of the person, appearing vaguely translucent and not fully aware. It sort of mindlessly patrols and attacks anyone deemed a threat. The dream self has half the Max Wounds of the real person, -1d10 to all skills, -2 to defenses and half of their Kung Fu Techniques. If your Dream Self dies, you simply wake up with no harm done to your body.

RING OF YU

This finely crafted jade ring belongs to Supreme Judge Yu, but he recently lost it. It allows the wearer to escape from the Tea Bowl of Xian Nu Shen and also enables one to travel between realms without attracting attention or leaving a trail.

SNAKE LOTUS MANUAL

This is a simple blue manual, written by a man named Sentimental Snake. It contains the Techniques: Snake Bending Strike, Snake Climbs the Tree, and Snake Guiding Strike.

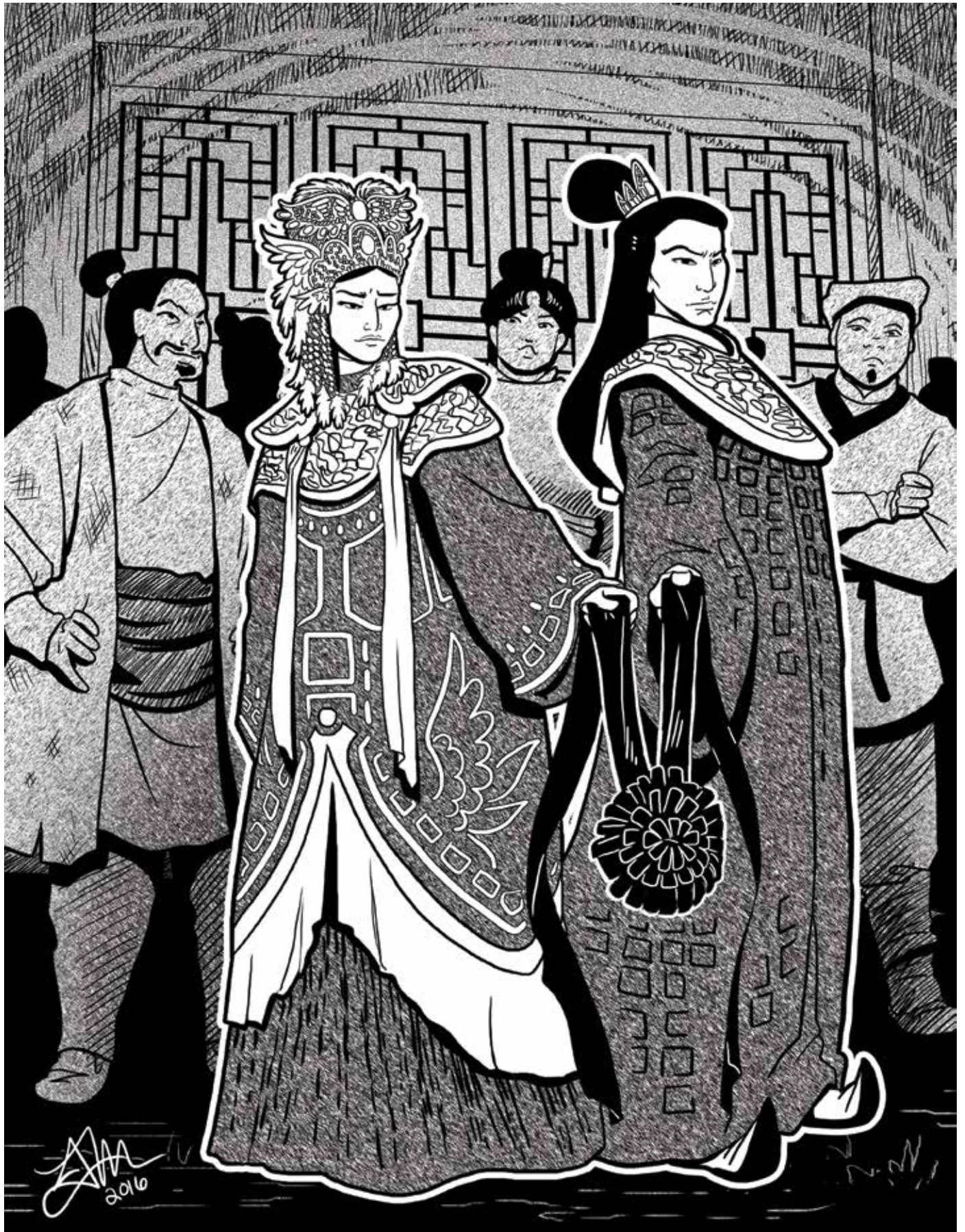
WALL SCROLL OF HUA

This is a simple wall scroll with an image of an ice palace against a beautiful landscape. It is a gateway to a pocket realm called Emo Hua. It is a land where many of Yao Feng's demon ogres were imprisoned. They are all there sleeping as statues and waiting to return. They are guarded by silent men in black armor. The wife of Hu Gao is also here, laying in state in the palace. Anytime someone places and sacrifices a heart to the scroll, it strengthens the realm, and allows the boundary to be transgressed so that a person on the outside may enter. When 100 hearts are sacrificed to the scroll, the ogre demons will awake from their slumber. Presently the Wall Scroll of Hua is possessed by Hu Gao.

