



THE TOURNAMENT OF OADOLU

AN OGRE GATE ADVENTURE



THE TOURNAMENT OF DAOLU

Wuxia and Martial Arts Fantasy in the Sertorius Universe



CREDITS

GAME DESIGN

Brendan Davis and Jeremy "Deathblade" Bai, with Dan Orcutt and Ryan Turner

WRITER

Brendan Davis

With Jeremy "Deathblade" Bai (Deathblade's Primer)

EDITOR

Sabrina Schiavoni and Brendan Davis

INTERIOR ILLUSTRATIONS

Jackie Musto (www.kayandp.com)

COVER ART

Jackie Musto

"WANDERING HEROES OF OGRE GATE" LOGO

Stephanie McAlea

READER

Adam BoulderStone

LAYOUT AND INTERIOR DESIGN

Drew Tierney

Nebcron Studios (www.nebcron.com)

BORDERS AND HEADERS

Michael Prescott

MAPS

Francesca Baerald

PLAYTESTERS

Adam BoulderStone, Elliot Nicoll, John Dee, Kenny Yeung, Steve Bowden, Tyler Micale, Steven Dickson, Dan Orcutt, Ryan Turner, Craig Akers, Greg Taylor, Drew Tierney, and Sabrina Schiavoni

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Based on the Legends of Ogre Gate webnovel by Jeremy "Deathblade" Bai

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INTRODUCTION

THE TOURNAMENT OF DAOLU

The Tournament of Daolu is a pay-what-you-want adventure and setting supplement for Wandering Heroes of Ogre Gate, a wuxia RPG set in the world of Qi Xien. This adventure draws on the events of the Legends of Ogre Gate Web Novel by Jeremy “Deathblade” Bai. You can learn more about Legends of Ogre Gate at wuxiaworld.com

The adventure has three basic parts, and you don’t need to use all of them. The first is the mission to obtain the Chariot of Du Qian (the prize for the tournament itself). The second is the Tournament in Daolu and a general open exploration of the city. The third is an adventure that takes the players to the time of the Demon Emperor where they become entangled in a catastrophic alteration to historic events.

However, you can ignore all three adventures and simply use the Daolu material for a city-based campaign. It can work well for heroes seeking to put a stop to crime and injustices, but it can also work for characters with less noble motives, trying to rise through the criminal underworld.

I tried to structure things a little differently for this book, with an emphasis on placing NPCs and stats conveniently. I also tried to keep groups of NPCs together. Therefore, most NPCs are either found at their respective locations or within the entry of the organization they belong to in an NPC section.

I’ve also included the abbreviated entries for many new Kung Fu Techniques. This reflects my in-game approach to developing characters based around a style idea.

Because this is a city-based adventure and coming up with NPCs on the fly is helpful, the appendices provide advice on making quick NPCs and using condensed stat blocks. We also include a random name generator in **APPENDIX B**, and some city location entries in **APPENDIX C** (meant to be dropped easily into any campaign or adventure).

SOURCES OF INSPIRATION

This module draws on many different sources of inspiration from the wuxia, xianxia, strange tales and Kung Fu genres. These include movies like *The Bare-Footed Kid* and its predecessor *Disciples of Shaolin*, Tsui Hark’s *The Blade*, and other films including the *Magnificent Bodyguards*, *Painted Skin*, *Abbot of Shaolin*, *Executioners from Shaolin*, *Sword Master*, *The Boxer from Shantung*, *Clan of the White Lotus*, *A Chinese Odyssey Part One: Pandora’s Box*, *A Chinese Odyssey Part Two: Cinderella*, *The Kid with the Golden Arm*, *Shaolin Kung Fu Mystagogue*, *Flag of Iron*, *Death Duel*, *Temple of the Red Lotus*, *A Chinese Ghost Story*, *Life Gamble*, and many more. When it came to designing characters, Gu Long and his books were a particularly strong influence. The Twin Beauties are very much inspired by the conjoined twins in *The Bride with White Hair*.

If you want to know what we were thinking when we made this and what inspired us, I recommend checking out the above films. I strongly recommend viewing both Chinese Odyssey movies if you can, because that heavily informs the time travel section.

THANKS

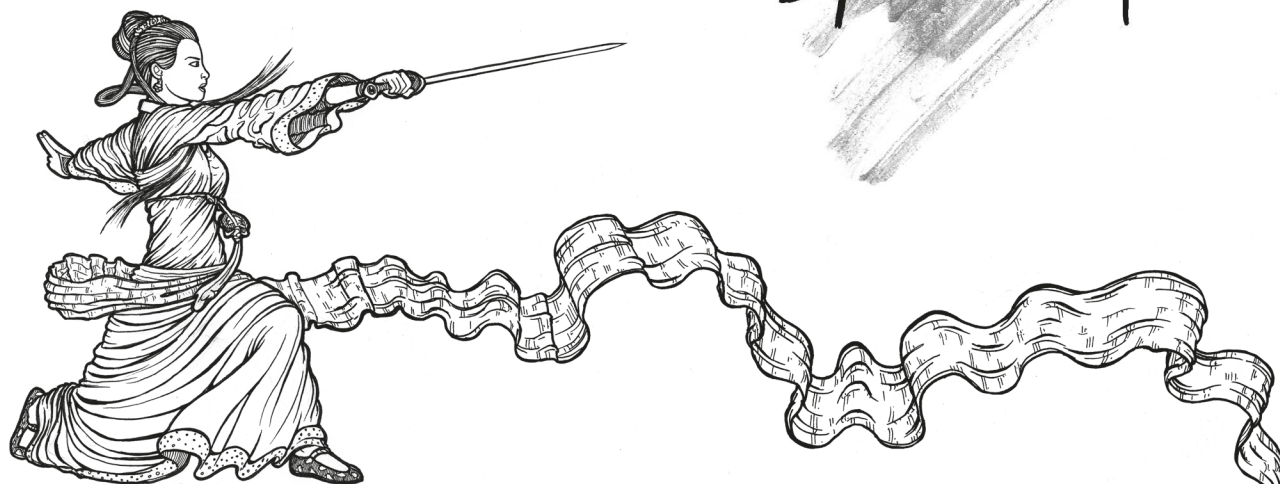
Special thanks to everyone who has supported us. Particular thanks to Professor Man Xu for her helpful answers to my many questions on Song Dynasty China. She provided key clarification around economic and cultural details that were relevant to this book.



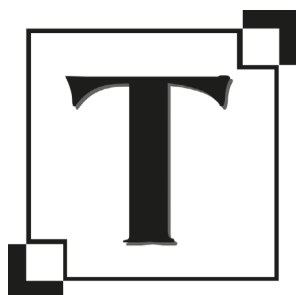
**THE SPIRITED ELEPHANT, LADY QING'ER, ATTACKS KARMIC FOX
AND OUYANG GUI'S RETINUE**

CHAPTER I

第一章



THE CHARIOT OF DU QIAN



This is a small location based adventure that can serve as a lead-in to the tournament itself, or just as a means of eventually getting the players to Daolu. In it the party is hired to procure the Chariot of Du Qian before the tournament (it will serve as the prize). The Chariot's location was forgotten ages ago but Master Ouyang Bei (**CHAPTER TWO**, Embroidered Dragon) has recently revealed he knows its whereabouts. He sends his nephew, a merchant named Ouyang Gui, to go acquire it. His nephew goes with his retinue to find the player characters, asking for protection along the way (and also recommends they enter the tournament as the Chariot isn't the only prize). Then they plan to return to Daolu with the Chariot.



HOOK

Ouyang Gui arrives at the players' doorstep (or inn room/camp) with his entire retinue and tells them he has an important mission that requires bodyguards. He will pay them handsomely if they help him retrieve the Chariot of Du Qian from the Chamber of the Ageless Guardian for an upcoming tournament in Daolu. If they ask about the Ageless Guardian he says something about 'just made up stuff to frighten people off'.

Ouyang Gui can offer the players up to 100,000 spades on completion of service.

OUYANG GUI'S RETINUE

Ouyang Gui is a merchant and the nephew of Ouyang Bei. He has brought along the following people: Bao Sun (accountant), Di Bao (a gazetteer writer and explorer), Sun Lung (Cook), Sun Rong (musician), Sun Ciao (Singer), Sun Luo (artisan), Kun (servant), Qing (servant), Mao Wu (scholar), Han Dao (porter), Han Su (porter), Liu Kuan (hunter).

For the purposes of travel, Di Bao leads the way. He has an effective 3d10 Survival Skill for Wilderness, Mountains, and Hills. He also knows the area from information he has acquired in books (giving him a 1d10 roll for any relevant Places/Cultures knowledge).

GETTING TO THE CHAMBER

The Chamber of the Ageless Guardian is located south beyond Hai'an and East of Dhamma. You can place it anywhere you wish in that region of the world, or place it closer to the empire. Its official location will be marked in the Dhamma supplement when that is released.

The journey to it can be easy or hard, but probably takes at least seven days south of Mount Bao. In that region of the world, demons, giant beasts, and other creatures are quite common. You can use the Demon Moon encounter table on page 416 of the Wandering Heroes of Ogre Gate (WHOG) rulebook if they fail their Survival roll. If you prefer you can use the encounter with the Demonic Elephant below instead of one of the results on the encounter table. This should give you an idea of the flavor of creatures in the region.

ENCOUNTER WITH THE DEMONIC ELEPHANT (OPTIONAL ENCOUNTER)

The party and retinue are attacked by a giant spirit-ed elephant that bursts from the forest and charges upon them with ferocious anger. It is following a rumor that a group of people from the north have captured her sister and she believes this to be the PCs. If they incapacitate her she assumes human form. Running away from Lady Qing'er is an entirely viable strategy for survival.

If Ouyang Gui survives, he regards this encounter as an auspicious sign. And indeed it is, as the party will have a +2d10 Skill bonus on their next crucial roll.

LADY QING'ER

Lady Qing'er is a spirited elephant (or Elephant Demon) with emerald green flesh and mighty tusks. She is enshrouded in billowing green mist that expands as she devours and breathes. She is the sister of a red spirited elephant named Lady Xiang (described in the upcoming War of Swarming Beggars book). Her two tusks are thick and black, and she is nearly 25 feet tall at shoulder height. She can appear as a gentle and kind looking young woman when she desires (always wearing green robes). She carries a golden cudgel for a weapon.

Lady Qing'er is the daughter of Lord Demon Horn (see page 365 of the WHOG rulebook). While her sister was born before his exile, she was born after. She has a better relationship with Lord Demon Horn and always obeys his orders. Presently she is looking for her sister.

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

Key Skills: Tusk: 3d10 (5d10 Open Damage), Stomp: 2d10 (4d10 Open Damage plus 2 Extra Wounds), Grapple: 2d10, Arm Strike: 2d10, Throw: 3d10, Kick: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Speed: 1d10, Muscle: 5d10, Endurance: 2d10, Detect: 3d10, Talent (Tea Preparation): 4d10, Talent (Cooking): 4d10, Institutions (Bureaucracy of Heaven): 1d10

Wounds: 35

Expertise: Detect-Smell





LADY QING'ER

POWERS

Mighty: All physical attacks by Lady Qing'er roll Open Damage.

Cudgel Strike: Lady Qing'er can rapidly strike up to 10 Targets with her cudgel (and throw at a range of 20 feet if need be). Against this attack all counters must be made twice. The attack does 5d10 plus 3 Extra Wounds on a success.

Charge: On a Charge with tusks, Lady Qing'er does an Extra Wound.

Change: Lady Qing'er can alter her size to be smaller (as small as a mouse) or change her appearance (to look human or like an animal). However, in human or animal form, she suffers a -1d10 to all skills, so prefers to stay in her natural form when she can.

Trunk: On a Successful Grapple Roll she can grab and Squeeze for 4d10 Open Damage or throw for up to 60 feet falling damage (depending on terrain).

Burning Mist: She can release a blast of burning green mist from her trunk in a 15-foot area. Roll 4d10 against the Evade of anyone affected. On a Success, they take 3d10 Fire Damage.

Weakness: Any object coated in sesame oil inflicts 5 Extra Wounds against her. Sesame is poisonous to her and if she eats it, she dies.

Beast Strength (x8): Multiply her base lift by 8.

THE MANY RITUAL MASTER ZHENS

To avoid confusion keep in mind the distinction between Ritual Master Zhen and The Spirit of Ritual Master Zhen. Ritual Master Zhen is the man when he was alive during the time of the Demon Emperor. The Spirit of Ritual Master Zhen is the entity he became after death due to his use of a Spirit Pill. The Spirit of Ritual Master Zhen inhabits the Chariot of Du Qian and wants revenge against Sunan and Sun Mai. The living Ritual Master Zhen is barely aware of Sunan or Sun Mai.

To add to the confusion, there is also a woman named Ritual Master Zhen Guiying. She is a descendent of Ritual Master Zhen and part of the Zhen Bird Society.

CHAMBER OF THE AGELESS GUARDIAN

This is a tomb-like structure deep in the southern lands beyond Mount Bao (the area comprising the forests in the southeastern corner of the map on page 246 of the WHOG Rulebook). The tomb contains the Chariot of Du Qian.

The Chariot of Du Qian is a powerful artifact created by Du Qian; it can transport people through time if it passes through the gates of Daolu. It is sometimes also called the Chariot of Mao Mei due to a misunderstanding about its history. However, it is inhabited by the Spirit of Ritual Master Zhen (an early foe of Sunan) who seeks to use the chariot to send people back in time and kill Sunan and Sun Mai so he can have revenge against them.

The Ageless Guardian was once a disciple of Sunan and Bao. He is also the founder of Duhua Sect, a man named Du Qian. He created the Chariot of Du Qian as a gift to Sunan to help them fight the Demon Emperor in the event of a catastrophe. However, the chariot itself proved to be a disaster, and Sunan commanded him to seal it in a chamber in the far southern lands, then watch over it. The Chamber of the Ageless Guardian is where the chariot is sealed.





The Ageless Guardian is bitter and angry. He feels abandoned by Sunan and is still awaiting his return. In life he was also in love with Bao and this planted a seed of hidden resentment against Sunan that the Spirit of Ritual Master Zhen manipulated. After decades of keeping watch over the chamber, he killed himself in a drunken rage and became a profound spirit.

This chamber was carved by Du Qian himself and constructed with help from the Sword of Burden.

ENCOUNTERS

Every ten minutes outside the chamber there is a 3 in 10 chance of encountering Du Qian (roll 1d10 to see his form: 1-3 Child, 4-7 Young Man, 8-9 Elderly, 10 Desiccated Spirit). Every ten minutes inside the chamber there is 5 in 10 chance of encountering him. If encountered outside the chamber he can only remain physical for 1 round. Inside the chamber he can remain for 3. In area 6 he can remain until destroyed.

1. ROUGH HEWN STEPS

These steps are cut into the surrounding mountain and lead up to a landing. The stairs are cut deep so that there is a lip of hill on either side. These can offer some protection from the Qi blast produced by the door (anyone crouching beneath them only takes 3d10 Open Damage instead of the normal 6d10 plus 1 Extra Wound).

There is a dense boulder here that slightly resembles a dragon and weighs 600 pounds (See page 81, WHOG rulebook for Lifting TNs). Under the rock are the characters for Phoenix.

2. LANDING

There is a landing here leading to a heavy iron door. The door radiates Qi energy (detectable on a Divination roll TN 8, using Feng Shui). If anyone forces it open or breaks in it releases a blast that does 6d10 Open Damage plus 1 Wound to all standing before the platform.

There is an incense clock here that marks each hour of the day. It automatically resets each day as if by spectral arms. When the incense marks the Hour of the Phoenix, the sealed iron door opens and allows entrance. There are words in Feishu on the base of the incense clock that read *"Sunan, Enter at the Appointed Hour"*.

Sealed Iron Door: TN 10 to open (Trade: Mechanical); Hardiness 8, Integrity 12

If damaged the door regenerates at a rate of 1 integrity every ten minutes.

3. HALL

This wide hall leads to the room holding the chariot and has two doors leading into chambers 4 and 5. The doors are unlocked. Door 3A has a depiction of a man kowtowing before Sunan. The door 3B has a depiction of a woman burning joss sticks for Bao.

4. SHRINE OF SUNAN

In the back of this chamber is a statue of Sunan wielding a jian, with a look of confusion in his eyes. This is very, very life-like. Anyone who approaches is subject to the endless blade traps. These fire crescent shaped blades that return into shafts on the opposing side of the wall, so they can endlessly attack intruders. However they only strike at waist and head height. So, if you kowtow all the way to the statue, you won't get hit.

Below the statue the following words are written in Feishu: *"Sunan moments after receiving the Chariot from Du Qian as a gift"*.

The statue is holding an actual sword. This is the Sword of Burden; wielding it makes it easier to lift things (**CHAPTER SIX**, Sword of Burden).

Endless Blade Trap: Type Attack, Detect TN 9, Attack 5d10 against Evade, Effect 3d10 Damage plus 2 Extra Wounds, Disarm TN 10

5. SHRINE OF BAO

This is a chamber dedicated to Bao. It fills with poisonous gas that enters the chamber through hundreds of holes in the floor and the door shuts when people enter. Anyone exposed must make an Endurance roll TN 8 each round or take 2 Wounds. There are joss sticks which can be burned to honor her. If anyone burns them, the fire and chemical reaction dissipates the poisonous air.

The statue of Bao is unusually flattering and shows far more bosom than would normally be considered appropriate. There is a secret panel behind the statue (Detect TN 7). This leads to a compartment that contains the Bronze Mirror of Du Qian (see entry later in book).

Sealed Door: TN 8 to open (Trade: Mechanical); Hardiness 6, Integrity 7



6. CHARIOT TREASURY

This room appears empty save for an ancient chariot made of bronze (this is the Chariot of Du Qian). However, the chariot actually rests on a pillar, and the rest of the floor is false, collapsing as soon as anyone enters. The fall is 60 feet doing 6d10 Open Damage. If anyone takes the chariot, The Ageless Guardian appears and attacks.

Collapsing Floor Trap: Type Obstacle, Detect TN 10, Athletics TN 8 to avoid, Effect 6d10 Open Damage (for 60 foot fall), Disarm TN 10

The Chariot of Du Qian is described in **CHAPTER SIX**.

7. PAVILION OF DU QIAN

This pavilion looks like it was destroyed by fire ages ago. It is where Du Qian (The Ageless Guardian) killed himself in a great explosion of energy. There is a solitary wood beam with these words etched into it:

*The Dragon Departed
The Scholar Remained
The Desolation Burns Like Phoenix Fire*

Phoenix fire is a reference to the Phoenix Fire Necklace, an item created by Bao and worn currently by Master Ouyang Bei of Daolu.

THE AGELESS GUARDIAN (DU QIAN)

The Ageless Guardian appears as a young Dehuan Scholar, a child, an old Dehuan Scholar, or as a desiccated and ghostly being. With each change in appearance his personality adjusts to reflect his age. He is extremely sad and lonely, missing his former master, Sunan. However he also guards the site jealously. He appears physically but the further away he is from the chariot the more briefly his manifestation lasts.

The Ageless Guardian is the profound spirit of Du Qian (founder of Dehua Sect), he can only be laid to rest if he is brought into contact with an artifact of Sunan. Any artifact, weapon or object created by Sunan reduces him to ash instantly and allows his spirit to move on. In life he was in love with Bao, and secretly resented Sunan. He made the Chariot of Du Qian, as a weapon to aid their cause, but his resentment was exploited by the Spirit of Ritual Master Zhen to warp the function of the chariot.

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

Key Skills: Grapple: 1d10, Arm Strike: 2d10, Medium Melee: 3d10, Speed: 6d10 (90 feet), Muscle: 2d10, Bite: 2d10 (3d10), Fly: 4d10 (70 feet), Detect: 3d10, Command: 3d10, Persuade: 2d10, Religion (Dehua): 3d10, History (Era of the Demon Emperor): 3d10

Max Wounds: 25

POWERS Fly

Crippling Laugh: Command against Hardiness, on a Success break one bone of choice that heals in 2 weeks.

Timeless: He can appear in and out of time, allowing him to move around freely as if teleporting. But each time he does so, he changes appearance from young, to old, to quite decayed.

Martial Perfection: In life the Ageless Guardian was a master of counters and knew everything about the various martial disciplines. While he lacks his techniques in death, he is able to perfectly anticipate all opponents and his attacks cannot be countered (except perhaps by counters devised specifically to deal with him).

Manifestation: Du Qian can take one of his 3 forms at will, but unless he is in Chamber 6, he can only remain for a limited time. Outside the chamber in the surrounding hill area, he can stay for 1 round. Inside the chamber, he can stay for 3 rounds. In Chamber 6, he can remain indefinitely.

Deathless: If killed, Ageless Guardian returns an hour later.

Sword Flare: The Ageless Guardian can call forth a brilliant light that burns. Roll 3d10 against the Resolve of all in a 200-foot area. On a Success, they take 4d10 Open Damage. This cannot be countered.

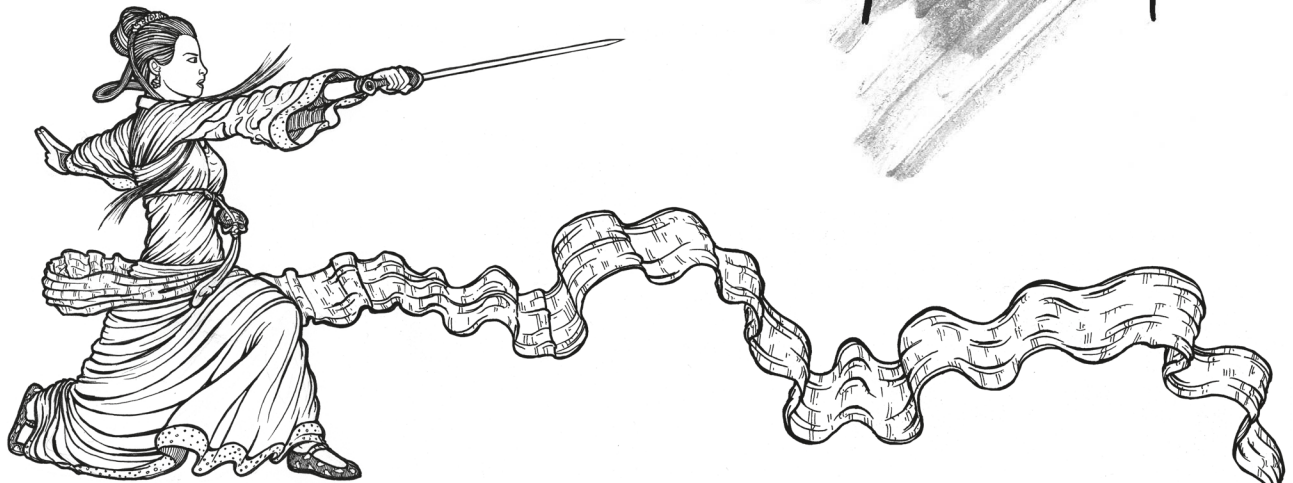
Immune: The Ageless Guardian is immune to mundane Attacks.

Laying The Ageless Guardian To Rest: If he touches an artifact of Sunan, the Ageless Guardian will be laid to rest. Anything created by Sunan (be it a weapon, object or even a piece of furniture) that touches the Ageless Guardian causes his flesh to burn away and turn to ash, releasing his spirit so it can be reborn (probably as a lower form of life to atone for his misdeeds). Even objects that were merely handled by Sunan have power against him, granting a +1 Extra wound on any damage roll.



CHAPTER 2

第二章



ADVENTURE IN DAOLU



his section of the book provides a description of current day Daolu during the Era of the Glorious Emperor. Use the Era of the Glorious Emperor Daolu map and the descriptions below to run the city.



THE CHARIOT OF DU QIAN

The Chariot of Du Qian is an important item in this book. The players may acquire it from the Chamber of the Ageless Guardian in Chapter One. If the players take the Chariot of Du Qian through the city gates, they go back in time to the Era of the Demon Emperor (this is covered in the **CHAPTER FIVE: JOURNEY TO THE ERA OF THE DEMON EMPEROR** section). The Chariot can also be won at the Tournament of Daolu (**CHAPTER FOUR**).

2

ENCOUNTERS IN THE CITY

Characters should make a Survival (Cities) roll each time they move from one section of the city to another (the TN is listed for getting through each area on the map). If there is an encounter roll below. If the encounter involves groups who pick-pockets, have the targeted player roll Detect against the Stealth of the thief to see if they notice the attempt (the thief must also make a successful Talent: Theft roll to gain anything).

These tables are meant to get the ball rolling but should be updated over time as some entries are best used once or twice. As the players spend more and more time in the city, you can update these tables to reflect what has happened. Remember to roll regularly for Grudges as well (See pages 417 and 418 of WHOG Rulebook).

You can also refer to **APPENDIX A: QUICK AND DIRTY NPC's** for on-the-fly characters.

Note that some of the encounters listed relate to scenarios, people and objects in the city. The GM should ignore or change these results if events within the campaign would contradict their feasibility.

DAOLU TABLE 1: SLUMS OF DAOLU AND KILLING BIXIE TERRITORY ENCOUNTERS (TN 7)	
Roll 2D10	Result
2	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
3	Public punishment (official)
4	1d10 Constables
5	1d10 Killing Bixie Knife Men stab and kill a man for his wealth
6	1d10 Divine Vipers (Junior Members)
7	Thief or pickpocket
8	Beggars (Standard) or musicians
9	Con artist or charlatan
10	Vendor selling stolen goods
11	1 Killing Bixie Knife Man
12	Vendor selling black market silk
13	Drunk revelers
14	Beggars (Armed)
15	1d10 Killing Bixie Knife Men
16	Constable disguised as vendor selling silk to arrest and acquire low level informants
17	Street brawl between 1d10 Killing Bixies and 1d10 Divine Vipers
18	1 Killing Bixie Champion and 2 Killing Bixie Senior Knife Men
19	2d10 Constables
20	Dead body



DAOLU TABLE II: PEARL RIVER PLEASURE QUARTER AND SLUMS ENCOUNTERS (TN 7)	
Roll 2D10	Result
2	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
3	Roll on Grudge Table
4	Random NPC in Daolu, raging drunk, picks fight with PCs (choose any NPC from this book)
5	2d10 Beggars (Armed)
6	1d10 Beggars (Standard)
7	2d10 Divine Vipers (Junior Members)
8	1d10 Constables
9	The Orphans pick-pocket a PC of 25% of his/her money or 1 object (Detect TN 8 to spot)
10	Lost in the slums
11	The Orphans pick-pocket a PC of 10% of his or her money (Detect TN 8 to spot)
12	Someone tries to sell illegal goods to party
13	Spy from Divine Vipers starts following PCs (Detect to see)
14	Lost in the Pearl River Pleasure Quarter
15	The Orphans pick-pocket a PC of 50% of his/her money or 2 objects (Detect TN 8 to spot)
16	Roll on DAOLU TABLE VIII: UNUSUAL ENCOUNTERS
17	1d10 Beggars (Armed) demand money or food from party
18	1d10 Divine Vipers Butterfly Men
19	The Orphans pick-pocket 2 PCs of 25% of their money or 1 object each (Detect TN 8 to spot)
20	Bamboo Viper

DAOLU TABLE III: ZHEN BIRD HILLS ENCOUNTERS (TN 9)	
Roll 2D10	Result
2	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
3	Zhen Bird (WHOG, page 384)
4	2d10 Constables (CHAPTER THREE , Law Enforcement)
5	2d10 Divine Viper Gang Junior Members (CHAPTER THREE , Divine Viper)
6	3 Divine Viper Butterfly Men (CHAPTER THREE , Divine Viper)
7	A travelling opera troupe
8	2d10 Armed Beggars (CHAPTER THREE , Beggars)
9	Lost for 2d10 hours
10	4 Red Capes (CHAPTER THREE , Bandits Outside the City)
11	Passing merchant caravan
12	Lost for 1d10 hours
13	1d10 Daolu Constables (CHAPTER THREE , Law Enforcement)
14	2d10 Wolves (WHOG Rulebook page 357)
15	2d10 Standard Beggars (CHAPTER THREE , Beggars)
16	6 Red Capes (CHAPTER THREE , Bandits Outside the City)
17	1d10 Standard Beggars, 1 Hidden Kung Fu Genius Beggar (CHAPTER THREE , Beggars)
18	1d10 Falling Star Bandits (CHAPTER THREE , Bandits Outside the City)
19	Zhen Bird (WHOG Rulebook page 384)
20	8 Red Capes and Red Viper (CHAPTER THREE , Bandits Outside the City)





DAOLU TABLE IV: ZHEN BIRD SOCIETY TERRITORY ENCOUNTERS (TN 5)	
Roll 2D10	Result
2	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
3	A wife searching for heroes to help find her husband. If they search they may learn he was abducted by a bird demon and had his heart plucked out at the Bold King Temple
4	1 Green Guardian (CHAPTER THREE , Zhen Bird Society)
5	Roll on DAOLU TABLE VIII: UNUSUAL ENCOUNTERS
6	Bold King Monk begins trailing the party (Detect TN 10) to spot
7	1d10 Zhen Bird Society Disciples and 1 Ritual Master (CHAPTER THREE , Zhen Bird Society)
8	1d10 Scholar Officials
9	4 True Sun Mai Temple Priests (CHAPTER TWO , True Sun Mai Temple)
10	Members of Zhen Bird Society take an interest in the party
11	A war of words between Sun Mai Temple Priests and Monks of the Bold King (CHAPTER TWO , Bold King Temple, True Sun Mai Temple)
12	1d10 Constables
13	1d10 Monks of the Bold King (CHAPTER TWO , Bold King Temple)
14	1d10 Killing Bixie Knife Men
15	Monks from Bold King Temple looking to hire door guards (265 spades for watching the door from dusk to dawn)
16	2d10 Monks of the Bold King, traveling in Feng Guai or Bao Guai in human form (CHAPTER TWO , Bold King Temple)
17	Roll on DEMON MOON ENCOUNTER TABLE (WHOG, page 416)
18	2 Green Guardians (CHAPTER THREE , Zhen Bird Society)
19	1d10 Zhen Bird Society Ritual Masters, 1 in 10 chance Ritual Master Guiying is present (CHAPTER THREE , Zhen Bird Society)
20	The party witnesses five Zhen Bird Society Members abducting a beggar to turn into a Green Guardian (CHAPTER THREE , Zhen Bird Society)

