

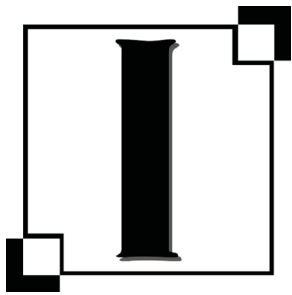
# SECTS of the MARTIAL WORLD 3



TEMPLE OF THE JADE MERCIES



# SECTS OF THE MARTIAL WORLD: TEMPLE OF THE JADE MERCIES



## Introduction

Sects are an important feature of wuxia and a key to any successful [Wandering Heroes of Ogre Gate](#) campaign. This is the third of the Sects of the Martial World series, featuring new sects you can drop into your [Wandering Heroes of Ogre Gate](#) campaign. Their locations are left deliberately malleable or vague so you can place them wherever you need. Each book will be a small PDF that gives you a sect, stats for its leadership and members, new Kung Fu Techniques and a few additional extras. Because we want these books to be short, entries aim for brevity. Therefore we tried to be much more concise in the sect and NPC descriptions.

*Temple of the Jade Mercies* is inspired by the many corrupt religious orders that appear in wuxia. It is most directly influenced by the *Temple of the Red Lotus* (1965) and *Come Drink With Me* (1966). But all the hypocritical monks, nuns, abbesses and abots I've seen in the genre also had an impact.

Those who enjoy this PDF should consider watching the above two films if they haven't seen them already. *Temple of the Red Lotus* is a very early color wuxia movie starring Jimmy Wang Yu and Ivy Ling Po. It is part of a trilogy of films which I enthusiastically recommend (the other two movies in the series are *The Twin Swords* and *The Sword and the Lute*). *Come Drink With Me* is a classic starring Cheng Pei-Pei and directed by the legendary King Hu.

Note that techniques described in this book are effectively secret, belonging to the sect and not something characters would take at character creation unless they were members.

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# TEMPLE OF THE JADE MERCIES

**Leadership:** Grand Abbot Lao, Abbot Wei Zhao (Smiling Abbot), Abbess Bao-Yu

**Allied Sects:** General Dee, Blades of the Lotus

**Enemy Sects:** Crocodile Sect

**Numbers:** 303 (100 Nuns, 200 Monks, Abbess Bao-Yu, Smiling Abbot, Grand Abbot Lao)

**Location:** Temple of the Jade Mercies

Temple of the Jade Mercies, often just called Jade Temple, is little more than a front for bandits and scammers, who operate a fencing ring for stolen weapons and artifacts of great value and abuse the locals who pass through their temple. They are aided in their efforts by a number of corrupt officials. They are also allied with General Dee of Hu Qin and receive protection from him.

## HISTORY AND ORGANIZATION

Temple of the Jade Mercies is a criminal organization started by two outlaw brothers, Zhao and Lao, sentenced to ordination by a creative magistrate who didn't want to impose harsh punishment. The two feigned transformation and rose through the ranks of their order, ultimately becoming respected monks. They were granted oversight of the Temple of the Jade Mercies and its sister temples in the Southern Empire and Hu Qin.

The temple is headed by Grand Abbot Lao who spends most of his time in luxurious quarters. The mind behind Grand Abbot Lao is Abbot Wei Zhao (more commonly called Smiling Abbot). He manages the day-to-day activities of the sect, makes the rounds to the sister temples and is largely responsible for Grand Abbot Lao's rise. He is assisted by his wife, Abbess Bao-Yu. Together they oversee the monks and nuns of the sect.

The sect is helped by Blades of the Lotus, a group of bandits led by Weeping Lotus. Weeping Lotus has no love for Temple of the Jade Mercies but serves them for his own reasons. The Blades of the Lotus selectively attack caravans and ships with artifacts desired by the temple.

## HEADQUARTERS

The Temple of the Jade Mercies is the main temple of the order, but they have many smaller Jade Temples scattered throughout the southern Empire and Hu Qin. Their headquarters is heavily trapped and filled with concealed walls and passages. Within the holy structure, there is a veritable pleasure palace hidden by these measures. The most important structure in the building is the Pagoda of Jade Mercies. Here is where they store their most prized artifacts, books and weapons (many for sale for the correct price).