VEILS OF CLARITY

These are strips of translucent cloth that come in many colors. The total number in existence is unknown but every member of Hen-Shi sect possesses one. When worn as a veil the user can discern a person's virtue or wickedness as either a radiant light or a dark stain. The brighter the light, the more virtuous the person is. The darker the stain, the more evil the person is. What this reflects is the Target's Karma rating.





THE QUI PAN BANDITS CELEBRATE THE MARRIAGE OF THEIR CHIEF (QUI PAN)

CHAPTER 9



NEW MONSTERS



This chapter contains new threats and monsters that are more common in the Li Fan area. In some instances, entries are repeated from the Wandering Heroes of Ogre Gate rulebook for convenience. The Threats section offers a selection of human foes that parties may face. The Monster section offers a selection of supernatural and monstrous foes.



THREATS

Threats include sect members, soldiers, bandits and special officials.

BONE BREAKING SECT DISCIPLE (420)

Disciples of Bone Breaking Sect are ruthless and even cruel at times. They emulate the personality of their master, Bone Breaker, and are completely loyal. Disciples are quick to use violence to prove their merit in the sect.

SENIOR DISCIPLES (20)

Senior Disciples are more restrained in their cruelty than juniors. They wear red sashes.

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

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Grapple: 2d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 3d10, Athletics: 2d10, Speed: 1d10, Muscle: 1d10, Endurance: 2d10, Creatures (Animals): 3d10, Talent (Poetry): 2d10, Talent (Painting): 2d10, Survival (Wilderness): 2d10, Trade (Wood): 1d10, Command: 2d10, Detect: 2d10

Qi: 3

Max Wounds: 7

Weapons: Short bow (2d10 Damage) or jian (2d10 Damage)

Key Techniques (Wajjia 2, Qinggong 1, Neigong 1): Blasting Blade. Breath of Fury, Drift of the Butterfly Fish, Flight of the Hawk, Hands of the Hawk Beak, Intercepting Arrow (Counter), Storm of Arrows, Rain of Arrows

JUNIOR DISCIPLE (400)

Junior Disciples are eager to prove their worth and very quick to violence. They wear black uniforms.

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

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 1d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Athletics: 2d10, Speed: 1d10, Muscle: 0d10, Endurance: 0d10, Creatures (Animals): 2d10, Talent (Poetry): 1d10, Talent (Painting): 1d10, Survival (Wilderness): 2d10

Max Wounds: 1

Weapons: Short bow (2d10 Damage) or Jian (1d10 Damage)

HEAVEN PALACE DISCIPLES

HEAVEN PALACE DISCIPLES (200)

These are Disciples of Heaven Palace Sect, who answer to Qinwen Master of the Seven Talismans. They are all unusually calm and seemingly gentle. They dress in robes of blue and green.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 2d10, Athletics: 3d10, Speed: 2d10, Muscle: 2d10, Survival (Mountains): 3d10, Religion (Demon Emperor): 2d10

Qi: 4

Max Wounds: 9

Key Techniques (Qinggong 2, Neigong 2): Blast of the Dragon, Finger Flick, Flaming Dragon, Flight of the Hawk, Iron Body (Counter), Kick of the Swan, Whirling Dodge (Counter)

HEAVEN PALACE DISCIPLES

HEN-SHI SECT DISCIPLES (25)

Disciples of Hen-Shi Sect believe in the Vermillion Sandstone Sutra, which teaches that the blood of the unrighteous must be spilled. They are somewhat extreme in their views, and have strange teachings about Hen-Shi. The typical member of Hen-Shi sect wears red robes. Male members shave their heads while females wear red headdresses. All wear Veils of Clarity and carry meteor hammers.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Endurance: 3d10, Detect: 1d10, Medicine: 2d10, Meditation: 3d10, Talent (Cooking): 2d10, Trade (All): 1d10, Survival (Desert): 3d10, Religion (Hen-Shi*): 3d10, Language (Daoyun): 3d10, Read Script (Feishu): 3d10

**Unique teaching*

Qi: 3

Max Wounds: 7

Weapons: Meteor Hammer (7d10)

Equipment: Veil of Clarity

Expertise: Muscle-Life





OWL MONKEYS DEVOUR THE COMPANION OF A HELPLESS TRAVELER IN THE BADLANDS OF YAO

Key Techniques (Waijia 2, Neigong 2): Blade Pinch (Counter), Breath of the Lotus Petal, Curing Palm, Eagle Descends Loudly, Heart Smashing Palm, Iron Body (Counter), Iron Spirit, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Knock of the Meteor Hammer

Hidden Talons vary a lot in terms of individual abilities and there are many in the organization that are unique (for example there may be an agent who has 3 ranks in Waijia and two ranks in Empathy). So use the entry below as a guideline.

HEAVEN PALACE DISCIPLES

HIDDEN TALONS (64)

The 64-person strong Hidden Talons are a secret police and spy network used by Duke Han of Li Fan. All Hidden Talons are female. They are based in Guang but spread throughout the kingdom and beyond. The Hidden Talons are skilled Martial Heroes, masters of disguise, and highly adept at blending in. They can also be from any walk of life. Hidden Talons can be street vendors, performers, aristocrats, and much more. Many of the Duke's enemies have married a Hidden Talon without realizing it.