DAOLU TABLE V: GREEN TIGER GANG TERRITORY ENCOUNTERS (TN 6)	
Roll 2D10	Result
2	Roll on DEMON MOON ENCOUNTER TABLE (page 416 WHOG rulebook)
3	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
4	1d10 Green Tiger Elite Thugs (CHAPTER THREE , Green Tiger Gang)
5	Drunk scholar-officials bully the party in poetic verse
6	Two gamblers fighting over the results of a recent match at the Embroidered Dragon, one of them lost a lot of money. If the players intercede they are happy to explain that the Embroidered Dragon is where heroes fight on the Lei Tai platform for game and money.
7	Lion Dance performance, 1d10 Green Tiger Thugs (CHAPTER THREE , Green Tiger Thugs)
8	2d10 Green Tiger Thugs (CHAPTER THREE , Green Tiger Gang)
9	Random Competitor from Embroidered Dragon (CHAPTER FOUR , The Competitors)
10	Drunk fans returning from watching fights at Embroidered Dragon, feeling confident and ready to take on a group of martial heroes (CHAPTER THREE , Drunken Fight Fans)
11	1d10 Green Tiger Thugs (CHAPTER THREE , Green Tiger Gang)
12	1D10 Constables
13	Random fighter from the tournament threatening to kill his or her fight broker (CHAPTER FOUR , Competitors)
14	1d10 Zhen Bird Society Disciples (CHAPTER THREE , The Zhen Bird Society)
15	1d10 Zhen Bird Society Disciples and 2 Ritual Masters (CHAPTER THREE , The Zhen Bird Society)
16	Liu Gao and Buwei (CHAPTER TWO , Liu Gao's House)
17	Lion Dance Ambush, 2d10 Green Tiger Thugs, 1 Green Tiger Elite Thug (CHAPTER THREE , Green Tigers)
18	Woman claims husband was sucked into the sewers. If they look into it, the cause is Toad Demons beneath the city (WHOG Rulebook page 362)
19	1 Green Tiger Subchief, 2 Green Tiger Elite Thugs and 2d10 Green Tiger Thugs (CHAPTER THREE , Green Tiger Gang)
20	A member of the Killing Bixies chases a man with from the Green Tiger's who has just stolen the Heart Box of Song Di from the organization (CHAPTER THREE , Killing Bixies)



DAOLU TABLE VI: FORTUNE QUARTER ENCOUNTERS, DAY (TN 5)	
Roll 2D10	Result
2	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
3	Roll on GRUDGE TABLE
4	Pickpocket attempts to take 25% of a PC's wealth (Detect TN 9 to notice)
5	1d10 Members of a rival or hostile gang
6	Fight between two drunken revelers
7	3d10 Constables (CHAPTER THREE , Law Enforcement)
8	Very Aggressive Tea Peddlers
9	2d10 Constables (CHAPTER THREE , Law Enforcement)
10	Tea Peddlers
11	Roll on DAOLU TABLE VIII: UNUSUAL ENCOUNTERS
12	Constable checking for concealed weapons
13	1d10 Beggars
14	Troupe of acrobats and actors beckon party to volunteer to be part of their performance, all the while seeking to rob them (Detect TN 8)
15	Character from APPENDIX A is making money fighting challengers; challenges one of the PCs because of how he or she is dressed
16	Kidnapping occurs
17	Fortune Teller
18	Someone selling illegal weapons
19	Local merchant seeks tries to hire PCs for their services
20	God-Faced Zhang and 3 Yao (CHAPTER THREE , Law Enforcement)

DAOLU TABLE VI: FORTUNE QUARTER ENCOUNTERS, EVENING (TN 7)	
Roll 2D10	Result
2	Roll on DAOLU TABLE VII: SPECIAL ENCOUNTERS
3	Roll on GRUDGE TABLE
4	Pickpocket attempts to take 25% of a PC's wealth (Detect TN 9 to notice)
5	1 Yao
6	Fight between four drunken revelers
7	4d10 Constables (CHAPTER THREE , Law Enforcement)
8	Celestial Plum Peddler
9	3d10 Constables (CHAPTER THREE , Law Enforcement)
10	Tea Peddlers
11	Roll on DAOLU TABLE VIII: UNUSUAL ENCOUNTERS
12	1D10 Constables checking for concealed weapons
13	1d10 Constables
14	Drunk but wealthy fans returning from watching fights at Embroidered Dragon, feeling confident and ready to take on a group of martial heroes (CHAPTER THREE , Drunken Fight Fans)
15	Merchant selling rare and forbidden antiques
16	2 Yao
17	Fortune Teller selling paper talismans to ward off ghosts and demons (100 spades each)
18	Someone selling illegal weapons
19	Local merchant seeks tries to hire PCs for their services
20	God-Faced Zhang and 3 Yao (CHAPTER THREE , Law Enforcement)

DAOLU TABLE VII: SPECIAL ENCOUNTERS	
Roll 2D10	Result
2	City Lord Chan Di, 2d10 Constables, 1d10 Yao (CHAPTER THREE , Law Enforcement)
3	1d10 Yao (CHAPTER THREE , Law Enforcement)
4	The Sheriff Arrives with 2d10 Constables (CHAPTER THREE , Law Enforcement)
5	God-Faced Zhang and 10 Yao (CHAPTER THREE , Law Enforcement)
6	Vendor selling Martial Arts Manuals
7	Players find a dead body, with its heart plucked out (caused by Bird Demon from Temple of Bold King)
8	Duel between 2 Martial Heroes (roll on MARTIAL WORLD PERSONALITIES TABLE , WHOG , page 414)
9	Local merchant tries to hire PCs to escort goods up the river
10	A local painter quietly paints a portrait of one of the PCs, then hands it to them and insists on being paid 1,000 spades for the 'masterpiece'. Possibility: this is someone who has an ulterior motive and interest in the party
11	Duel between two martial heroes (pick two random characters from DAOLU'S MARTIAL WORLD PERSONALITIES TABLE)
12	An elderly couple are wrongfully arrested and beaten by local constables
13	A local nobody has been wronged by random personality (roll on DAOLU'S MARTIAL WORLD PERSONALITY TABLE) and tries to hire the PCs to exact revenge
14	Roll on Grudge Table
15	Roll on DAOLU'S MARTIAL WORLD PERSONALITIES TABLE
16	1 Yao (CHAPTER THREE , Law Enforcement)
17	Black Whip (See APPENDIX A) arrives to teach people a lesson about righteousness
18	Something the PCs have done in the last year is coming back to haunt them; and a random person from MARTIAL WORLD PERSONALITY TABLE (WHOG , page 414) has been hired to force recompense
19	Roll on MARTIAL WORLD PERSONALITIES TABLE (WHOG , page 414)
20	Large fight between members of two opposing gangs in the relevant area





DAOLU TABLE VIII: UNUSUAL ENCOUNTERS	
Roll 2D10	Result
2	A section of street collapses revealing a tunnel occupied by Toad Demons (WHOG, page 362)
3	A Pearl Tiger handler entertains passersby only to have his beast attack onlookers if he fails a 1d10 roll TN 5 against the Pearl Tiger's Resolve (WHOG, page 357)
4	A local man of some skill stumbles into the streets, his guts spilling out after trying to take on Imperial Soldiers for a recent injustice
5	A stunned man or woman (50% chance of either) is wandering the streets with the severed head of their rival in his or her hand and doesn't remember how it got there (Roll on DAOLU'S MARTIAL WORLD PERSONALITY TABLE to see who the head belongs to)
6	A troupe of musicians try to bring the PCs into their performance to distract them and the crowd from a nearby robbery (Detect TN 9 to notice)
7	A handler astounds the crowd with a tethered Flying Crocodile (WHOG, page 356)
8	An irate swordsman (choose any random hero from this book) mistakes one of the PCs and threatens to kill him for his 'disgusting behavior'
9	Two random Martial Heroes (roll on DAOLU'S MARTIAL WORLD PERSONALITY TABLE) get into a ferocious duel, one beckons over a PC to judge the contest
10	A man entertains the crowd with a talking monkey. In truth the monkey doesn't talk, but he uses Talent (Ventriloquism) to fool the crowd. It takes a Detect Roll TN 9 to notice)
11	Old Lady Cao Lei selling delicious buns with sleeping poison so she can rob people (CHAPTER TWO , White Rat Inn)
12	Wedding caravan of young couple hoping to make the lucky hour, but they are stopped by a group of local thugs who insist on payment to let them pass (CHAPTER THREE , most suitable gang or bandit group)
13	Crazed woman smashes the jaw of a Guqin player, exclaiming that she hates music (APPENDIX A, SHAO FEI)
14	A local snake handler tries to get the PCs to volunteer, and he begins placing venomous snakes on one of the PCs (WHOG, page 357)
15	A man stumbles out of a nearby inn having just been stabbed by members of a local gang, clutching a cloth strip with a message written upon on it. He hands it to the party and tells them to take it to Sun Leng. If they bring the message she rewards them and offers them work. If they read it, it says "Wei Lingsu" (CHAPTER TWO , Temple of the Supreme Judge Yu)
16	A local Martial Hero is possessed by a Qi Spirit and on a rampage killing innocent people (roll on DAOLU'S MARTIAL WORLD PERSONALITY TABLE).
17	2d10 Constables and 1 local scholar-official checking people for weapons
18	A madman wanders the streets and screams "it is the 1075th year of the Reign of the Demon Emperor". He refuses to believe the demon emperor isn't on the throne
19	A troupe of performers, in reality Fox Demons, try to lure a member of the party to an inn for wine and song so they can rip out the PC's heart (WHOG, page 360)
20	A man claiming to have tamed a Toad Demon places his head in its mouth to entertain a crowd, only to be swallowed and have the demon attack the locals if he fails a 2d10 Roll TN 8 against the Toad Demon's Resolve (WHOG, page 362)

TABLE: DAOLU'S MARTIAL WORLD PERSONALITIES

Roll 1D100	Result		Result
1	Master Ouyang Bei (CHAPTER TWO , Embroidered Dragon)	71-75	Bao Guan (CHAPTER TWO , Pearl Storage)
2	Madame Wei E'Hua (CHAPTER TWO , Tea Palace Brothel)	76-80	Li Xun (CHAPTER TWO , Pan Fu's House)
3	Divine Viper (CHAPTER THREE Bamboo Vipers)	81-82	High-Minded Crocodile (CHAPTER FOUR)
4	Ox Headed Wu (APPENDIX A)	83-84	Iron Vessel Huang (CHAPTER FOUR)
5	Iron Master Hu and 5 Ruffians (CHAPTER THREE , Iron Master of Daolu)	85	Tao Ba and 12 Bodyguards (CHAPTER TWO , Tao Ba); 25% chance with Silver Immortal and Eye Gouging King
6-10	Scholar Wei Li (CHAPTER TWO , Golden Tael)	86	Iron Crane (APPENDIX A)
11-15	Pan Fu (CHAPTER TWO , Pan Fu's House)	87	Blue Dragon (APPENDIX A)
16-20	Long Armed Liu Che (APPENDIX A)	88	Pu Wang (CHAPTER TWO , Cooking Square)
21-25	Twin Beauties (APPENDIX A)	89	Feng Guai or Bao Guai (CHAPTER TWO , Bold King Temple)
26-30	Merciful Lioness (CHAPTER FOUR)	90	Abbot Shan Bu (CHAPTER TWO , Bold King Temple)
31-35	Feng Yao (CHAPTER TWO , Pan Fu's House)	91	Drunken Whip (CHAPTER FOUR)
36-38	Bear-Fisted Kid (CHAPTER FOUR)	92	Furious Eagle (CHAPTER FOUR)
39-40	Laughing Phoenix (CHAPTER FOUR)	93	Bai Zhe (CHAPTER TWO , Si Wang Jian Workshop)
41-42	Southern Spear (CHAPTER FOUR)	94	Sheriff Ruang Xun and 10 Constables (CHAPTER THREE , Law Enforcement)
43-45	The Timely Lord (CHAPTER FOUR)	95	God-Faced Zhang
46-50	Limb Taker (CHAPTER TWO , Pan Fu's House)	96	City Lord Chan Di (CHAPTER THREE , Law Enforcement)
51-55	Liu Gao and Buwei (CHAPTER TWO , Liu Gao's House)	97	Jia (CHAPTER THREE , The Orphans)
56-58	Silver Immortal and Eye Gouging King (CHAPTER TWO , Tao Ba)	98	Red Viper and 2 Red Capes (CHAPTER THREE , Bandits Outside the City)
59-60	Murderous Asura Jia (CHAPTER FOUR)	99	Ritual Master Zhen Guiying (CHAPTER THREE , Zhen Bird Society)
61-62	Demon Hammer Wang (CHAPTER FOUR)	100	Sun Leng (CHAPTER THREE , Killing Bixies)
63-64	Invincible Gushan (CHAPTER FOUR)		
65-66	Chao (See Cooking Square)		
67-70	Old Lady Cao Lei (CHAPTER TWO , White Rat Inn)		

MARTIAL WORLD PERSONALITIES TABLE

For general table see page 414 of the **WHOG** rulebook.

SPECIAL AND UNUSUAL ENCOUNTERS

Due to the nature of these encounters, entries should be removed and replaced with something new as they come up. It is important to update these over time.

EXPANDING ENCOUNTERS FROM TABLES

2



These are just examples of potential ways to expand encounters that are listed in the tables.

Black Whip and other Heroes: These encounters are good for criminal or evil parties who become involved in the criminal underworld of Daolu. If the players extort a local inn for example, Black Whip might show up and challenge them if they insist on exploiting the weak. Alternatively, for a good party he might be seeking the players out to recruit them against local bullies.

Dead Body: This result may indicate a murder, though it could just be an accident. The GM needs to decide who the murderer is, who the victim is, why the murderer killed, how the murderer killed and if anyone else was involved. Also any clues leading to the murderer should be settled on before describing the body. This need not be elaborate, a trail of blood leading directly to someone's doorstep is fine if that is all you can think of in the moment. Picking characters and objects out of the book quickly can work here (feel free to roll on the Daolu Martial World Personality table if it helps).

Vendor Selling Martial Arts Manuals: A passing vendor sells manuals purported to contain Kung Fu techniques. The manuals have flowery sounding names but are often fake or cheap copies. Prices range from 100 to 5,000 spades. Most contain just one technique. Roll 1d10 and consult table below:

MARTIAL ARTS MANUAL TABLE	
Roll 1D10	Result
1	Contains random Neigong or Dianxue Kung Fu Technique from WHOG Rulebook
2	Contains lesser version of Kung Fu Technique from WHOG Rulebook, the effect is always the same as the actual technique but anyone who learns it from this book always suffers a -1d10 Penalty to perform the technique
3-4	A really impressive sounding fake technique that does nothing, is little more than an impressive dance move
5	A trapped book. Attempting the technique described instantly imbalances your Qi and results in Spirit Possession by the spirit who wrote it.
6	A dangerous false technique, anyone who fails their skill roll to master this ability takes a Wound. Anyone who succeeds realizes the technique is fake and dangerous.
7	Contains random Waijia or Qinggong Technique from WHOG Rulebook
8	A stolen manual from one of the martial sects
9	A fake version of a Secret Technique. Anyone who tries to master it can pose impressively but little else
10	Roll another 1d10. On a Result of 1-9, it contains a random Stance. On a Result of 10 it is a very good, Secret Technique

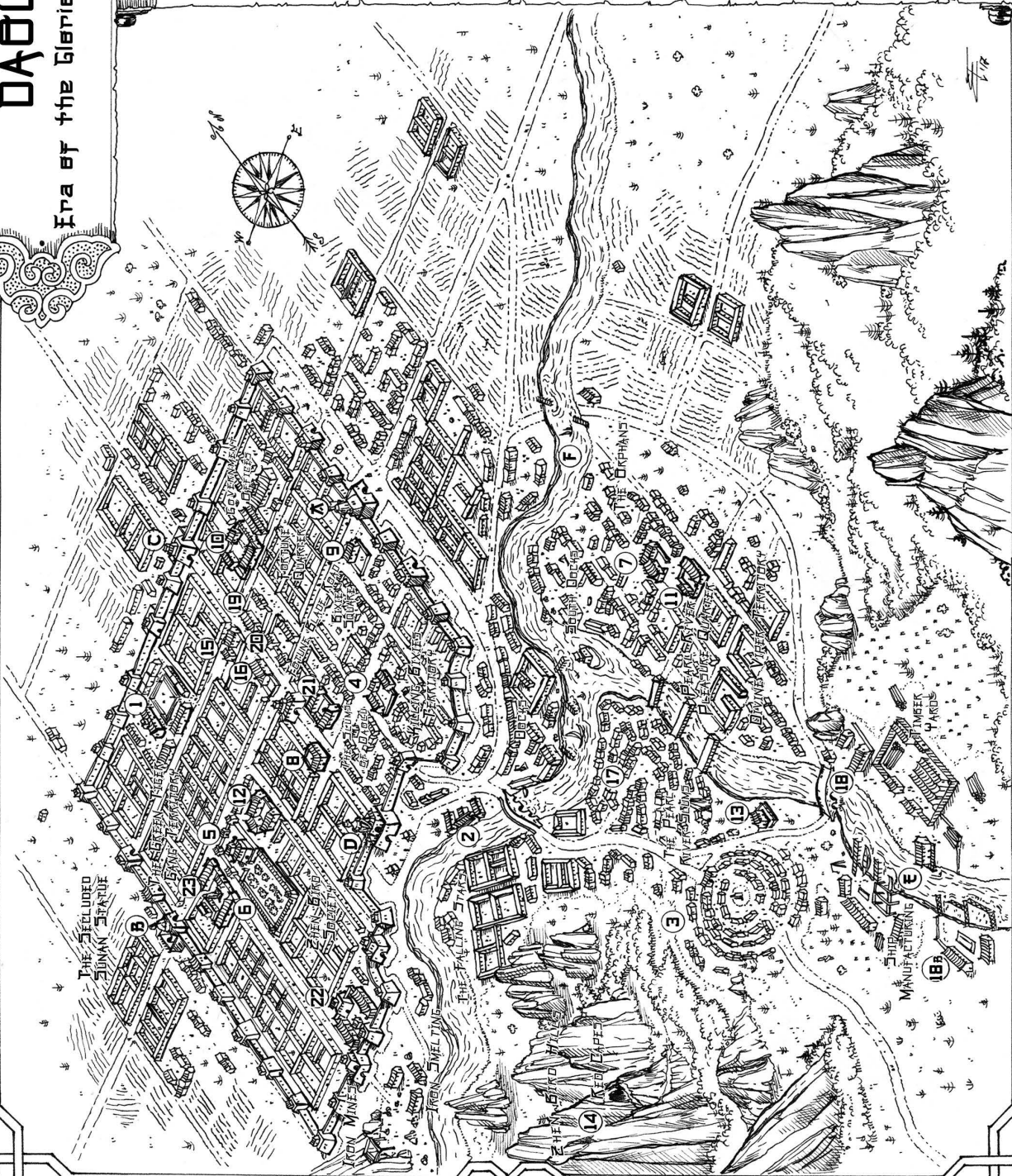
DABLU

Era of the Glorious Emperor

POPULATION 200,000

1. THE EMBROIDERED DRAGON
2. HEAVENLY MEAT PALACE
3. MORNING MARKET
4. THE PEARL DRAGON
5. TEMPLE OF SUPREME JUDGE YU
6. MULBERRY GROVE
7. THE TEA PALACE GROTTO
8. SILK PEARL BOOK SHOP
9. THE GOLDEN TAIL
10. YAO HEADQUARTERS
11. THE EASTERN IMMORTAL
12. THE ZHEN GONG SOCIETY
13. PAN FU'S HOUSE
14. RED CAVE
15. LIU GAO'S HOUSE
16. WHITE KAT INN
17. COOKING SQUARE
18. PEARL STORAGE
- 18a. PEARL FARM
19. TAO GA
20. FORTUNE BLADE WORKSHOP
21. SI WANG JIAN WORKSHOP
22. GOLD KING TEMPLE
23. TRUE SUN MAI TEMPLE

- A. HIGH MINDED SCHOLAR GATE
- B. HOLY IMMORTAL GATE
- C. THUNDER GATE
- D. JIANGNU GATE
- E. PEARL RIVER
- F. CHEZOU RIVER



THE CITY OF DAOLU (PRESENT DAY)

Leadership: City Lord Chan Di

Law Enforcement: Sheriff Ruang Xun, 250 Constables

Population: 200,000

Resources: Timber, Pearls, Iron, Weapons, Blue Prawn

Crime: Gambling, Black Market Items, Counterfeiting, Extortion, Robbery

Criminal Organizations: Divine Vipers (130 members), Green Tiger Gang (201 members), Killing Bixies (134 members), The Zhen Bird Society (72 members and Guardians)

2



The city of Daolu is a strange mixture of crime, ambition and order. There are criminal organizations and martial heroes in the city but they are all pretty well controlled by the City Lord, or at least have achieved an equilibrium that suits his intentions. Daolu is really more of a breeding ground for potential Yao recruits (the Yao are the personal guards and agents of the Emperor). It is also where many come to prove their abilities in at the Lei Tai fighting platform at the Embroidered Dragon Fighting Arena. Use the following entries as players explore Daolu.

CRIME IN THE CITY

There are a number of gangs and criminal organizations in the city described below and in **CHAPTER THREE**. Every gang or organization collects a tax (usually from 20% to 30%) on any criminal activity within their area. In addition many also extort from local businesses. It is considered good form for anyone who operates a business to pledge a gift of 10% of their earnings to the local gang boss.

BROKERS IN THE CITY

Brokers are important throughout Qi Xien, but particularly important in Daolu where commerce and crime intersect. The brokerage system is quite complicated, but as a simple matter, the broker is the person who helps orchestrate sales or exchanges which require legal procedures, official seals and taxes. These usually include sale of land, livestock, certain grains, firewood, slaves, laborers, competition fighters, etc. The brokers not only handle all the required legal forms, but also keep logs of all their transactions and submit these records to the authorities. They also collect taxes regularly after the sale of things like land. Many brokers also provide other services (frequently related or complementary to their brokerage) such as running an inn. Brokers facilitate long distance trade, buying goods in large quantity from distant merchants, and selling to retailers in Daolu.

Broker fees can vary greatly from 2% to 10%. However many exceed this if they can. Brokers often have to rely on muscle to enforce agreements. And this puts them in frequent contact with local criminal groups.

FIGHT BROKERS

It takes martial skill to compete in the tournaments, but it takes an understanding of money, certification and imperial bureaucracy to earn a living. For this reason, most fighters work with Fight Brokers. These are essentially managers who help them with important forms and secure fights. Most fight brokers have long lasting, legally binding, contracts with their fighters.

RESOURCES AND TRADES

Pearls and Timber are notable local resources. Timber is used in ship building, crafts, houses, but also as fuel for smelting. The timber is actually shipped in and sold to Daolu from the north and south (along the Chezou and Pearl Rivers). Daolu is also known for its bladed weapons. The pearls are farmed along the Pearl River and have an unusual blue hue to them. There are iron mines in the hills west of the city and smelting facilities near the mines. The mines are owned by several wealthy families in the city, but the chief mining operation is controlled by Iron Master Hu. The mining and smelting is performed by wage laborers. The iron smelting facility uses water wheels and burns local timber to fuel its bellows.

Blue Prawn or Prawn of Sunan are large shrimp with a turquoise blue shell. They are only found in the Chezou River near Daolu and are a large part of the local cuisine. Normally large freshwater shrimp are not found this far north. According to legend, they were created during the Reign of the Demon Emperor, when Sunan submitted a River Demon and commanded it to nourish the city for all time.

DOCKS AND SOUTH DOCKS

There are docks along the river but primarily either side of the river near areas 7 and opposite of 17. Ships can be seen loading and unloading various trade goods, but there are also a large number of storage buildings called tafang. Merchants can rent out space in tafang to store their wares.

PEDDLERS AND FOOD STALLS

Peddlers of wares and food are common. Food stalls selling dumplings, buns, and candied fruit are also common. Perhaps most common though are tea peddlers. Tea Peddlers sell tea in the city streets and often hold competitions to see who can make tea the darkest and most frothy.

RELIGION

Religion in the city is the same as elsewhere in the empire, with a mixture of Yen-Li and Dehua. Most of the temples are run by the government, and temples venerating Hen-Shi are banned. Locals also worship an entity called the Pearl River Dragon. On the last day of the Dragon Festival each year, local Ritual Masters lead gatherings by the river to celebrate the Pearl River Dragon and make offerings so he returns and leaves abundant pearls.

WEAPONS PROHIBITION

Weapons are forbidden inside the city, except for soldiers, constables, and anyone registered to fight at the Embroidered Dragon.

MONSTERS

Monsters are rare in Daolu but occasionally are found outside the city. Once in awhile they make their way within the city as well. Presently there is a group of toad demons living beneath the city who only just arrived. Use the Toad Demon entry on page 362 of the WHOG Rulebook.

PLACES IN DAOLU

These are important people and places in Daolu. Use the numbered entries and the Daolu: Era of the Glorious Emperor map as players explore. Criminal groups and organizations are described in detail with stat blocks after the numbered entries or in **CHAPTER THREE**.

A. HIGH MINDED SCHOLAR GATE

This gate is built within a giant statue of Sun Mai. There is a lot of activity near this gate, especially early in the day, with peddlers, food stalls, and others selling to people entering or leaving the city. If you ride the Chariot of Du Qian through this gate, it sends you back to the time of the Era of the Demon Emperor.

B. HOLY IMMORTAL GATE

This gate is a huge statue of Sunan in seated meditation. If one looks closely there are images of rats swarming around him as he continues to meditate calmly. If you ride the Chariot of Du Qian through this gate it sends you back to the Era of the Demon Emperor, as Sunan and Sun Mai were just starting to rise in the city of Daolu.



THE GATE OF JIAGNU LEADS TO THE SLUMS OF DAOLU

C. THUNDER GATE

This gate has an image of Fengbao, the northern thunder god. Taking the Chariot of Du Qian through this gate sends you back in time to the Era of the Demon Emperor.

D. JIANGNU GATE

This gate has a likeness of the Southern Thunder Goddess. Traveling through this gate with the Chariot of Du Qian takes you to the Era of the Demon Emperor.

E. PEARL RIVER

A tributary that feeds the Chezou River, the Pearl River is well known for its pearl beds, mussels, and soft-shell turtles. The mussels here are quite rare, found nowhere else in the world, and produce astounding fresh water pearls that have a bluish hue. Swans with blue and red feathers also are common here. The locals believe the mussels come from the scales of the Pearl River Dragon.

In the ancient past this was called the Fenghuang River, as the pearls and mussels were found sometime after the Era of the Demon Emperor.

F. CHEZOU RIVER

A major River with lots of commercial traffic. This portion of the Chezou River is home to a special type of shrimp called Blue Prawn (or Prawn of Sunan).

I. THE EMBROIDERED DRAGON

This is a Lei Tai fighting platform surrounded by shops and food stalls. It is built in the area where Sunan originally fought when he came to Daolu and the land is still owned by Iron Awl Hu's descendant Master Ouyang Bei. This version is open-air however. The platform is a raised structure with a canopy and a rack holding various types of weapons.

This is where Sunan first established himself and created many of his signature techniques, and thus, there is residual energy present. Characters who fight here with the aim of making new techniques can develop them at twice the normal rate and the cost is reduced by 1 XP.

Getting on the log books as a registered fighter requires signing a contract, which requires a broker. The affair can be complicated, but amounts to 200 spades annually to remain on the rolls. One must also reside in the city. Non-residents must pay 1,000 spades and only get a temporary one-month contract. This has the added bonus of allowing you to carry weapons inside the city.

TOURNAMENTS

There are daily tournaments held at the platform as well as evening tournaments and special tournaments. Special tournaments are elaborate affairs with brackets and all kinds of rules. However, regular daily tournaments can be entered freely with registration. Usually two such tournaments are held each day. It begins with two randomly selected competitors, then when the loser is established, others can enter and take on the winner in a new match. The fight can have up to five matches or changeovers in this way, and fighters get 100 spades for each match they win. A fighter who stays on the platform for 5 matches is considered great and is eligible to compete in evening tournaments (which operate on the same rules but are limited to those who have won 5 fights in the daily tournaments). Bets are also placed on the matches by spectators. See **CHAPTER FOUR** for more information on tournaments.

MASTER OUYANG BEI

Master Ouyang Bei controls the Embroidered Dragon Fighting Arena. He wears finely threaded robes and has a long wispy beard. His mannerisms are quite elegant, even kind, but he is a severe man who can manifest killing intent in a heartbeat. He wears the turquoise Phoenix Fire Necklace at all times (**CHAPTER SIX**).

In truth, Master Ouyang Bei is a descendant of Iron Awl Hu and is hoping to change the past using the Chariot of Du Qian to right the historical wrongs committed against his family by Sunan. He is working with the Zhen Bird Society (descendants of Ritual Master Zhen) toward that end. He adores his nephew, Ouyang Gui (see **CHAPTER ONE**).

Master Ouyang Bei's Qinggong is unrivaled. His body is light and delicate making powerful blows difficult to land against him.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10 or 4d10 with Fan, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Meditation: 3d10, Medicine: 2d10, Speed: 3d10, Muscle: 0d10, Athletics: 3d10, Trade (Fabrics): 3d10, Talents (Dancing): 3d10

Qi: 6

Max Wounds: 13

Flaw: Secretly Evil

Weapons/Equipment: Fists (0d10 Damage), Bamboo Fan (3d10 Damage, +1d10 Accuracy), Phoenix Fire Necklace





MASTER DUYANG BEI

Key Kung Fu Techniques (Waijia 1, Qinggong 3): Drift of the Butterflyfish, Flight of the Hawk, Flying Swan Kick, Great Stride, Gust of the Fan Blade, Kick of the Swan, Leap of the Swan, Quick Strike of the Zhen Bird, Swift Stride, Swift Slice of the Fan, Drift of the Feather (Counter), Horizontal Sidestep (Counter), Graceful Retreat (Counter), Turn of the Zhen Bird (Counter), Weapons Stride (Counter), Whirling Dodge (Counter)

Drift of the Feather: You are light as a feather, causing powerful attacks to push you gently aside without injury. Make a Speed roll against the Attack roll of any attack that uses Muscle for Damage. On a Success, you are unaffected by the attack.
Cathartic: Against anyone making a Melee Attack you can make a Kung Fu Attack against them.

