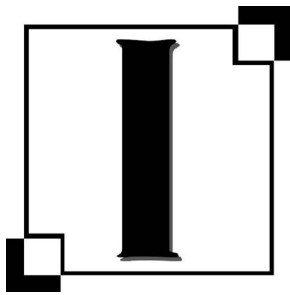


SECTS of the MARTIAL WORLD 6



GLORIOUS DEATH CULT

SECTS OF THE MARTIAL WORLD: GLORIOUS DEATH CULT



Introduction

This is a sect I introduced in my Disposable Disciples campaign and the leader is based on some of the more over-the-top villains from wuxia movies like *Avenging Eagle*, *Swordsman II*, *Bat Without Wings*, *Buddha Palm* and *Web of Death*. This is also a book meant to highlight profound level characters, so it is a follow-up to the [Maidens of the Jade Blue Sky](#) book.

I included Supreme Master Tung's brother, who is also a Profound Master, because I wanted threats for both orthodox and unorthodox Player Characters in this book. Supreme Master Tung could be a great villain, but he can also serve as a master to PCs who walk a darker road. For them, Tung Lu would be a good rival.

I did something different in the Technique entry for the sect in this book. I decided to group the sect's Techniques to make it easier for the GM. This makes clear what Techniques regular disciples have access to and who teaches these Techniques. It also explains which Techniques are reserved for special circumstances and why. This reflects how I've been doing things in my own campaigns.

The Glorious Death Cult book also ties in with [Ogre Gate Inn and the Strange Land of Li Fan](#). Supreme Master Tung's disciples are connected to the Endless Noodle Restaurant in Li Fan, and there is an off-shoot of their sect led by a woman named Lady Death described in that book.

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.

This book uses the [Wandering Heroes of Ogre Gate](#) rules.

CREDITS

WRITER

Brendan Davis

EDITORS

Brendan Davis, Adam Boulderstone and Ryan Turner

INTERIOR ILLUSTRATIONS

Jackie Musto (www.kayandp.com)

COVER ART

Jackie Musto

"WANDERING HEROES OF OGRE GATE" LOGO

Stephanie McAlea

LAYOUT AND INTERIOR DESIGN

Drew Tierney

Nebcron Studios (www.nebcron.com)

& Brendan Davis

BORDERS AND HEADERS

Michael Prescott

PLAYTESTERS

Steve Bowden, Brendan Davis, John Dee, Steven Dickson, Dan Orcutt, Elliot Nicoll, Peter Nelson, Sabrina Schiavoni, Greg Taylor, Andrew Tierney, Tyler Micale, Ryan Turner, and Kenny Yeung.

Wandering Heroes of Ogre Gate all contents © 2016 by Bedrock Games. No part of this book may be reproduced without permission except small parts for review or scholarly criticism.

All rights reserved. Without limiting the rights under copyright reserved above, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written permission of both the copyright owner and the above publisher of this book.



GLORIOUS DEATH CULT

Leadership: Supreme Master Tung (Glorious Death)

Allied Sects: None

Enemy Sects: Tung Lu's family

Numbers: Supreme Master Tung, Cao Feng, Qin Bu, Death Disciples (500)

Location: The Endless Noodle Restaurant

The sect is led by Supreme Master Tung, who claims to be a god of death, and is known to his disciples as Glorious Death. He disfigures his disciples, cutting off their noses and burning their faces to give them a ghastly appearance, but he also trains them in painting and disguise so they can make themselves handsome or beautiful as needed. They literally paint new faces upon themselves to do his bidding in the world.

They believe in the glory of death. All death is beautiful, but some deaths are more beautiful than others. Their aim is to help men and women achieve glorious ends, even if it requires deception and encouragement. For Supreme Master Tung, there is nothing as enchanting as witnessing a true hero die making a brave final stand.

HISTORY AND ORGANIZATION

The sect began with Supreme Master Tung, an instigator who found he had a natural talent for pitting people against one another. A painter and poet by nature, he saw these schemes as beautiful compositions. In time his paintings of these scenes of carnage attracted the attention of people seeking to be his disciples. Though something of a loner, he came to believe each death he caused brought him closer to immortality and godhood.