## BELIEFS

While they pay lip service to Hen-Shi and her teachings, the temple is merely an expression of the will of Grand Abbot Lao. They value loyalty and money. They also dislike people telling them what to do.

## REPUTATION

The reputation of Temple of the Jade Mercies is actually pretty good. Most do not know about their secret activities and Smiling Abbot does an excellent job presenting a legitimate face to the public. They use this reputation to give them access to valuables when bodies are entombed for burial.

## TECHNIQUES

Collectively the organization has a considerable amount of Kung Fu techniques. However they are reluctant to share their skills with one another. Therefore it can take a great deal of persuasion to learn anything if one is a member.

**Techniques:** Abbess Bao-Yu's Flying Blade, Abbess Bao-Yu's Impaling Ox Tail, Disarming Staff Strike, Double Thrust, Finger Flick, Gallbladder Strike, Hands of the Hawk Beak, Inverted Three-Point Strike, Iron Spirit, Ringing Strike of the Divine Ram, Sealing the Winds of Gushan, Skull Crushing Staff Strike, Smiling Abbot's Insidious Strike, Stone Shattering Finger, Tai Lan's Staff Strike, Trapping Wind, Triple Yang Strike, Abbess Bao-Yu's Deflecting Strike (Counter), Iron Body (Counter), Iron Spirit Resistance (Counter), Mountain in the Flood (Counter), Swift Rebuttal (Counter)







# MEMBERS OF THE SECT

This section includes stats and descriptions of the sect members.

## LEADERSHIP

### GRAND ABBOT LAO

Grand Abbot Lao is a simple man. He likes good food, nice clothes and beautiful women. He leaves the complexities of managing the sect to Abbot Wei Zhao and Abbess Bao-Yu. Crude and vulgar, Grand Abbot Lao seems anything but a holy abbot. He loves to torture his adversaries and spoil newly acquired friends.

He wasn't always a monk or abbot. Many years ago, he and his sworn brother (Wei Zhao) were sentenced to ordination for stealing mercies from a temple of Hen-Shi. They became monks of Hen-Shi at the Temple of the Jade Mercies and rose to prominence through a variety of underhanded methods. The two turned the Temple of the Jade Mercies into their own criminal enterprise, while also benefiting from the prestige and respectability it affords.

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

**Key Skills:** Grapple: 3d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 2d10 or 4d10 with Metal Staff, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 3d10, Meditation: 2d10, Athletics 2d10, Endurance: 2d10, Detect: 2d10, Command: 3d10, Deception: 2d10, Survival (City): 3d10, Survival (Wilderness): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Religion (Cult of Hen-Shi): 2d10, Institutions (Religious Organizations): 2d10, Institutions (Imperial Bureaucracy): 2d10, Talent (Theft): 2d10

**Qi:** 5

**Max Wounds:** 11

**Weapon:** Metal Staff (4d10 Damage, +1d10 Accuracy)

**Combat Technique:** Arm Strike-Fists of Steel

**Expertise:** Staff

**Flaw:** Hedonist

**Reputation:** Selfish-Shameful

**Key Techniques (Neigong 2, Waijia 2):** Finger Flick, Hands of the Hawk Beak, Iron Spirit, Skull Crushing Staff Strike\*, Tai Lan's Staff Strike, Disarming Staff Strike\*, Ringing Strike of the Divine Ram, Stone Shattering Finger, Iron Body (Counter), Iron Spirit Resistance (Counter), Mountain in the Flood (Counter)



GRAND ABBOT LAO

### ABBOT WEI ZHAO (SMILING ABBOT)

Abbot Wei Zhao, or Smiling Abbot as he is more commonly known, is friendly and wears a nearly constant smile upon his face. This disarms his foes, puts people at ease, and conceals a devious and cruel nature. Mainly Abbot Wei is in charge of managing the other temples and shrines under their sect's control. He also is the most knowledgeable member of the sect and has many connections. While just as cruel as Abbot Lao, his methods are more thoughtful and cautious. He doesn't take unneeded risks. He also lacks Lao's appetites for wine and flesh. His weakness is gold. He adores gold and objects of high value. Abbot Wei Zhao is surprisingly agile and stealthy. He hides his hair inside a head covering.