Quick Strike of the Zhen Bird: You strike light and swiftly with the tips of your fingers, using speed to cause internal injury. Make an Arm Strike against the Parry of your Target. On a Success, do Damage equal to your ranks in Speed. Lower Qi Rank foes take -2d10 to counter this one. **Cathartic:** On a Success, do Damage equal to your ranks in Speed and Qinggong, plus drain 2 Hardiness from the Target.

Swift Slice of the Fan: You slice open your opponent with blinding speed. Make a Light Melee Attack with Fan or similar weapon. On a Success, you do 6d10 Damage (Speed+Qinggong) plus 3 Extra Wounds. **Cathartic:** On a Success, you do 6d10 Damage plus 6 Extra Wounds. This can only be countered on a Successful Detect roll against your Stealth.

2. HEAVENLY MEAT PALACE

Proprietor: Pei An

Menu: Sun Mai's Fiery Prawns (160 Spades for five), Pork Dongbu Skewers (135 Spades for three skewers), and Wine of Wan Mei (200 Spades a cup)

Room: 2 Small Rooms (50 Spades a night), 6 Large Rooms (150 Spades a night)

This is one of the most famous restaurants and inns in the empire. Prices are high because the place is associated with the early days of Sunan and Sun Mai. People believe they stayed here and some even claim that Sunan mastered key techniques while residing at Heavenly Meat Palace.

All Meditation rolls are made at a +2d10 Bonus when performed in one of the inn rooms.

There is an ancient demonic rat in the walls of the inn. Anyone staying here who has ranks in Qi has a 1 in 10 chance of encountering it. It leaves people without Qi alone. Pei An knows about the Rat Demon but feigns ignorance. Even if presented with hard evidence of its existence he will deny and accuse others of being crazy. He considers the rat lucky.

RAT DEMON

This creature is about the size of a forearm, with ugly black eyes and wide festering lips that hang loosely over its curled teeth. It bites and feeds on human blood in a frenzy, draining life as it does so.

Defenses: Hardiness 3, Stealth 9, Evade 7, Parry 2, Wits 2, Resolve 6

Key Skills: Bite: 2d10 (Damage 4d10 Open, plus drain Qi), Claw: 2d10 (Damage 1d10), Speed: 1d10 (30 feet), Muscle: 1d10, Detect: 3d10

Max Wounds: 15

POWERS

Bite and Qi Drain: The bite of the rat does 4d10 Open Damage. After it bites, on a successful Damage roll it drains 1 Point of Qi which returns at a rate of 1 per hour.

Paralyzing Squeak: As a skill action the rat can squeak causing everyone in a 20-foot radius to become paralyzed. Roll 1d10 against Hardiness and if it meets or exceeds their rating, they are paralyzed for 1 round.



3. MORNING MARKET

Everyday goods, especially food items are sold here. There are pepper vendors, melon vendors, painting service stalls, and more. There is a Market Chief and Deputy Market chief operating out of a small tower in the center of the market. They are aided by a staff of 20 to check the quality of goods and ensure standard prices.

The morning market often has unusual items as well. If someone is looking for something that cannot be found in the regular market there is a flat 5% chance of finding it in the Morning Market each day. This is not about finding specific items but rather types of items. For example, you couldn't find the Immortal Killing Sword in this way, but you could find poison.

There are many vendors who regularly sell stuff here, they include: Kang's Paintings and Portraits, Ruang's Sundry Services, Lady Guan's Candied Fruit Stall, Min's Fortunes, Hu Tian's Blue Prawn Noodles, Yuhuan's Fruit Wagon, Bao Sunan's Cosmetics, Physician Fei's Herbal Cures and Acupuncture, Yang Guo's Wandering Tea House, Madame Rouxin's Fabrics (no silk just fabrics made of simple ramie and hemp), and Nie the Pig Butcher.

One place of note is Min's Fortunes. She pester's any martial heroes to have their fortune read.

MIN'S FORTUNES

Min is a fortune teller and will tell people their fortune for 400 spades. She reads and makes vague promises of wealth and glory in all their futures but also says she knows something of their past lives. She gives anyone who pays for her services an ancient coin from the time of Sunan and Bao, tied with a string so it can be worn. She tells them, if they want good luck and fortune to wear them at all times. Anyone who wears these coins will still retain their memories of the present if the Chariot of Du Qian goes back and changes time (See **CHAPTER SIX** for details).

4. THE PEARL DRAGON

Proprietor: Sun Leng

Menu: Lotus Seed Soup (30 spades per bowl), Pig Knuckle Stew (24 spades a bowl), Steamed Buns (10 spades), Pork Noodle (34 spades), Roasted Chicken (40 spades)

The Pearl Dragon is a restaurant and gambling hall, run by the Killing Bixies. This is also where their leader, Sun Leng, lives (she is the proprietor as well). Sun Leng is striking, with missing teeth and rough features.

The backroom of the Pearl Dragon is a secret market that sells weapons, prohibited trade goods, and other rare items. Prices are marked up 400% from their listed prices in the rulebook. They get weapons from Si Wang Jian workshop.

There are also several halls in the back courtyard where the Killing Bixies train and live.

For information on the organization or Sun Leng see the Killing Bixies entry in **CHAPTER THREE**.

TEMPLE OF SUPREME JUDGE YU: VENGEANCE OF YU

Supreme Judge Yu will not interfere with the daily activities of the temple directly or help criminals waging conflict with them, but he will assist anyone who fights them with the aim of restoring the temple to its true purpose by granting such individuals a +2d10 Bonus on all Skill rolls made toward that goal.

5. TEMPLE OF SUPREME JUDGE YU

This temple is dedicated to Supreme Judge Yu and known for its marvelous gardens. There is an enormous statue of Supreme Judge Yu with a shrine. The priests are secretly members of the Zhen Bird Society. Supreme Judge Yu has abandoned any interest in this temple because of its nefarious nature.

The Zhen Bird society has imprisoned Physician Wei Lingsu. He is the brother of Madame Wei E'hua of the Tea Palace Brothel and scholar Wei Li. He recently treated Bamboo Viper for a serious case of Malignant Wind Disease. The Zhen Bird Society kidnapped him thinking he would know some of Bamboo Viper's weaknesses. They are wearing him down with torture until he talks.

The temple priests maintain an illegal silk production facility in the Mulberry Grove (see area 6).



PHYSICIAN WEI LINGSU

Wei Lingsu is the brother of Madame E'hua of the Tea Palace Brothel and a physician known to work with criminals from the Pearl River Pleasure Quarter. He usually sells his services to heal, but sometimes to harm. And most recently he aided Bamboo Viper of the Divine Vipers. He never learned Bamboo Viper's weakness but he knows that Bamboo Viper is not a normal man, perhaps a Yao.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Speed: 1d10, Muscle: 0d10, Medicine: 3d10, Trade (Alchemy): 3d10, Talent (Poison): 2d10, Creatures (Animals): 2d10, Creatures (Plants): 3d10, Survival (Wilderness): 3d10, Survival (City): 1d10

Wounds: 1

Expertise: Alchemy-Transformative Substances

6. MULBERRY GROVE

This is the mulberry grove of the Temple of Supreme Judge Yu. It was once a hibiscus garden. But the temple actually operates a lucrative black market silk operation here. Over 20 women live and work here to produce illegal silk. The local government knows full well about this, but by paying bribes and occasionally working with the city Lord when he needs it, they are able to keep their operation ongoing.

7. THE TEA PALACE BROTHEL

Proprietor: Madame Wei E'hua

Menu: Blue Splendor Inside Gold (30 Spades), Pear Blossom Wine (60 per cup), Jade Wine (170 per cup), Imperial Duck (170 Spades),

Services: Courtesans (1,600-4,000 Spades per evening)

The Tea Palace brothel is operated by Madame Wei E'Heu. It provides food, entertainment and the best wine. Their most famous dish is Blue Splendor Inside Gold, which is a minced blue prawn stuffed inside an orange.

Madame Wei E'hua's brother is Wei Lingsu. He is a local physician and disappeared soon after treating Bamboo Viper (leader of the Divine Vipers). She wants to find him and will pay a large sum to anyone who can return him to her. She doesn't realize he has been abducted by the Zhen Bird Society and imprisoned in the Temple of Supreme Judge Yu (see area 5 for information).

Madame Wei E'hua also has the protection of the Divine Vipers.

MADAME WEI E'HUA

Madame Wei E'Hua is the sister of Wei Lingsu (see area 5) and Wei Li (see area 9). She runs the Tea Palace Brothel and is famous for her wide range of knowledge and talent for poetry. Above all she is best known for her painting skills, which are said to be equaled only by Supreme Master Tung (see **SECTS OF THE MARTIAL WORLD: GLORIOUS DEATH CULT**).

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 0d10, Persuade: 2d10, Deception: 2d10, Empathy: 3d10, Reasoning: 1d10, Talent (Painting): 3d10, Talent (Poetry): 3d10, Talent (Dancing): 2d10, Talent (Singing): 1d10, Languages (Daoyun): 3d10, Languages (Li Fai): 3d10, Read Script (Feishu): 3d10, Classics (Sayings of Kong Zhi): 2d10, Classics (Rites of Wan Mei): 2d10, Classics (Scriptures of Sun Mai): 1d10, History (Era of the Demon Emperor): 1d10, History (Era of the Compassionate Daughter): 1d10, Places (Chezou River Valley): 2d10, Places (Hu Qin): 1d10, Places (Li Fan): 1d10, Survival (City): 3d10, Institutions (Criminal Underworld): 2d10

Max Wounds: 1

Equipment: Hairpin (1d10 Damage)

Expertise: Talent-Perform

8. SILK PEONY BOOK SHOP

Proprietor: Mr. Hua

This has a number of books on a range of subjects, largely gazetteers, encyclopedias, history, handbooks, collections of stories and lore about heroes, ghosts, etc. There are also books containing anthologies of political essays as well as poetry. But tucked away in a hidden section, Mr. Hua has stacks of erotic scrolls and books. Amid these is one called the Exploits of Iron Awl Hu. It recounts the erotic exploits of Iron Awl Hu at the Silk Peony when it was a brothel. It is important, however, because it mentions that he had a deathly allergy to melons, and nearly died during one of his visits to the brothel from it.

Mr. Hua is currently grief stricken. His wife died two years ago, leaving him and his sons, Kang and Yaoshi, to run the bookshop alone. They always paid protection money to the Zhen Bird Society, but the Killing Bixies also began demanding money as well. When his son Kang stood up to them, they stabbed and killed him. Now he wants revenge, but is afraid and hasn't had the courage yet to tell the Zhen Bird Society about the problem. He worries what will happen to Yaoshi if he stirs up trouble.



9. THE GOLDEN TAEI

Proprietor: Pan Zhe

Menu: Glorious Duck (150 spades), Chrysanthemum Armored Pork (190 spades), Supreme Pear Blossom Wine (90 spades per cup), Jade Flower Tea (800 spades per cup), Dumplings (40 spades)

This is a favorite restaurant of the wealthy and those aspiring to be wealthy. Many scholar officials dine here, as do many successful merchants. However, there is almost always tension between these two groups and more than one fight has broken out between them.

Their most famous dish is Chrysanthemum Armored Pork, this is roasted pork with a crispy skin, served with river spinach and a fine yellow sauce. Their Glorious Duck is also well-known and named in honor of the Emperor.

Pan Zhe is the proprietor. He is friends with Bamboo Viper (the two grew up together) and he is secretly the father of Pan Fu. One of the more prominent patrons is a generous man named Scholar Wei Li, who is also the landlord of the Golden Tael.

SCHOLAR WEI LI

Scholar Wei Li is the older brother of Wei E'hua of Tea Palace Brothel (area 7) and Physician Wei Lingsu (area 5). He owns a lot of land in the city and around it, including the Golden Tael. He is incredibly naïve and easily duped. He takes people's words literally and this occasionally gets him into trouble. For example, he does not realize his sister operates a brothel (he believes it to be a fine tea house) and he doesn't know that his brother has been kidnapped (see **AREA 5: TEMPLE OF SUPREME JUDGE YU** for details). However he is very generous to anyone who needs money or food and will go out of his way to help them. Many of the thieves in the area have learned this and simply ask him for money, which he gladly gives.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 6, Wits 5, 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: 2d10, Muscle: 2d10, Persuade: 3d10, Deception: 0d10, Empathy: 0d10, Reasoning: 2d10, Talent (Poetry): 3d10, Languages (Daoyun): 3d10, Languages (Li Fai): 3d10, Read Script (Feishu): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Book of Fortunes): 3d10, Classics (Rites of Wan Mei): 3d10, Classics (Book of Laws): 2d10, Classics (Scriptures of Sun Mai): 2d10, History (Era of the Demon Emperor): 3d10, History (Era of the Compassionate Daughter): 2d10, History (Era of the Glorious Emperor): 2d10, Survival (City): 1d10

Max Wounds: 1

10. YAO HEADQUARTERS

This is a formal hall next to the government office. The Yao and their leader, God-Faced Zhang can be found here. God-Faced Zhang even receives people in the reception hall from time to time. Their main function is to monitor winners of the local tournament and identify potential members of the Yao. Personality is usually less of a consideration than natural abilities. But they try to avoid recruiting the overly stubborn who might resist the effects of the Heart Taking Ritual.

For information on the Yao see **LAW ENFORCEMENT** in **CHAPTER THREE**.

Deep in the Yao Headquarters is a small library. Most of the books here are standard texts but the room is illuminated by a lantern with a serpent on it. This is the Demon Lantern of Wu (**CHAPTER SIX**, Demon Lantern of Wu entry).

II. THE EASTERN IMMORTAL

Proprietor: Mr. Yan Pei

This is a gambling hall and the headquarters of the Divine Viper Gang (their leader, Bamboo Viper resides here). It is run by Mr. Yan Pei, who is the public face of the Divine Vipers. There are statues throughout the complex of a young woman called the Eastern Immortal. Anyone with 2 ranks or more in Institutions (Sects) Skill can recognize her as the leader of Xuilan Meadows (Timeless Perennial*). Mr. Yan believes she is a symbol of luck.

In addition to the regular gambling games one might expect, the Eastern Immortal has more high stakes games and it also has musicians. Some of the games feature venomous snakes. In one game, five pots are sealed. Four are empty, the fifth has a Bamboo Viper in it. Bets are placed on which pot it is in, but half the total winnings go to anyone who is brave enough to 'call the pot' by removing the seal and placing their head inside.

There is a hall in the courtyard here called Phoenix Hall, and the Phoenix Hall musicians reside here (see **OGRE GATE INN AND STRANGE LAND OF LI FAN, CHAPTERS 3 AND 6**).

See the **DIVINE VIPERS** in **CHAPTER THREE** for details on the Divine Vipers and Bamboo Viper.

A very powerful Profound Master who appears to be a child and is the leader of Xuilan Meadows in Hai'an. This will be detailed in the upcoming **WAR OF SWARMING BEGGARS book.*



BAMBOO VIPERS

These are the snakes used in Five Pots. Bamboo Vipers have smooth emerald green scales and diamond shaped heads. They are extremely venomous, aggressive, and quick.

Defenses: Hardiness 2, Evade 8, Parry 2, Stealth 10, Wits 3, Resolve 5

Key Skills: Bite: 2d10 (See Entry), Speed: 3d10, Detect: 1d10

Max Wounds: 1

Poison: Anyone struck by this snake Bite Attack is exposed to the venom (no Damage roll). Roll 4d10 against Hardiness. If successful the Target dies in 1d10 Minutes unless an Antidote is administered. This effect can be delayed with a Successful Medicine roll (only one attempt allowed every minute).

12. THE ZHEN BIRD SOCIETY

On the surface this is a society dedicated to Zhen Birds and other aerial creatures. In reality they are a secret group of ritual masters. The priests of the Temple of Supreme Judge Yu also secretly are a part of this organization. They are an order that descends from Ritual Master Zhen and they are working with Ouyang Bei to assist him.

The Zhen Bird society appears to be a lush villa with gardens, birds of various kinds, including two captive Zhen Birds. They also have an extensive library of ritual manuals. These include: Blood Thickening Ritual, Rat Transformation Ritual, Extract Phoenix Spirit Ritual, Forceful Petition of the Immortals, Green Guardian, Three Poison Spirit Ritual, Paper Talisman of Curse Warding, Spirit Keeping Ritual, and Ritual of the Boundless Perfection.

Members of the society are described in

CHAPTER THREE.

Knowledge of Chariot of Du Qian: The society members know about the chariot and they understand its nature. However they want the Spirit of Ritual Master Zhen to succeed. Therefore if they are asked about the chariot they lie. At first they say it is a harmless bronze chariot. If pressed they will say it offers glimpses of the past, explaining to use it one simply must pass through the gates of the city and concentrate on the time one wants to see.

13. PAN FU'S HOUSE

Pan Fu is a local miscreant who earns a living doing odd menial tasks and occasional theft. He presently has three other men staying at his house, led by Limb

Taker. The others are Li Xun and Feng Yao. He is working with Limb Taker to plan a spree of crimes in Green Tiger Territory, however the group is not experienced and they are more ambitious than skilled. They could be useful contacts for a party seeking information on the Yao (they are also pretty deceptive and might sell out anyone who tries to work with them).

They were also recently hired to steal the Heart Box of Di from the Bold King Temple by Karmic Fox of Fortune Blade Workshop. However, Pan Fu sold it at a higher price the killing Bixies. Now they are laying low to avoid Karmic Fox.

PAN FU

Pan Fu is a young man who has a grudge with Sun Mai sect. He has been hiding away in Daolu, pretending to be a "simple" person. Little does anyone know that he is actually a cunning man who uses poison to achieve his goals (the main reason he had to cut ties with Sun Mai sect). He comes from a family of two sisters and three brothers with a father who is deceased. His cousin was executed at some point in the past for treason. His immediate goal is become powerful enough, without drawing too much attention to himself, to stand against Sun Mai if they choose to pursue him. Pan Fu seems a bit oblivious and he lies a lot.

Defenses: Hardiness 5, Parry 5, Evade 3, Stealth 10, Wits 7, Resolve 6

Key Skills: Arm Strike 1d10, Leg Strike 2d10, Grapple 1d10, Talent (Poison) 2d10, Survival (Cities) 2d10, Deception 2d10, Detect 2d10, Athletics 1d10, Speed 3d10, Muscle 2d10, Endurance 1d10

Qi: 1

Wounds: 3

Weapon: Arm Strike (3d10 Damage), Dagger (2d10 Damage)

Expertise: Speed-Initiative

Flaws: Awkward (-1d10 to Persuade/Command), Secret (Not Unintelligent/Poison)

Combat Techniques: Fists of Steel

Kung Fu Techniques: Kick of the Golden Elephant, Hands of the Hawk Beak, Hidden Dagger, Kick of the Swan, Grasp of the Python, Spinning Back Kick, Whirling Dodge

Hidden Dagger: You slice so clean the person barely notices they were struck. Make a Light Melee Roll against Parry. On a Success the person takes Normal Damage plus 1 Extra Wound. **Cathartic:** As above except the target must make a Detect Roll against your stealth to notice they have been hurt. Otherwise they do not feel the wound for ten minutes.



FENG YAO

Feng Yao comes from a family of local artisans. He has four brothers and four sisters (all who live well outside the city). The man he called father, died taking his wares to Hai'an. Feng Yao doesn't realize it, but his mother had a passionate affair with Pan Zhe of the Golden Tael and he is his bastard child.

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

Key Skills: Light Melee: 3d10, Speed: 2d10, Muscle: 2d10, Detect 1d10, Talent (Pipa): 3d10, Trade (Alchemy): 2d10, Reasoning: 2d10, Creatures (Animals): 2d10

Qi: 1

Wounds: 3

Expertise: Trade-Alchemy-Divine Powder

Key Techniques (Qinggong 1, Neigong 3): Breath of Fury, Harmonizing Strike, Trapping Winds, Stance of the Drunken Cat, Weapon Stride (Counter)

LIMB TAKER

Limb Taker is impulsive and bent on gaining as much money as possible for the least amount of effort. He has a particularly short temper and can't stand being bullied.

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

Key Skills: Grapple: 3d10, Arm Strike: 3d10, Throw: 2d10, Muscle: 3d10, Detect 3d10, Meditation 3d10

Qi: 1

Wounds: 3

Weapon: Arm Strike (2d10 Damage)

Combat Technique: Inside Fighter

Key Techniques (Waijia 2, Neigong 1, Dianxue 1): Breath of the Lotus Petal, Heart Smashing Palm, Hands of the Hawk Beak, Grasp of the Python (Counter)

LI XUN

Li Xun is a patient opportunist. He is willing to let others make the showy big moves, backing those he sees a profit in. This may make him seem loyal and meek, and he may even encourage this belief. Despite this, he is prepared to turn on those around him when the time is right. His quiet confidence in the Kung Fu arts that he learned from Shan Lushan means he cares little what others think of him.

He is excessively greedy and if given a chance to handle money on behalf of others he will do his best to see that more than his fair share end up in his own hands.

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

Key Skills: Grapple: 3d10, Arm Strike: 3d10 (2d10 Damage), Leg Strike: 3d10, Throw: 1d10, Speed: 2d10, Athletics: 2d10, Endurance: 2d10, Muscle: 2d10, Detect 2d10, Talent (Guzheng): 3d10

Qi: 1

Wounds: 3

Equipment: Guzheng

Combat Technique: Fists of Steel

Key Techniques (Neigong 3, Dianxue 1): Cherry Blossom Palm, Gallbladder Strike, Trapping Wind, Harmonizing Strike, Iron Spirit, Iron Spirit Reversal (Counter)

14. RED CAVE

This is the hide-out of the Red Capes, a group of all-female bandits who have been robbing the south western hills of the city and also robbing ships along the Pearl River. The hideout is little more than a simple cave but they have chests of taels and treasure. The players can also find the bronze drum containing Ai here.

The Red Capes are described in **CHAPTER THREE**. There are always two Red Capes guarding Red Cave.

Treasure: 4,000 Spades, 4 bolts of silk, Dangling Golden Hairpin (2,000 spades), Palace Lantern, Bronze Mirrors (400 spades), crate of 8 Xi Pottery Vessels (total value 3,200), Pear Blossom Wine Jar (1,200 spades), 5 Sorghum Wine Jars (480 spades Each), Bronze Drum of Ai (10,000 spades)

Bronze Drum of Ai: There is a special item worth mentioning here: the Bronze Drum of Ai. The Red Capes took it off of a merchant caravan destined for Yun Hu. This is a bronze drum that appears to be of Suk or Zun design with strange patterns on the surface. It contains the Ogre Demon Ai (the Love General). She was trapped her during the war against Sunan and Bao in the time of the Demon Emperor. However the seal of the drum has been weakened greatly and if anyone bangs on it or crack it open it releases her. While Ai has an entry in **CHAPTER FIVE**, use the following entry if she is released, as a number of years have elapsed.





THE RED CAPE BANDITS ROB A MERCHANT OUTSIDE THE CITY

THE LOVE GENERAL AI (OGRE DEMON OF LOVE AND DIPLOMACY)

Ai is a beautiful ogre demon with red skin and the ability to change form. She once served the Demon Emperor but fell in love with Sunan and in a moment of weakness was imprisoned in a Bronze Drum. She longs to be with Sunan again, and all she cares about is finding him. If she is released she will try to go back in time by using the Chariot (she knows its properties).

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

Key Skills: Grapple: 3d10, Arm Strike: 3d10, Throw: 3d10, Kick: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 4d10, Speed: 2d10, Muscle: 5d10, Endurance: 2d10, Detect: 3d10, Persuade: 3d10, Command: 3d10, Talent (Poetry): 3d10, Talent (Singing): 3d10, Institutions (Sects): 2d10, History (Era of the Demon Emperor): 3d10

Max Wounds: 20

Weapon: Spear (7d10 Open Damage)

POWERS

Qi Immunity: She has a 60% resistance to kung fu.

Qi Disruption: Any Melee Attack from an Ogre Demon is potentially debilitating to Martial Heroes because it disrupts Qi and blood flow. If they score a Total Success on their Attack roll, then in addition to doing Normal Damage, they temporarily drain an amount of Qi equal to the Wounds they inflict that round (follow normal rules for recovering lost Qi). So if an Ogre Demon inflicts 2 Wounds and scored a Total Success on the Attack roll, he also drains two levels of Qi.

Mighty: All physical Attacks by Ogre Demons roll Open Damage.

Beast Strength (x2)

Weakness: Every Ogre Demon has a weakness, usually a substance. Weapons made of this material can bypass the normal resistance of an Ogre Demon. She is weakened by Golden Weapons.

Transformation of Beauty: The Love General can take any form of any creature she wishes, but it is always beautiful. She can appear as a beautiful human but also as a beautiful shark or tiger.

Charm: Roll 3d10 against Resolve. On a Success the person is enamored with her. This lasts for a month.

15. LIU GAO'S HOUSE

Liu Gao is a local fight broker. He has a number of fighters he does business with. He offers fair rates and the fighters like him, but his rates are so fair, he lives in a small home with only one servant, his bodyguard Buwei. He only charges 1%.

2



LIU GAO

Lu Gao is a broker, he makes most of his money making contracts for fighters and helping them manage specific agreements. He also makes money helping foreign merchants sell to emporiums. He is a kind and fair man who always wanted to be a fighter himself. He grew up watching the fights at the Embroidered Dragon and has great respect for those who enter the competitions.

Defenses: Hardiness 3, Evade 3, Parry 3, Stealth 6, Wits 8, 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, Talent (Writing): 3d10, Read Script (Feishu): 3d10, Read Script (Sai): 2d10, Read Script (Yoshaic): 1d10, Language (Daoyun): 3d10, Language (Li Fai): 2d10, Language (Singh): 2d10, Language (Khubsi): 1d10, Institutions (Imperial Bureaucracy): 3d10, Institutions (Criminal Underworld): 2d10, Survival (City): 2d10

Max Wounds: 1

BUWEI

Buwei is a loyal servant and bodyguard to Liu Gao. He likes to wear brown and generally doesn't have a whole lot to say. He has a tastes for prawns and enjoys listening to musical performances.

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

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

Qi: 3

Max Wounds: 7

Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Neigong 3): Fierce Strike, Knife Hand, Finger Flick, Blade Pinch (Counter), Iron Body (Counter)

Knife Hand: You cut through the air with the ridge of your hand, slicing through multiple foes as if wielding a dagger. Make an Arm Strike roll against the Parry of up to 3 Targets. On a Success, you do Normal Damage plus 1 Extra Wound. **Cathartic:** You may strike up to 6 Targets, doing Normal Damage plus 1 Extra Wound on a Success.

16. WHITE RAT INN

Proprietor: Old Lady Cai Lei

Rooms: 50 spades

Dishes: Yellow Wine (20 spades per cup), Dumplings (16 spades), Beef Delight (40 spades)

This somewhat shabby establishment usually has few guests and is run by the eccentric and lusty Old Lady Cai Lei. She is known for either trying to seduce her guests or slipping a sleeping poison into their food and tipping off local gangsters to rob them.

Old Lady Cai Lei's Sleeping Poison: Anyone who consumes this must make an Endurance roll TN 8 or fall asleep for 1d10 hours.



LADY CAO LEI OF THE WHITE RAT INN

OLD LADY CAI LEI

Old Lady Cai Lei is an old woman who likes to drink and dance. Though her age has taken most of her beauty, she still has her charms. She likes to sleep with young men. She also pays protection money to the Green Tiger Gang and tips them off when a particularly wealthy looking patron arrives. They have an agreement that if she drugs the food of such men, and let the Green Tigers rob the person and dump them in an alley, she gets half the money.

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10 or 3d10 with Chop Sticks, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Athletics: 2d10, Persuade: 2d10 or 3d10 for seduction, Empathy: 2d10, Talent (Dance): 2d10, Talent (Poison): 2d10, Talent (Cooking): 1d10, Talent (Singing): 1d10, Institutions (Criminal Underworld): 1d10, Survival (City): 3d10, Places (Chezou River): 3d10, Medicine: 2d10

Qi: 2

Max Wounds: 5

Weapons: Chopsticks (1d10 Damage, can use to restrain)

Expertise: Light Melee-Chopsticks, Persuade-Charm, Places/Cultures-Daolu

Flaws: Hedonist

Key Techniques (Waijia 3, Qinggong 1): Chop Stick Slam, Splintering Sticks, Flipping Kick (Counter), Whirling Dodge (Counter)

Chopstick Strike: You pinch a person's nostrils with your chopsticks and slam their head against a hard surface. Make a Light Melee roll against Parry. On a Success, you do 2d10 Damage. **Cathartic:** On a Success, you do 4d10 Damage plus they are dazed from the blow, taking -1d10 Penalty to skills for 1 round.

Splintering Sticks: You throw chopsticks at eight different Targets. Make a Light Melee Skill roll against the Evade of up to four Targets. On a Success, you do 1d10 plus 1 Extra Wound. **Cathartic:** You may strike up to eight Targets and on a Success you do 1d10 plus 1 Extra Wound.

Flipping Kick (Counter): You evade an incoming Melee Attack by back flipping and kicking your foe hard in the chest. Make a Leg Strike against the Attack roll. On a Success, you do Normal Damage (2d10) plus 2 Extra Wounds. **Cathartic:** On a Success, you do Normal Damage plus 2 Extra Wounds and the Target stumbles back 10 feet.

17. COOKING SQUARE

This is a gathering place in the slums where people cook and socialize. There is no formal restaurant here, but it is the closest thing in this part of the city. It is also a good place to recruit people for work or petty crime. The two most popular men here are Chao (a local leather worker down on his luck) and Pu Wang (a man who is smart but offends his employers too easily). Pu Wang knows many people in the slums and can easily recruit up to five other men if need be. Both are willing to work for 20 spades a day.

CHAO

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 2d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Athletics: 1d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Detect: 2d10, Persuade: 1d10, Deception: 2d10, Survival (City): 3d10, Survival (Wilderness): 2d10, Trade (Hide): 2d10

Max Wounds: 1

Weapons: None

PU WANG

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 2d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Athletics: 1d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Detect: 2d10, Persuade: 1d10, Deception: 2d10, Survival (City): 3d10, Survival (Wilderness): 2d10, Talent (Theft): 1d10, Talent (Cooking): 2d10

Max Wounds: 1

Weapons: None



18. PEARL STORAGE

This is where the pearls from the nearby pearl farm (area 18B) are stored and it is where Tao Ba (see area 19) conducts most of his important business. During the day there is a 4 in 10 chance of Tao Bao being here with one of his champions, his 12 bodyguards and some hired muscle. There is always an 8 in 10 chance of Bao Guan being here.