The sect has grown slowly by the efforts of Supreme Master Tung. Initially, disciples sought him out, to learn his techniques or study painting under him. But soon he began hand-selecting people based on talent, and utilizing the arts of disguise, painting and deception to orchestrate great battles of death and glory.

Most recruits are hand-selected. He dons a disguise and follows them, sometimes interacting with them in various guises to test their reactions to see if they'd make worthy disciples. If they prove themselves, he burns their faces and forces them to paint new ones, adopting different identities and guises. His training process is long and grueling.

The hierarchy is simple: Supreme Master Tung is the Master of the sect, Cao Feng is the Second Chief, and Qin Bu is Third Chief.

HEADQUARTERS

The group is spread out and likes to wander. Supreme Master Tung often shows up suddenly to surprise his disciples. They mostly travel the martial world, staying at various inns or enjoying the comforts of nature. They do have outposts though, such as Lady Death's group of cultists at the Dragon Tooth Cavern in Li Fan. If they do have a headquarters, it is the Endless Noodle Restaurant in the city of East Gate in Li Fan (see latter portion of this book for details).

BELIEFS

The sect believes in spreading glorious death and in the divinity of their leader, Supreme Master Tung. Beauty is an obsession of the cult, they are expected to master the art of painting and to see beauty in nature, but with a particular focus on death. They believe the most beautiful deaths are heroic where a single person willingly sheds blood for a greater cause (the specific cause isn't as important to them as the belief in the cause). Rather than spread death directly, they prefer to engineer it, pitting one sect against another by spreading rumors and using disguise to affect peoples' reputations.

REPUTATION

Glorious Death Cult is despised by most orthodox sects of the martial world. They are feared for their uncanny ability to blend in and surprise their enemies. However, many can't help but admire the beauty of the battles they create.

TECHNIQUES

These are the techniques known to members of the sect divided according to how they are transmitted.

The following techniques are taught to all Death Disciples by Supreme Master Tung: Heroic Fortitude, Gaze of Death, Great Stride, Life Stealing Blue Claw, Merciless Black Claw, Stealth of the Spider Demon, Whipping Strands, Glorious Reply (Counter)

The following techniques can be taught by Cao Feng if he desires and if Supreme Master Tung grants permission: Crawling Tiger, Rain of Arrows, Stealth of the Spider Demon, Strike of the Diving Falcon, Storm of Arrows, Dip of the Drunken Snake (Counter), Intercepting Arrow (Counter)

The following techniques Supreme Master Tung would only teach his successor: Finger of Supreme Disruption, Heroic Blood Palm, Naga Palm, Phoenix Spirit Disruption, Purge Affliction, Rage of One Thousand Grieving Widows, Strike of the Raging Tiger, Sealing the Phoenix, Thundering Blue Reply (Counter)

The following techniques, Supreme Master Tung never teaches, and they are all Evil Techniques: Festering Palm, Escape of Death, Supreme Death Touch





MEMBERS OF THE SECT

This section includes stats and descriptions of the sect members.

GLORIOUS DEATH CULT

SUPREME MASTER TUNG

Supreme Master Tung is a madman obsessed with death, beauty and bloodshed. He also thinks he is becoming a god as his disciples spread glorious death across the land. The one thing he hates and fears the most is his brother: Tung Lu. As a child, he was bullied by Lu, who found him strange and creepy. One day he hopes to watch as one of his disciples destroys his brother in combat, so he can deliver the lethal blow.

Supreme Master Tung is cold and physically imposing, being tall and broad shouldered. He is usually expressionless, except when talking about death or beauty, then he becomes more enthusiastic. He hates being forced into conversation or manipulated by anyone who seems cunning. He kills such people without warning.

Supreme Master Tung adores painting and loves painting scenes of the carnage his disciples create. He likes poetry as well and fancies himself a poet, but the quality leaves something to be desired. Presently he wants the Calamity Ink Brush.

Though they are usually not easy to see, his Death Disciples are often nearby anywhere he goes. He usually has 5 to 10 with him at any given time. They tend to blend in with the crowd.