In his youth, Wei Zhao was sworn brothers with Lao. The two were part of a small gang of bandits in Hu Qin. Unlike the other thieves, Wei Zhao was well educated and widely read. He put his knowledge of ancient lore and esoteric matters to use, identifying valuable objects they could steal and sell. Both he and Lao were eventually sentenced to ordination by a forgiving and creative magistrate. They soon rose through the ranks of the Temple of the Jade Mercies and came to control it.

\* New technique described in this book.



He is Abbess Bao-Yu's husband. He fell in love with her during a duel many years ago when she snuck into the temple to take the Ox Tail Swords of Shagu.

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

**Key Skills:** Grapple: 0d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Meditation: 3d10, Endurance: 2d10, Athletics 3d10, Detect: 2d10, Persuade: 3d10, Reasoning: 3d10, Empathy: 2d10, Medicine: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Religion (Cult of Hen-Shi): 3d10, Institutions (Religious Organizations): 3d10, Institutions (Imperial Bureaucracy): 3d10, Institutions (Sects): 2d10, Institutions (Societies): 2d10, Talent (Theft): 2d10, Talent (Poetry): 2d10, Talent (Calligraphy): 2d10, History (All): 2d10

**Qi:** 4

**Max Wounds:** 9

**Weapon:** Wooden Staff

**Combat Technique:** Arm Strike-Fists of Steel

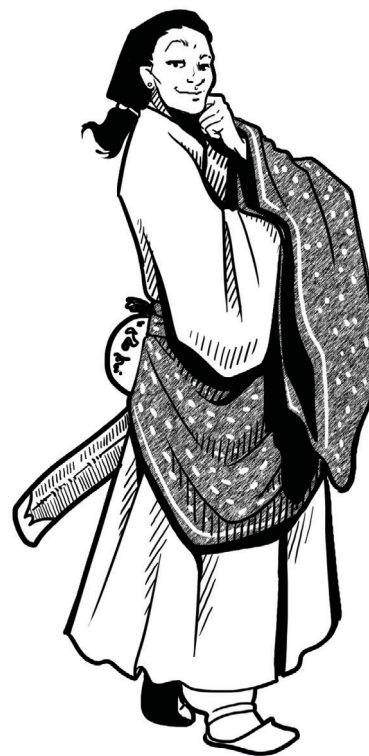
**Flaw:** Greedy

**Reputation:** Greedy-Unjust

**Key Techniques (Waijia 1, Neigong 1, Dianxue 2):** Disarming Staff Strike\*, Gallbladder Strike, Inverted Three-Point Strike, Tai Lan's Staff Strike, Sealing the Winds of Gushan, Smiling Abbot's Insidious Strike\*, Trapping Wind, Triple Yang Strike, Swift Rebuttal (Counter)



ABBESS BAO-YU



## ABBESS BAO-YU

Abbess Bao-Yu leads the nuns of the temple. She is an adept poisoner and her concoctions have killed many enemies of the sect. Abbess Bao-Yu has an unusual fighting style. She wields an Ox Tail Dao in each hand, using her off-hand to parry attacks, occasionally throwing both of them at her foes. Like her husband, Abbess Bao-Yu hides her hair in a cloth head covering and prefers practical clothing under her robes (which she usually discards in a fight) to make movement in combat more efficient. Abbess Bao-Yu is the wife of Abbot Wei Zhao (Smiling Abbot).

Abbess Bao-Yu used to lead a group of bandits. Years ago, she snuck into the Temple of the Jade Mercies to take the Ox Tail Swords of Shagu. On her way out she was confronted by Abbot Wei Zhao. They had a duel and fell in love as they exchanged sword strikes. He gave her the swords and she eventually returned to become a member of the sect and marry him in secret.