The offices are managed by a Bao Guan and protected by 50 hired fighting men. The fighting men are aggressive and tough but unskilled and uncultivated.

There are lacquered boxes filled with blue pearls, each valued between 400-800 spades. This is a steady operation and at any given time there are no more than 1d10x100 pearls present in storage.

2



PEARL STORAGE FIGHTING MEN (50)

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

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

Max Wounds: 1

Weapons: Cudgels (2d10 Damage)—use Light Melee

BAO GUAN (THUNDER GOD)

Bao Guan is a haughty martial hero who trained under Iron God Meng. He left Iron God Meng because the man didn't recognize his talents. When he came to Daolu, Tao Ba understood Bao Guan's value and showered him in wealth and praises. He then made him the foreman of his pearl operation. He likes the pleasures of life and lives at the pearl storage facility.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10 or 4d10 (Stick), Medium Melee: 3d10 or 2d10 (Ox Tail), Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Meditation: 3d10, Athletics: 2d10, Divination: 1d10

Qi: 6

Max Wounds: 13

Combat Technique: Fists of Steel

Weapons: Fists (3d10 Damage)

Key Kung Fu Techniques (Wajjia 1, Neigong 3):

Mighty Paws of the Lion, Slap of the Thunder God, Spearling Blade, Iron Body (Counter), Iron Spirit Reversal (Counter), Iron Spirit Resistance (Counter), Belly of the Iron God (Counter)

Belly of the Iron God (Counter): You expand your belly as someone strikes you filling it with Qi energy that pulls in attackers and leaves them nearly defenseless. Make an Endurance roll against the attack. On a Success, you stop the attack and the person is effectively restrained each round.
Cathartic: Works as above except the Target is drained of 1 point in each of their Defenses per rank of Neigong. This comes back at a rate of 1 per hour.

Slap of the Thunder God: This open-handed strike hits the Target and sends a stream of blue energy coursing through their meridians. Make an Arm Strike Roll against Parry. On a Success, it does Normal Damage plus 1d10 per rank of Neigong.
Cathartic: On a Success, this does Normal Damage plus 1d10 Per Rank of Neigong. In addition, the Target must make an Endurance roll each round for three rounds or take 2 Automatic Wounds.

18B. PEARL FARM

This is a pearl farm that sells directly to the government. It is owned by Mr. Tao Ba. It is 18B on the map where the pearls are actually farmed and processed. Area 18 is the storage and business offices. The pearls come from mussels in the river locals believe to be scales of the Pearl River Dragon. The pearls have a blue hue to them and are worth double the normal value.

There is a 2 in 10 Chance of Bao Guan being here. There are always about 40 workers here.

19. TAO BA

Tao Ba is a wealthy merchant and influential man in the city. This is his opulent residence. He owns the pearl farm in areas 18 and 18B, having an exclusive contract to farm the pearls along the river and sell them directly to the government. He is good friends with City Lord Chan Di and frequently hosts banquets to feed the poor (he uses this method to recruit informants). He is also secretly the leader of the Green Tiger Gang. He also has contracts with a number of powerful fighters in the city including Silver Immortal and Eye Gouging King (they are described here for convenience as they frequently protect him).

In addition to these resources, Tao Bao controls both area 18 and 18B, and has Bao Guan to do his bidding (see area 18).



MASTER OUYANG BEI JUDGES
A TEA MAKING COMPETITION

TAO BA

A merchant and secret leader of the Green Tigers. See above for more information.

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Sail (Junks): 2d10, Deception: 3d10, Reasoning: 2d10, Trade (Jewelry): 3d10, Survival (Cities): 3d10, Survival (Seas): 3d10, Places (Chezou River): 3d10, Institutions (Criminal Underworld): 3d10, Institutions (Imperial Bureaucracy): 3d10

Max Wounds: 1

Expertise: Places-Daolu

TAO BA'S BODYGUARDS (12)

Tao Ba's bodyguards are often recruited at his banquets and trained by the Green Tigers. They are also well fed and given ample time to train their bodies. They dress in subdued brown robes.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 1d10, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 2d10, Deception: 1d10, Talent (Gambling): 2d10, Talent (Theft): 1d10, Institutions (Criminal Underworld): 1d10, Survival (City): 2d10

Qi: 1

Max Wounds: 3

Weapons: Cudgels (2d10 Damage)—use Light Melee

Key Techniques (Waijia 3, Qinggong 1): Crack of the Cudgel, Whirling Dodge (Counter)

Crack of the Cudgel: You do a reverse spin and generate great force to crack your opponent with your cudgel. Make a Light Melee roll against Parry. On a Success, you do 1 Extra Wound. **Cathartic:** This does 1 Extra Wound and can hit up to three Targets in your immediate area.

SILVER IMMORTAL

Silver Immortal is a crowd pleasing favorite at the Embroidered Dragon. He dresses in metallic silver robes and fights with a long silver spear. He often sings in the middle of combat to taunt his enemies and to enthuse the crowd.

Silver Immortal is the illegitimate child of Two-Timing Cock-erel (see **SECTS OF THE MARTIAL WORLD: THE SILKEN ROBE SOCIETY**). He is unaware of his true parentage.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10, Heavy Melee: 3d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Endurance: 2d10, Athletics: 1d10, Persuade: 2d10, Command: 2d10, Talent (Singing): 2d10

Qi: 3

Max Wounds: 7

Equipment: Qiang/Spear (4d10 Damage or 2d10 Damage, Long Reach)

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

Gaze of the Lion, Master Teaches Student, One-Handed Spear Thrust, Mountain in the Flood (Counter), Whirling Dodge (Counter)

One-Handed Spear Thrust: You thrust out the spear, gripping the end of the shaft with a single hand and driving the point into your enemy's throat. Make a Heavy Melee Attack roll against Parry at -1d10 per targeted strike rules. On a Success, you do Normal Damage plus 1 Extra Wound. On a Failure you drop your spear. **Cathartic:** On a Success, you do Normal Damage plus 3 Extra Wounds. On a Total Success it impales the throat for 5 Extra Wounds. On a Failure you drop the spear.



SILVER IMMORTAL



EYE GOUGING KING

EYE GOUGING KING

Eye Gouging King dresses in expensive golden shirts with two dragons embroidered upon them. He is arrogant and a nasty fighter who enjoys maiming his foes. He has had many dealings with the Witch of Zhaoze Zhou in the past, and the two are on good terms.

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

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

Qi: 5

Max Wounds: 11

Equipment: Fists (3d10 Damage), Feet (3d10 Damage)

Combat Technique: Fists of Steel

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

Arms of Silk, Hands of the Hawk Beak, Eye-Gouging Strike, Merciless Black Claw, Deflecting Canopy (Counter)

Eye-Gouging Strike: You rip out a person's eyes with the tips of your fingers. This only works on Targets 2 Qi ranks lower than you and must be done Cathartically. Make an Arm Strike at -1d10 Penalty. If you succeed roll Normal Damage. If you get a Total Success on the Damage roll you rip out one eye. If you get two Total Successes on the Damage roll you rip out two eyes.

20. FORTUNE BLADE WORKSHOP

This is a workshop known for its Guan Dao and Ox Tail Swords. They are rivals with the Si Wang Jian Workshop and have strong ties to the imperial government. Fortune Blade workshop is run by a retired hero named Karmic Fox who is trying to free his sworn Brother, Song Di, from the grip of the Yao by obtaining his heart box and seeing if the Heart Taking Ritual can be reversed.

KARMIC FOX

A respected craftsman on friendly terms with many important bureaucrats in the city, Karmic Fox is so named because he always reciprocates ten-fold. For friends this means generosity and kindness, for enemies it means revenge. While Karmic Fox is aware of his rivals at the Si Wang Workshop he is much more focused on getting revenge against God-Faced Zhang. On the surface he is kind and courteous to Zhang, inviting him frequently to banquets and bestowing gifts upon him. But God-Faced Zhang turned one of his sworn brothers, Song Di, into a yao, and he has burned for revenge ever since. Song Di is a man in God-Faced Zhang's service and Karmic Fox intends to free him by obtaining his heart box. He paid 10,000 spades to Pan Fu (See **PAN FU'S HOUSE**) to steal it from the Bold King Temple, but he hasn't heard from Pan Fu in a while. Karmic Fox is now scouring the city to find both the heartbox and what happened to the missing man



KARMIC FOX

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

Key Skills: Grapple: 2d10, Arm Strike: 2d10, Throw: 2d10, Kick: 3d10, Light Melee: 3d10, Medium Melee: 3d10 (6d10 with Jian or 2d10 with Ox Tail Dao), Heavy Melee: 3d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Athletics: 2d10, Meditation: 3d10, Command: 3d10, Detect: 2d10, Deception: 2d10, Ritual (Ancestor Veneration): 3d10, Language (Li-Fai) 3d10, Language (Daoyun): 3d10, Read Scripts (Feishu): 3d10, Trade (Metal): 3d10, Institutions (Imperial Bureaucracy): 3d10, Survival (Cities): 3d10

Qi: 6

Max Wounds: 13

Weapons: Ox Tail Dao (4d10 Damage, -1d10 Accuracy) and Jian (3d10 Damage, +2d10 Accuracy) Expertise: Medium Melee-Ox Tail, Medium Melee-Jian, Trade-Swords, Trade-Tools

Key Kung Fu Techniques (Waijia 2, Qinggong 1, Neigong 1): Blasting Blade, Flight of the Hawk, Grudge Bearing Sword Strike, Spearing Blade, Sword Whipping Strike, Slashing Blade, Swan Taming Strike, Weapon Hunts for Food, Spinning Back Blade (Counter), Blade Pinch (Counter), Whirling Dodge Counter, Graceful Retreat (Counter), Horizontal Sidestep (Counter), Weapon Stride (Counter)

Spinning Back Blade: You spin out of the way of a charging or spinning attack and deliver an impaling reverse stab with the sword. Make a Melee roll against the Attack roll. On a Success, you avoid the attack. Cathartic: On a Success, you avoid the attack and can make a Melee Attack roll, doing Normal Damage plus 4 Extra Wounds on a Success.

Flight of the Ox Tail: You throw your Ox Tail Dao, striking several foes in a blinding arc as it curves and returns to your hand. Make a Medium Melee Attack roll against the Evade of up to 4 Targets. On a Success you do 2 Extra Wounds. Cathartic: Make a Medium Melee roll against the Evade of up to 8 Targets, doing 3 Extra Wounds on a Success.



FORTUNE BLADE WORKERS

JUNIOR (I3)

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

Key Skills: Grapple: 2d10, Arm Strike: 2d10, Throw: 2d10, Kick: 1d10, Light Melee: 3d10, Medium Melee: 2d10 or 4d10 with Jian or 2d10 with Ox Tail Dao, Heavy Melee: 1d10, Speed: 1d10, Muscle: 2d10, Endurance: 2d10, Athletics: 2d10, Meditation: 3d10, Detect: 2d10, Deception: 2d10, Ritual (Ancestor Veneration): 3d10, Language (Li-Fai): 3d10, Language (Daoyun): 3d10, Read Scripts (Fei-shu): 3d10, Trade (Metal): 3d10, Institutions (Imperial Bureaucracy): 1d10, Survival (Cities): 2d10

Qi: 1

Max Wounds: 3

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

Expertise: Medium Melee-Ox Tail, Trade-Swords

Key Kung Fu Techniques (Waijia 2, Qinggong 1, Neigong 1): Blasting Blade

FORTUNE BLADE WORKER, SENIOR (3)

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

Key Skills: Grapple: 2d10, Arm Strike: 2d10, Throw: 2d10, Kick: 1d10, Light Melee: 3d10, Medium Melee: 3d10 or 5d10 with Jian or 3d10 with Ox Tail Dao, Heavy Melee: 1d10, Speed: 2d10, Muscle: 2d10, Endurance: 2d10, Athletics: 2d10, Meditation: 3d10, Command: 2d10, Detect: 2d10, Deception: 2d10, Ritual (Ancestor Veneration): 3d10, Language (Li-Fai): 3d10, Language (Daoyun): 3d10, Read Scripts (Fei-shu): 3d10, Trade (Metal): 3d10, Institutions (Imperial Bureaucracy): 2d10, Survival (Cities): 2d10

Qi: 3

Max Wounds: 7

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

Expertise: Medium Melee-Ox Tail, Trade-Swords

Key Kung Fu Techniques (Waijia 2, Qinggong 1, Neigong 1): Blasting Blade, , Flight of the Hawk, Blade Pinch (Counter)

Si Wang Jian Workshop has been in the Bai family for generations, going back to its founder, Bai Jing. They often engage in skirmishes with the workers from Fortune Blade Workshop. Master Bai Zhe wants nothing more than to destroy the Fortune Blade Workshop and gain the government contracts for himself.

SI WANG JIAN WORKERS, SENIOR (4)

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 1d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 2d10, Athletics: 1d10, Trade (Metal): 2d10, Trade (Stone): 1d10, Talent (Cooking): 1d10, Survival (Cities): 2d10, Survival (Wilderness): 1d10

Qi: 1

Max Wounds: 3

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

Expertise: Trade-Swords

Key Techniques (Waijia 3, Qinggong 1): Fierce Strike, Whirling Dodge (Counter)

SI WANG JIAN WORKERS, JUNIOR (30)

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10 or 3d10 with Jian, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 1d10, Trade (Metal): 1d10, Survival (Cities): 1d10

Max Wounds: 1

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

Expertise: Trade-Swords

21. SI WANG JIAN WORKSHOP

The Si Wang Jian Workshop specializes in the Jian sword. The current master swordsmith is Bai Zhe. In order to compete with Fortune Blade Workshop, who have many exclusive contracts with the imperial government, he sells wares on the black market, largely through the Killing Bixies at their Pearl Dragon Restaurant.



BAI ZHE

Bai Zhe is a superb swordsmith and a charming man, but he is driven by an overwhelming desire to destroy his rival, the Fortune Blade Workshop. When he was young, Bai Zhe had a son with a prostitute but sold him to a crazy old master.

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 3d10, Medium Melee: 3d10 or 5d10 with Jian, Heavy Melee: 2d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Trade (Metal): 3d10, Trade (Stone): 2d10, Survival (Cities): 3d10, Survival (Wilderness): 3d10, Persuade: 1d10, Command: 2d10

Qi: 4

Max Wounds: 9

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

Expertise: Trade-Swords

Key Techniques (Waijia 3, Qinggong 1): Fierce Strike, The Killing Blade of Bai, Slashing Blade, Whirling Dodge (Counter)

The Killing Blade of Bai: You spin toward your foe like a whirling tornado, striking with unrivaled ferocity. Make a Melee Attack roll against Parry with a Bladed Weapon. On a Success, you do Normal Damage plus 3 Extra Wounds. If you are hit by a counter while making this attack you take 2 Extra Wounds. **Cathartic:** You do Normal Damage plus 5 Extra Wounds and the Target loses a point of Hardiness. However, if you are hit by a Counter you take 3 Extra Wounds.

22. BOLD KING TEMPLE

This temple is dedicated to the Bold King and operated by his monks. They worship the “Compassionate Aspect” of the Demon Emperor and subdue demons to serve them (under the guise of reforming them). The Bold King is newly worshipped in Qi Xien, part of a program by the emperor to restore the image of the ancient tyrant. There is a 1 in 10 chance that God-Faced Zhang is present at the temple (**CHAPTER THREE**, Law Enforcement in the City).

Every temple is different, this one is headed by Abbot Shao Bu. He teaches that the Demon Emperor was once evil, but has now undergone many rebirths and attained a state of true compassion (they regard Hen-Shi’s mercy as false, and distinguish between that and ‘true compassion’). The temple takes in the ‘unworthy’ of this world: charlatans, killers, thieves and more. They teach the Butterfly Sutra, which likens the transformation of the unworthy to that of a butterfly.

The temple has an enormous statue of the Demon Emperor in its central hall. He appears stocky and his features seem exotic to Qi Xien sensibilities. Anyone with a negative Karma rating who shaves their head and kowtows to the statue, undergoing the ordination process, is filled with a sense of wonder and love. Behind the statue is a secret cabinet that contains the heart boxes of the Yao in the city. Destroying these can kill the Yao. However the Heart Box of one Yao, Song Di, is missing.

The Abbot is looking to hire worthy martial heroes to watch their doors at night (pays 265 spades for Dusk to Dawn shift). If any of his heart boxes go missing, he might also look to hire people to recover them.

ABBOT SHAO BU

Abbot Shao Bu is a master demon hunter and believes he is doing the bidding of the Bold King by subduing and reforming them under his service. He was once a notorious killer but the Bold King appeared to him in a dream and imparted the Butterfly Sutra on his heart. He then sought the Emperor to serve him. He has two Peacock Demons under his control, Feng Guai and Bao Guai. He has strong feelings for Bao Guai but sees this as failure of his own will. He is on good terms with God-Faced Zhang, leader of the Yao in the city.

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

Key Skills: Grapple: 3d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 1d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 2d10, Endurance 3d10, Medicine: 3d10, Meditation: 3d10, Athletics 1d10, History (Era of the Demon Emperor): 3d10, Classics (Rites of Wan Mei): 3d10, Religion (Hen-Shi): 3d10, Religion/Gods (Bold King): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Read Script (Feishu): 3d10, Institutions (Religious Organizations): 3d10, Institutions (Imperial Bureaucracy): 3d10, Creatures (Demons): 3d10, Survival (Cities): 2d10

Qi: 6

Max Wounds: 13

Techniques (Waijia 2, Neigong 2): Breath of the Lotus Petal, Butterfly Sutra, Demon Palm, Devastating Palm, Inverted Three Point Touch, Three Point Touch, Blade Pinch (Counter), Iron Body (Counter), Iron Spirit Resistance (Counter)



Butterfly Sutra: You sit and perform a chanting meditation that compels demons to serve you. Make a Meditation Roll against Resolve of all demons within 60 feet. On a Success, the Demon must obey your commands for 6 rounds. On a Failure, you take 10 Wounds. **Cathartic:** On a Success, the demon feels compelled to serve you for 6 months. You can control up to 2 Demons in this way. On a Failure, you take 12 Wounds.

Demon Palm: You thrust your palm into the chest of your foe, disrupting their Qi balance. Make an Arm Strike Roll against the Parry of the Target. On a Success, they take 3 Extra Imbalance point any time they make a Cathartic Kung Fu skill roll within the next 2 rounds. **Cathartic:** On a Success, the Target Takes Normal Damage and takes 6 Extra Imbalance Points anytime they make a Cathartic Kung Fu skill roll in the next thirty minutes.

Devastating Palm: You strike your opponent in the chest so hard that blood comes out the other side. Make an Arm Strike Roll against Parry. On a Success, you 7d10 Open Damage. **Cathartic:** On a Success, you do 7d10 Open Damage re-rolling any Failures once.

MONKS OF THE BOLD KING (25)

The monks of the Bold King believe in the temple's teachings and feel like they are reformed. However, they fail to realize their criminal skills and talents are merely being redirected.

Defenses: Hardiness 3, Evade 5, Parry 5, Stealth 10, Wits 7, Resolve 7

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 2d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 2d10, Speed: 0d10, Muscle: 0d10, Endurance 2d10, Medicine: 2d10, Meditation: 3d10, Athletics 2d10, History (Era of the Demon Emperor): 3d10, Classics (Rites of Wan Mei): 3d10, Religion (Hen-Shi): 1d10, Religion/Gods (Bold King): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Read Script (Feishu): 3d10, Institutions (Religious Organizations): 2d10, Institutions (Imperial Bureaucracy): 2d10, Creatures (Demons): 1d10, Talent (Theft): 3d10, Survival (Cities): 2d10

Qi: 1

Max Wounds: 3

Techniques (Neigong 2, Dianxue 2): Demon Palm

Demon Palm: You thrust your palm into the chest of your foe, disrupting their Qi balance. Make an Arm Strike Roll against the Parry of the Target. On a Success, they take 1 Extra Imbalance point any time they make a Cathartic Kung Fu skill roll within the next 2 rounds. **Cathartic:** On a Success, the Target Takes Normal Damage and takes 1 Extra Imbalance Point anytime they make a Cathartic Kung Fu skill roll in the next ten minutes.

FENG GOAI

Feng Guai is a peacock demon under the control of Abbot Shao Bu. She detests him and hopes to devour his bones one day when she is released from his control. She can take the form of a beautiful woman, a large blue and green peacock, or a hybrid with a terrifying beak and enraged eyes.

Defenses: Hardiness 7, Evade 8, Parry 6, Stealth 10, Wits 9, Resolve 6

Key Skills: Claw: 4d10 (5d10), Speed: 6d10 (90 feet), Breath: 3d10, Bite: 2d10, Fly: 6d10 (90 feet), Detect: 2d10, Command: 2d10, Deception: 2d10, Persuade: 3d10, Muscle: 4d10, Trade (Alchemy): 2d10, Talent (Poetry): 2d10

Max Wounds: 10

Expertise: Alchemy-Transformative Substance

Equipment: Medallion of the Bold King

POWERS

Heart Pluck: Plows her beak into chest cavity and into the heart. This does 10d10 Open Damage plus it drains 2 Qi. If the strike kills, it plucks out the Target's heart and devours it.

Dazzle: Creates false images of itself (up to 10) that last ten minutes. Any attempt to attack it has a 1 in 10 chance of striking the false image.

Shape Change: Bird Demons can take the form of birds, bird-like hybrids and humans.

Immunities: Bird Demons are immune to all Normal Attacks, only taking Damage from Kung Fu Techniques Qi level 1 or greater.

Healing Heart: When Bird Demons eat a human heart it nourishes them but also heals them by an amount equal to the victim's Qi Rank.



BAO GUAI

Bao Guai is kingfisher demon under the control of Abbot Shao Bu. She can take the form of a human or a magnificent blue and gold-feathered bird (she can also assume a large hybrid form). However, unlike Feng Guai, she admires the abbot and believes in his teachings.

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

Key Skills: Claw: 4d10 (5d10), Speed: 6d10 (90 feet), Breath: 3d10, Bite: 3d10, Fly: 6d10 (90 feet), Detect: 2d10, Command: 2d10, Deception: 2d10, Empathy: 2d10, Persuade: 3d10, Muscle: 4d10, Trade (Alchemy): 2d10, Creatures (Humans): 2d10

Max Wounds: 15

Expertise: Alchemy-Transformative Substance

Equipment: Medallion of the Bold King

POWERS

Fire Breath: Roll against the Evade of everyone in a 10 by 20 foot line. On a Success, deal 7d10 Fire Damage.

Piercing Beak: The Kingfisher can impale several foes at a time in a straight line (up to four people). This does 4d10 plus 5 Extra Wounds.

Shape Change: Bird Demons can take the form of birds, bird-like hybrids and humans.

Healing Heart: When Bird Demons eat a human heart it nourishes them but also heals them by an amount equal to the victim's Qi Rank.

Immunities: Bird Demons are immune to all Normal Attacks, only taking Damage from Kung Fu techniques Qi level 1 or greater.



EYE GOUGING KING TAKES THE EYES OF A TRUE SUN MAI TEMPLE PRIEST

23. TRUE SUN MAI TEMPLE

This temple venerates Sun Mai, but goes back to his very early teachings (and is utterly incompatible with Sun Mai Sect's beliefs or even the beliefs of most Qi Zhao practitioners). The early teachings are more firmly rooted in Dehua, with little concern for the teachings for Hen-Shi. The core belief that the perfect realm and imperfect realm are one and the same remains. However, they believe this is a contradictory statement that reveals a great deal about the nature of reality. To them it ultimately means they are two distinct things while also being one and the same, and that this exists in all things. The rest of their teachings are even more amorphous. They believe that gold helps in understanding Wan Mei, based on a literal interpretation of a passing reference to the "golden way" in one of Sun Mai's scriptures. They use this belief to justify charging high prices to anyone seeking to make offerings at the temple. They also offer a number of other services as well.

The priests of Sun Mai Temple in Daolu are much more interested in maintaining good relations with the Emperor and so their doctrine has changed a number of times to suit their needs, usually by cherry picking portions of Sun Mai's classic scripture (of which they have six very different, often contradictory, versions that are all considered equally valid).

The temple is built around a great statue of Sun Mai holding a calligraphy brush in one hand and his classic scripture in the other. To make an offering before the statue costs 100 spades.



A PRIEST OF TRUE SUN MAI TEMPLE

TRUE SUN MAI TEMPLE PRIEST (8)

True Sun Mai Priests dress in fine white silk robes and wear old-style jinxian guan (formal headgear of officials and Dehuan scholars). Their hats are made from golden fabric with turquoise studded gold metal bands. The True Sun Mai priests enjoy debate and discussion, and are capable of staggering haughtiness in that pursuit.

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

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, Endurance 0d10, Meditation: 3d10, Athletics 0d10, Classics (Scripture of Sun Mai): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Rites of Wan Mei): 3d10, Religion/Gods (Bold King): 3d10, Religion (Qi Zhao): 3d10, Religion/Gods (Dehua): 3d10, Language (Daoyun): 3d10, Language (Li Fai): 3d10, Read Script (Feishu): 3d10, Institutions (Religious Organizations): 3d10, Institutions (Imperial Bureaucracy): 1d10

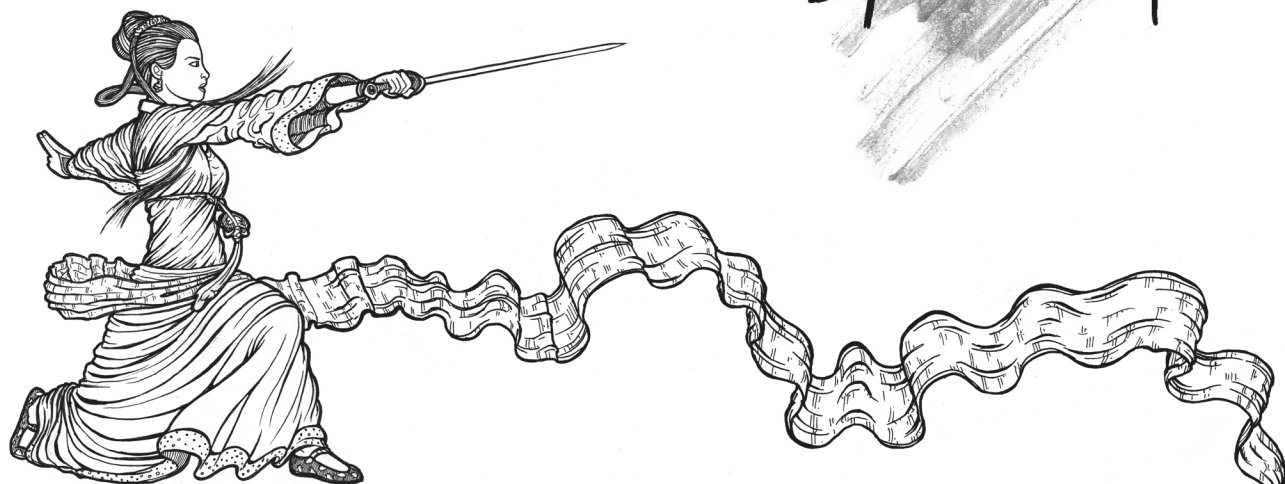
Max Wounds: 1

Expertise: Classics-Commentary



CHAPTER 3

第三章



MARTIAL HEROES, ORGANIZATIONS AND SECTS IN THE CITY



his section describes the various criminal organizations, sects, heroes and law enforcement officials in the city.

The Emperor treats Daolu as a breeding ground for potential Yao, so despite the Yao having a large presence here, he allows the sects and martial experts of the city more freedom than elsewhere in the empire. However the sects have learned to work with the Emperor, and for the most part he only leaves the more unsavory types unharmed. True heroes he regards as a threat. He also likes to keep the powerful in check. There are not many high ranking masters in the city and the ones who do exist are often secretly working with the Yao.



BEGGARS AND FIGHT FANS

BEGGARS

Many of the beggars in the city belong to Nature Loving Monk sect but not all. Roughly half of the beggars are not part of the sect. The stats for members of the sect are found on page 351 of the WHOG rulebook. Use the stats below for other types of beggars. Any encounter with a standard beggar has a 1% chance of involving a Hidden Kung Fu genius.

BEGGARS, STANDARD

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Athletics: 1d10, Speed: 2d10, Muscle: 0d10, Endurance: 3d10, Detect: 2d10, Persuade: 1d10, Deception: 1d10, Survival (City): 2d10, Survival (Wilderness): 2d10, Talent (Theft): 2d10

Max Wounds: 1

Weapons: None

BEGGARS, ARMED

Defenses: Hardiness 4, Evade 5, Parry 3, 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, Athletics: 1d10, Speed: 2d10, Muscle: 1d10, Endurance: 3d10, Detect: 2d10, Persuade: 1d10, Deception: 1d10, Survival (City): 3d10, Survival (Wilderness): 2d10, Talent (Theft): 2d10

Max Wounds: 1

Weapons: Dagger (1d10 Damage)

BEGGARS, HIDDEN KUNG FU GENIUS

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

Key Skills: Grapple: 3d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 1d10, Heavy Melee: 1d10, Athletics: 2d10, Speed: 2d10, Muscle: 3d10, Endurance: 3d10, Meditation: 3d10, Detect: 2d10, Persuade: 2d10, Deception: 3d10, Survival (City): 3d10, Survival (Wilderness): 2d10, Talent (Theft): 3d10

Qi: 4

Max Wounds: 9

Weapons: Fists (3d10 Damage)

Expertise: Fists of Steel

Techniques (Waijia 2, Neigong 2): Hands of the Hawk Beak, Kick of the Golden Elephant, Mighty Paws of the Lion, Ringing Strike of the Divine Ram, Clutch of the Hawk (Counter), Iron Body (Counter)

DRUNKEN FIGHT FANS

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Athletics: 0d10, Speed: 0d10, Muscle: 0d10, Endurance: 1d10, Detect: 2d10, Survival (City): 1d10, Survival (Wilderness): 2d10

Qi: 0

Max Wounds: 1

Weapons: Fists (0d10 Damage)

CRIMINAL ORGANIZATIONS AND PEOPLE IN INFLUENCE INSIDE THE CITY

DIVINE VIPER GANG

Crimes: Coffin Scam, Gambling, Robbery of Traffic on Pearl River, Extortion, Lumber Racket

Street Tax: 25%

Headquarters: The Eastern Immortal (Area 11)

This gang runs the pleasure quarter and controls the Pearl River Slums. They are both feared and respected by the locals. They also are a network of thieves and bandits, who regularly pull off big scores around the city. Anyone who wants to do any business in the Pleasure Quarter has to pay them a quarter of what they make.