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

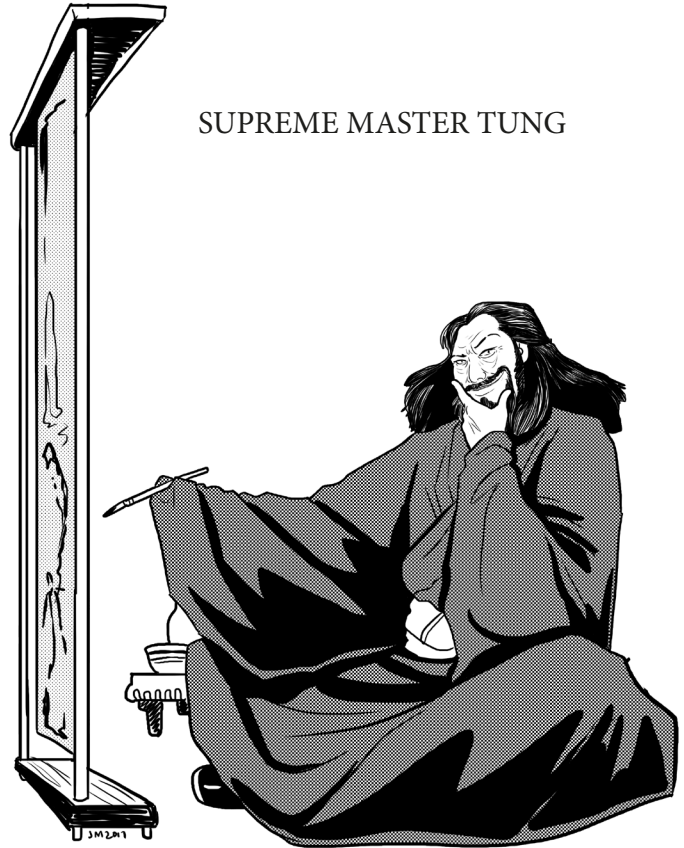
Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 4d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 4d10 or 6d10 with Jian (3d10 with Ox Tail), Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Meditation: 2d10, Athletics 2d10, Endurance: 2d10, Detect: 2d10, Command: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fei): 3d10, Medicine: 3d10, Talent (Painting): 4d10, Talent (Poison): 3d10, Talent (Disguise): 4d10, Talent (Alchemy): 3d10, Talent (Poetry): 1d10, Ritual (Petition to the Five Ghosts): 2d10, Ritual (Western Heavens): 2d10, Ritual (Activation): 1d10, Qi Ritual (Supreme Activation): 2d10, Survival (Wilderness): 3d10

Qi: 8

Max Wounds: 17

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

SUPREME MASTER TUNG



Jian (3d10 Damage, +2d10 Accuracy)

Combat Technique: Fists of Steel

Demon Flaw: Rival Obsession (elder brother), Lust for Divinity

Profound Techniques: Burning Array, Escape of Death, Supreme Death Touch (Evil), Festering Palm (Evil)

Key Techniques (Qinggong 1, Neigong 2, Dianxue 1): Gaze of Death, Gaze of the Lion, Great Stride, Finger of Supreme Disruption, Heart Strike, Heroic Blood Palm, Heroic Fortitude, Life Stealing Blue Claw, Merciless Black Claw, Naga Palm, Phoenix Spirit Disruption, Purge Affliction, Purge Spirit, Rage of the One Thousand Grieving Widows, Sealing the Phoenix, Strike of the Raging Tiger, Stealth of the Spider Demon, Stone Shattering Finger, Swift Stride, Whipping Strands, Glorious Reply (Counter), Mountain in the Flood (Counter), Swift Rebuttal (Counter), Thundering Blue Reply (Counter)



CAO FENG

Cao Feng is the Second Chief of Glorious Death Cult. He met Supreme Master Tung in Li Fan and was wooed by his philosophy and techniques. Cao Feng is loyal and embraces his master's teachings. Oddly, he does not know any of Supreme Master Tung's techniques. He merely embraces the man's beliefs and artistic practices. This has made him an enormous asset because he brings skills to the group that others do not possess.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 3d10, Speed: 3d10, Muscle: 2d10, Athletics 2d10, Detect: 1d10, Command: 1d10, Persuade: 2d10, Deception: 2d10, Empathy: 1d10, Reasoning: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fei): 2d10, Meditation: 1d10, Medicine: 1d10, Talent (Painting): 2d10, Talent (Disguise): 3d10, Survival (Mountains): 3d10, Martial Disciplines (Qinggong): 1d10, Creatures (Animals): 2d10