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

**Key Skills:** Grapple: 1d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 or 4d10 with Ox Tail Swords of Shagu, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 2d10, Meditation: 1d10, Athletics 3d10, Detect: 2d10, Persuade: 2d10, Deception: 2d10, Medicine: 3d10, Talent (Singing): 3d10, Talent (Disguise): 3d10, Talent (Poison): 3d10, Read Script





(Feishu): 3d10, Language (Daoyun): 3d10, Religion (Cult of Hen-Shi): 3d10, Institutions (Religious Organizations): 2d10

**Qi:** 4

**Max Wounds:** 9

**Weapon:** Ox Tail Swords of Shagu (4d10 Damage plus 1 Extra wound, no accuracy penalty)—one in each hand.

**Combat Technique:** Medium Melee-Press

**Expertise:** Ox Tail Dao

**Reputation:** Poisoner

**Key Techniques (Waijia 3, Neigong 1):** Abbess Bao-Yu's Flying Blade\*, Abbess Bao-Yu's Impaling Ox Tail\*, Disarming Staff Strike\*, Double Thrust, Tai Lan's Staff Strike, Abbess Bao-Yu's Deflecting Strike (Counter)\*, Iron Body (Counter)

## MONKS OF THE JADE TEMPLE (200)

The monks of the Jade Temple are all recruited from local gangs and groups of bandits. They are killers and thieves. At the temple they dress as monks carrying no weapons, but away they wear secular clothing and carry swords.

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

**Key Skills:** Grapple: 2d10, Throw: 2d10, Arm Strike: 0d10, Leg Strike: 1d10, Light Melee: 0d10, Medium Melee: 1d10, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 1d10, Meditation: 1d10, Athletics 0d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Theft): 1d10, Religion (Cult of Hen-Shi): 1d10

**Qi:** 0

**Max Wounds:** 1

**Weapon:** Kushen Sabre (2d10 Damage)

**Combat Technique:** None

## MONKS AND NUNS OF JADE TEMPLE



## NUNS OF THE JADE TEMPLE (100)

The nuns of Jade Temple are recruited from local brothels. Their skills help extend the influence of the temple and deal with local officials or snooping inspectors. They tuck their hair into cloth head coverings.

**Defenses:** Hardiness 3, Evade 3, 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: 0d10, Speed: 0d10, Muscle: 0d10, Meditation: 0d10, Athletics 0d10, Deception: 2d10, Persuade: 2d10, Detect: 0d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Poison): 1d10, Talent (Disguise): 1d10, Talent (Singing): 1d10, Talent (any Musical Instrument): 1d10, Religion (Cult of Hen-Shi): 1d10

**Qi:** 0

**Max Wounds:** 1

**Weapon:** None

**Combat Technique:** None





## BLADES OF THE LOTUS

This is a group of bandits and tomb raiders who work with the Temple of the Jade Mercies and are led by a man named Weeping Lotus. They often waylay wealthy travelers through mountain passes between Hu Qin and Li Fan. They also have been known to attack boats in the canal or land caravans carrying artifacts of interest to the temple. Occasionally they break into tombs to steal personal artifacts.

### WEEPING LOTUS

Weeping Lotus is the chief of a group of bandits called the Blades of the Lotus. Little is known about him, but they say he is a grieving father who vents his anguish by shedding blood. Stoic and reserved, he makes his enemies weep on his behalf. His preferred weapon is the Guan Dao. He is personally disgusted by the hypocrisy of Grand Abbot Lao and his men (as well as the depth of their physical appetites). Smiling Abbot he finds less bothersome. Weeping Lotus has his reasons for allying with Temple of the Jade Mercies, but his men are mystified by the arrangement. Abbot Wei Zhao (Smiling Abbot) agreed to give him any artifact they find that will bring the dead back to life. This is what secures his loyalty to the temple.



WEEPING LOTUS

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

**Key Skills:** Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 3d10 or 3d10 with Guan Dao, Small Ranged: 3d10 or 5d10 with Crossbow, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Meditation: 3d10, Detect: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Classics (All): 2d10, Survival (Wilderness): 3d10, Survival (Mountains): 2d10, Survival (Sea): 2d10, Trade (Mechanical): 2d10, Talent (Theft): 3d10, Talent (Poetry): 2d10, Talent (Calligraphy): 1d10, Institutions (Criminal Underworld): 3d10

**Qi:** 3

**Max Wounds:** 7

**Weapon:** Guan Dao (5d10 Damage, -1d10 Accuracy Penalty) or Crossbow (2d10 Damage, +2d10 Accuracy)

**Combat Technique:** Heavy Melee-Reach

**Expertise:** Guan Dao

**Reputation:** Chivalrous-Cruel

**Key Techniques (Wajia 2, Qinggong 2):** Biting Blade, Dance of the Bixie, Leap of the Swan, Spear Swipe (-1d10 with Guan Dao), Whirling Blade, Graceful Retreat (Counter), Whirling Dodge (Counter)

### PETALS OF THE LOTUS (600)

These are initiates into the Blades of the Lotus organization. They are not highly skilled but often hungry and eager to impress their chief.