Defenses: Hardiness 3, Evade 7, Parry 7, Stealth 9, Wits 6, Resolve 6

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Athletics: 1d10, Detect: 2d10, Deception: 3d10, Talent (Disguise): 3d10, Talent (Any): 2d10, Survival (Cities): 3d10, Medicine: 2d10, Trade (Any): 2d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10

Qi: 5

Max Wounds: 11

Weapons: Varies

Expertise: Talent-Perform

Key Techniques (Qinggong 2, Dianxue 2):

Flight of the Hawk, Flying Swan Kick, Gallbladder Strike, Great Stride, Horizontal Sidestep (Counter), Inverted Three-Point Strike, Kick of the Swan, Kidney Strike, Leap of the Swan, Liver Strike, Liver Stagnation Strike, Lung Strike, Sealing the Winds of Gushan, Strike of the Raging Tiger, Swift Stride, Trembling Strike, Whirling Dodge (Counter), Weapon Stride (Counter)

IMPERIAL SOLDIERS

Imperial Soldiers are always organized into squads of 5 men with 1 Archer, 1 Cavalryman, and 3 Swordsmen. For the Imperial Soldiers stationed near the Ogre Gate Inn, see the Imperial Soldiers Entry in **CHAPTER SIX**.

IMPERIAL SOLDIERS (ARCHERS)

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

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

Max Wounds: 1

Equipment: Bow (2d10 Damage)

IMPERIAL SOLDIERS (CAVALRY)

On Horseback Cavalry units use their Horse's speed for Turn Order and movement.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 1d10 or 5d10 (Horse 80 feet), Muscle: 1d10

Max Wounds: 1

Equipment: Qiang (3d10 Damage), Ox Tail Dao (3d10), Leather Lamellar (-1d10 Damage against blunt weapons)

Mounted Advantages: They receive +1d10 to Attack rolls against opponents who are on foot (and such opponents take a -1d10 Penalty when attacking mounted foes).

Charging: They do one Extra Wound when Attacking from horseback on a charge with a successful Damage roll. Need at least 25 feet.

IMPERIAL SOLDIERS (SWORDSMAN)

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

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

Max Wounds: 1

Equipment: Ox Tail Dao (2d10 Damage)

LI FAN SOLDIERS

Li Fan Soldiers are usually grouped into squads of 10. Each squad typically has 5 archers and 5 melee soldiers. These can be drawn from any of the four following groups, in a combination that makes sense for local terrain and conditions. Prince Yuan, the Governors, and the Duke all use the same kinds of soldiers.

LI FAN SOLDIERS (ARCHERS)

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

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

Max Wounds: 1

Weapons: Short Bow (2d10)

LI FAN SOLDIERS (HORSE ARCHERS)

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

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

Max Wounds: 1

Weapons: Short Bow (2d10)

Mounted Advantages: They receive +1d10 to Attack rolls against opponents who are on foot (and such opponents take a -1d10 Penalty when Attacking mounted foes).

Charging: They do one Extra Wound when Attacking from horseback on a charge with a successful Damage roll. Need at least 25 feet.



LI FAN SOLDIERS (HORSE CAVALRY)

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 with Jian, Heavy Melee: 1d10, Small Ranged: 1d10, Ride: 3d10, Speed: 0d10, Muscle: 1d10, Athletics 2d10, Detect: 3d10

Max Wounds: 1

Weapons: Jian (2d10)

Armor: Leather Lamellar*

Mounted Advantages: They receive +1d10 to Attack rolls against opponents who are on foot (and such opponents take a -1d10 Penalty when Attacking mounted foes).

Charging: They do one Extra Wound when Attacking from horseback on a charge with a successful Damage roll. Need at least 25 feet.

**Attacking foes suffer -1d10 to their Damage rolls. Does not apply to Kung Fu Techniques.*

LI FAN SOLDIERS (SWORDSMAN)

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

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

Max Wounds: 1

Weapons: Jian (2d10)

Armor: Leather Lamellar*

**Attacking foes suffer -1d10 to their Damage rolls. Does not apply to Kung Fu Techniques.*

PURE PHOENIX SECT NUNS (15)

These nuns almost never leave their home in Yao Gong Palace. When they do venture out into the world it is normally for supplies or a special mission. Typically they are not looking for trouble and just want to tend to their task unnoticed.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 1d10, Athletics: 3d10, Ritual (Ancestor Veneration): 2d10, Ritual (Spirit Keeping): 1d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10,

History (Era of the Demon Emperor): 1d10, Religion (Yen-Li): 1d10, Religion (Dehua): 1d10, Religion (Hen-Shi): 1d10

Qi: 2

Max Wounds: 5

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

Equipment: Stone Spider Venom Antidote

Key Techniques (Waijia 2, Qingong 1, Neigong 1): Biting Blade, Blasting Blade, Drift of the Butterfly Fish, Reply of the Swan (Counter)*, Whirling Blade

SILK WORM SOCIETY

This is an all-female assassination group, masquerading as silk farmers on the Hill of Opulent Fruits. All were former Flying Phantoms and wear veils to conceal facial scars. See **HILL OF OPULENT FRUITS** for more information.