The leader of Divine Viper Gang, Bamboo Viper, dresses in vibrant green and is perhaps the greatest master in the city. In truth, he is a member of the Yao, but created using a variant of the Heart Taking Ritual that allows him to keep his personality.



DIVINE VIPERS JUNIOR MEMBERS (100)

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: 3d10, Medium Melee: 0d10, Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 1d10

Max Wounds: 1

Weapons: Daggers (1d10 Damage)

DIVINE VIPER BUTTERFLY MEN (25)

The Divine Viper Butterfly men are so named for their agility and use of concealed Butterfly Swords. They dress in green and enforce the will of Bamboo Viper in the pleasure quarter.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 3d10 or 5d10 with Butterfly Swords, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10

Qi: 3

Max Wounds: 7

Weapons: Butterfly Swords (3d10 Damage, +1d10 Accuracy)

Expertise: Light Melee-Butterfly Swords

Key Kung Fu Techniques (Waijia 2, Qinggong 2): Double Thrust, Fierce Strike, Fangs of the Butterfly, Path of the Butterfly Swords, Whirling Dodge (Counter)

Fangs of the Butterfly: You slice forward and outward with your butterfly swords, cutting and pulling the flesh of your foe. Make a Light Melee Attack roll against Parry. On a Success, the Target takes Normal Damage plus 1 Extra Wound. **Cathartic:** On a Success, the Target takes Normal Damage plus 2 Extra Wounds. On a Total Success, the Target takes Open Damage plus 2 Extra Wounds.

Path of the Butterfly Swords: You throw both your Butterfly Swords at a single Target. Make a Light Melee roll against Evade. On a Success, you do Normal Damage plus 2 Extra Wounds. **Cathartic:** On a Success, you do Normal Damage plus 4 Extra Wounds.

BAMBOO VIPER'S BUTTERFLY GUARD (4)

These are men and women dressed as Bamboo Viper's servants. They follow him around and wait on him wherever he goes. However, they fight with a variety of improvised weapons that are easily concealed.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 3d10 or 6d10 with Hairpins, Medium Melee: 2d10, Heavy Melee: 2d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10

Qi: 4

Max Wounds: 9

Weapons: Hairpins (2d10 Damage, +2d10 Accuracy), Belt (3d10 Damage, Long Reach)

Expertise: Light Melee-Hair Pins

Key Kung Fu Techniques (Waijia 2, Qinggong 2): Arms of Silk, Choke of the Belt, Deadly Killing Hairpin, Vengeful Rending of the Belt, Deflecting Canopy (Counter), Catch of the Drinking Vessel (Counter), Whirling Dodge (Counter)

Deadly Killing Hair Pin: You slip a hair pin from your hair and throw it with deadly speed at the Target's neck. Make a Light Melee Skill roll against Evade at -1d10 per targeted strike rules. On a Success, you do Normal Damage plus 2 Extra Wounds. In order to counter this attack, the Target must first roll Detect against Stealth. In addition if they fail Detect roll, Damage becomes Open. **Cathartic:** On a Success, you do Normal Damage plus 4 Extra Wounds. If the Target fails their detect roll they cannot counter but the Damage also becomes Open.

Choke of the Belt: You lash out with a belt at your Target, wrapping it around their neck and pulling to crush their throat. Make a Light Melee Attack roll at -1d10 per targeted strike rules against Parry. On a Success, you do double the normal Damage (6d10 Damage). **Cathartic:** On a Success, you do double the Normal Damage (6d10 Damage), plus the Target must make an Endurance roll TN 8 or lose 1 Point of Hardiness that returns at a rate of 1 every hour.

Vengeful Rending of the Belt: You savagely whip the flesh of your Target, increasing the intensity with each blow. Make a Light Melee roll against Parry. On a Success, you do normal Damage. Each round you successfully hit the same Target with this attack increases the Damage by +1d10. **Cathartic:** On a Success, you do Normal Damage Plus 1 Extra Wound. Each round you Successfully hit the Target this increases the Damage by +1d10 and increases the Extra Wound by +1.



Catch of the Drinking Vessel (Counter): You catch an incoming projectile with a cup or wine vessel. Make an Athletics roll against the Attack roll. On a Success, you stop the Ranged Attack. This works on projectiles the size of an arrow or smaller.

Cathartic: You send the attack back at the Target (using your initial Athletics roll as the Attack roll) doing plus 1 Extra Wound on top of what it normally would have done.

BAMBOO VIPER

Bamboo Viper is secretly a Yao of the Emerald Heart who feeds information to the Demon Emperor (see the Yao of the Emerald Heart entry in the monster section of this book). He dresses in vibrant green, has bright green eyes and cannot die by normal means because his heart has been replaced with a powerful emerald. The Emperor gives him a fair amount of independence to pursue his own goals and interests in the city so long as he gives him information. Bamboo Viper adores the pleasures of life and regards his criminal organization as a bringer of order to the slums (and revenue to him and his men).

Bamboo Viper has a soft spot for anyone who seems innocent or naïve. He will not harm such people. He also has a strong distrust of regular Yao, particularly God-Faced Zhang (who makes him uneasy).

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 4d10, Light Melee: 2d10, Medium Melee: 4d10 or 6d10 with Jian, Heavy Melee: 4d10 or 5d10 with Qiang/Spear, Small Ranged: 0d10, Deception: 3d10, Speed: 3d10, Muscle: 4d10, Athletics: 2d10, Detect: 3d10, Persuade: 4d10, Empathy: 2d10, Command: 3d10, Talent (Theft): 4d10, Talent (Poetry): 3d10, Meditation: 3d10, Institutions (Imperial Bureaucracy): 3d10, Survival (Wilderness): 3d10, Survival (City): 3d10

Qi: 7

Max Wounds: 20

Weapons: Jian (5d10 Damage, +2 Accuracy Bonus), Qiang/Spear 6d10 Damage or 4d10 Damage)

Expertise: Heavy Melee-Qiang

Combat Technique: Heavy Melee-Reach, Fists of Steel

POWERS: Emerald Qi Energy, Illusions (Persuade against Resolve), Regeneration (1 Wound/round), Heartless

Key Kung Fu Techniques (Waijia 2, Qinggong 2, Neigong 1): Biting Blade, Deep Biting Blade, Double Thrust, Eagle Descends Loudly, Endless Arc of the Spear (with Guan Dao), Emerald Heart Strike, Emerald Spear, Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Spear- ing Blade, Purge Affliction, Iron Spirit (Counter), Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

Profound Techniques: Clouding Swords

Emerald Spear Technique: You throw your spear and it vaults through many targets spinning with green energy as it does so. Make a Heavy Melee roll against the Evade of up to 5 Targets. On a Success, you do Normal Damage plus 3 Extra Wounds.

Cathartic: You can attack up to 10 Targets and do Normal Damage plus 3 Extra Wounds on a Success.

Emerald Heart Strike: Your spear tip glows green and you strike with fury into the heart of your enemy. Make a Heavy Melee Attack roll against the Parry of the Target. On a Success, you 7d10 Damage. **Cathartic:** On a Success, you do 7d10 Open Damage and if you kill them, they rise up for 6 rounds attacking any Target you wish (and they cannot be dropped until the end of those 6 rounds).

THE GREEN TIGER GANG

Crimes: Gambling, Fight Fixing, Theft
Street Tax: 30%

Headquarters: Scattered with each subchief usually operating out of a wine shop or inn

The Green Tiger Gang control most of the criminal activity in the North Western portion of the city and have a firm grip on gambling surrounding the Embroidered Dragon. They are secretly led by Mr. Tao Ba, a wealthy merchant in the city. See area 19 in **CHAPTER TWO** for his entry. The Green Tiger men are known for putting on lion dance performances.

GREEN TIGER THUG (170)

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 0d10, Deception: 1d10, Talent (Gambling): 2d10, Talent (Lion Dancing): 2d10, Talent (Theft): 1d10, Institutions (Criminal Underworld): 1d10, Survival (City): 2d10

Max Wounds: 1

Weapons: Cudgels (1d10 Damage)—use Light Melee



GREEN TIGER ELITE THUGS (25)

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Deception: 2d10, Talent (Gambling): 2d10, Talent (Lion Dancing): 3d10, Talent (Theft): 2d10, Institutions (Criminal Underworld): 2d10, Survival (City): 3d10

Qi: 1

Max Wounds: 3

Weapons: Cudgels (2d10 Damage)—use Light Melee

Key Techniques (Waijia 3, Qinggong 1): Crack of the Cudgel, Whirling Dodge (Counter)

Crack of the Cudgel: You do a reverse spin and generate great force to crack your opponent with your cudgel. Make a Light Melee roll against Parry. On a Success, you do 1 Extra Wound. **Cathartic:** This does 1 Extra Wound and can hit up to three Targets in your immediate area.

GREEN TIGER SUBCHIEFS (5)

There are five subchiefs each controlling a different area of the Green Tiger territory: Golden Aura, Saffron Physician, Hua Fei, Pure Tiger, and Moon Cudgel San.

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

Key Skills: Grapple: 0d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Deception: 2d10, Command: 2d10, Medicine: 3d10 (Saffron Physician), Talent (Lion Dancing): 3d10, Talent (Gambling): 3d10, Talent (Theft): 3d10, Institutions (Criminal Underworld): 3d10, Survival (City): 3d10, Survival (Wilderness): 1d10

Qi: 3

Max Wounds: 7

Weapons: Cudgels (3d10 Damage)—use Light Melee

Key Techniques (Waijia 3, Qinggong 1): Crack of the Cudgel, Whirling Dodge (Counter)

Crack of the Cudgel: You do a reverse spin and generate great force to crack your opponent with your cudgel. Make a Light Melee roll against Parry. On a Success, you do 3 Extra Wounds. **Cathartic:** This does 3 Extra Wounds and can hit up to six Targets in your immediate area.

THE IRON MASTERS OF DAOLU

These are several wealthy families who control the iron ore deposits and foundries. However the most impressive iron master in the city is Iron Master Hu.

IRON MASTER HU

Iron Master Hu controls many local iron mines and smelting operations. He is a descendent of Iron Awl Hu. He is only vaguely aware of this connection and has no knowledge of Ouyeng Bei's connection to his ancestor (see **EMBROIDERED DRAGON** for details). Iron Master Hu is wealthy and employs a number of local ruffians to help enforce his will and keep workers in line. He could use more muscle though, both for maintaining order in his ranks and for protecting his iron from theft.

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

Key Skills: Arm Strike: 0d10, Leg Strike: 0d10, Grapple: 0d10, Throw: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Athletics: 2d10, Speed: 1d10, Muscle: 2d10, Endurance: 3d10, Detect: 2d10, Command: 3d10, Talent (Poetry): 2d10, Talent (Painting): 2d10, Survival (Wilderness): 3d10, Survival (City): 3d10, Survival (Hills): 2d10, Trade (Metal): 3d10, Institutions (Societies): 2d10, Institutions (Imperial Bureaucracy): 2d10, Places (Chezou River): 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Language (Hai'anese): 2d10, Language (Kushen): 2d10

Max Wounds: 1

Equipment: Crossbow (2d10 Damage)

IRON MASTER HU'S RUFFIANS (12)

These are local criminals and fighters drawn from the city. They vary by individual but use the following stat block for your average ruffian in the group.

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

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

Qi: 1

Max Wounds: 3

Key Kung Fu Techniques (Waijia 2, Qinggong 1, Neigong 1): Hands of the Hawk Beak, Face Slam, Whirling Dodge (Counter), Guiding the Crashing Wave (Counter)

3



45

Face Slam: This is a very basic technique that most of the ruffians pick up. You grab a person by the hair and smash their face into a nearby surface to shock them. Make an Arm Strike roll against Parry. On a Success, you do 3d10 Damage and the person suffers a -1d10 to Mental and Knowledge Skills for 10 minutes. **Cathartic:** This does 3d10 Damage and imposes a -2d10 penalty to Mental and Knowledge skills for 10 minutes.

THE KILLING BIXIES

Leader: Sun Leng

Crimes: Fake Documents, Gambling, Assassination, Illegal Weapons, Celestial Plume (1,000 spades per dose)

Street Tax: 20%

Headquarters: The Pearl Dragon (Area 4)

The Killing Bixies claim descent from Sun Mai, though they are as far from his teachings as one can imagine. They are skilled forgers and manufacture and sell fake government documents. They are also known for wielding knives. Only men or women with the surname Sun can lead the Killing Bixies. They sell small amounts of Celestial Plume to select buyers (See **CHAPTER SIX**).

KILLING BIXIE KNIFE-MEN (120)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10 or 2d10 with Dagger, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Athletics: 1d10, Talent (Forgery): 2d10, Trade (Metal): 2d10, Deception: 3d10, Institutions (Imperial Bureaucracy): 2d10, Survival (City): 2d10

Max Wounds: 1

Weapons: Dagger (1d10 Damage)

Expertise: Light Melee-Dagger

KILLING BIXIE SENIOR KNIFE-MEN (10)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 2d10 or 3d10 with Dagger, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Athletics: 2d10, Talent (Forgery): 3d10, Trade (Metal): 3d10, Deception: 3d10, Institutions (Criminal Underworld): 1d10, Survival (City): 3d10

Qi: 1

Max Wounds: 3

Weapons: Dagger (2d10 Damage)

Expertise: Light Melee-Dagger

Key Techniques (Waijia 1, Qinggong 3): Cutting Blade, Leap of the Swan, Whirling Dodge (Counter)

Cutting Blade: You make a wide sweeping slash with your dagger that is lethal when landed with precision. Make a Light Melee Attack roll against Parry. On a Success, do +1d10 Damage. On a Total Success do 1 Extra Wounds. **Cathartic:** On a Success, do +2d10 Damage. On a Total Success, do 2 Extra Wounds.

KILLING BIXIE CHAMPIONS (3)

The three champions are Ling, Wu, and Delong.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10 or 4d10 with Dagger, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 3d10, Athletics: 3d10, Medicine: 2d10, Talent (Forgery): 3d10, Trade (Metal): 3d10, Deception: 3d10, Institutions (Criminal Underworld): 2d10, Institutions (Imperial Bureaucracy): 1d10, Survival (City): 3d10

Qi: 3

Max Wounds: 7

Weapons: Dagger (3d10 Damage)

Expertise: Light Melee-Dagger

Key Techniques (Waijia 1, Qinggong 3): Cutting Blade, Furious Blade, Leap of the Swan, Storming Daggers, Horizontal Sidestep (Counter), Whirling Dodge (Counter)

Cutting Blade: You make a wide sweeping slash with your dagger that is lethal when landed with precision. Make a Light Melee Attack roll against Parry. On a Success, do +1d10 Damage. On a Total Success do 1 Extra Wounds. **Cathartic:** On a Success, do +2d10 Damage. On a Total Success, do 4 Extra Wounds.

Furious Blade: You stab and slash furiously at many enemies. Make a Light Melee attack against the Parry of up to 3 Targets. On a Success, you strike them for Normal Damage. **Cathartic:** On a Success, you can strike up to 6 Targets and do 1 Extra Wound.



SUN LENG

Sun Leng is an ugly criminal with a few missing teeth and an athletic build. Despite her rough appearance she can be warm and generous, even charming, in the presence of attractive men. Sun Leng cares only for her bottom line and is willing to dirty her hands in that pursuit. In her youth she spent time in the Kushen Basin and still has ties with the Kailin (which gives the Killing Bixies access occasionally to Celestial Plume).

Sun Leng believes she is a descendant of Sun Mai. One of her long term goals is to establish connections with the families who control the iron mines (See **IRON MASTERS OF DAOLU** or **IRON MASTER HUI** for more information). She doesn't have enough information yet to know the best way forward. She is open to blackmail, friendship, and partnership, depending on whether she thinks she has the upper hand.

She recently purchased the Heart Box of Song Di from Pan Fu for 25,000 spades. She is keeping an eye on it, hoping to sell it to whoever wanted it for a large sum, however it is possible her men might try to sell it behind her back.

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

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 3d10 or 4d10 with Dagger, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 3d10, Athletics: 3d10, Medicine: 2d10, Persuade: 2d10, Command: 2d10, Deception: 3d10, Talent (Forgery): 3d10, Trade (Metal): 3d10, Institutions (Imperial Bureaucracy): 1d10, Institutions (Criminal Underworld): 3d10, Institutions (Societies): 3d10, Survival (City): 3d10, Survival (Wilderness): 3d10, Language (Daoyung): 3d10, Read Script (Feishu): 1d10, Language (Kushen): 2d10, Places (Kushen Basin): 2d10, Places (Chezou River Valley): 3d10

Qi: 5

Max Wounds: 11

Weapons: Dagger (3d10 Damage)

Expertise: Light Melee-Dagger

Key Techniques (Waijia 3, Qinggong 1): Cutting Blade, Furious Blade, Leap of the Swan, Storming Daggers, Horizontal Sidestep (Counter), Whirling Dodge (Counter)

Cutting Blade: You make a wide sweeping slash with your dagger that is lethal when landed with precision. Make a Light Melee Attack roll against Parry. On a Success, do +1d10 Damage. On a Total Success, do 1 Extra Wounds. **Cathartic:** On a Success, do +2d10 Damage. On a Total Success, do 4 Extra Wounds.



SUN LENG OF THE KILLING BIXIES

Furious Blade: You stab and slash furiously at many enemies. Make a Light Melee attack against the Parry of up to 5 Targets. On a Success, you strike them for Normal Damage. **Cathartic:** On a Success, you can strike up to 10 Targets and do 1 Extra Wound.

Plunging Blade: You throw your dagger at a precise spot in the stomach causing rapid blood loss. Make a Small Melee Skill roll against Evade. On a Success, the Target takes 2 Extra Wounds and another 1d10 Damage the following round. **Cathartic:** On a Success, the Target takes Normal Damage plus 4 Extra Wounds, and takes 3d10 Damage for 3 rounds.



THE ZHEN BIRD SOCIETY

Crimes: Black Market Artifacts, Illegal Silk, Assassination, Curses, Book Theft, Spiritual Protection Rackets

Street Tax: 50%

Headquarters: The Zhen Bird Society (Area 12)

The Zhen Bird Society is more well known for its potent ritual magic than its martial arts (though its leader is a skilled pressure point specialist). They are lead by Ritual Master Zhen Guiying. The organization's real hierarchy is secret since the Zhen Bird Society itself is merely an association.

RITUAL MASTER ZHEN GUIYING

Ritual Master Zhen Guiying is a descendent of Ritual Master Zhen and is working with Master Ouyang Bei in his plot to change the past. She wants to do her ancestor's will so he can get revenge. She also believes this will help restore Iron Awl Hu's place in history. She controls the Zhen Bird society, a greatly feared organization in the city. She has done many terrible things to acquire the knowledge she has, as Ritual Master Zhen left incomplete records. She has also done terrible things to people to learn what Kung Fu she knows. But the Zhen Bird Society is more famous for its terrifying rituals than its martial arts. Zhen Guiying is curious and determined. People fear her Hungry Palm Strike. She is a master of disguise.

Defenses: Hardiness 3, Evade 3, Parry 4, Stealth 6, Wits 10, Resolve 8

Key Skills: Throw: 2d10, Grapple: 1d10, Arm Strike: 3d10, Leg Strike: 1d10, Medium Melee: 2d10, Light Melee: 2d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 1d10, Detect: 2d10, Deception: 3d10, Trade (Alchemy): 3d10, Poison: 3d10, Medicine: 3d10, Disguise: 3d10, Ritual (Blood Thickening Ritual): 3d10, Ritual (Rat Transformation Ritual): 3d10, Ritual (Extract Phoenix Spirit Ritual): 2d10, Ritual (Forceful Petition of the Immortals): 2d10, Ritual (Green Guardian Ritual): 2d10, Ritual (Three Poison Spirit Ritual): 3d10, Ritual (Paper Talisman of Curse Warding): 3d10, Ritual (Spirit Keeping Ritual): 3d10, Ritual (Ritual of the Boundless Perfection): 3d10, Ritual (Draw out the Demons): 3d10, Ritual (Binding the Demons): 2d10, Religion (Supreme Judge Yu): 3d10, Creatures (Animals): 3d10, History (Era of the Demon Emperor): 3d10

Qi: 6

Wounds: 13

Expertise: Creatures-Zhen Birds

Kung Fu Techniques (Neigong 1, Dianxue 3):

Hungry Palm Strike, Hungry Palm Reversal, Inverted Three Point Strike, Liver Strike, Liver Stagnation Strike, Naga Palm, Nine Divine Snakes, Phoenix Disruption Strike, Phoenix Star Reversal, Sealing the Phoenix, Purge Spirit, Purge Affliction

Hungry Palm Strike: You tap seven key acupoints in quick succession, causing the person's stomach to twist and turn against them, so that anytime they eat, they are injured. Make an Arm Strike roll against Parry followed by a Medicine TN 6 roll. On a Success, the Target feels fine, but anytime they eat after for the next three days, they take 1 Automatic Wound. **Cathartic:** When used Cathartically the effect is permanent, causing 1 Wound anytime the person eats.

Hungry Palm Reversal: You tap acupoints on a person to reverse the effects of Hungry Palm. This must be used Cathartically. Make a Medicine roll TN 6. On a Success, the Hungry Palm effect ends (if Target is unwilling make an Arm Strike first).

ZHEN BIRD SOCIETY RITUAL

MASTERS (II)

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

Key Skills: Throw: 2d10, Grapple: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Medium Melee: 1d10, Light Melee: 1d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 1d10, Detect: 2d10, Trade (Alchemy): 1d10, Poison: 2d10, Medicine: 2d10, Ritual (Blood Thickening Ritual): 2d10, Ritual (Rat Transformation Ritual): 1d10, Ritual (Extract Phoenix Spirit Ritual): 1d10, Ritual (Forceful Petition of the Immortals): 2d10, Ritual (Green Guardian Ritual): 2d10, Ritual (Three Poison Spirit Ritual): 2d10, Ritual (Paper Talisman of Curse Warding): 2d10, Ritual (Spirit Keeping Ritual): 3d10, Ritual (Ritual of the Boundless Perfection): 2d10, Ritual (Draw out the Demons): 2d10, Ritual (Binding the Demons): 1d10, Religion (Supreme Judge Yu): 3d10, Creatures (Animals): 2d10, History (Era of the Demon Emperor): 1d10

Max Wounds: 1

Expertise: Creatures-Zhen Birds



ZHEN BIRD SOCIETY DISCIPLES (50)

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

Key Skills: Throw: 2d10, Grapple: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Medium Melee: 1d10, Light Melee: 1d10, Small Ranged: 2d10, Speed: 1d10, Muscle: 1d10, Detect: 1d10, Trade (Alchemy): 1d10, Poison: 1d10, Medicine: 1d10, Ritual (Blood Thickening Ritual): 1d10, Ritual (Forceful Petition of the Immortals): 1d10, Ritual (Paper Talisman of Curse Warding): 1d10, Ritual (Spirit Keeping Ritual): 3d10, Ritual (Ritual of the Boundless Perfection): 2d10, Ritual (Draw out the Demons): 1d10, Ritual (Binding the Demons): 1d10, Religion (Supreme Judge Yu): 1d10, Creatures (Animals): 1d10

Max Wounds: 1

TEMPLE PRIESTS OF SUPREME JUDGE YU (10)

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

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: 1d10, Muscle: 0d10, Athletics: 1d10, Trade (Fabric): 3d10, Ritual (Ancestor Veneration): 3d10, Religion (Dehua): 2d10, Religion (Supreme Judge Yu): 3d10

Max Wounds: 1

Expertise: Trade-Silk

GREEN GUARDIANS (4)

The Zhen Bird Society uses Green Guardians to protect its headquarters. They are usually abducted beggars who have had the Green Guardian Ritual performed on them against their will. They look like normal men, but are wrapped in cloth of various colors (green, red, gray and black) and their bodies are covered in plant life growing from their flesh to match the color of their clothing. They use this as camouflage and are under the complete command of Ritual Master Zhen Guiying.

Defenses: Hardiness 6, Evade 5, Parry 3, Stealth 8 or 10 (when surrounded by color of cloth), Wits 6, Resolve 10

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Athletics: 1d10, Speed: 2d10, Muscle: 0d10, Endurance: 3d10, Detect: 2d10, Persuade: 1d10, Deception: 1d10, Survival (City): 2d10, Survival (Wilderness): 2d10, Talent (Theft): 2d10

Max Wounds: 5

Weapons: None

POWERS

Harming Touch: With a single Attack (used Arm Strike against resisting targets) the Green Guardian causes 3 Wounds.

Heal Self: To heal the Green Guardian simply fades into the soil for one hour, emerging fully recovered. If killed, he dissipates into the soil and takes 30 days to repair himself.

Healing Touch: With a single Attack (use Arm Strike against resisting targets) the Green Guardian heals 1 Wound. This cannot be used on himself.

Camouflage: Every green guardian is wreathed in plants, flowers and/or moss, but the varieties are selected to match the needs of stealth. Most can easily blend in with a garden, but some are better suited to city streets or darkened hills.

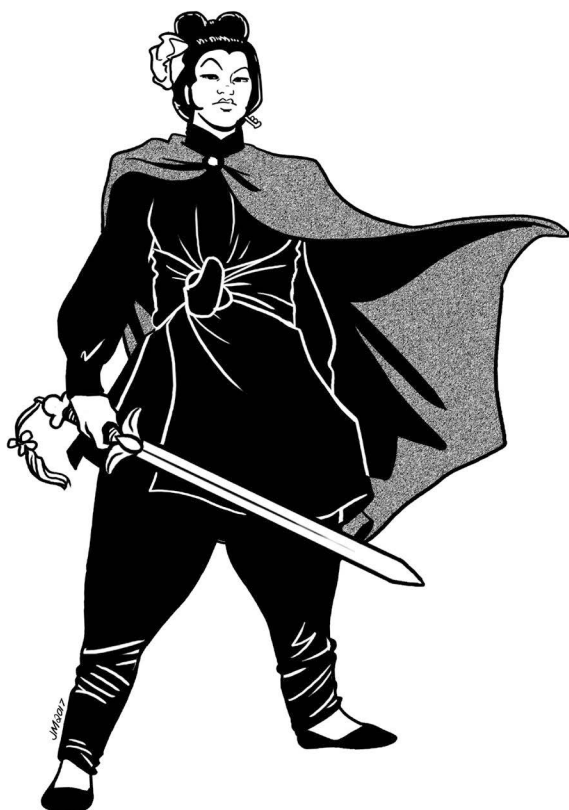
BANDITS OUTSIDE THE CITY

These are active bandit groups outside the city. Many Criminal Organizations within the city are peripherally involved in banditry here as well.

RED CAPE BANDITS

This is a group of women led by Red Viper and all of them wear red capes and carry jian swords. They attack local merchants but also make money by having Red Viper attack someone with her Naga Palm, then offering to use their Nine Divine Snakes ability to heal it in exchange for 5 Silver Taels. At the moment they reside in a small cave where they've amassed 30,000 spades.





RED VIPER OF THE RED CAPE BANDITS

THE RED CAPES (8)

The Red Capes are killers and thieves. They have no compunction about murdering people.

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 or 4d10 with Jian, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 2d10, Medicine: 2d10, Survival (Hills): 2d10

Qi: 2

Max Wounds: 1

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

Key Techniques (Waijia 3, Dianxue 1): Blasting Blade, Slashing Blade, Nine Divine Snakes

THE RED VIPER

Red Viper was once sworn sisters with Jade Butterfly. They grew apart as Red Viper took to more unsavory ways of making money, including banditry. Not wanting to join one of the many martial sects and follow their rigid codes, she decided to start her own group of bandits.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 3d10, Medicine: 3d10, Command: 3d10, Survival (Hills): 3d10

Qi: 4

Max Wounds: 9

Weapons: Short Bow (2d10 Damage), Jian (4d10 Damage, +2d10 Accuracy)

Key Techniques (Waijia 1, Neigong 2, Dianxue 1): Absorbing Palm, Blasting Blade, Curing Palm, Inverted Three Point Strike, Spinning Steel, Slashing Blade, Naga Palm, Nine Divine Snakes, Spinning Back Kick (Counter)

THE FALLING STAR BANDITS

This group of bandits ply their trade along the river. They wear black uniforms with blue prawns and stars embroidered on them and all carry multiple daggers. They have no leader, instead preferring to decide everything as a group.

THE FALLING STARS (10)

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

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

Qi: 2

Max Wounds: 5

Weapons: Short Bow (2d10 Damage), Daggers (2d10 Damage)

Key Techniques (Waijia 1, Qinggong 3): Impact of the Falling Star, Leap of the Swan, Storming Daggers, Whirling Dodge (Counter)

THE ORPHANS (6)

This is a small group of young bandits who grew up in the city together and are led by a woman named Jia. They annoy the Divine Vipers by stealing and begging on the very edge of their territory (and running away at the first sign of a problem). They are no longer children, but the Vipers stay their hand because they've been active like this since they were young (and the vipers can't quite bring themselves to harm them).

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

Key Skills: Grapple: 0d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Talent (Theft): 3d10

Qi: 1

Max Wounds: 3

Weapons: Fists (2d10 Damage)

Expertise: Fists of Steel, Speed-Elude

Key Techniques (Waijia 2, Qinggong 2): Fierce Strike, Hands of the Hawk Beak, Guiding the Crashing Wave (Counter)

JIA

Jia has raised the orphans since they were young and taught them to fend for themselves. Her Kung Fu is unremarkable however, and she is beginning to feel the exhaustion of age. So she would like to find someone else to lead the orphans. She had talent in her youth and was promising enough to learn some things from Golden Roc.

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

Key Skills: Grapple: 0d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Talent (Theft): 3d10

Qi: 2

Max Wounds: 5

Weapons: Fists (2d10 Damage)

Expertise: Fists of Steel, Speed-Elude

Key Techniques (Waijia 2, Qinggong 2): The First Fist of Yanshi, Fierce Strike, Hands of the Hawk Beak, The Second Fist of Yanshi Guiding the Crashing Wave (Counter)

LAW ENFORCEMENT IN THE CITY

CITY LORD CHAN DI

City Lord Chan is a cruel and ruthless man with stark white hair. On the surface he seems just like another killer official loyal to the Emperor who viciously brutalizes the population. In truth, he was a member of the Shan clan. He watched his entire family slaughtered by the king's men (an event that turned his hair white). He assumed a false identity and vowed to get his revenge by infiltrating the government so he would one day gain the Emperor's trust, and a private audience. Until that day he plays the role of loyal official well.