**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: 0d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 1d10, Meditation: 0d10, Athletics 0d10, Detect: 0d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Theft): 1d10

**Qi:** 0

**Max Wounds:** 1

**Weapon:** Ox Tail Dao (3d10 Damage, -1d10 Accuracy), Bow (2d10 Damage)

**Combat Technique:** None





## THE BLADES OF THE LOTUS (30)

The Blades of the Lotus are a group of bandits allied with Temple of the Jade Mercies. They are led by Weeping Lotus and terrorize the areas near the temple. Even though they are thieves and murderers, the Blades of the Lotus consider themselves more chivalrous and respectable than the members of Temple of the Jade Mercies. Each Blade of the Lotus usually has 20 Petals of the Lotus under his or her command.

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

**Key Skills:** Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 0d10, Medium Melee: 2d10 or 1d10 with Ox Tail Dao, Heavy Melee: 1d10, Small Ranged: 2d10, Speed: 0d10, Muscle: 1d10, Meditation: 0d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Theft): 2d10, Trade (Mechanical): 1d10

**Qi:** 1

**Max Wounds:** 3

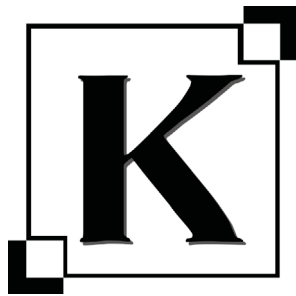
**Weapon:** Ox Tail Dao (3d10 Damage, -1d10 Accuracy) or Bow (2d10 Damage)

**Combat Technique:** None

**Key Techniques (Waijia 3, Qinggong 1):** Biting Blade, Whirling Dodge (Counter)







# KUNG FU TECHNIQUES, MANUALS AND WEAPONS

## KUNG FU TECHNIQUES

### ABBESS BAO-YU'S FLYING BLADES

**Discipline:** Waijia

**Skill:** Medium Melee against Parry

**Type:** Normal

**Qi:** 4

You throw two swords at your foes. They arc through the air, slice your enemies and return to your hands.

Make a Medium Melee roll against the Parry of up to two targets. On a success each sword strikes true, doing normal damage, then returns to you.

**Cathartic:** Each blade does 2 Extra Wounds.

### ABBESS BAO-YU'S DEFLECTING STRIKE

**Discipline:** Waijia

**Skill:** Medium Melee against attack roll

**Type:** Counter

**Qi:** 3

You block an attack with your off-handed weapon, then spear the enemy in the belly.

Make a Medium Melee roll against the target's attack roll. On a success you block the attack.

**Cathartic:** In addition to the above, you may make a free attack that does 3 Extra wounds.

### ABBESS BAO-YU'S IMPALING OX TAIL

**Discipline:** Waijia

**Skill:** Medium Melee against Evade

**Type:** Normal

**Qi:** 4

You throw your sword and impale your enemy.

Make a Medium Melee roll against the target's Evade. On a success throw your weapon by up to 10 feet per rank of Waijia and strike your target for normal damage plus 1 Extra wound.

**Cathartic:** The attack does 3 Extra wounds on a success and 7 Extra wounds on a Total Success.

## DISARMING STAFF STRIKE

**Discipline:** Waijia

**Skill:** Medium Melee against Parry

**Type:** Normal

**Qi:** 3

You swiftly tap your opponent's wrist, causing them to drop what they are holding, then you rapidly reverse your swing into their neck.

Make a Medium Melee roll against Parry (at -1d10 Penalty per the Targeted Strike rules). On a success your opponent drops their weapon unless they make a Muscle Skill roll TN 6. You also get to roll normal damage because you strike them in the neck after hitting their hand.

**Cathartic:** This functions as above except the target gets no Muscle roll to avoid dropping their weapon and they take 1 Extra wound from the attack.

## SKULL CRUSHING STAFF STRIKE

**Discipline:** Waijia

**Skill:** Medium Melee against Parry

**Type:** Normal

**Qi:** 5

You extend your staff and bring it crashing down with bone crunching force on your enemy's skull.