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

Key Skills: Grapple: 1d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 (6d10 Jian) or 3d10 (Ox Tail), Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Detect: 1d10, Medicine: 2d10, Survival (Wilderness): 3d10, Survival (Mountains): 3d10, Trade (Fabrics): 3d10, Trade (Wood): 2d10, Creatures (Insects): 3d10

Qi: 4

Max Wounds: 9

Weapons: Ox Tail Dao (4d10 Damage, -1d10 Accuracy) or Jian (3d10 Damage, +2d10 Accuracy)

Expertise: Creatures-Silk Worms, Medium Melee-Ox Tail Dao, Medium Melee-Jian, Survival-Harvest

Key Techniques (Waijia 2, Qingong 1, Neigong 1): Arms of Silk, Blasting Blade, Flight of the Hawk, Graceful Retreat (Counter) Slicing Blade of the Flying Phantoms, Whirling Dodge (Counter)

SISTERS OF BONE KINGDOM

The **THREE SISTERS OF BONE KINGDOM** are fully described on page 337 of the **WANDERING HEROES OF OGRE GATE** rulebook.



TEMPLE OF ENLIGHTENED DISARRAY DISCIPLES (30)

These monks roam the Yellow Forest and Li Fan, doing the bidding of their Abbot. They have an interest in strange artifacts and history. They believe that through judiciously influencing the present, they can change the future for the better.

TEMPLE OF ENLIGHTENED DISARRAY JUNIOR MONK (27)

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 (Gun Staff), Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 1d10, Trade (All): 1d10, Medicine: 2d10, Ritual (Activation): 1d10, Divination: 1d10, Meditation: 3d10, Athletics 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 1d10

Qi: 1

Max Wounds: 3

Weapons: Gun Staff, Wood (1d10)

Key Techniques (Waijia 1, Qinggong 3): Kick of the Chaos Star, Leap of the Swan, Kick of the Swan, Spear Swipe, Spinning Back Kick (Counter), Tai Lan's Staff Strike, Weapon Stride (Counter), Whirling Dodge (Counter)

TEMPLE OF ENLIGHTENED DISARRAY SENIOR MONK (3)

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 (Gun Staff), Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 2d10, Trade (All): 3d10, Medicine: 3d10, Ritual (Activation): 2d10, Ritual (Create Paper Talisman): 1d10, Divination: 2d10, Meditation: 3d10, Athletics 2d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, History (All): 2d10, Classics (Book of Fortunes): 2d10

Qi: 3

Max Wounds: 7

Weapons: Gun Staff, Wood (1d10)

Key Techniques (Waijia 1, Qinggong 3): Flight of the Hawk, Flying Swan Kick, Great Stride, Kick of the Chaos Star, Kick of the Swan, Leap of the Swan, Spear Swipe, Spinning Back Kick (Counter), Tai Lan's Staff Strike, Thrusting Kick of Disarray, Weapon Stride (Counter), Whirling Dodge (Counter)

TEMPLE OF SUPREME RIGHTEOUSNESS DISCIPLES (18)

Arrogant and proud, the Temple of Supreme Righteousness Disciples rarely venture forth from their mountain temple. When they do, they seek to destroy the wicked.

TEMPLE OF SUPREME RIGHTEOUSNESS SENIOR DISCIPLES (4)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 2d10, Endurance 2d10, Meditation: 2d10, Athletics 2d10, Divination: 2d10, Medicine: 1d10, Ritual (Ancestor Veneration): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Kong Zhi): 2d10, Classics (Book of Fortunes): 2d10, Creatures (Demons): 1d10, Religion (Enlightened Goddess): 2d10, Religion (Supreme Judge Yu): 2d10, Religion (Dehua): 3d10, Religion (Yen-Li): 3d10

Qi: 4

Max Wounds: 9

Weapons: Jian (3d10 Damage)

Key Techniques (Waijia 1, Qingong 1, Neigong 2): Absorbing Palm, Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Purge Spirit, Restoring Palm, Slashing Blade, Swift Stride, Sword Whipping Strike, Whirling Dodge (Counter)

TEMPLE OF SUPREME RIGHTEOUSNESS JUNIOR DISCIPLES (14)

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 1d10, Endurance 2d10, Meditation: 2d10, Athletics 2d10, Divination: 2d10, Medicine: 1d10, Ritual (Ancestor Veneration): 3d10, Read Script (Feishu): 3d10, Language (Li Fai): 3d10, Language (Daoyun): 3d10, Classics (Rites of Wan Mei): 2d10, Classics (Sayings of Kong Zhi): 1d10, Classics (Book of Fortunes): 1d10, Religion (Enlightened Goddess): 1d10, Religion (Supreme Judge Yu): 1d10, Religion (Dehua): 2d10, Religion (Yen-Li): 2d10



Qi: 3

Max Wounds: 9

Weapons: Jian (2d10 Damage)

Key Techniques (Waijia 1, Qingong 1, Neigong 2): Blade Pinch (Counter), Blasting Blade, Breath of the Lotus Petal, Calm of Sunan, Curing Palm, Deep Biting Blade, Double Thrust, Drift of the Butterfly Fish, Flight of the Hawk, Fluttering Kicks, Graceful Retreat (Counter), Purge Spirit, Restoring Palm, Slashing Blade, Whirling Dodge (Counter)

TIGER CLAN BANDIT

The Tigers are not terribly skilled, but they are mean and determined. In the presence of Five Dagger Chang they are more brave than usual.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 1d10, Meditation: 0d10, Athletics 0d10, Detect: 0d10, Talent (Theft): 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 0

Max Wounds: 1

Weapons: Daggers (1d10 Damage) or Bow (2d10 Damage)

MONSTERS

Li Fan has many supernatural or unusual threats that inhabit its wilderness and even lurk in its cities. Use the entries below for such encounters.