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

Key Skills: Grapple: 3d10, Throw: 1d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 1d10, Medium Melee: 3d10 or 3d10 with Ox Tail, Heavy Melee: 3d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Endurance: 2d10, Medicine: 3d10, Meditation: 2d10, Talent (Poetry): 3d10, Talent (Calligraphy): 2d10, Talent (Guzheng): 2d10, Command: 2d10, Persuade: 2d10, Deception: 2d10, Detect: 2d10, Institutions (Sects): 3d10, Places (Chezou River): 3d10, History (Era of the Demon Emperor): 3d10, History (Era of the Glorious Emperor): 3d10, History (Era of the Righteous Emperor): 3d10, Languages (Li Fai): 3d10, Languages (Daoyun): 3d10, Language (Hai'anese): 3d10, Read Scripts (Feishu), The Classics (Sayings of Kong Zhi): 2d10, Classics (Scriptures of Sun Mai): 1d10, Classics (Rites of Wan Mei): 2d10, Classics (Book of Laws): 3d10, Classics (Glorious Histories): 3d10

Qi: 6

Wounds: 13

Equipment: Ox Tail (5d10 Damage, -1d10 Accuracy)

Expertise: Medium Melee-Ox Tail

Flaws: White Hair

Key Techniques (Waijia 1, Neigong 3): Blasting Blade, Choking Strands, Glorious Strike of the Ox Tail, Slashing Blade, Spinning Steel, Whipping Strands, Iron Body (Counter), Iron Spirit Resistance (Counter), Mountain in the Flood (Counter), Swift Rebuttal (Counter)

3



Glorious Strike of the Ox Tail: You fly into the air and unleash a spinning slash with your ox tail that cuts into many foes before you. Make a Medium Melee roll against up to 4 adjacent Targets. On a Success, you do 5d10 Open Damage. **Cathartic:** You let out a green blast from the strike that hits up to 10 additional Targets within a 30 foot area for Normal Damage (you still strike your four original Targets for 5d10 Open Damage).

Choking Strands: You unleash your hair and wrap it like tentacles around peoples throats. Make a Grapple roll against the Evade of up to 6 Targets. On a Success, you are able to grab and restrain targets with your hair. **Cathartic:** Make a Grapple roll at -1d10 per the Targeted Strike rules against up to 6 Targets. On a Success you choke them. They must make an Endurance roll TN 9 each round or pass out.

SHERIFF RUANG XUN

Sheriff Ruang Xun is corrupt but fair. Unless the City Lord, the Emperor or Yao have a particular interest in someone, he will happily let them go or frame someone else for the right price. He can be brutal when required.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10 or 1d10 with Ox Tail, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 2d10, Athletics 2d10, Command: 2d10, Reasoning: 1d10, Medicine: 2d10, Detect: 2d10, Survival (City): 3d10, Classics (All): 1d10, Institutions (Imperial Bureaucracy): 2d10

Qi: 3

Max Wounds: 7

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

Key Techniques (Waijia 3, Neigong 1): Blasting Blade, Iron Body (Counter)

CONSTABLES (250)

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10 or 1d10 with Ox Tail, Heavy Melee: 3d10, Small Ranged: 1d10, Speed: 2d10, Muscle: 1d10, Athletics 2d10, Detect: 2d10, Survival (City): 3d10

Qi: 0

Max Wounds: 1

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

GOD-FACED ZHANG (ZHANG YU)

God-Faced Zhang Yu is the leader of the Yao in Daolu. His lower lip is missing down to his chin, revealing teeth and bone. He dresses in dark red clothes and wears a lamellar uniform. He is loyal and a cold creature of reason and strategy. God-Faced Zhang makes a good Yao but every so often a gentle side of his personality can emerge. When people talk he is not emotionally engaged but will respond once he has had time to think about their words.

God-Faced Zhang Yu was once a great hero named Iron-Faced Zhang. When the Yao came for him and his school, he fended them off and ripped a dagger from his wife's neck with his teeth, throwing it into the chest of a nearby yao (using his mouth to throw the dagger is what caused his injury to his lip). His wife and children got away, most of his students were killed, and he was forced to undergo the Heart Taking Ritual. Because his face was so injured before the ritual, it has remained terribly scarred since, despite his regeneration abilities.

God-Faced Zhang works frequently with Bamboo Viper of the Divine Vipers, but does not trust him. He regards his human-like personality with suspicion.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10 or 2d10 with Ox Tail, Heavy Melee: 3d10 or 3d10 (Guan Dao), Small Ranged: 0d10, Deception: 3d10, Speed: 3d10 or 2d10 with Lamella, Muscle: 3d10, Athletics: 2d10, Detect: 3d10, Meditation: 3d10, Institutions (Sects): 3d10, Institutions (Imperial Bureaucracy): 2d10, Martial Disciplines (Waijia): 3d10, Martial Disciplines (Qingong): 2d10, Martial Disciplines (Dianxue): 3d10, Martial Disciplines (Neigong): 2d10, Survival (Cities): 3d10, Survival (Wilderness): 3d10





GOD-FACED ZHANG

Qi: 6

Max Wounds: 18

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

Expertise: Heavy Melee-Guan Dao, Medium Melee-Ox Tail

Armor: Iron Lamellar (-1d10 Damage from non-Kung Fu blunt and sharp weapons)

Combat Technique: Heavy Melee-Reach

Key Kung Fu Techniques (Waijia 2, Qinggong 1, Neigong 1): Biting Blade, Deep Biting Blade, Double Thrust, Deflection of the Guan Dao, Eagle Descends Loudly, Endless Arc of the Spear (with Guan Dao), Fierce Strike, Flight of the Hawk, Great Stride, Heart Smashing Palm, Iron Spirit, Spinning Guan of Zhang, Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

Spinning Guan of Zhang: You spin the blade of your guan dao and use it to mow down foes. Make a Heavy Melee Skill roll against the Parry of up to 4 Targets. On a Success, you do Normal Damage plus 1 Extra Wound. **Cathartic:** You can attack up to 8 Targets and on a Success you do Normal Damage plus 4 Extra Wounds.

Deflection of the Guan Dao: You spin the head of the guan dao to deflect a projectile. Make a Heavy Melee Attack roll against any Ranged Attack. On a Success, you deflect the attack and are unharmed.

Cathartic: On a Success, you Deflect the attack back at the Target and if your roll beats its Evade, you do 4d10 Damage plus 2 Extra Wounds.

POWERS: Dark Qi Energy, Regeneration, Heartless

YAO (12)

These are the Yao under the command of God-Faced Zhang.

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 or 1d10 with Ox Tail, Heavy Melee: 3d10 or 2d10 (Guan Dao), Small Ranged: 0d10, Deception: 3d10, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Detect: 3d10, Meditation: 3d10, Survival (Cities): 2d10

Qi: 4

Max Wounds: 14

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

Combat Technique: Heavy Melee-Reach

Key Kung Fu Techniques (Waijia 2, Qinggong 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 Energy, Regeneration, Heartless





LADY CAO LEI TRIES TO CAPTIVATE THE ATTENTION OF SILVER IMMORTAL

SONG DI (I)

Song Di is a Yao who was also once the sworn brother of Karmic Fox of the Fortune Blade Workshop. He was turned into a Yao by God-Faced Zhang (who doesn't know of this relationship with Karmic Fox) and turned into God-Faced Zhang's right hand man. His heart box (the box containing his heart) is somewhere in the city.

Defenses: Hardiness 8, Evade 7, Parry 8, Stealth 9, Wits 6, Resolve 10

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 2d10 or 1d10 with Ox Tail, Heavy Melee: 3d10 or 2d10 (Guan Dao), Small Ranged: 0d10, Deception: 3d10, Speed: 2d10, Muscle: 3d10, Athletics: 2d10, Detect: 3d10, Meditation: 3d10, Survival (Cities): 2d10

Qi: 5

Max Wounds: 16

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

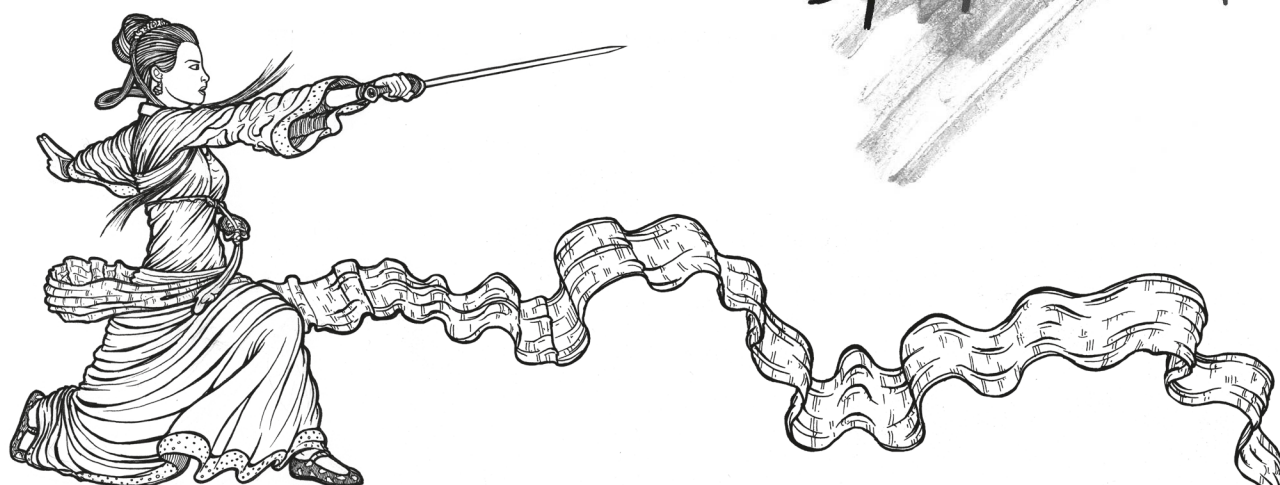
Combat Technique: Heavy Melee-Reach

Key Kung Fu Techniques (Waijia 2, Qinggong 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)

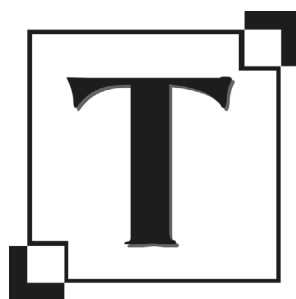
POWERS: Dark Energy, Regeneration, Heartless

CHAPTER 4

第四回



THE TOURNAMENT OF DAOLU



his section deals with the tournament portion of the adventure. Use this if the players have come to enter the tournament (or if they decide to join after hearing about it while in the city).

The Tournament is being organized by Master Ouyang Bei. In truth he is a descendant of Iron Awl Hu, an enemy of Sunan during the time of the Demon Emperor. He is working with the spirit of a sorcerer who once served Iron Awl Hu, to obtain the Chariot of Du Qian and send a team of unknowing assassins back in time to kill Sunan (this is Ritual Master Zhen). The winners of the tournament risk going back in time in an adventure to the Era of the Demon Emperor if they take the Chariot of Du Qian through the gates.

The effects of time travel are explained in **CHAPTER FIVE**. The city of Daolu during the time of the Demon Emperor, is described in that chapter.



RULES OF THE TOURNAMENT

Weapons are permitted but no lethal blows are allowed. However lethal blows occasionally occur when tempers flare. The tournament will take place over two days. All competitors in the tournament must registered as fighters in the city. Each fight will involve two competitors and the winner goes on to the next match in the bracket.

BRACKETS

Competitors are paired into brackets, with the winner going to the next bracket, in a process of elimination until two remain for the final match. Play out the fights involving PCs. You can also play out the fights involving only NPCs if you wish, but a much easier method for these matches is to have them make opposing rolls using dice pools based on their respective Qi rank, with the person rolling the single highest result being the winner.

Using this simplified method for NPCs, the rolls are based on their Qi rank. So the Bear-Fisted Kid with Qi 3, would roll 3d10, while Drunken Whip, with Qi 5, would roll 5d10. The winner is the one with the single highest result.

SELECTING COMPETITORS FOR THE BRACKETS

The total number of initial brackets will be eight. Each bracket leads to another match in the elimination. Place the Player Character in the B brackets in order. Then fill in the remaining A brackets for the first match by rolling on the following table. For each empty slot roll once on the table. If you have a lot of PCs they may have to fight one another. The Embroidered Dragon generally avoids having people from the same sect, school or organization fight each other in the first match, so if it is clear the PCs are companions, they will be asked if this is acceptable should there not be enough brackets for them to fight separately. This could result in some PCs fighting NPCs, some PCs fighting fellow PCs, and some NPCs fighting NPCs.

When you roll on the table results may only come up once, individuals should not be placed into two brackets. If there are too many competitors, characters are randomly eliminated by Ouyang Bei until the numbers align properly.



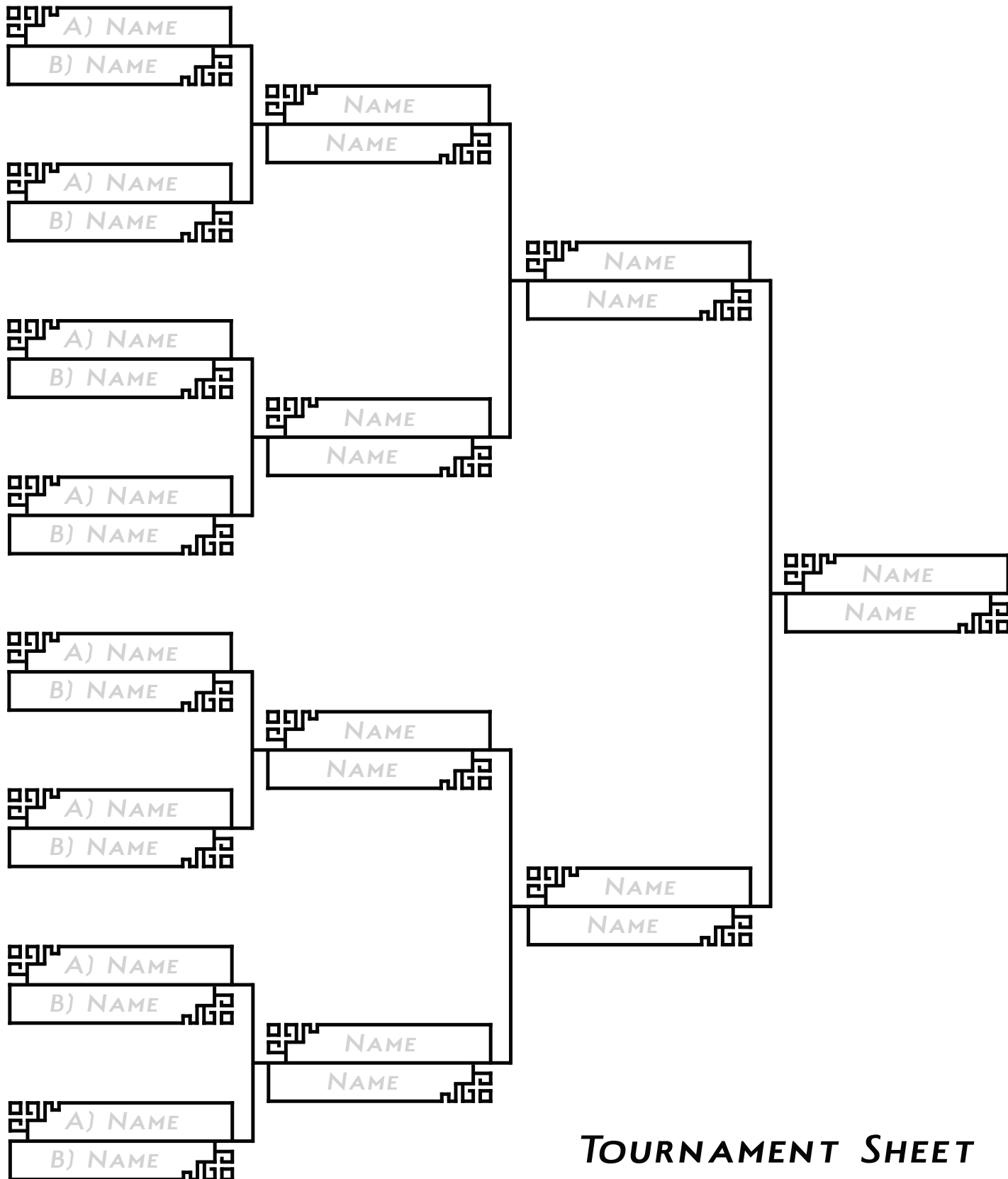
THE EMBROIDERED DRAGON LEI TAI PLATFORM IS WHERE COMPETITORS FACE OFF FOR THE PRIZE

**FIRST
ROUND**

SECOND ROUND

THIRD ROUND

**FINAL
ROUND**

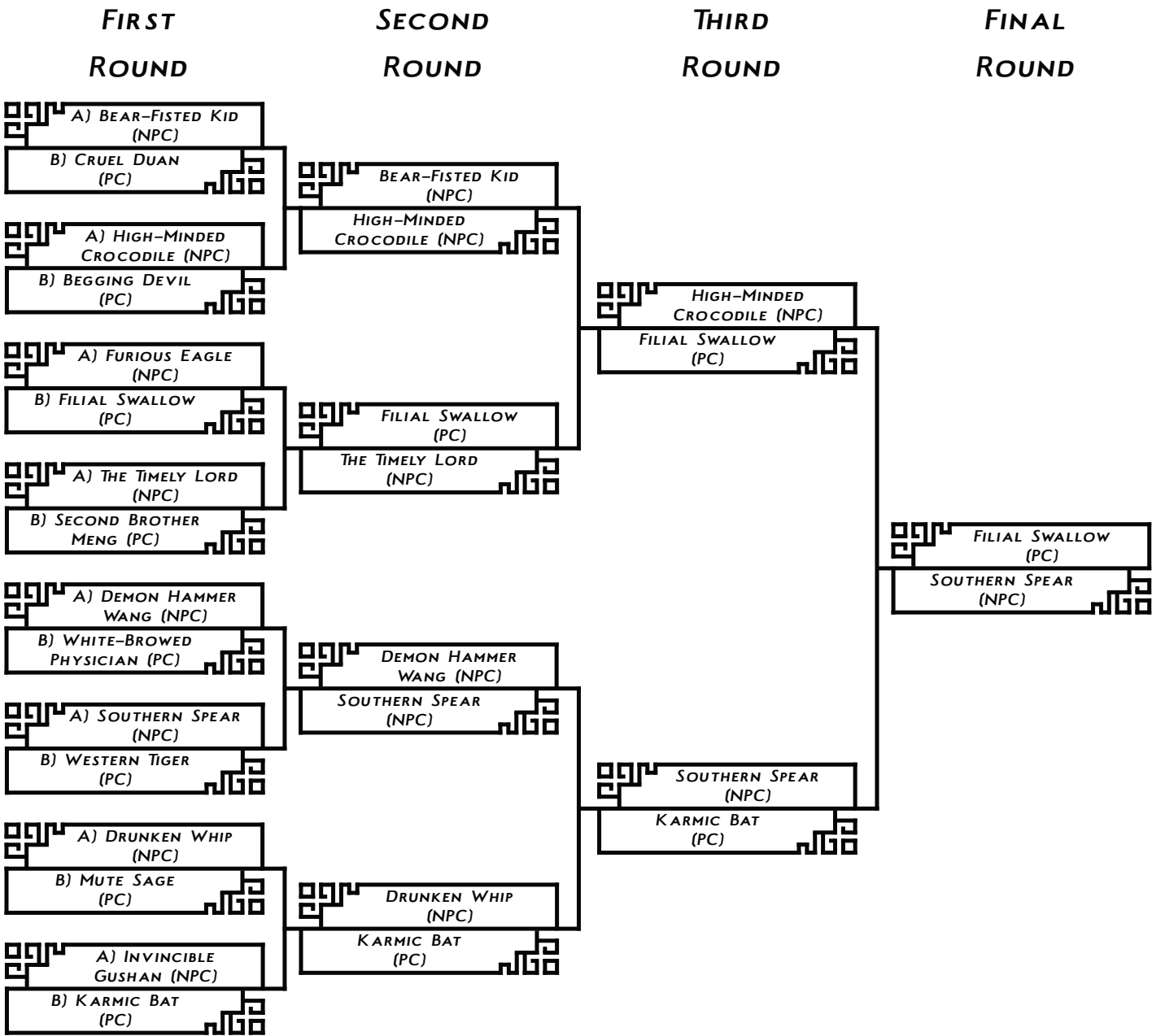


TOURNAMENT SHEET

THE COMPETITORS

These are the competitors anyone participating in the tournament may face. They should all be included in the brackets and used accordingly. They are designed using a method similar to the condensed stat-block method from **APPENDIX A**. Each has one or two signature techniques, described in the entry itself (to reduce the need for the GM to look up techniques while managing a tournament).

BRACKETS TABLE	
Roll 1D10	
1	Bear-Fisted Kid or Demon Hammer Wang
2	Drunken Whip or Furious Eagle
3	High-Minded Crocodile
4	Invincible Gushan .
5	Iron Vessel Huang
6	Laughing Phoenix
7	Merciful Lioness
8	Murderous Asura Jia
9	Southern Spear
10	The Timely Lord



BEAR-FISTED KID

A young woman from the country, the Bear-Fisted Kid is hoping to win the tournament so she can gain riches to help her starving family. She is earnest and kind, but easily tricked. She is known for her Bear Paw and Bear Stance. She is easily persuaded by wealth.

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

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

Qi: 3

Max Wounds: 7

Disciplines (Waijia 1, Qinggong 1, Neigong 1, Dianxue 1)

Bear Paw: You strike with the might of a bear. Make an Arm Strike roll against Parry. On a Success you do Normal Damage plus 1 Extra Wound.

Cathartic: You do Normal Damage plus 2 Extra Wounds and the Target loses 1 Point of Hardiness for a round.

Bear Stance: You step into a bear-like stance with both hands ready but softly positioned before you. You can get into this stance as a Move gaining a +2d10 to all Arm Strike Attacks but suffering a -1d10 to Speed and a -2 to your Turn order. **Cathartic:** You gain a +2d10 to your Arm Strike Damage roll.



BEAR-FISTED KID



DEMON HAMMER WANG

Demon Hammer Wang is enormous and fights with a giant mace. He has a thick mane of black hair and sleek beard. His eyebrows flare and are quite thick. Demon Hammer Wang joined the competition to impress his children (Wang Pei, Wang Mei, and Wang Lei) with his abilities. His children are all in attendance.

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

Key Skills: Heavy Melee (Giant Mace): 2d10* (7d10 Damage), Speed: 1d10, Muscle: 3d10, Athletics: 2d10, Endurance: 3d10, Detect: 2d10

**Penalty factored in.*

Qi: 6

Max Wounds: 13

Disciplines (Waijia 1, Neigong 3)

Hurl of the Hammer: You throw your giant mace at a distant Target. Make a Heavy Melee roll against Evade to a Target up to 30 feet away. On a Success, you do Normal Damage. **Cathartic:** On a Success, you do Normal Damage plus 4 Extra Wounds.

Jaw Hammer: You bring your giant mace in an upward strike to the Target's face. Make a Heavy Melee Attack against Parry at -1d10 penalty. On a Success, the Target takes Normal Damage and collapses to the ground prone. **Cathartic:** You do Normal Damage and fly into the air, landing on the target for 5d10 Falling Damage.

Side Step (Counter): You evade a Melee or Ranged Attack by stepping to the side. This must be used Cathartically. Make an Athletics roll against the Attack roll. On a Success, you avoid the attack.



DRUNKEN WHIP

Drunken Whip is a righteous hero with a weakness for beautiful women and wine. However, he is not terribly attractive and gets drunk faster than most. For this reason, Drunken Whip is often heart broken and hungover (more often he is both). He has a good heart though and will gladly join any worthy cause. He is the son of a great hero who was famous for his Hard Whip techniques.

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

Key Skills: Heavy Melee (Hard Whip): 3d10 (4d10 Damage), Speed: 3d10, Muscle: 2d10, Endurance: 0d10, Detect: 1d10

Qi: 5

Max Wounds: 11

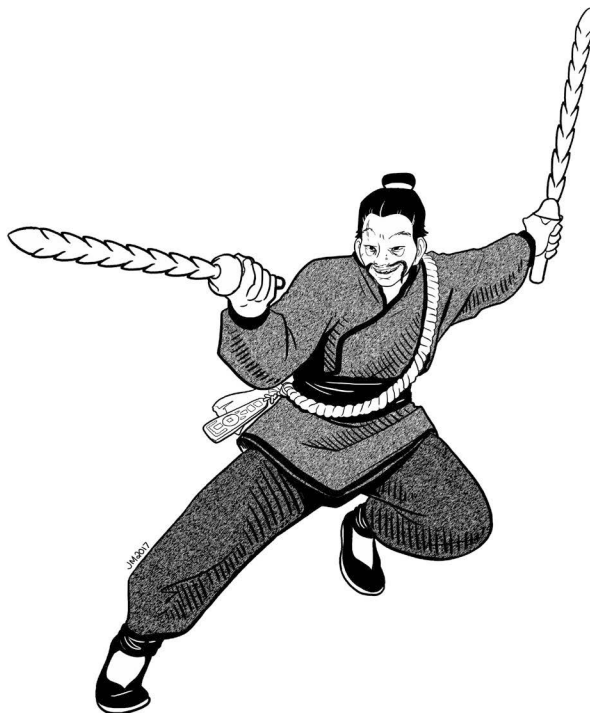
Disciplines (Waijia 3, Qinggong 1)

Sweep of the Hard Whip (Counter): You slip away from an attack and sweep the person off the ground with your hard whip. Make a Heavy Melee skill roll against the Attack roll. On a Success, you avoid the attack and can make a second attack to knock them to the ground (where they must spend a Move to get up). **Cathartic:** As above except your second attack knocks them to the ground for 3d10 Falling Damage.

Tree Felling Strike: You strike your foe with the hard whip in the neck. Make a Heavy Melee Attack roll at -1d10. On a Success, you do Normal Damage plus 1 Extra wound. **Cathartic:** You do Open Damage plus 1 Extra Wound.



60



DRUNKEN WHIP

FURIOUS EAGLE

Furious Eagle is a crowd pleasing schemer who is adored by many in the city. He will stoop to any method he needs to win, including cheating before or after the competition. He loves to find potential opponents before they know he is fighting them and compliment them on their style. One tactic he likes to use is hiring a vendor to sell poisoned buns (these merely impose a -1d10 to Combat and Physical Skills when consumed, roll 3d10 against Hardiness to see if they take effect). He likes to feign injury and use his Groin Clutching Claw during fights.

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

Key Skills: Arm Strike: 3d10, Leg Strike: 3d10, Speed: 2d10, Muscle: 3d10, Endurance: 1d10, Detect: 3d10

Qi: 4

Max Wounds: 9

Disciplines (Waijia 1, Neigong 2, Dianxue 1)

Leg Crippling Strike: You bring down an angled side kick on the Target's knee cap, causing debilitating damage. Make a Leg Strike against Parry. On a Success, the Target takes Normal Damage and the Target's leg goes numb; they suffer the following penalties for 1 round: -2d10 to Speed, -1d10 to Leg Strike, Grapple, Throw, and Athletics. **Cathartic:** The Target takes the above penalties for 3 rounds.

Groin Clutching Claw: You kneel down and thrust with a clutching attack to seize the Target by his testicles (this only works on male Targets). This does Normal Damage plus it imposes a -1d10 to all Skills for 1 round. **Cathartic:** As above except if you get a Total Success on the Attack roll and Damage roll this can be used to castrate the Target, Incapacitating them instantly.

HIGH-MINDED CROCODILE

High-Minded Crocodile is a scholar with a mysterious past. He dresses according to his social class and has impeccable manners. He talks a lot about Kong Zhi's sayings and Dehuan virtues, however he likes to use poison against his enemies.

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

Key Skills: Light Melee (Jian): 3d10 (3d10 Damage), Arm Strike: 3d10, Speed: 3d10, Muscle: 2d10, Endurance: 2d10, Detect: 3d10, Talent (Poison): 2d10, Classics (All): 2d10

Qi: 3

Max Wounds: 7

Disciplines (Waijia 1, Neigong 1, Dianxue 2)

Blinding Strike: You hit six pressure points on the chest, causing temporary blindness. Make an Arm Strike Roll against Parry. On a Success, the Target suffers cloudy vision for 1 round, taking a -1d10/-1 Penalty to Parry, Evade, Detect, Combat Skills and Relevant Physical Skill. **Cathartic:** The duration increases to 2 rounds and the penalties increase to -3d10/-3.

INVINCIBLE GUSHAN

Invincible Gushan wears impeccable black robes that seem to absorb the light. He also wears a thick metal headband and carries a magnificent looking fan. Though very capable for his age and level of training, Invincible Gushan overestimates his abilities and believes he can beat anyone in this world.

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

Key Skills: Arm Strike: 3d10 (0d10 Damage), Light Melee (Metal Fan): 3d10 (4d10 Damage), Speed: 3d10, Muscle: 1d10, Athletics: 2d10, Endurance: 3d10, Detect: 2d10

Qi: 1

Max Wounds: 3

Disciplines (Qingong 1, Neigong 3)

Refutation of Gushan: When someone strikes you with a Melee Attack, you intake a large amount of air and buffer your body with Qi energy, then expel the air in a burning wind. This must be used Cathartically. Make an Endurance Roll against Attack roll, on a Success you resist the attack and can make a 2d10 Attack roll with burning wind for 3d10 Damage.

Flying Fan Blade: You throw your fan into the air, causing it to swipe your Target, curve back and strike them again or strike another Target. Make a Light Melee Attack roll against Evade of a Target up to 15 feet away. On a Success, you do 4d10 Damage. Then make another Attack roll against the same Target or another for 4d10 Damage. **Cathartic:** Same as above except you can strike a Target up to 60 feet away.