Make a Medium Melee skill roll against Parry. On a success you do normal damage plus 2 Extra wounds. On a Total Success you stun your opponent for 1 round.

If the attack kills the target, their skull caves in.

**Cathartic:** This does 5 Extra wounds plus it knocks out an opponent if you get a total success on the attack roll (for a number of rounds equal to your ranks in Waijia). Opponents get an Endurance Roll TN 8 to avoid being knocked out.



## SMILING ABBOT'S INSIDIOUS STRIKE

**Discipline:** Dianxue

**Skill:** Arm Strike against Parry

**Type:** Normal

**Qi:** 4

You touch a delicate meridian sending a wave that tears through the body, causing an eruption of internal injuries.

Make an Arm Strike against Parry. On a success you do 2d10 damage to the target each round for two rounds.

Target can prevent damage each round by making a Meditation roll against your attack roll.

This requires 2 Ranks in Medicine to use.

**Cathartic:** This also causes 2d10 Damage plus 1 Extra wound to the target every round for a number of rounds equal to your Dianxue rating plus 1.





## OBJECTS OF THE PAGODA OF JADE MERCIES

The sect has access to many precious weapons and artifacts, which they sell at a high price. Prices are always negotiated, with the purchaser making an offer first. They often use them as bribes to deter curious officials. Their most prized possession, which they refuse to sell, is the Harmonious Blade, a weapon crafted by the great smith, Bu Donglai. An enemy of the sect, they stole it from him and have planted rumors that it was taken by Crocodile Sect. The objects presented here are all located inside the Pagoda of Jade Mercies.

These are just an example of the kinds of items found inside the Pagoda. There are many more.

## THE THREE GUANS OF SUSTAINED RECOLLECTION

In the Pagoda is a shelf with three guans. These appear to be nothing more than guan hats for court officials. They are quite old and are each of a different type. The hats, when worn, bestow immediate knowledge to the wearer relevant to the office they were intended for. The Temple makes frequent use of these hats to help them when they must serve in official capacities.

**He Guan:** This hat is adorned with a single feather and worn by military officials. It bestows 2 Skill Ranks on all Combat Skills and 2 Skill ranks on all Survival Skills.

**Ridged Guan:** This hat is for bureaucrats of the imperial system and bestows 3 Skill Ranks on Institutions (Imperial Bureaucracy), Classics (All), Read Script (Feishu) and Talent (Calligraphy).

**Mian Guan:** This hat supports a lacquered board with dangling jade beads. It is used for religious ceremonies and bestows 3 Skill ranks on all Religion skills and Divination Skill to anyone wearing it. It also bestows 3 Ranks on Rituals Skills that fall into the Rites category (i.e. Ancestor Veneration).

## THE HARMONIOUS BLADE

This Ox Tail Dao is perfectly crafted with a well designed sheath and jade handle. It suffers no Accuracy penalty and can exceed the soft dice cap of 6d10 on damage rolls. However it is imbued with a strange energy or spirit. It is sometimes called the sword of peace, because it serves



its master well until it is used to shed blood for reasons other than self-defense or protection of another. It bestows a +2d10 to all Counter Attempts with it, and each such counter does 1 Extra wound. However the moment the weapon is used to attack aggressively without just reason, this bonus disappears and becomes a -3d10 Penalty to all attacks using it.

## THE INCENSE BURNER OF CHAO

This is a bronze incense burner shaped like a pine-cone. There are fine etchings upon it. It bestows a +1d10 to all Ritual and Meditation rolls if used to burn incense.

## OX TAIL SWORDS OF SHAGU

These are in the possession of Abbess Bao-Yu. They are two Ox Tail Dao with curved blades that never tarnish. They belonged to the legendary swordswoman Shagu. Treat as normal Ox Tail Dao except they do 1 Extra wound on successful Damage rolls and impose no Ac-



TABLE: WEAPONS

WEAPON	GROUP	DAMAGE	ACCURACY	LETHAL	MUSCLE	TYPE	RANGE/REACH	PRICE/SPADES
The Harmonious Blade	Medium Melee	Muscle + 2d10** Plus 1 Extra Wound on Counters	None	Yes	No	Sharp	Normal Reach	Special
Ox Tails Swords of Shagu	Medium Melee	Muscle + 2d10 Plus 1 Extra Wound	None	Yes	No	Sharp	Normal Reach	Special

curacy Penalty on Attack rolls. The blades never rust or tarnish. They are impervious to filth and will appear pristinely clean even if dropped into a pond of tar or muck.