CENTIPEDES OF THE YELLOW FOREST

These creatures are the size of an arm and live beneath the roots of yellow trees. They are often found in clusters of 1d10, and their venom is highly prized by certain Yen-li practitioners.

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

Key Skills: Bite: 3d10, Speed: 3d10, Muscle: 0d10

Max Wounds: 2

Powers

Bite and Venom: The bite of Centipedes of the Yellow Forest does 3d10 Damage and releases a toxin that bloats the body and causes regular eruptions of burning blisters. If the victim is damaged by the bite, they also immediately take 4d10 damage if they fail a 3d10 Hardiness test. Additionally, the venom causes eruptions each hour that result in 3d10 Damage that staggers out, lowering by 1d10 every round (i.e. 3d10, followed by 2d10, followed by 1d10). At the start of every hour it erupts again at the full 3d10 damage and decreases. This continues until the venom is cured.

CRYSTAL PRIESTS OF QUIJUN

These are supernatural guardians with skin and clothing made of hard crystal. They are dressed like Yen-Li priests and can vanish into thin air, turning into an amorphous cloud of frost when they do so. They were created by Quijun who made them the protectors of the Hall of Enlightenment. See **TEMPLE OF SUPREME RIGHTEOUSNESS** in **CHAPTER TWO** for details.

Defenses: Hardiness 10 or 4 (against Neigong Techniques), Evade 7, Parry 6, Stealth 6 or 9 when still, Wits 3, Resolve 10

Key Skills: Speed: 2d10, Muscle: 4d10, Fly: 3d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Qi: 3

Max Wounds: 15

Key Techniques: Slashing Blade, Whirling Dodge (Counter)

Powers

Ice Cloud: Crystal Priests can turn into moving clouds of ice. In this form they can also Attack.

Cold Strike: When in cloud form, roll 3d10 against Evade. On a Success the Target takes 1 automatic Wound and loses a point of Hardiness due to frost.

Crystal Body: Because they are made from crystal, the priests have a hardiness of 10 against normal Attacks and Kung Fu Techniques. They are vulnerable to Neigong, and only have a Hardiness of 4 against any Neigong Technique.

Resolute: Skills like Command, Deception, and Persuade only succeed against them on a Total Success, and even then they are merely confused. They can never be convinced to attack their creator. Spells affecting the mind also require a Total Success to work.

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DEATH-CURSED GUARDIAN

DEATH-CURSED GUARDIANS are fully described on page 359 of the **WANDERING HEROES OF OGRE GATE** rulebook.

DEMON, BONE

Bone Demons are mere skeletons in their true form, but have the ability to enchant humans with illusions. Eating human flesh strengthens their powers and prolongs their lives. Unlike many demons, they do not rely upon the life force or Qi of their victim, rather it is virtue they feed upon. The more virtuous the flesh, the more it sustains them. They literally consume people's Karma.

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

Key Skills: Bite: 5d10 (6d10 Open Damage plus Karma drain), Bone Strike: 5d10, Arm Strike: 3d10, Fly: 4d10 (70 feet), Speed: 6d10 (90 feet), Detect: 2d10, Muscle: 3d10, Meditation: 2d10, Creatures (Humans): 3d10

Max Wounds: 12 +1 for every Karma consumed

Powers

Bite and Virtuous Hunger: The bite of a Bone Demon inflicts 6d10 Open Damage and drains 1 point of positive Karma. Every point of Karma the Bone Demon drains increases its max Wounds by 1 permanently. If it consumes a person who has good Karma in a single sitting, it extends its life by 1 month. If it consumes someone who is truly virtuous (a person with 10 Karma) in a single sitting, it extends its life by 200 years.

Bone Spear: The ribs and other bones of a Bone Demon can shoot out suddenly and impale foes (striking everyone within a ten-foot area). Roll Bone Strike against Parry. On a Success this inflicts 4d10 plus 2 Wounds. On a Total Success it inflicts 4d10 Open Damage plus 3 Wounds (and an Extra Wound for each additional Total Success).

Illusions: A Bone Demon can weave a very convincing illusion to make it appear like a normal human. This can be any type of human it wishes (old, young, beautiful, ugly, tall, short, and so forth). However, the illusionary transformation inflicts a single Wound on the Bone Demon. It lasts for as long as the Bone Demon wishes or until someone magically forces it to end. This illusion cannot be detected by normal means. Only the most powerful magic can see through it.



BONE DEMON

Waste Away: Bone Demons are on the brink of death and must consume virtuous flesh to survive. A normal person can extend the demon's life by a month, a virtuous person can extend its life by 200 years. Without eating the flesh and extending their life in this way, they must make a Meditation roll TN 7 every week or die.