Qi: 5

Max Wounds: 11

Weapon: Composite Bow

Expertise: Small Ranged-Composite Bow

Key Techniques (Waijia 2, Qinggong 2): Crawling Tiger, Rain of Arrows, Stealth of the Spider Demon, Strike of the Diving Falcon, Storm of Arrows, Dip of the Drunken Snake (Counter), Intercepting Arrow (Counter)



DEATH DISCIPLES

CAO FENG



QIN BU

The proprietor of The Endless Noodle Restaurant and Third Chief of The Glorious Death Cult. He joined the sect when it helped him get revenge for his family (who were murdered by a local group of bandits). He fought beside the Death Disciples in one of the greatest street battles the city of East Gate ever witnessed. In the end, he was covered in blood but alive, and decided to pledge his loyalty to Supreme Master Tung. He is an excellent cook, famous for his roasted pork noodle bowls, but also a dabbler in Ritual Magic. He uses the Roasted Demon Ritual to help eliminate the enemies of Glorious Death Cult.

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

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

Qi: 5

Max Wounds: 11

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



Combat Technique: Fists of Steel

Expertise: Detect-Taste

Key Techniques (Neigong 1, Qinggong 1, Dianxue 2): Gaze of Death, Great Stride, Heroic Fortitude, Life Stealing Blue Claw, Merciless Black Claw, Stealth of the Spider Demon, Whipping Strands, Glorious Reply (Counter)

DEATH DISCIPLES (500)

Death Disciples are all men and women who have had their noses cut off and their faces burned beyond recognition to create the impression of a skull. They master the art of disguise and painting, so that they may create new faces for themselves.

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 (Li Fei): 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): Heroic Fortitude, Gaze of Death, Great Stride, Life Stealing Blue Claw, Merciless Black Claw, Stealth of the Spider Demon, Whipping Strands, Glorious Reply (Counter)



TUNG LU FAMILY

Supreme Master Tung has a brother with profound martial talents who resides on a simple homestead near the graves of their parents. Here they live simple lives, farming with their two children. Tung Lu and his wife, Na, are highly respected members of the martial world known for protecting the weak from the strong and standing up for orthodox principles.

TUNG LU

Tung Lu is the older brother of Supreme Master Tung. A farmer, he cared for their parents until both died and now cares for their graves and honors their memory. He is married to a woman named Na and they have two toddler children: Lihua and Mang. Many say he resembles Sunan.

Tung Lu is righteous and has little sympathy for his brother or his wicked ways. He's killed countless of Supreme Master Tungs disciples (who frequently attack his homestead) and has begun to enjoy taking them on.

Tung Lu has a strong impulse to protect the common people from tyrants and bullies, and feels he has to work twice as hard to make up for his brother's crimes. However, he can be insufferable at times, lecturing people and misquoting the classics with his limited knowledge. He is also somewhat arrogant and aware of his good looks.



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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 4d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 4d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 4d10, Meditation: 3d10, Athletics 3d10, Detect: 2d10, Command: 4d10, Read Script (Feishu): 3d10, Language (Li Fei): 3d10, Medicine: 3d10, Ritual (Activation): 1d10, Qi Ritual (Supreme Activation): 2d10, Survival (Wilderness): 3d10, Classics (Sayings of Kong Zhi): 1d10, Classics (Book of Fortunes): 1d10

Qi: 8

Max Wounds: 17

Weapon: Qiang (6d10 or 4d10 if one-handed)

Combat Techniques: Fists of Steel

Profound Technique: Burning Array, Great Palm

Key Techniques (Waijia 2, Neigong 2): Blast of the Dragon, Breath of Fury, Curing Palm, Eagle Descends Loudly, Endless Arc of the Spear, Gaze of the Lion, Iron Fist Stance, Kick of the Golden Elephant, Spear Swipe, Thundering Foot, Iron Body (Counter), Iron Spirit Resistance (Counter), Spinning Back Kick (Counter)

Na

Na is regarded as one of the most righteous and remarkable women in the martial world. Though not as skilled as Tung Lu, she is also a great martial hero and demon hunter, known for her use of the Wolf Tooth Club. She is quick-witted and likes to banter with her enemies to throw them off guard.