## THE PEARL OF LUSHAN

This is an oblong pearl with a strange red hue. On closer inspection the red hue forms a pattern that looks like a man in the dragon robes of an emperor. The pearl is enormous and weighs nearly ten pounds (so its value by weight is nearly 100,000 spades). According to legend a fisherman named Lushan wrestled it from a giant clam off the coast of Hai'an about 100 years ago.

## THE REVOLVING BOOKSHELF

This is a towering wooden structure that dominates an alcove inside the pagoda's uppermost section. While it contains a handful of sutras related to Hen-Shi, it is mostly filled with works of literature devoted to exciting subject matter. These include several copies of *The Erotic Chamber of the Hidden Chrysanthemum* by Shen Dee, the *Epic Tale of Bao* by Zhimeng Dadao, *The Thousand Painful Deaths of Little Bai* by Shen Dee, and *Spectral Accounts of Hu Qin* by Qu Ba.

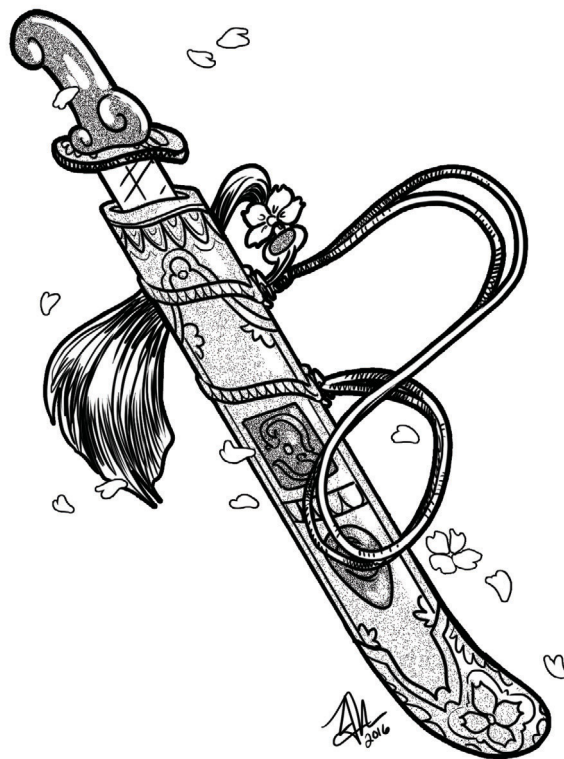
These are all considered great works, but not something a person would expect to find in a pagoda of Hen-Shi. The most well-regarded is *The Thousand Painful Deaths of Little Bai* by Shen Dee. It tells the story of the world's most immoral man, who invented the Thousand Painful Deaths Flower and was forced to undergo a series of grueling rebirths to make up for the misdeed. His final and most wicked incarnation was of a cruel and deceptive swordsman named Little Bai who hunted men of great virtue, befriended then murdered them without warning. According to the book, Supreme Judge Yu was so disgusted with his inability to reform over 1,000 incarnations that he ground him out of existence beneath his heel.

## THE SPIRITED IMPERIAL COIN

This looks like a normal Imperial Coin, with an image of the emperor on one side and a phoenix and dragon motif on the obverse side. However this coin is unique for two reasons. First, it is spirited, filled with the personality that calls herself Wu Lingbo. Second, the coin can be commanded to do things like attack or land on the desired side (Smiling Abbot uses the coin frequently in this way to win at gambling).

Wu Lingbo is a powerful personality. She cannot take human form but can occasionally take control of anyone who happens to carry the coin (once a day allow a 2d10 roll against the holder's Resolve, on a success Wu Lingbo has control of the person for 1d10 hours). Wu Lingbo loves to gamble, drink and fight. She will pursue these activities when in control.

## THE HARMONIOUS BLADE



Anyone who holds the coin can try to command it. They must make a Command against her Resolve (+2d10 bonus to roll if the person asks politely using her full name). On a success she obeys the user. However she can do very little. She is able to move around by flight, and can use this to attack if need be. She is also able to control which side she lands on if tossed. She can also do things like come back to the user after a period of time. She may also be commanded to attempt taking over a person. However she is only able to communicate with people if she takes over a human body.