Impaling Heart Strike: The skeletal fingers of a Bone Demon are sharp and long. They are capable of impaling the chest and clutching a person's heart in an instant. If a Bone Demon scores 2 Total Successes on an Arm Strike Roll and succeeds on its subsequent Damage roll, it can (if it chooses) rip out a person's heart.

DEMON, MONKEY

Monkey Demons, or Spirited Monkeys, look like monkeys of various breeds, but their faces almost always have strange and bright colorings. Their eyes are also oddly intelligent and their hands end in long black claws. The teeth of a Monkey Demon are exceptionally sharp.

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

Key Skills: Bite: 1d10 (3d10 Open Damage), Grapple: 3d10, Arm Strike: 2d10 (4d10 Damage), Speed: 5d10 (80 feet), Muscle: 4d10, Detect: 3d10, Athletics: 3d10

Max Wounds: 13

Powers

Beast Strength: Beast Strength x3

Bite: The bite of a Monkey Demon inflicts 2d10 Open Damage.

Blood Power: Drinking Human Blood increases the strength and Damage of a Monkey Demon. Its base lift becomes x10 for ten minutes and it delivers 1 Extra Wound to all Attacks for ten minutes.

Climb: Monkey Demons can climb at full speed.

Lingering Claw: Use Arm Strike for claws, doing 4d10 Damage. Claws from Monkey Demons dislodge into their victims and continue to burrow on a Total Success. Each hour the claw burrows deeper draining a point of Hardiness. When the person's Hardiness reaches 0, he dies and becomes a Monkey Demon over the next few days.

Regeneration: Monkey Demons heal quickly, regaining health at a rate of 1 Wound every ten minutes.

DOGS OF LILING

These are creatures created by Liling, one of the Sisters of Bone Kingdom. She reserves this fate for her most detested enemies, and they are invariably male. Dogs of Liling look like ill-tempered mutts with the hair of a pig and a coat of white scales covering their body from shoulder to hind-quarters. The scales are stronger than many metals and are highly protective. Their eyes burn a dull yellow and their sense of smell is quite strong, enabling them to detect and track intruders with ease.

Defenses: Hardiness 8, Evade 7, Parry 5, Stealth 9, Wits 3, Resolve 4

Key Skills: Bite: 1d10 (1d10 Damage), Swim: 0d10, Speed: 3d10 (50 feet), Muscle: 1d10, Detect: 4d10

Max Wounds: 1

Powers

Track: Track using Detect.

ETHEREAL CARP

These long translucent fish have blue and silver scales, and flowing fins. They look beautiful and according to legend they were carved from lunar jade by Xing the Moon Goddess. They taste exceptional when cooked. Eating an Ethereal Carp causes one's Karma to drop by 1, but raises Speed by +1d10 for a month.

Defenses: Hardiness 3, Evade 10, Parry 3, Stealth 10, Wits 8, Resolve 2

Key Skills: Bite: 0d10 (1d10 Damage), Swim: 6d10 (100 feet), Muscle: 0d10, Detect: 3d10

Max Wounds: 1

IRON MEN

Found at the Statue of the Bold King, these supernatural guardians look like men with skin and clothing of Iron. They are bald and wear silver robes. They can materialize and dematerialize at will, disappearing or appearing from any surface composed of stone, mineral or earth. They are servants of the Bold King and destroy anyone who enters the temple. See **STATUE OF THE BOLD KING** in **CHAPTER TWO** for more details.

Defenses: Hardiness 8, Evade 4, Parry 7, Stealth 6 or 9 when still, Wits 3, Resolve 10

Key Skills: Speed: 2d10, Muscle: 4d10, Grapple: 3d10, Arm Strike: 3d10 (3d10 Damage), Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Max Wounds: 2

Powers

Beast Strength (x2): Iron Men are strong and their Base Lift is doubled. They also can exceed capping limits on Damage rolls for Physical Attacks.

Meld: Iron Men can meld into any surface made of Iron allowing them to travel freely through that medium using their normal movement.

Resolute: Skills like Command, Deception, and Persuade only succeed against them on a Total Success, and even then they are merely confused. They can never be convinced to Attack their creator. Spells affecting the mind also require a Total Success to work on Iron Men.



IRON SOLDIERS

These creatures look like men encased in metal armor and masks. They are slow, awkward but strong. They are part of the natural defenses of the Bold King. See **STATUE OF THE BOLD KING** in **CHAPTER TWO** for more details.

Defenses: Hardiness 9, Evade 4, Parry 7, Stealth 6 or 9 when still, Wits 3, Resolve 10

Key Skills: Speed: 0d10, Muscle: 4d10, Grapple: 3d10, Arm Strike: 1d10 (5d10 Damage), Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Max Wounds: 10

Powers

Beast Strength (x2): Iron Soldiers are strong and their Base Lift is doubled. They also can exceed capping limits on Damage rolls for Physical Attacks.

Meld: Iron Soldiers can meld into any surface made of Iron allowing them to travel freely through that medium using their normal movement.

Resolute: Skills like Command, Deception, and Persuade only succeed against them on a Total Success, and even then they are merely confused. They can never be convinced to attack their creator. Spells affecting the mind also require a Total Success to work on Iron Soldiers.