Na hates Supreme Master Tung but treats him like family when she has to interact with him. She believes everyone must pay for their misdeeds eventually and likes to predict what lower animal Supreme Master Tung will be reborn as.

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

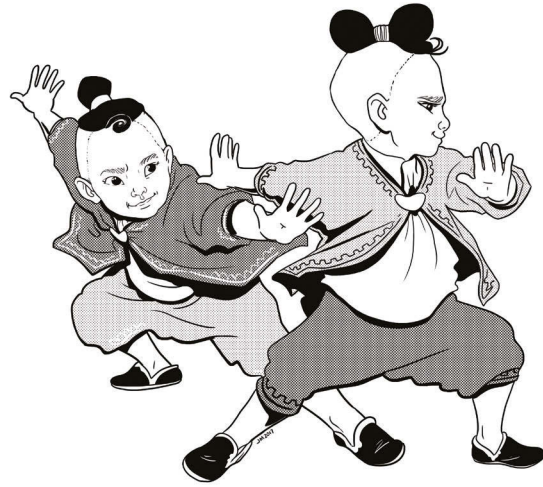
Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 3d10 or 2d10 with Wolf Tooth Club, Small Ranged: 0d10, Speed: 1d10, Muscle: 3d10, Meditation: 1d10, Athletics 3d10, Detect: 2d10, Deception: 2d10, Medicine: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Li Fei): 2d10, Survival (Wilderness): 3d10, Survival (Mountains): 3d10, Ritual (Blazing Hands of Hen-Shi): 2d10, Classics (All): 3d10, Creatures (Demons): 2d10, Creatures (Animals): 2d10, Religion (Hen-Shi): 1d10

NA



Qi: 6**Max Wounds:** 13**Weapon:** Wolf Tooth Club (7d10 Damage, -2d10 Accuracy)**Combat Technique:** Fists of Steel**Expertise:** Wolf Tooth Club, Muscle-Lift

Key Techniques (Waijia 2, Neigong 2): Arms of Silk, Knock of the Meteor Hammer (With Wolf Tooth Club), Fluttering Kicks, Iron Fist, Thundering Foot, Iron Body (Counter), Iron Spirit Resistance (Counter), Spinning Back Kick (Counter)



LIHUA AND MANG

Lihua and Mang are two-year old twins. Lihua is a girl and Mang is a boy. They are surprisingly powerful for their age, and their father has trained them to use their Qi energy to attack. He believes they are the reincarnation of Sunan and Bao due to their advanced martial skill at such a young age. For toddlers, they are incredibly strong.

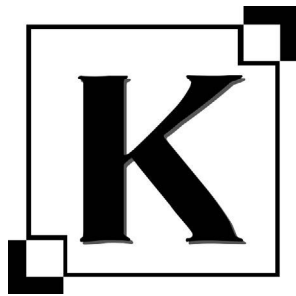
Defenses: Hardiness 5, Evade 5, Parry 5, Stealth 6, Wits 4, Resolve 6

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

Qi: 4**Max Wounds:** 9**Weapon:** Fists (3d10 Damage)**Combat Technique:** Fists of Steel

Key Techniques (Waijia 2, Neigong 2): Blast of the Dragon, Breath of Fury, Thundering Foot, Iron Body (Counter), Iron Spirit Resistance (Counter)





KUNG FU TECHNIQUES, MANUALS, RITUALS AND OBJECTS

KUNG FU TECHNIQUES

These are the Kung Fu Techniques of Glorious Death Cult and the Tung Lu Family.

GAZE OF DEATH

Discipline: Neigong

Skill: Command against Resolve

Type: Normal

Qi: 1

People see death unfold in your eyes, filling them with dread and giving you a strange magnetic control over their movement.

Make a Command roll against a Target. On a success, the Target is filled with a sense of dread (weakens Resolve by 2 per rank of Neigong). They are also physically pulled

and moved by your gaze, as if your eyes emit a kind of magnetic power. If you move forward, so do they, and if you move backward, so do they. It is like they are your reflection in a mirror. They are able to act and attack, but their movement is linked to your own. This lasts until they escape by making a Meditation roll against your Resolve.