When Lingbo cultivates enough Qi energy, she will be able to assume human form.

### WU LINGBO

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

**Key Skills:** Fly: 3d10, Command 2d10, Deception 3d10, Reasoning 3d10

**Qi:** 5

**Max Wounds/Integrity:** 16\*

**Attack:** Wu Lingbo can fly through the air and strike targets. To attack roll 3d10 against Evade. On a success she does 3d10 damage.

\*The coin can be damaged with solid and blunt objects or by use of Kung Fu Techniques.





## THE TIME-SHATTERING MONKEY MANUAL

The Time-Shattering Monkey Manual looks to be no more than 150 pages, but it is endless and continuously filling with new information. While it resembles a Kung Fu Manual, it contains no martial arts techniques or fighting strategies. It is a strange book of history and prophecy.

According to the text, Compassionate Monkey one day will wield the Timeless Sword and strike the Enlightened Goddess with it before being imprisoned by Supreme Judge Yu. The wound will affect time itself, causing temporal anomalies. This book is an effort to stave off the chaos of those events. It records a number of key details and increases in volume with time. But the events it records are only those that happen to the current holder of the book. Even if history is re-written, the contents of this book remain unchanged. The contents are all written to reflect the true version of events that occur around the person currently in possession of the book.

For a brief time, the book was with Compassionate Monkey, and recorded events of his life leading to the moment when he lost the manual. But the monks acquired it from dealers in Hai'an (and surprisingly the events of the book's loss, its arrival in Hai'an and its sale to the Temple of Jade Mercies are all recorded). Those who find this book are astonished to see their lives recorded as text the moment it



THE INCENSE BURNER OF CHAO

### THE UTILITY OF THE TIME-SHATTERING MANUAL

The reason I made this manual was to address a common issue encountered in running multiple campaigns in the same world: to address conflicting or contradictory details. Every GM handles this differently but if you have multiple groups of PCs in the same setting, it can be tricky to not have the occasional paradox arise (especially if each group is going at a different pace). Maybe the same object ends up in the hands of two different groups at the same time, or one group kills an NPC before another party meets that person. Whatever the case, the book and the prophecy of the Timeless Sword, were intended to help explain these issues. Needless to say, this sort of explanation is not suitable for every Gamemaster's tastes.

It is up to the Gamemaster whether the Enlightened Goddess has already been wounded by the Sword of Time or if this is a future event yet to happen. However if it has occurred already, that would be recorded in the book. If you find this book too confusing or if it just isn't in keeping with your idea of fun, simply don't make it available to the players to find.

happens (or sometimes a strange version of the same events—see below).

Before the Timeless Sword hits the goddess, time is like a single river. When Compassionate Monkey strikes the Enlightened Goddess, it splits into many streams that occasionally cross paths. However many streams there are, there remains one true river flowing through them. The contents of this book reflect the events of the "True River". Therefore, sometimes the events written in the book itself deviate from the experiences of the person holding it (because they exist in a 'tributary timeline' at that moment). Obviously time is complicated. But the book itself lays out some clear principles.

1. It describes the concept that, after the wounding of the Enlightened Goddess, there is a vast network of 'streams', but also asserts that the one true river jumps between them, allowing for an individual to be in different streams at different times in their lives.
2. There is a fundamental force or law controlling time and trying to resolve conflicting events. The way that they are resolved is by being allowed to exist in different streams, but one event is selected as being the 'objectively real' one. The selected 'objectively real' events from all the different tributaries make up the 'true river'.
3. Only certain events from all the timelines are acknowledged by this force of time as the genuine article. So some things going on in Timeline A could be part of the "true timeline", while some things going on in Timeline B could be part of the "true timeline".



No single continuity is more closely affiliated with the real timeline than another. They are all part of different competing timelines and elements of each one are selected as real.

4. But, those individual tributaries are still consistent with themselves.

5. The information in the book will always be an accurate reflection of the real timeline, but the book is like a personal recorder for whoever has it, and the book itself is splintered through all the different timelines. So if someone picks up the book, it would start recording the events of their life, but from the true timeline.