JADE MERCIES

These are small Hen-Shi statues of Jade enchanted to protect the halls of Yao Gong Palace from intruders. They animate, fly into the air, and try to blind anyone who is not a member of the sect (they always attack men first). They are too small to inflict Wounds but can blind people by gouging them in the eye with their hands. Typically this blindness is not permanent.

Defenses: Hardiness 4, Evade 7, Parry 5, Stealth 6 or 9 when still, Wits 5, Resolve 10

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

Max Wounds: 1

Powers

Blind: Jade Mercies can blind with an Arm Strike to the eye. On a successful Attack and Damage roll, they blind one eye for an hour. If they scored a Total Success on the Damage roll, then this permanently blinds the Target's eye. Their Attacks inflict no Wounds.

JADE MERCIES OF BAO

These look like regular Jade Mercies except each one is a tiny statue of Bao wielding a jian sword. While they can still attack and blind with an arm strike, they are more effective at blinding people with their small swords.

Defenses: Hardiness 4, Evade 7, Parry 5, Stealth 6 or 9 when still, Wits 5, Resolve 10

Key Skills: Muscle: 0d10, Arm Strike: 1d10 (Damage 1d10), Medium Melee: 3d10 (Jian), Detect: 2d10, Speed: 2d10, Fly: 3d10

Max Wounds: 1

Equipment: Jian (3d10 Damage)

Powers

Blind: Jade Mercies of Bao can blind with either an arm strike or sword strike to the eye. On a Successful attack and Damage roll, they blind one eye for an hour. On a Total Success for the Damage roll, they permanently blind the target.

MERCURY GOLEM

Mercury Golems are incredibly rare, known only to exist deep in Yao Gong Palace. They are amorphous creatures made of liquid mercury that can take any form they desire, so long as it is the mass of a normal humanoid. They can shape themselves into puddles as needed and are able to lash out at a great distance.

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

Key Skills: Speed: 4d10, Muscle: 2d10, Grapple: 3d10, Arm Strike: 3d10, Leg Strike: 3d10, Throw: 3d10, Medium Melee: 3d10, Detect: 2d10, Endurance: 6d10

Qi: 3 (or +3)

Max Wounds: 10 (or +6)

Powers

Entrapment of the Formless (Counter): The being flows easily away from an attack from a weapon or a limb, and then closes back around it, immobilizing the attacking object (as per a successful grapple). Make a Grapple roll TN 7 (not against attacker's roll). On a Total Success, the mercury golem may apply any of the usual Grapple effects that can occur on a Total Success. Cathartic: If the Grapple is successful, the first attempt to break free fails automatically.

Liquid Body: Because they are made from liquid mercury, the Mercury Golems have Evade and Parry scores of 9. They can also shape their body at will, fitting through any hole or crack but also taking the form they desire.



Pseudopod Strike: This functions similar to the Fierce Strike ability, but with pseudopods that emerge from the body of the being that can strike up to fifteen feet away. They can strike up to 1 Target per Qi rank (typically 3) and do 4d10 Damage on a normal Success (6d10 on a Total Success). On a Total Success they penetrate the target's flesh, causing them to transform into a Mercury Golem (see Infect below).

Resolute: Skills like Command, Deception, and Persuade only succeed against them on a Total Success, and even then they are merely confused. They can never be convinced to attack their creator. Spells affecting the mind also require a Total Success to work on Mercury Golems.

Infect: Anyone whose skin is penetrated by a Mercury Golem's attack or who lingers in the mercury of Yao Gong Palace becomes a Mercury Golem. This process slowly transforms the person into such a creature over days. Each day roll 2d10 against Hardiness. On a Success a limb starts to harden into solid mercury. On a Total Success, two limbs are affected. When the whole body is affected, the process is complete. The only way to reverse the process is before completion by using a Neigong or Dianxue Technique to expel the mercury.



OWL MONKEY

OWL MONKEYS

These creatures look like owls or birds with human faces and bodies that resemble a small monkey's. The head of the Owl Monkey is most unusual, coming to a steep bony point, almost like a horn. Their wings can wrap around their entire form, allowing them to dart smoothly in the air so they can impale people with their pointy crown.

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

Key Skills: Claws: 2d10 (3d10 Damage), Bite: 1d10 (1d10 Damage), Speed: 3d10, Fly: 6d10 (70 feet), Detect: 4d10, Muscle 2d10

Max Wounds: 3

Impaling Strike: On a charge, the Owl Monkey can impale foes with its crown doing 4d10 Open Damage.

PAINTED DEATH

These appear on page 374 of the **WANDERING HEROES OF OGRE GATE** rulebook.

PURE ONES

These are the naturally mummified remains of Pure Phoenix sect members who undergo a special process while on the brink of death. Before death all members of the sect retreat to a special area of the Yao Gong Palace tomb. There they undergo a series of tests then meditate and chant to preserve their body and allow a trace of breath to remain in their lungs. Though their bodies are desiccated, they are not undead, but rather on the cusp of death. They literally have held their final breaths and can make one or more Attack before falling to dust (some Pure Ones can do more). They guard the chambers of Yao Gong Palace.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Ritual (Ancestor Veneration): 3d10, Ritual (Spirit Keeping): 3d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 6

Max Wounds: Varies (1-6)

Weapons: Jian

Key Techniques (Wajia 1, Qinggong 1, Neigong 2): Varies (1-6 Techniques)

Special Techniques: All Pure Ones have the following special Techniques.