This only works on Targets with fewer Qi ranks than you.

When the effect ends you age 1 year.

Cathartic: This works on two Targets per rank of Qi.

HEROIC BLOOD PALM

Discipline: Neigong

Skill: Arm Strike against Parry

Type: Normal

Qi: 6

You strike a person in the chest with your palm, filling them with potent red energy that gives them strength to fight beyond death.

Make an Arm Strike roll against the Parry of your Target. On a success, they are filled with powerful Qi energy that allows them to continue fighting even after they take more damage than their Max Wounds. For 1 hour per rank of Neigong, the Target can continue to stand and fight for three rounds after they have been killed. At the end of three rounds, they die. No healing can prevent this death.

Cathartic: The person can fight for 6 Extra rounds before dying, does plus 1 Extra Wound on all melee attacks and doesn't die until they fail an Endurance TN 8 roll (make each round starting on the 7th round). Death can be averted if the person is healed instantly by special means before the effect of the technique ends.

HEROIC FORTITUDE

Discipline: Dianxue

Skill: Meditation TN 7

Type: Normal

Qi: 4

You meditate and cultivate a dark red Qi energy that gives you the will to endure beyond death in battle.

Make a Meditation Roll TN 7. On a success, you fill yourself with powerful energy that allows you to remain standing for two rounds after you take Max Wounds. At the end of that time, you can make an Endurance Roll TN 9 to continue standing and fighting each round. If you



fail this roll, you die. You can be healed and prevent death, provided the healing is done before the effect ends.

This must be performed Cathartically.

GLORIOUS REPLY

Discipline: Neigong

Skill: Arm Strike against attack roll

Type: Counter

Qi: 4

You grip the arm of your attacker and send a web of dark Qi energy across their entire body that squeezes and cracks their body.

Make an Arm Strike roll against the Attack Roll. On a Success, you still take normal damage but manage to grip the arm of your foe and send a web of energy along their flesh that tightens like a powerful net. Each round, for a number of rounds equal to your Neigong rating plus 1, they must make an Endurance roll (TN 7+1 per rank of Neigong) or suffer loss of 2 wounds.

This does not work against foes of higher Qi rank than yourself.

Cathartic: This functions as above except Targets take 2 Extra Wounds and suffer -1d10 to all skills due to the terrible pain.

IRON FIST

Discipline: Neigong

Skill: Meditation Roll TN 6

Type: Normal

Qi: 3

You inhale deeply and make your hands strong as iron mallets.

Make a Meditation Roll. On a success, your hands are filled with potent Qi energy and deliver Open Damage when you make an Arm Strike for a number of rounds equal to your Neigong rating.

Cathartic: The Meditation roll for this technique is treated as a Move and you may add your Neigong rating to your Arm Strike Damage.



THUNDERING FOOT

Discipline: Neigong

Skill: Leg Strike against Evade

Type: Normal

Qi: 4

You strike the ground with your foot, unleashing a web of jagged, blue energy that lashes out at up to thirty people in the area.

Make a Leg Strike against the Evade of up to 30 Targets in the immediate area. On a Success, you do 1d10 damage per rank of Neigong to all that are hit.

Cathartic: This attack does 2d10 per rank of Neigong plus 1 Extra Wound to all Targets and can only be countered by people equal to your Qi level or greater (or who use the Thundering Blue Reply).



THUNDERING BLUE REPLY

Discipline: Neigong

Skill: Arm Strike against Attack Roll

Type: Counter

Qi: 4

When someone unleashes Thundering Foot upon you, you grip the trail of blue energy and hurl it back at the attacker.

Make an Arm Strike Roll against the Attack Roll when someone uses Thundering Foot against you. On a success, you grip the line of energy and take no damage from it.

Cathartic: This allows you to throw the energy back at the Target with an Arm Strike Roll (doing the damage it would have done to you).

EVIL TECHNIQUES

These are Supreme Master Tung's Evil Techniques.

ESCAPE OF DEATH

Skill: Athletics TN 6

Type: Normal or Counter

Qi: 8

You wind your body and twist toward the sky, seeming to vanish into thin air leaving a cloud of choking vapor in your wake.