IRON VESSEL HUANG

Iron Vessel Huang is a serious martial hero who prefers to fight bare-chested and wears a metal headband decorated with a tripod cauldron. He trains in a special kung fu that has made his whole body resistant to physical attacks. It is difficult to harm him hitting him anywhere on his body except for his weak point (his stomach).

Defenses: Hardiness 10 or 2 (stomach), Evade 7, Parry 8, Stealth 6, Wits 6, Resolve 8

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

Qi: 5

Max Wounds: 11

Disciplines (Waijia 1, Neigong 1, Dianxue 2)

Iron Back Strike (Counter): When someone strikes you with a Melee Attack, you spin and quickly flex the muscles in your back for a surprisingly powerful counter strike. Make an Arm Strike roll against the Attack roll. On a Success, you avoid the attack. **Cathartic:** On a Success you avoid the attack and can make a 2d10 Attack roll that does 4d10 plus 3 Wounds on a Success.

Iron Grip of the Back (Counter): When someone hits you with a Melee Attack, you grip the weapon (including hands and feet) between your shoulder blades. This must be used Cathartically. Make an Arm Strike against the Attack roll. On a Success, you stop the attack and grip the weapon, disarming it. If you use it on a punch or kick, you initiate a Restrain instead. If you fail and their attack succeeds, you take 2 Extra Wounds.

Kick of the Ritual Vessel: You slide on one foot, and deliver a cruel side kick with the other. Make a Leg Strike against a Target up to 15 feet away by sliding toward them. Make a Leg Strike roll and do Normal Damage on a Success. **Cathartic:** Make a Leg Strike Roll and do Normal Damage plus 2 Extra Wounds for every 5 feet you slide.

Iron Vessel Kung Fu: This is not a technique, it is a permanent condition of his training. Treat all areas of his body, except his stomach, as Hardiness 10. His stomach is treated as Hardiness 2 (and can be hit on a Targeted Strike, with the normal -1d10 Penalty to attack).



LAUGHING PHOENIX

Laughing Phoenix is in Daolu to seek her fortune. She has trouble taking anything seriously, is easily amused, and enjoys playing practical jokes on people. However, she is fascinated by spirited creatures and venomous insects.

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

Key Skills: Medium Melee (Jian): 2d10 (3d10 Damage), Speed: 2d10, Muscle: 2d10, Endurance: 1d10, Detect: 2d10, Talent (Poison): 1d10, Creatures (Demons): 1d10

Qi: 1

Max Wounds: 3

Disciplines (Waijia 1, Qinggong 1, Neigong 1, Dianxue 1)

Slice of the Blade: You leap forward and strike your foe. Make a Medium Melee attack against a target up to 20 feet away. On a Success, you do Normal Damage. **Cathartic:** On a Success, you do Normal Damage plus 1 Extra Wound.

MERCIFUL LIONESSE

Merciful Lioness has a reputation as a heartless killer who holds a grudge and rumors say she once cut off her sworn sister's arms and forced her to watch as she seduced her husband. None of this is true, she is actually a gentle person with a kind heart, but she encourages such rumors and feigns ruthlessness in order to strike fear into her enemies.

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

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

Qi: 3

Max Wounds: 7

Disciplines (Waijia 3, Qinggong 1)

Claw of the Lioness: Slash upward with a claw, digging deep into flesh and occasionally ending with a terrifying neck grip. Make an Arm Strike against Parry. On a Success, you do Normal Damage plus 1 Extra Wound. **Cathartic:** On a Success, you do Normal Damage plus 2 Extra Wounds. On a Total Success, you grab the Target by the neck and dig in your claws to reduce Hardiness by 1 (initiating Restrained).

Raking Punch of the Lioness: You rake the sides of your enemy's arms with a downward claw strike, then quickly deliver a double-fisted punch to the chest. Make an Arm Strike roll for the claw strike. On a Success, you claw their arms doing 2d10 Damage and imposing a -1d10 to all Combat Skill rolls using their arms for 1 round. If that is successful make an Arm Strike roll to punch them in the chest for 3d10 Damage. **Cathartic:** As above except the penalty lasts for 2 rounds and the punch does 3d10 Damage plus 1 Extra Wound.

MURDEROUS ASURA JIA

Murderous Asura Jia is rumored to be the daughter of Supreme Master Tung, the head of the Glorious Death Cult (to be detailed in an upcoming Sects of the Martial World Book). She fights with a guan dao, and acquired her name because she often kills in the arena. At the first sight of her own blood she can fly into a mindless rage. She is a local favorite, because she understands how to impress the crowd and brings an air of danger to every match. She often dresses as different villains and ogre demons from history for her matches.

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

Key Skills: Heavy Melee (Guan Dao): 3d10 (4d10 Damage), Leg Strike: 3d10 (2d10 Damage), Speed: 3d10, Muscle: 2d10, Athletics: 2d10, Endurance: 2d10, Detect: 3d10, Empathy: 3d10, Deception: 2d10, Talent (Dancing): 2d10, Talent (Painting): 2d10, Talent (Disguise): 3d10

Qi: 5

Max Wounds: 11

Flaw: Mindless Rage (Trigger is being wounded; roll 1d10 per Wound against Resolve)

Disciplines (Waijia 3, Neigong 1)

Double Cleave: You cleave deep into your foe then spin back for another cleave to the opposite side of their body. Make a Heavy Melee roll against Parry. On a Success, you hit for Normal Damage. Then make another Heavy Melee roll against Parry. On a Success, you hit again for Normal Damage. **Cathartic:** Works as above except both attacks do Normal Damage plus 2 Extra Wounds.

Trip of the Guan Dao (Counter): When someone strikes you with a Melee Attack, you trip them with the shaft of your guan dao and strike them when they are down. Make a Heavy Melee Attack against the Attack roll. On a Success, you avoid the attack and the person falls to the ground if they fail a TN 8 Athletics roll (taking 1d10 Damage). **Cathartic:** As above except you also get a free Kung Fu Attack against the Target with your Guan Dao.



Fox Killing Strike (Counter): You precisely deflect the attacks of the Blade of the Dancing Fox technique and counterattack at the perfect moment, slicing your attacker's throat with the tip of your guan dao. Make a Heavy Melee roll against the Attack roll. On a Success, you do Normal Damage plus 7 Extra Wounds. This counter can only be used against the Blade of the Dancing Fox technique and must be used Cathartically.



MURDEROUS ASURA JIA

SOUTHERN SPEAR

Southern Spear is a fighter from far to the south. She is strong and extremely athletic, and prefers functional southern style clothing that works well in competition over the more fashionable attire of the empire. Southern Spear is familiar with the Chamber of the Ageless Guardian and the Chariot. She is fighting because she believes the Chariot of Du Qian belongs back in its original tomb and plans to return it there if she wins. Southern Spear does not believe in sharing her Kung Fu techniques with anyone.

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

Key Skills: Heavy Melee (Spear): 3d10 (4d10 Damage), Speed 2d10, Athletics: 3d10, Muscle 2d10, Endurance: 3d10, Detect: 1d10

Qi: 3

Max Wounds: 7

Disciplines (Waijia 2, Qinggong 1, Neigong 1)

Impaling Spear Tip: You leap forward and thrust your spear deep into the Target's body. You must have room to leap ten feet toward Target to use this technique. Make a Heavy Melee Attack roll against Parry. On a Success, do Normal Damage plus 1 Extra Wound. **Cathartic:** On a Success, do Normal Damage plus 3 Extra Wounds. On a Total Success, do Open Damage.

Choke of the Spear: You place your spear across the Target's throat, get behind and squeeze until they collapse. Make a Heavy Melee skill roll against Parry. On a Success, instead of doing Damage you get the Target in a Restrain and force the Target to make Endurance Rolls TN 4 Each round or pass out. To break free they must make a Muscle roll TN 7. **Cathartic:** As above except the TN for the Endurance Roll is TN 6.

CHOKE OF THE SPEAR

The GM should be aware that Choke of the Spear was deliberately created to be an especially good technique that allows Southern Spear to drop powerful characters quickly. In the context of a competition, it is fairly harmless. But in a more deadly match with higher stakes, this can be more of an issue. For this reason it is recommended to use caution if a player or NPC wants to learn or use it outside of the context of this tournament.

If you do introduce it to the campaign more broadly—for example if a PC learns it—then remember to rely on the principle of the evolving Kung Fu landscape. People will see the power of this technique and devise their own counters to it.



SOUTHERN SPEAR



THE TIMELY LORD

The Timely Lord is a scholarly gentleman who dresses in refined clothing and has an uncanny sense of time. They say he can guess the day and hour no matter what efforts you make to confuse him. The Timely Lord is arrogant and his mannerisms are annoyingly slow. Armies march in the time it takes him to raise an eyebrow. However, when he chooses to do so, he can move at blinding speed.

The Timely Lord was conceived by a swordswoman who carried the Sword of Time. This imparted special abilities to him. Should the past be changed by the Chariot of Du Qian, he will remember what the present should be like and will know the past has been altered.

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

Key Skills: Light Melee (Bamboo Fan): 4d10 (3d10 Damage), Speed 4d10, Muscle: 1d10, Endurance: 1d10, Detect: 0d10

Qi: 2

Max Wounds: 5

Disciplines (Qinggong 2, Neigong 2)

Breathless Strike of the Fan: You jab your foe in the throat with your fan, making it tough for them to breath or speak. Make a Light Melee roll against Parry at -1d10 penalty. On a Success, the Target takes Normal Damage and cannot speak for 1 round. **Cathartic:** On a Success, the Target takes Normal Damage, cannot speak and begins to suffocate for 2 rounds (Endurance Roll TN 1 the first round, Endurance Roll TN 5 the Second). If they pass out, they wake up automatically in one round. On a Total Success, Breathless Strike lasts 4 rounds.

BETTING AND RANKING

As stated before there are three kinds of tournaments on the platform: daily, evening, and special. This chapter deals primarily with special tournaments. But Daily Tournaments are matches where random competitors are selected to fight continuously (with the goal of winning 5 matches in a row). Anyone who wins 5 matches is eligible for an evening tournament (which operates the same way but is made up of elite competitors). As a general rule of thumb, Daily Tournaments usually involve characters Qi ranks 1-3 while evening tournaments involve characters Qi ranks 4-6. This varies though and it isn't like the organizers literally check people's Qi ranks.

Betting is a big part of the tournaments and the main reason people come to view them. For the sake of simplicity, for a given fight, assign fractional odds to each fighter and let anyone place bets if they wish.

With fractional odds the bet is based on the overall chances of success the bet makers believe the fighter in question has of winning and this is expressed in a form like 5/1. The second number sets the stakes, and if you win, you multiply the first number by the amount of times you've met the stakes. So if a fighter is given 6/1 odds of winning, and you put in 5 spades, you have paid five times the stake, so you multiply that against the first number, 6 plus you also get the money you put in for the bet. This means you would win 30 spades plus the 5 you bet for a total of 35 spades ($6 \times 5 = 30 + 5 = 35$).

Guidelines for setting odds:

Fighters seem about equal: 1/1

Slightly Favored: 1/2 (favorite), 1/1 (longshot)

Very Favored: 1/4 (favorite), 2/1 (longshot)

One-Sided: 1/8 (favorite), 16/1 (longshot)

Unfairly One-Sided: 1/10 (favorite), 100/1 (longshot)

Use the above numbers when setting odds for a match. Note that Unfairly One-Sided matches would be extremely rare and unlikely as few people could pay out that much (so they would either be quite certain of the outcome or taking an extreme risk allowing such a bet).

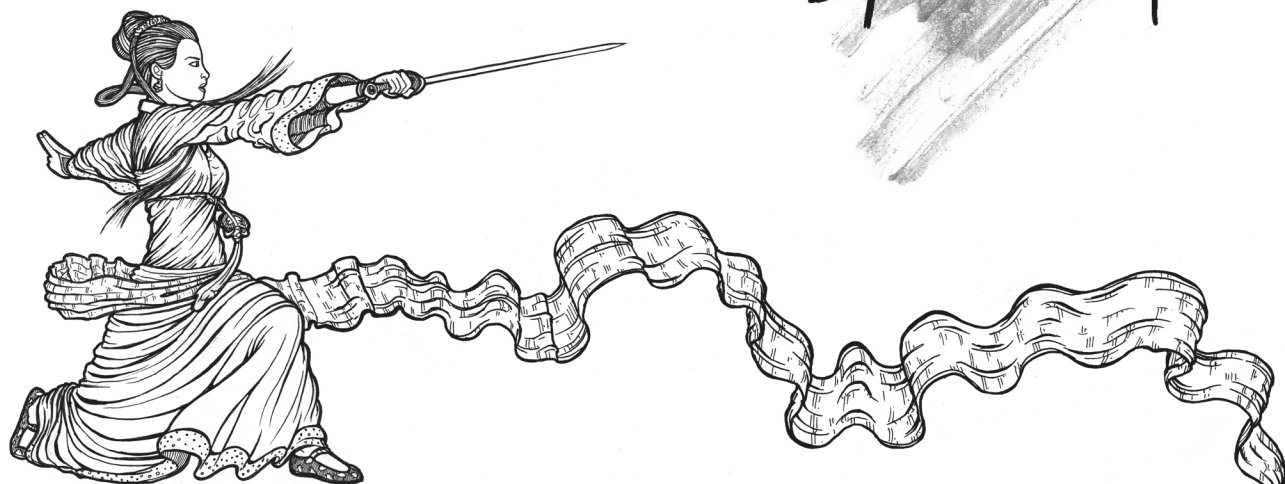
TO THE WINNERS GO THE CHARIOT

If one of the PCs win, that person is presented with the Chariot of Du Qian and is given a victory ride through the gates of the city. He or she will be encouraged to take their companions along for the ride as well (particularly if their companions are Martial Heroes). If the PCs don't win, the victor goes through the gates on the chariot. The chariot and rider(s) both disappear. Moments later the chariot re-appears but without a rider. He or she has killed Sunan (possibly Sun Mai as well) and changed history. Go to the Changes to History section to see what happens. Remember if the players are wearing the coins from the fortune teller, they remember the present as it was.

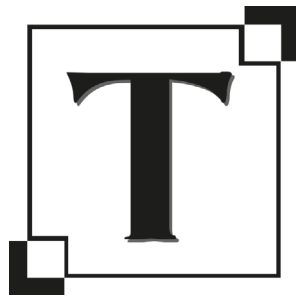
If the players win the Chariot and go through the gate they are transported back to Daolu in its earlier history. Go to Chariot into the Past for information on what happens next.

CHAPTER 5

第五章



JOURNEY TO THE ERA OF THE DEMON EMPEROR



This chapter describes the time travel adventure to the city of Daolu during the Era of the Demon Emperor (in the time of Sunan and Bao). This description is before Sunan and Bao meet, very early in their lives, when Sunan has traveled to Daolu to seek his fortune and just met Sun Mai. Players who use the Chariot of Du Qian can be sent back in time to Daolu during this period. If this occurs they will need to follow the instructions of the spirit of the Chariot if they want to return quickly to their own time. However doing so would have terrible consequences for the world so they will have to find an alternative solution while avoiding the pitfalls of time travel. They may alter history along the way, possibly for the better but possibly for the worse.

This chapter begins with an explanation of the adventure followed by advice for managing changes to history, then it gives a complete description of the city during the reign of the Demon Emperor. Keep in mind, while this is set during the Era of the Demon Emperor, Daolu itself is still within the boundaries of the old Hen-Shi Empire. So the Demon Emperor operates through agents and allies in the city.



CHARIOT INTO THE PAST

If the players take the chariot through the gates they are sent to the past and have an adventure in the time of the Demon Emperor. They remain in the same location, merely travelling back in time in a blinding flash of light. Upon their arrival, The Spirit of Ritual Master Zhen, animates before them and commands them to kill Mr. Fan and Master Sun (AKA Sunan and Sun Mai) or they will never be permitted to return. He also tells them to kill Ritual Master Zhen* as well (to avoid creating an inconsistency in his own timeline). To get back they must either follow these instructions, changing historical events in the process and endangering their own present, or find a way to return without following the spirit's commands (or ignore the instructions and remain in the past).

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Keep in mind, this does not have to happen. It can be fun if it comes up, but there is no reason to railroad this outcome. Let it arise if the players win and take the chariot through the gates. Otherwise let them focus on other things.

TALKING WITH THE SPIRIT OF RITUAL MASTER ZHEN

The Spirit of Ritual Master Zhen is filled with bitter anger toward Sunan and Sun Mai. He does not care about world events, the rise or fall of the demon emperor, or even have a long term master plan beyond seeing his killers suffer at the hands of Qi cultivators to deprive them of the glory of becoming immortal heroes. The Spirit of Ritual Master Zhen likes the cruel-hearted and will respond more warmly the better players react to his announcement. If they agree, he will be delighted and even willing to negotiate with them (offering to take them to other times of their choosing once the task is completed).

RUNNING THE ADVENTURE

When the players go to Daolu's past use the map of Daolu in the Era of the Demon Emperor and the location entries for the city later in this chapter. The spirit of Ritual Master Zhen will gladly pilot them back to their own time via the Chariot of Du Qian if they kill Sunan and Sun Mai like he asks. He will even take them to any other time of their choosing if they do as he asks. If they do not, they will be stuck in the Era of the Demon Emperor until they find a way back home (and any actions they take while here can impact the future and have consequences for themselves as well). Some possibilities for getting back are coercing the chariot by using the Phoenix Fire Necklace, obtaining the Sword of Time from the Temple of Su-

preme Judge Yu (Areas 5 and 6 in **CHAPTER FIVE**), or finding some other means elsewhere in the setting to be sent to the future (such as the Drum of Hao).

There is an event timeline, with a few key events, but otherwise, things should develop naturally as the players explore. Also they can change the past and this can have consequences. This is meant as a wild time travel adventure, so if the players inadvertently change the past, it is possible they will be chasing down methods to go back and change things back to the way they were before. A variety of possibilities are presented including different objects for affecting history.

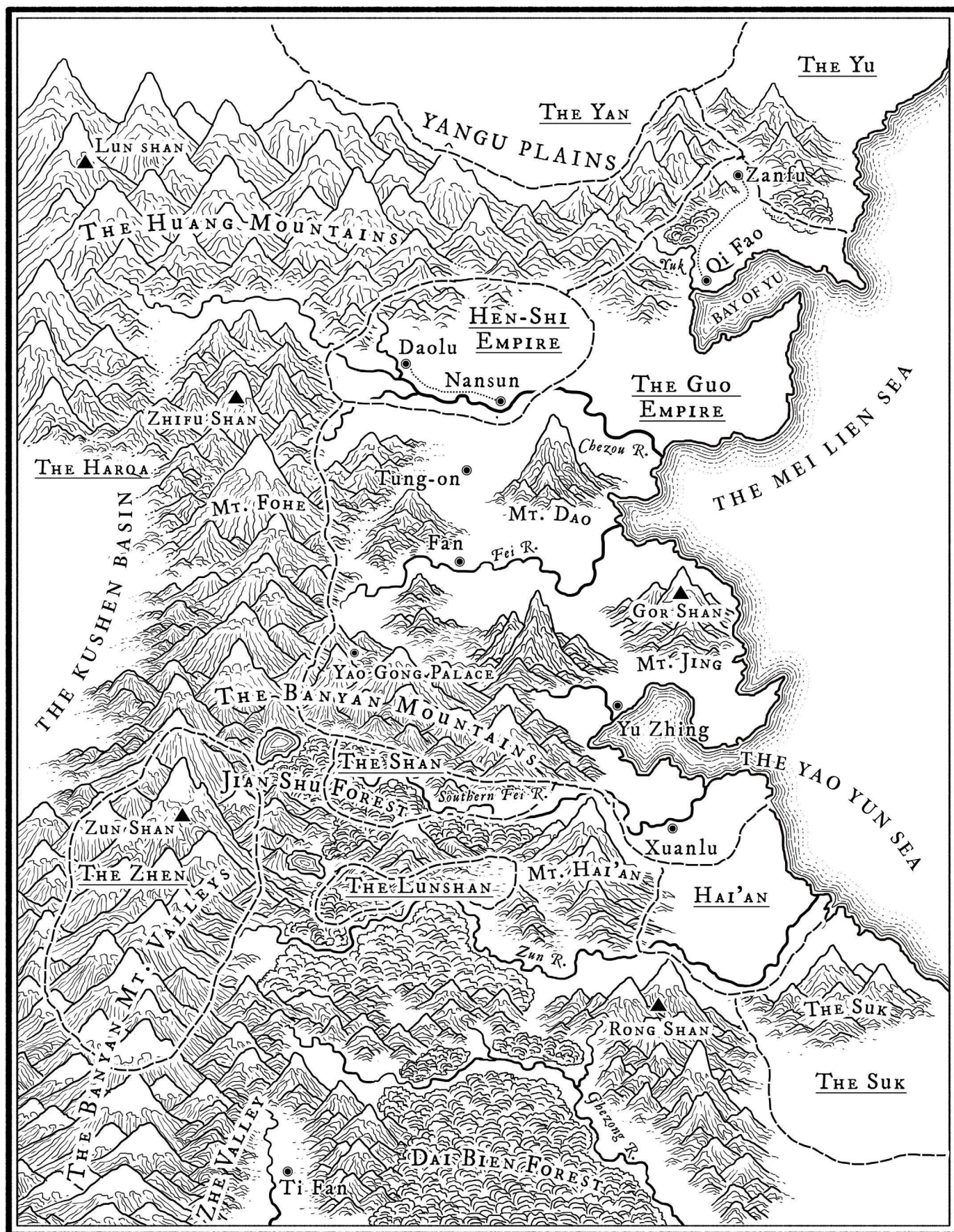
BACKGROUND AND THE CONFLICT IN DAOLU

The players arrive in Daolu when Sunan and Sun Mai are still rising to fame. The city is under the control of Iron Awl Hu, who bribes local constable and controls both legal and illegal trade in the city. The city itself is not yet conquered by the Demon Emperor, who instead has his agents in the city, the Lions of Peace, working with Iron Awl Hu.

Sunan came to the city and met Sun Mai. The two became friends and made some wealth having Sunan fight in the arena at the Green Elephant Emporium. However they soon began to suspect Iron Awl Hu (who controlled the Emporium and the fights) of working with the Demon Emperor. One night, several weeks ago, they happened upon a pregnant woman named Ping being attacked by a Lion of Peace. They killed the Lion of Peace, helped the woman flee and learned that she was attacked because her husband had owed money to Iron Awl Hu (and the husband had been murdered by him as well).

Since then Sunan and Sun Mai have been investigating Iron Awl Hu to establish a connection. However, Iron Awl Hu has been investigating the death of the Lion of Peace and pursuing Ping. He suspects Sunan and Sun Mai so has arranged for Golden Immortal to stage an ambush at his own residence under the pretense of inviting them to a banquet. He has also sent his men to find Ping.

However, Sun Mai and Sunan do not trust Golden Immortal's invitation when they receive it, and go to Iron Awl Hu's residence where they will find the Ping (the pregnant woman from earlier) once again captured. There they kill Iron Awl Hu, and kill Ritual Master Zhen (who has been helping Iron Awl Hu in his rise). At least this is how history is supposed to unfold. The players may change things.



QI XIEN DURING THE ERA OF THE DEMON EMPEROR

The players arrive ten days before Sunan and Sun Mai attack Iron Awl Hu. The events described above are how history is meant to play out if the player's own timeline is to be unaffected. Once the players become involved, they can change the timeline and therefore impact history in their present. They are free to explore, follow the instructions of the chariot or take sides in the impending fight.

Another important figure at this time is The Love General Ai. She is one of the Demon Emperor's commanders and has men in the city. In the future her fate and Sunan's become intertwined. In the meantime, the chariot could attract her interest. She would certainly want it if she knew what it could do.

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Meanwhile there are other forces who have taken an interest in shaping history in the city. There is a woman sent from another future to help guide Sunan and Sun Mai so that they can destroy the Demon Emperor. Her name is Hui of Phoenix Dragon Sect. But there is a man, Bao Yang of the Splintered Souls, who has been sent to thwart her and ensure the Demon Emperor conquers Qi Xien. They are not the only ones. An Jian of the Delightful Wind Shop also has an interest in changing the past.

WHAT IF ONLY PART OF THE PARTY GOES?

Not only is it somewhat unlikely that players will win the chariot and find this adventure, it is quite possible only one or two members of the party go into the past. One way to handle this is allow the other players to play characters from that era. They would not be martial heroes, as those are rare. They would simply be beggars or farmers living in Daolu at the time. You can just use standard stat blocks and have them roll their names randomly using **APPENDIX C**. This will allow them to continue playing the adventure even if their characters don't take the chariot into the past with the rest of the party.

If you wish to give players more powerful options, so they are not playing normal people, you can take random characters from the appendix and let them play those (presumably they've been trapped in the past for some reason) or you can have one of them play Bao Yang the Lesser.

A BIT OF WARNING

This scenario involves time travel and a series of procedures for dealing with the consequences of changing the past. The adventure can therefore have cataclysmic results for the party and campaign world. You can alleviate this problem by taking a lighter hand or treating the past as fixed. But if you play the adventure in the spirit with which it was written, then you should be prepared for any changes that ensue.

This means more preparation and work after the adventure should the players change the past and survive to return to their home time. You will need to explain the historical reasons for any changes that were created and you might have to adjust the present drastically. Something as simple as a change in hairstyle can reflect the presence of a new occupying culture for example. Also anything that impacts the success of Sunan and Bao is sure to have dire consequences for the world the PCs inhabit.

EVENT TIMELINE

When the players arrive in the city, they have ten days before Sunan and Sun Mai go to kill Iron Awl Hu. On the tenth day, if the players do not intervene, both of them go to his residence and kill Iron Awl Hu as well as Ritual Master Zhen. Some days the GM will roll on the daily event table to see if anything important happens to the party. These also serve to prompt the GM to introduce characters important to the situation.

EVENT TIMELINE	
Day	Event
1	Players arrive in Daolu during the Era of the Demon Emperor. Roll on DAILY EVENT TABLE
2	Rumors about a mysterious chariot spread through the city. This is related to the PC's arrival
3	Roll on DAILY EVENT TABLE
4	Roll on DAILY EVENT TABLE
5	Roll on DAILY EVENT TABLE
6	Roll on DAILY EVENT TABLE
7	Roll on DAILY EVENT TABLE
8	Ping captured again by Iron Awl Hu's men
9	Green Tiger Zheng invites Sun Mai and Sunan to a banquet at Golden Immortal's residence for the following evening (this is a trap that they intend to avoid)
10	Sunan and Sun Mai go to Iron Awl Hu's residence to investigate matters and kill him to save Ping, a woman he has imprisoned

RETURNING TO THE PRESENT

If the players kill Sunan, Sun Mai, and Ritual Master Zhen, the chariot will return to the present when it goes through the gates of the city. Another way they can get home is to find the Sword of Time and use it to destroy the chariot. If this happens, they are sent back immediately to Daolu in the present. They can learn about the Sword of Time through successful divinations (there are fortune tellers in the Morning Market or they can try their luck at one of the city's temples). They can also happen upon the sword if they encounter Hui of Dragon Phoenix Sect or go to the Temple of Supreme Judge Yu and gain her attention. One other possible way of escaping is if they can find the Drum of Hao. This is meant to be a crazy time travel adventure in the spirit of A Chinese Odyssey, so try to have fun with it.

DAILY EVENT TABLE	
Roll 1D10	Event
1	Iron Awl Hu takes an interest in the party's activities and sends Tie Gangwen to investigate them or sends Rat-Hearted Li in a disguise
2	Encounter with Lions of Peace capturing Ping
3	Sunan and Sun Mai take an interest in the party, recruiting them to help deal with Iron Awl Hu
4	Golden Immortal takes an interest in the party and tries to befriend them
5	Hui of Dragon Phoenix Sect seeks out the party
6	Bao Yang of the Splintered Souls learns the players are from a future time period and tries to recruit the party to help him find and kill Hui of Dragon Phoenix Sect
7	Huo Nuan takes an interest in the party and approaches them (FABRIC EMPORIUM)
8	An Jian introduces himself to the party and offers to sell them one of his delightful fans (DELIGHTFUL WIND SHOP)
9	Sheriff Song takes an interest in the party and their chariot, follows his gut and investigates them
10	The Love General detects a disturbance near Daolu, an investigation leads her to the Chariot of Du Qian, which she tries to take from the players by sending Huang Dayang

CHANGES TO HISTORY

Changing the past—particularly by killing people—can potentially have immense impact on the course of history, depending on who you kill and other possible factors. The following are guidelines for such circumstances.

KILLING IN THE PAST

Players should roll on the **ALTERATIONS FROM ALTERED TIMELINE I** Table any time they kill someone (even a mere minion) or affect Daolu in a significant way. This includes killing people like Sunan and Bao, but also any other person. If the GM immediately knows what impact the act will have, he or she can forgo rolling and just decide.



KILLING SUNAN AND SUN MAI

If the past is changed by killing either Sunan or Sun Mai it isn't as drastic as it could be. The present is largely quite the same, except the hero of the war against the Demon Emperor is a man named Iron Awl Hu (if Iron Awl Hu is dead or an illogical choice for some reason then simply choose someone else). He and Bao (or Sunan, whoever is still alive) became enemies shortly after the war. The surviving part of the couple and their followers were killed in a great battle and his descendants have ruled the empire since. The current Emperor is Hu Mai, the Chrysanthemum Emperor. His territory extends all the way south into Hai'an. While he is no Demon Emperor, he is corrupt and tyrannical. All martial heroes must register with his Agency of Righteousness and serve the state. Those who refuse have fled to the Banyan.

If the players kill both Sunan and Sun Mai, or Hui of the Dragon Phoenix Sect, then the past is changed radically. The demon emperor continues to rule, and is still in power when and if the players return to their own time.

If the players do anything you feel could alter history, but you can't figure out what the result would be, then simply roll on the **HISTORICAL CHANGES TABLE** below. If you can try to figure out how the player's action produced the result over the course of centuries. Mostly players won't discern these changes until they go back to the future. But they may detect changes that impact their equipment, hairstyles, etc.