Divine Strike: Open Palm unleash a swirling cloud of debris that slams people against walls for 2d10 Damage plus 1d10 falling Damage. Roll Arm Strike against Evade. If successful Targets can make Athletics roll TN 6 to avoid each step of the Damage.





PURE ONE

Harmonious Chant: Mediation against Resolve. The Pure One recites a Mantra that causes 4d10 Damage to all who hear it. On a Total Success the Target suffers 1 additional Wound for every negative Karma rank they possess.

Purity Kick of Little Phoenix: A swift kick to the shins debilitates so that a person cannot walk on successful leg strike. Make a Leg Strike roll against Parry. Do normal Damage plus shin is broken effectively giving the Target the Missing Limb Flaw for one week. Total Success crack both shins (see Missing Limb Flaw for details) and takes two weeks to recover.

Powers

Immunity: Pure Ones are only harmed by Attacks from beings with good Karma. Creatures with Negative Karma cannot hurt them.

Remaining Breaths: Pure Ones have 1-6 max Wounds remaining. Every time they Attack with a Kung Fu Technique or speak it drains a Wound (they can also lose them through normal Damage).

RAZOR CARP

These silver carp inhabit the liquid mercury pools of Yao Gong Palace. They are fierce and hungry. While they can survive without human flesh, they desire it. The Razor Carp have enormous mouths filled with large needle like teeth and smooth silver scales. Their backs have fins that unfurl like a fan and can slice foes. The spines on their fins can detach into victims leaving them paralyzed.

Razor Carp are created from Red Ru-Fish. They have retained their ability to sing, but cannot speak. However they are highly intelligent.

Defenses: Hardiness 3, Evade 9, Parry 5, Stealth 10, Wits 9, Resolve 3

Key Skills: Bite: 1d10 (3d10 Damage), Fin: 2d10 (2d10 Damage plus spine), Swim: 5d10 (90 feet), Muscle: 0d10, Detect: 2d10, Deception: 3d10, Talent (Sing): 2d10

Max Wounds: 2

Spine: If a razor carp scores a Total Success when Attacking with its fin, a spine sticks into the victim and causes paralysis. To escape paralysis, the Target must make an Endurance roll TN 6.

SERVANTS OF THE SISTERS

These are unique creations of the Sisters of Bone Kingdom, normal people who have been transformed by the sister's talismans into horrible creatures. They vary considerably but are often combinations of different animals, monsters, and so on. However some can appear quite normal and just have unusual abilities. These are listed in the Bone Kingdom entry in **CHAPTER TWO** (GMs should feel free to make new Servants of the Sisters).

SKELETONS OF BONE KINGDOM

These are described on page 380 of the **WANDERING HEROES OF OGRE GATE** Rulebook.

STONE SPIDER

These are large thick spiders about the size of a hand (in rare cases two hands). They are gray colored and have thick hair. Stone Spiders are very difficult to spot; the venom of the stone spider turns its victims to stone.

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

Key Skills: Bite: 1d10 (1d10 Damage plus poison), Speed: 0d10, Detect: 2d10

Max Wounds: 2

Powers

Poison: Roll 1d10 against Hardiness. On a Success the victim slowly turns to stone over the course of an hour. Without anti-venom the Target is turned completely to stone.

SOUTHERN SNAKE (VENOMOUS)

These snakes are mainly found on Snake Peak. They are particularly venomous.

Defenses: Hardiness 2, Evade 7, Parry 2, Stealth 9, Wits 3, Resolve 4

Key Skills: Bite: 1d10 (See Entry), Speed: 1d10 (40 feet), Detect: 1d10

Max Wounds: 1

Poison: Anyone struck by this snake Bite Attack is exposed to the venom (no Damage roll). Roll 3d10 against Hardiness. If successful the Target dies in 1d10 Hours unless an Antidote is administered. This effect can be delayed with a Successful Medicine roll (only one attempt allowed per hour).

VIRTUOUS NAGA

These are described on page 372 of the **WANDERING HEROES OF OGRE GATE** Rulebook.

YELLOW BIRDS

Yellow Birds are bright yellow and orange, able to blend perfectly with the hues of the trees in the Yellow Forest. When at rest they are about the size of a small dog and seem docile, even kind. When they open their beaks to Attack, this reveals sharp ridge-like teeth and causes their eyes to widen fiercely. They hunt in groups of five and prefer to eat the flesh of humans (though they will make due with smaller mammals when they must). Yellow Birds never attack members of the Temple of Enlightened Disarray.

Defenses: Hardiness 4, Evade 7, Parry 3, Stealth 10, Wits 2, Resolve 6

Key Skills: Claws: 1d10 (1d10), Peck/Bite: 1d10 (2d10 Open Damage), Speed: 2d10, Fly: 5d10 (80 feet), Detect: 4d10, Muscle 0d10

Max Wounds: 1

Powers

Bite: The bite of a Yellow Bird does 2d10 Open Damage.

Blend: When in the Yellow Forest, they can only be seen on two consecutive Detect rolls against their Stealth.





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