This can be used as a Counter as a normal action. Roll Athletics against TN 6. On a Success, you disappear to any location of your choice within 800 feet. A thick cloud of choking vapor fills a 100-foot area as you depart. Anyone inside it cannot breathe and anyone exposed to it cannot breathe for 1d10 rounds after leaving the cloud. This cloud does not affect anyone higher Qi level than yourself.

FESTERING PALM

Skill: Arm Strike against Parry

Type: Normal

Qi: 7

You strike with your palm, causing the Target to turn blue and die.

Make an Arm Strike roll against the Parry of the Target. On a Success, the Target takes normal Damage plus 7 Extra Wounds. Their body turns blue and fills with dark Qi energy. If the Target has fewer Qi ranks than you, he or she also loses 1 point of Hardiness each round until they make a successful Endurance or Meditation TN 8 roll (Target's choice). This staves off the effects for 1 day. Each morning the victim begins to lose Hardiness again, and the process begins anew. This can only be stopped if the Qi energy is purged.

SUPREME DEATH TOUCH

Skill: Arm Strike against Parry

Type: Normal

Qi: 8

You tap the forehead of a foe, causing a dark energy to fill their body and radiate toward three nearby enemies.

Make an Arm Strike roll against the Parry of the first Target and against the Evade of 3 additional Targets. This does normal damage plus 8 Extra wounds and can affect up to four Targets total. It is done at -1d10 per the Targeted Strike rules.

PROFOUND TECHNIQUE

GREAT PALM

Skill: Arm Strike against Evade

Type: Normal

Qi: 7

You extend your hand and unleash a thick stream of blue energy that either strikes one Target with tremendous effect or hits multiple Targets for a lesser effect.

Make an Arm Strike against the Evade of either a single Target or up to 30 Targets. If you choose to strike one individual and succeed, that person takes 7d10 Damage plus 10 Extra wounds. If you choose to target up to thirty people, they each take 3d10 Damage plus 4 Extra wounds. However, the attack does not kill. Anyone incapacitated by the attack merely sinks into a sleep. During this time, they are impervious to attacks. When they fully heal, they awaken (nothing can wake them until they are fully healed).



NEW LOCATION

THE ENDLESS NOODLE RESTAURANT

Menu: Pork Noodle (24 spades), Buns (10 spades), Side Dishes (4 spades), Sorghum Wine (7 spades per cup), Dancing Prawn (special)

Proprietor: Qin Bu

This is a restaurant controlled by the Glorious Death Cult. It is located in the city of East Gate in Li Fan. The proprietor, Qin Bu, is also a Death Disciple. The place has a large dining area and also offers some partitioned private tables on an upper level. There are numerous staff, all Death Disciples. This is where Supreme Master Tung will conduct business and arrange meetings. It is also a favorite place to assassinate their enemies.

The food here is exceptional. Qin Bu can make virtually anything, but he believes in feeding people well and is most famous for his enormous bowls of pork noodles. These come with a variety of side dishes. Another dish he sometimes provides on the house is Dancing Prawn. This is a plate of 5 Dancing Prawn, perfectly roasted and given to hated enemies of the sect (or anyone who has been exceptionally rude to the staff). In truth, Dancing Prawn are spirited beasts created with a ritual in the kitchen. They attack moments after being presented to the diner.

One of the sect's favorite ways to disarm their enemies is having people convince them to come to the Endless Noodle Restaurant but arrange for the place to be packed with Death Disciples in disguise. They let the targets feast and drink, then slowly drop their disguises to reveal they have them surrounded.



NEW RITUAL

ROASTED DEMON RITUAL

This ritual seems to be a recipe, but it is, in reality, a form of Yen-Li sorcery. With it, you roast a number of animals whole. The cooking process transforms them into spirit-ed beasts who attack upon your command. Make a Ritual (Roasted Demon) skill roll TN 6 for each animal you wish to roast. On a Success, it becomes a Roasted Demon and attacks on your command. Unfortunately, it is indiscriminate and will attack you as well. On a Total Success, the creature is fully under your command.

Note: This entry first appeared on the Bedrock Blog, but I am including it here for ease of reference.

NEW MONSTER

DANCING PRAWN

These start as large tiger prawn, but are cooked over an open fire and roasted to perfection. They appear succulent and the aroma of their cooked meat is inviting. However, in truth, they are here to feed as well, moving as if alive, ripping apart the flesh of the living with their blackened teeth.

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

Key Skills: Devouring Legs: 3d10 (3d10 Open Damage), Antenna: 2d10 (1d10 Damage plus 1 Extra Wound), Speed: 4d10 (70 feet), Detect: 1d10, Muscle: 4d10

Max Wounds: 3

POWERS

Devouring Legs: The legs of a Dancing Prawn are thin and sharp, but move with flesh ripping speed. They attack with these and consume the human meat as they do so. Roll 3d10 against Parry. On a Success, the Target takes 3d10 Open Damage.

Lashing Antenna: Dancing Prawn stretch and lash out with their antenna, attacking everyone in a 15-foot area. Roll 2d10 against Evade. On a Success, the Target takes 1d10 plus 1 Extra Wound.

NEW OBJECTS AND WEAPON

THE CALAMITY INK BRUSH

This brush has a thick jade handle, a tip made from the hair of the Ten-Thousand Fold God, and golden writing that blazes with the light of the Calamity Star (from which it is believed to originate). With the Calamity Ink Brush, you can create or alter a person's Fate simply by writing it on paper. Doing so gives a person the Fated Flaw or alters an existing Fated Flaw (WHOG page 61). For example you could write "Shen Chun is fated to die by a relative's hand", and this would become his new Fate. This doesn't mean the event is a certainty. It just makes it more likely to occur. Page 408 of the WHOG rulebook explains how Fate operates mechanically. There is one major restriction on this item: the Fate created by the brush only lasts as long as the medium upon which it is rendered is preserved. Also, every use of this ink brush, ages the writer by 1 year.

PAINTINGS OF SUPREME MASTER TUNG

Each of these are unique, but almost all depict scenes of glorious carnage. These paintings are moving, so much so that people who look upon them risk being inspired to action or understanding Master Tung's true spirit. Here are examples of such a painting:

The Battle of the Jade Temple: This painting shows the aftermath of a great battle at the Jade Temple. Supreme Master Tung steered the nuns of the temple into conflict with a group of heroes. Both sides were righteous and devoted to Hen-Shi, so the spilling of blood was particularly pleasing to Supreme Master Tung. Roll 3d10 against the Wits of anyone who views the painting. On a Success, the person is overwhelmed with the beauty of the scene and will dream about it incessantly, losing hours of sleep every night so that they take a -1d10 penalty during the day. They long for a taste of such glory themselves. This can only be brought to an end by participating in a battle of equal bloodshed and meaning.

Master in the Garden: This is an image of Supreme Master Tung painting in a garden, with Mynah birds in the trees. On close inspection, it is clear the Mynah birds are killing one another. He stares toward the viewer. Anyone who looks at this image is drawn to his eyes and sees



TABLE: WEAPON

WEAPON	GROUP	DAMAGE	ACCURACY	LETHAL	MUSCLE	TYPE	RANGE/REACH	PRICE/SPADES
Wolf Tooth Club	Heavy Melee	Muscle+4d10 (see entry for Total Success bleeding effect)	-2d10 and -1d10 to Speed	Yes	3	Sharp and Blunt	Long Reach	550

themselves in his pupils. Roll 3d10 against Wits. On a Success, the target takes 1 Wound anytime they inflict harm on Supreme Master Tung. This effect lasts 1 week. On a Total Success, the effect lasts for 1 year.

Fated Corpse: Unlike his other paintings, which usually depict battles or their aftermaths, these are just images of individuals. There are many of them, each simple depictions of a specific person. If a person looks or glances at this painting, when they next encounter the subject of the portrait, they must pass a 4d10 Resolve test or attack that person with the intent to kill for 3 rounds.

WOLF TOOTH CLUB

This massive club has an oblong head and deadly spikes. The unwieldy shape imposes a -2d10 Accuracy Penalty and has Long Reach. It also imposes a -1d10 Penalty to Speed rolls (both for movement and Turn Order). It requires 3 Ranks in Muscle to wield and does Muscle+4d10 Damage (this can exceed the Soft Cap). On a Total Success, it penetrates the skin so deeply it causes heavy bleeding and the Target loses 1 Hardiness which returns at a rate of 1 per day.