TABLE: HISTORICAL CHANGES I

Roll 1D10	Result
1	A key comfort technology like toilet paper was never invented
2	Social mores and rules of propriety have radically changed
3	Yen-Li has increased in Importance while other religions decline
4	Hen-Shi has grown in importance while Dehua declined .
5	Hairstyles have changed considerably (there should be a good reason for this)
6	A random Kung Fu Technique doesn't exist in the world
7	Fashions are considerably different when the players return (perhaps trousers are common)
8	A new foreign religion has taken hold
9	Random Sect no longer exists
10	Roll on HISTORICAL CHANGES TABLE II

TABLE: HISTORICAL CHANGES II

Roll 1D10	Result
1	An important Era of history never occurred
2	A major technological leap forward occurred
3	A key technology like Divine Fire (gunpowder) was never invented
4	A new people exist in Qi Xien and are at war with the Empire
5	There is a different Emperor on the throne
6	Someone else rules in Hai'an
7	The Banyan has been conquered and civilized fully
8	A key trade good no longer exists or is considerably more rare
9	Qi Xien has been conquered by the Yan
10	Roll on HISTORICAL CHANGES TABLE III

TABLE: HISTORICAL CHANGES III

Roll 1D10	Result
1	A plague has wiped out 25% of the population
2	An advanced civilization, hitherto unknown, has invaded
3	The empire collapsed and has never been unified. It is warring kingdoms now
4	Social order is changed: Eunuchs hold power and prestige
5	Social order is changed: Women hold power and prestige
6	Social order is changed: Ogre Demons hold power and prestige
7	Social order is changed: Farmers have revolted and hold positions of power and prestige
8	Social order is changed: Merchants hold power and prestige
9	Institutions have broken down, lawlessness and violence reigns
10	Imperial Exams replaced by a new system based on patronage and birth



REMAINING AS HEROES

It is possible the Player Characters decide to remain in the past and participate in the war against the Demon Emperor. This is fine. It can be done. They may even be able to undo some of the damage they've caused (if for example they killed Sunan or Sun Mai). However, the longer they stay the more history changes and the more they change. Any major act or killing would result in substantial change from the tables. Eventually they wouldn't be the same people anymore because they would change so much or disappear altogether. For this see the table below.

PLAYER CHARACTER ALTERATIONS FROM ALTERED TIMELINE

Player characters themselves are subject to random changes due to alteration of the historical events the moment the action occurs. This happens when the players kill anyone in the past, from lowly beggars to Sunan himself. Of course, as described above, killing important people can change the course of history, but killing anyone at all or making other important changes can cause the players to change fundamentally because they may have affected their own timeline.

When players kill or do anything that would have an impact on their own history, roll on the following table.

As a simple matter, the alteration only affects the player committing the action. However this also represents the world's attempt to resolve contradictions in timelines. For bigger changes to the past, or changes that directly contradict things players have done in the future, the change from an action can affect the entire party.

TABLE: ALTERATIONS FROM ALTERED TIMELINE I	
Roll 1D10	Result
1	Gain random skill, lose random skill
2	Change of sex
3	Gain random flaw
4	Name change
5	Family background changes
6	Gain random Kung Fu Technique, Lose random Kung Fu technique
7	Gain Random Demon Flaw
8	Gain criminal history and accompanying facial tattoo or branding
9	Reputation Changes
10	Roll on ALTERATIONS FROM ALTERED TIMELINE TABLE II

As an option, if you want more depth, instead of having it be the player who commits the action always being the one affected (which is admittedly a simplification for convenience) you can roll randomly to see who is impacted by the table result.

TABLE: ALTERATIONS FROM ALTERED TIMELINE II	
Roll 1D10	Result
1	Age increases by 1d100 years
2	You begin to vanish from existence slowly over a day*
3	You vanish from existence immediately
4	Age decreases by 1d100 years (to minimum of 6 months)
5	You are a different person completely (roll on MARTIAL WORLD PERSONALITY TABLE page 414 WHOG Rulebook)**
6	You are a different person completely (roll on Daolu's Martial World Personality Table in CHAPTER TWO)
7	You are a different species (roll on the New Species Table below)***
8	Your origin and language changes (roll on NEW ORIGIN TABLE , re-roll if result is same)
9	You've been working for Ritual Master Zhen Guiying all along
10	A person the player characters know from the future disappears from existence, along with any objects that person might have given them
<p><i>*This process takes a day, giving you some time to reverse it.</i></p> <p><i>**You literally are this character now. For whatever reason, they are with the party at the present moment, personally invested in what the party is doing.</i></p> <p><i>***Whatever you become, you are with the party and it feels natural to be with them. Perhaps you are a pet, servant, or reluctantly working with them.</i></p>	



**TABLE: NEW SPECIES**

Roll 1D10	Result
1	Dog
2	Cat
3	Rat
4	Snake
5	Monkey
6	Kithiri
7	Ouyan
8	Juren
9	Hechi
10	Roll on TABLE: NEW SPECIES II

TABLE: NEW SPECIES II

Roll 1D10	Result
1	Heyu
2	Jufu
3	Nao Ren
4	Ogre Demon
5	Red Ru-Fish (needs to be in water or dies in rounds equal to Hardiness)
6	Raksha Demon
7	Yaksha Demon
8	Xiaoyang
9	Yumen
10	Spirited Beast/Demon

TABLE: NEW ORIGIN

Roll 1D10	Result
1-2	Daolin (Daoyun)
3-4	Khus (Khushi)
5-6	Sai (Singh)
7-8	Kushen (Kushen)
9-10	Kailin (Kushen)

KNOWLEDGE OF CHANGES

Characters who time travel into the past are aware of any changes that occur to them or to their present. So if they kill someone and it causes them to suddenly have a different hairstyle, they would realize this is not how things were. However, any characters who do not time travel, perceive any resulting changes as being normal, like things have always been that way. The one exception is characters who have the Coins of Sunan and Bao (see their entry in **CHAPTER SIX**). If they possess Coins of Sunan and Bao, then they are immune to this effect and have memories of the timeline before it was changed.

UNDOING CHANGES

Undoing changes could be adventures unto themselves. For example if the players do something that causes a change, like beating Sunan in the arena at Green Elephant Emporium, it still might be possible to reverse these changes if they arrange for a rematch and lose spectacularly. If the change involved death then that is considerably more difficult to undo but still possible.

OTHER POSSIBLE CHANGES

There may be other, less immediately obvious changes following the PCs return to their own timeline. For example, here are some likely changes to sects if the Demon Emperor should be restored to power:

Mystic Sword Sect: This sect doesn't exist.

Mount Hai'an Sect: This sect doesn't exist.

Golden Dragon Sect: This sect exists and is still led by bronze master but they are called the Guardians of the Iron Awl. They have some of the same techniques but also possess Iron Awl's techniques.

Nature Loving Monk Sect: They are simply called Beggar Sect now, are quite righteous and an active threat against the tyranny of the current Emperor. They are otherwise the same.

Tree-Dwelling Nun Sect: They are allied with Nature Loving Monk Sect and actively working to overthrow the Emperor.

Purple Cavern Sect: They are still a sect, Lady Plum Blossom is the leader. They do not venerate Sunan, but do venerate Bao.

TABLE: FUTURE SELF ENTANGLEMENTS

Roll 1D10	Result
1	The future selves of the party rush up to the group, a random member of the party is missing (he or she has died). They tell the party to be wary of a beautiful couple with green robes, for they are fox and toad demons. The future selves promptly run off. This warning has no application to the PCs. They will not encounter this couple. But they may encounter couples wearing green robes.
2	A single survivor comes into view looking sad. He or she tells the party they must be wary of a man with giant metal claws. He isn't what he seems, and kept coming back no matter how many times they killed him. This is true, it is a reference to Bao Yang of the Splintered Soul.
3	The future selves of the party arrive, wearing expensive robes and beaming with happiness. They stop before the party and tell them to listen to everything the chariot tells them, that the past is changed for the better and that they make out like kings. However, this group is from a totally different timeline, where Sunan and Sun Mai were horrible evil people, and the Spirit of Ritual Master Zhen is a kindly entity trying to save humanity. This is difficult to discern but if the players interact with the chariot of the future selves they will find its personality a lot more gentle and far less petty.
4	The future selves arrive and tell the party to look for a woman with Dragon and Phoenix robes named Hui. They may find her at one of the local temples. She is really helpful and has a much better handle on time travel than they do. This is true, seeking Hui of Phoenix Dragon sect can be helpful (CYPRESS AND HIBISCUS GARDEN , Temple of Supreme Judge Yu).
5	Future Selves arrive looking incredibly enthused and excited. They tell the party they still haven't found any real solutions to their current situation, but say they should go and fight at the Green Elephant Emporium because they will make a killing. They also mention that no-one in this time seems to be good at Kung Fu. This is all true. However there are a few exceptions to this rule.
6	Future Selves arrive and tell the party to listen very carefully. They say "don't listen to the chariot, he is a liar and you don't need to kill Sunan or Sun Mai to go back home." The Chariot begins protesting, drives them back toward the gate, and the future selves continue shouting "Go to the Temple of the Enlightened Goddess". This is partly true. The chariot will make good on his promise to return the party if they do as he asks, but it is also true that there are other ways to return home that don't involve killing Sunan or Sun Mai.
7	Future selves arrive and tell the party the situation is very bad. They advise them to make the best of a terrible situation and do as the chariot suggests, but stick around in the city for a while working for Iron Awl Hu to make a small fortune. However, some members of the party seem very different (strange hair styles, different weapons, possibly one of them is a Juren for some reason). This is possibly true. If the party is unable to find an alternate solution, this may seem like a good option.
8	The future selves arrive heavily wounded. One of them is missing an arm, another has a strange skin condition, and two members of the party are missing entirely. They say to the party to watch out for the trees in the forest. There are demonic trees surrounding the city. This is partly true, there is a tree demon with cultist followers (PEARL RIVER SECT).
9	The future Selves arrive and tell the party to go to the Fabric Emporium. They say that the party can trust Hou Nuan, the woman who operates it. They also warn the party that the Demon Emperor has agents in the city and to be careful around a man named Iron Awl Hu. This is true.
10	The future selves arrive but they look quite different. All have Kailin style braids and Reckless Storm seems to be a member of the group for some reason. They tell the party to be very careful, warning them that their actions can result in changes to themselves. This seems to be particularly the case when they kill anyone or save anyone. This is true.

INTENDING TO HELP FUTURE SELVES

When the players realize they have a device capable of traveling through time, and if they find the chariot agreeable to some of their suggestions, the player characters may announce intentions to visit themselves at this very point in time from a future point in time to provide helpful information. If the players do this, the moment they do this, roll on the **FUTURE SELF ENTANGLEMENTS TABLE**. This should only occur once, twice at the maximum. Each time it does occur after the first, the environmental effects increase and you should roll on the **ALTERATIONS FROM ALTERED TIMELINE TABLE** for each player character.

When the future selves appear, the skies darken, lightning flashes across heaven and the earth begins to rumble. Future versions of themselves arrive riding the chariot (either flashing into view through the gate or traveling to the party from the gate). As they get closer to the party the rumbling of the earth intensifies and the lightning flashes becomes quite frequent. This continues to increase until the future selves of the party return to their time (which they seek to do as soon as they've conveyed their message). Because these future selves are potentially coming from alternate timelines, the information they give can vary in its usefulness or applicability.

INTENDING TO GIVE THEMSELVES ITEMS

Players may try to plant items in key locations in the past using time travel (to make things easier on their early selves). The moment they express such a thought, it may well have occurred. For instance, the party may suggest going back in time to when they arrive placing an Official Medallion (once they've acquired one) in a nearby tree so they can freely roam the Palace Quarter. If they do this, make a d100 roll to determine if they successfully transmit the object through time to the desired location using the probabilities listed below. Failure simply indicates they were unable to transmit the object. If the multiple versions of object ever exist in the same place roll on the Alterations from Altered Timeline Table every ten minutes until they are no longer in the same place together.

The first time the players do this and succeed, there are no risks. But any time they succeed after the first, roll on the **ALTERATIONS FROM ALTERED TIMELINE TABLE** to see if they suffer any changes.

Item is currently in possession of the players: 90% chance of success

Item is common and easy to acquire: 80% chance of success

Item is mundane but difficult to obtain: 40% chance of success

Item is mundane but incredibly rare: 10% chance

Item is magical: 5% chance

Item is a specific magical object: 1%

DREAMS AND ENCOUNTERS IN THE CITY

DREAMS

Every night in the city, each PC has a 10% chance of having a dream sent by Hui of Dragon Phoenix Sect (See Temple of Supreme Judge Yu for details about her). Initially she may just attempt to get them to the Temple of Supreme Judge Yu. But she might start sending them visions of the sword of time itself. Much of this is at the GM's discretion as the presumption is she seeks to contact the players when they come to her attention and she understands their significance.

ENCOUNTERS IN THE CITY

Because of the ward system, the city is much safer during the time of the Demon Emperor. Players may actually be stunned by the order within the city. When players go from one section of town to another, have them make a City (Survival) Roll to check for an encounter. Use the following Encounter Tables for Daolu during the Era of the Demon Emperor.

Keep in mind that not all encounters need to be hostile. Even encounters with Boss Mu or Iron Awl Hu's men could be recruitment efforts. It all comes down to what the PCs have been doing in the city and whether their actions bring them into conflict with such men.



TABLE: DAOLU ENCOUNTERS: IRON AWL HU TERRITORY (TN 5 DAY/TN 4 NIGHT)	
Roll 2D10	Result
2	Encounter with city personality, roll on DAOLU DEMON ERA PERSONALITIES TABLE
3	2d10 Iron Awl Hu's Men (IRON AWL HU'S RESIDENCE)
4	Lost
5	1d10 Killers
6	1d10 Opera Performers
7	2d10 Beggars
8	Food Peddlers
9	1d10 Dancers
10	1d10 Beggars
11	Roll on SPECIAL ENCOUNTERS TABLE
12	1d10 Constables
13	1d10 Acrobats
14	Thief tries to steal 50% of player's money
15	1d10 Iron Awl Hu's Men (IRON AWL HU'S RESIDENCE)
16	1 Lion of Peace (NPCS OF THE CITY)
17	1d10 Boss Mu's Men
18	1 Zhen Bird
19	3 Lions of Peace (NPCS OF THE CITY)
20	5 Lions of Peace (NPCS OF THE CITY)

TABLE: DAOLU ENCOUNTERS: BOSS MU TERRITORY (TN 5 DAY/TN 4 NIGHT)	
Roll 2D10	Result
2	Encounter with city personality, roll on DAOLU DEMON ERA PERSONALITIES TABLE
3	3d10 Constables
4	3d10 Boss Mu's Men
5	2d10 Constables
6	Someone is selling Zhen Birds
7	1d10 Killers
8	2d10 Beggars
9	Thief tries to steal 50% of a player's money
10	Food Peddlers
11	1d10 Beggars
12	1d10 Constables
13	1d10 Boss Mu's Men (BOSS MU)
14	2d10 Boss Mu's Men (BOSS MU)
15	1d10 Iron Awl Hu's Men (IRON AWL HU'S RESIDENCE)
16	1 Lion of Peace (NPCS OF THE CITY)
17	2d10 Iron Awl Hu's Men
18	1 Zhen Bird
19	Roll on SPECIAL ENCOUNTERS TABLE
20	3 Lions of Peace (NPCS OF THE CITY)



**TABLE: DAO LU ENCOUNTERS:
SPECIAL ENCOUNTERS**

Roll 2D10	Result
2	The players see a demonstration of Golden Immortal's abilities to an onlooking crowd. Rat-Hearted Li describes his unparalleled skill and entices viewers to see him fight at the Green Elephant Emporium "Just say 'green dragon eating sesame' and they will let you in" he tells them
3	Iron Awl Hu sends spies after the party
4	Bao Yang The Splintered Souls Follows the party
5	Hui of Dragon Phoenix Sect follows the party
6	A passing cultist of the Pure One tries to convince the player's of the Demon Emperor's Divinity (FORCES OF THE DEMON EMPEROR)
7	Players witness Bao Yang of the Splintered Soul trying to attack Hui of Dragon Phoenix Sect in broad daylight (NPCS)
8	Drunken Sunan and Sun Mai fighting with a tiger and his handler over ownership of a melon
9	Someone is selling Zhen Birds
10	Rat-Hearted Li tries to recruit the PCs to enter the fights at the Green Elephant Emporium (GREEN ELEPHANT EMPORIUM)
11	The PCs witness several people placing bets on an upcoming fight at the Green Elephant Emporium
12	The players witness two Lions of Peace trying to cut down a man from the Fabric Emporium (FABRIC EMPORIUM, NPCS)
13	A troupe puts on a performance valorizing the exploits of the Demon Emperor's commanders: The Bone General, The Love General, The Skin General and the Fire General
14	A group of onlookers make fun of the PCs clothing if they are still wearing outfits from the Era of the Glorious Emperor
15	A Hen-Shi Monk begs the party for food and blesses them if they provide (this gives them a +2d10 Bonus to the next important Skill roll they make).
16	A Lion of Peace tries to recruit the PCs to join the Demon Emperor after observing them for an hour
17	A group of Cultists of the Pure Ones and 1 Ritual Master of the Pure Ones tries to persuade the PCs of the Demon Emperor's Divinity, growing angry if they do not understand (FORCES OF THE DEMON EMPEROR)
18	A distressed farmer runs through the streets shouting "the trees have teeth!" and is difficult to calm. If questioned it seems he had a run in with one of the tree minions from PEARL RIVER SECT
19	Someone approaches the party and asks one of the PCs if they have a sister named Ping. If the player says yes, they tell them they are sorry to hear that her husband passed away
20	The players witness Fan Sunan and Sun Mai putting on a demonstration of Sunan's abilities. There are few Qi cultivators at this time so his ability to harness its power is quite impressive to the crowd. Sun Mai eagerly gathers coin from the crowd

TABLE: DAO LU ENCOUNTERS: OUTSIDE CITY (TN 8)	
Roll 2D10	Result
2	4 Zhen Birds
3	Bird Demon
4	3 Zhen Birds
5	Snake Demon
6	2d10 Wolves
7	1 Zhen Bird
8	2d10 Constables
9	1d10 Wolves
10	1d10 Bandits (WHOG , page 344)
11	1d10 Farmers
12	1d10 Merchants
13	2d10 Bandits
14	1d10 Northern Feast Beetles
15	1d10 Pearl River Disciples (PEARL RIVER SECT)
16	3d10 Bandits
17	Fei Beasts
18	Heyu
19	Toad Demon
20	Tree Demon

TABLE: DAO LU DEMON ERA PERSONALITIES	
Roll 2D10	Result
1-5	Boss Mu (BOSS MU , area 3)
6-10	Iron Awl Hu (IRON AWL HU'S MANOR)
11-15	Liu Ping (LIU'S CRICKET SHOP)
16-20	Rat-Hearted Li (GREEN ELEPHANT EMPORIUM)
21-25	Green Tiger Zheng (NPCS OF THE CITY)
26-30	Wang Li (GREEN ELEPHANT EMPORIUM)
31-35	Granny Wang (MORNING MARKET)
36-40	Sun Mai (NPCS OF THE CITY)
41-45	Wang the Leak (SILK PEONY BROTHEL)
46-50	Golden Immortal (GOLDEN IMMORTAL'S RESIDENCE)
51-55	Pei Mei (DRUNK OX WINE SHOP)
56-60	Sorghum God (NPCS OF THE CITY)
61-65	Bao Yang of the Splintered Souls (NPCS OF THE CITY)
66-70	Hui of Phoenix Dragon Sect (CYPRESS AND HIBISCUS GARDEN)
71-75	Sheriff Song (NPCS OF THE CITY)
76-80	Fan Sunan (NPCS OF THE CITY)
81-84	Bao Yang of the Splintered Souls (NPCS OF THE CITY)
85	Bao Yang the Lesser (NPCS OF THE CITY)
86-90	Huang Dayang (NPCS OF THE CITY)
91-95	Ping (NPCS OF THE CITY)
96-100	An Jian (THE DELIGHTFUL WIND SHOP)

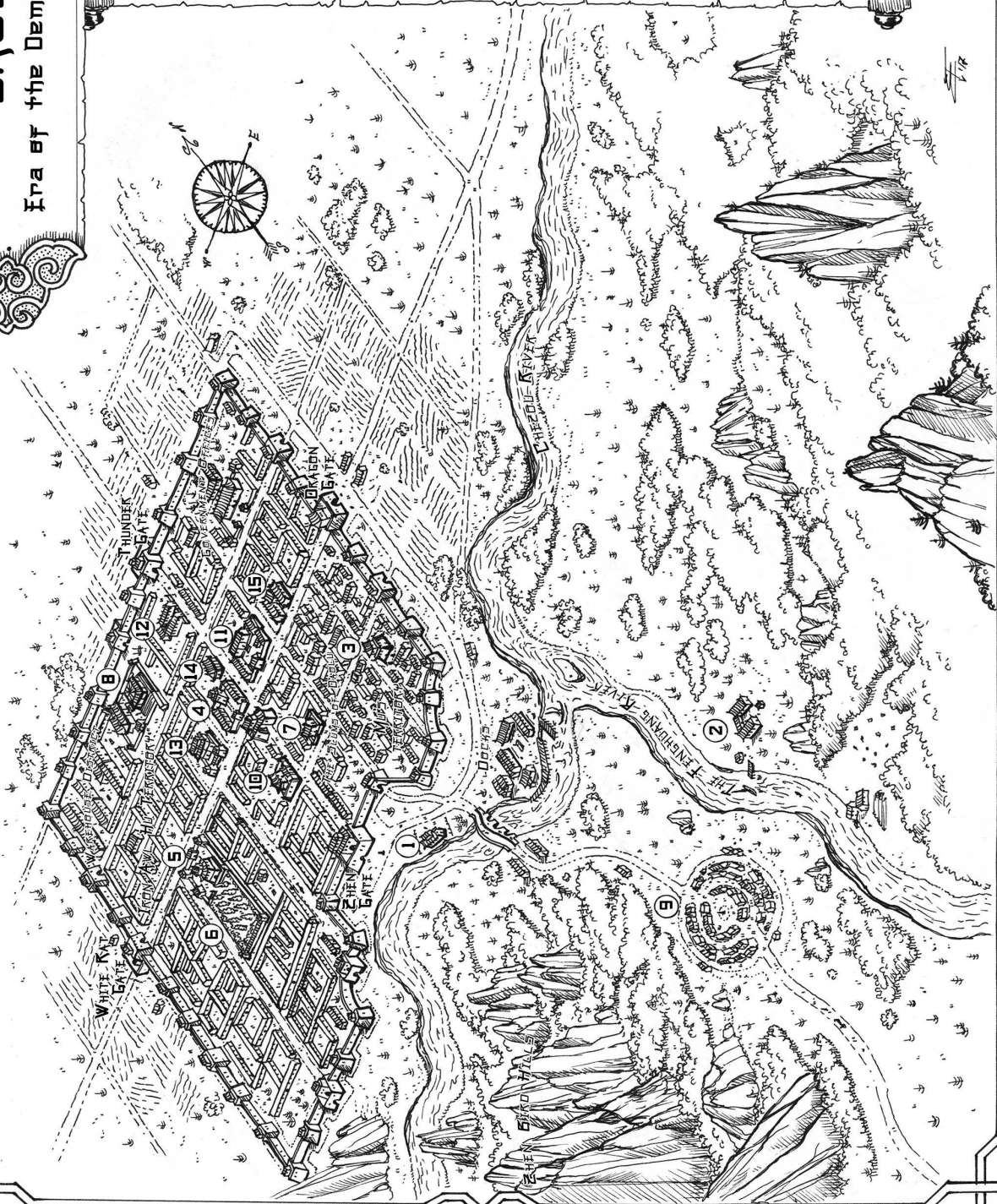


DABLU

Empire of the Demon Emperor

POPULATION 80,000

1. HEAVENLY MEAT PALACE RESTAURANT
2. PEARL RIVER JECT
3. BOSS MU
4. IRON AUL HU'S MANDR
5. TEMPLE OF SUPREME JUDGE YU
6. CYPRESS AND HISIDIOUS GARDEN
7. LIU'S CRICKET SHOP
8. GREEN ELEPHANT EMPORIUM
9. MORNING MARKET
10. THE SILK PEDONY GROTTEL
11. GOLDEN IMMORTAL RESIDENCE
12. FASKIC EMPORIUM
13. TEMPLE OF ENLIGHTENED GODDESS
14. DRUNK OX WINE SHOP
15. DELIGHTFUL WIND SHOP



THE CITY OF DAOLU (ERA OF THE DEMON EMPEROR)

Leader: Magistrate Pei Bai, Emperor Tian (in Nansun)

Law Enforcement: Sheriff Song, Constables (100)

Population: 80,000

This is Daolu during the reign of the Demon Emperor. It is the city where Sunan first made it big as an early cultivator and where he met Sun Mai. Use this section as the players explore. Presently it is an important trade city in the Hen-Shi Empire.

DIFFERENCES IN THE CITY DURING THIS ERA

Some parts of life in the city are different during the Era of the Demon Emperor than during the time of the Glorious Emperor. These are described below.

RATS

Daolu at this time has almost no rats, a small detail but something most people will notice. The reason for this is they have all been hoarded by Ritual Master Zhen for his Rat Transformation Ritual

THE HEN-SHI EMPIRE

The players arrive at the beginning of the Era of the Demon Emperor, when the Hen-Shi Empire has retreated and occupies a smaller area around Daolu and Nansun. The last Hen-Shi Emperor, Tian, still reigns and rules from Nansun. However, the Demon Emperor is encroaching quickly on his territory.

THE DEMON EMPEROR'S REACH

The city is just outside the Demon Emperor's reach but he still has a presence here. Technically it is within the Hen-Shi Empire, the final remains of the previous dynasty. The Demon Emperor's Lions of Peace are occasionally found in the streets, and he has many people serving his agenda in the city. Perhaps most importantly, The Lover General (one of the Demon Emperor's key commanders) has taken an interest in the city.

CULT OF THE PURE ONES

There are people who believe the demon emperor is divine. And many of them have proof of his divinity in the form of supernatural abilities. Though rare in Daolu, his cultists occasionally are found this far north. They call him King of the Pure Ones. However, all know this name really refers to the Demon Emperor. You can find their stats in the NPC section of this chapter under **FORCES OF THE DEMON EMPEROR**.

THE WARD CURFEW

During the Era of the Demon Emperor ward curfews are the norm in cities. Residents of Daolu cannot leave their wards after sunset. Visitors to the city must also observe this rule remaining in the ward of the inn they are staying at or at the house of their host. And all people who enter the city must register with the government offices.

Those who violate the ward curfew receive 50 blows of the rod. Those who fail to register receive 100 blows of the rod and are then registered. While these are the official punishments, the magistrate has some room to adjust depending on the particular case.

EMPLOYMENT

To work in the city one must register and reside here. All local businesses require paperwork proving residency, stamped with official seals before they hire anyone. Such paperwork is difficult and expensive to obtain (costing 2,000 spades if you are not born in the city or related to someone inside the city). However, fake papers can be purchased occasionally.

THE FENGHUANG RIVER

This river is named for the swans common in the area, which resemble Phoenixes. This will eventually become the Pearl River, but in this time only the Pearl River Sect calls it by that name.

LOCAL FORESTS

Trees are more plentiful in Daolu during the time of the Demon Emperor but the local forests are dangerous. There is a flat 1 in 10 chance of an encounter every hour spent in the nearby woods (see table for **DAOLU ENCOUNTERS: OUTSIDE THE CITY**). South East of the River, near Pearl River Sect, there is a Tree Demon and Tree Demon minions. Travelling here there is a flat 3 in 10 Chance of an Encounter with one of its Minions. See **PEARL RIVER SECT** for more information.

ZHEN BIRDS

Zhen Birds are surprisingly plentiful around the city. Very rare by the time of the Era of the Glorious Emperor, in this period they are common.

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I. HEAVENLY MEAT PALACE RESTAURANT

Proprietors: Mr. and Mrs. Yang

Dishes: Spicy Prawn (2 spades), Yellow Bean and Flatbread (1 spade), Skewered Lamb Meat (3 spades), Yellow Wine (4 spades a cup), Rooms (14 spades a night)

This is a multi-storied inn and restaurant. The food and drink here are not very good, but enough wine makes them taste fine. There is a Rat Demon here that feeds on people while they sleep.

Heavenly Meat Palace is a favorite haunt of local sailors and soldiers. There is also a 2 in 10 chance of encountering Fan Sunan and Sun Mai here on any given night (see their entries in the NPC section of this chapter).

RAT DEMON

This appears to be a normal sized rat with dark eyes and sharp teeth. It has recently developed a taste for human blood and occasionally feeds on people while they sleep in the inn.

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

Key Skills: Bite: 1d10 (1d10 Damage Plus drain), Claw: 0d10 (Damage 0d10), Speed: 1d10 (30 feet), Muscle: 0d10, Detect: 2d10

Max Wounds: 2

POWERS

Bite and Qi Drain: The bite of the rat does 1d10 Damage. After it bites, on a Successful Damage roll it drains 1 Point of Qi and Hardiness which return at a rate of 1 per hour.

2. PEARL RIVER SECT

This is a strange cult, not a martial sect. They believe a god dwells in the Fenguang River and perform secret rituals at night where they extract the 'treasures' of the river then offer them to their master, Shu Shu (who they believe is the wife of the river god). The treasures in question are blue pearls. They regard the area south east of the river to be sacred and kill anyone who enters.

Shu Shu, the head of Pearl River sect is a tree demon in human form. Her main concern is the nearby forest. She wants to keep the city-dwellers from extracting timber there. Recently some began doing just that, so she has instructed her followers to slaughter anyone who enters the woods.

PEARL RIVER SECT DISCIPLES (15)

The disciples are a mix of men and women. But one of them, Fan Yuhuan, was sent to acquire the Drum of Hao. She hasn't succeeded but she has a note from an informant tucked in belt that reads "From the Ritual Master's chambers I found a book called the Book of the Early Hao, which references something called the Drum of Hao. This may be what your master seeks, as it could help you move through time. There is a rumor that this object is possessed by the Shan people to the south. There is also a rumor it somehow found its way to Mount Dao."

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: 3d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 3d10, Athletics: 2d10, Speed: 2d10, Muscle: 1d10, Swim: 1d10, Endurance: 3d10, Sail (Row Boats): 3d10, Creatures (Animals): 3d10, Survival (Wilderness): 3d10, Survival (Sea): 3d10, Trade (Jewelry): 3d10, Ritual (Spirit Keeping): 2d10, Ritual (Ancestor Veneration): 2d10

Qi: 2

Max Wounds: 5

Weapons: Pearls (2d10 Damage, 20-foot range)

Key Kung Fu Techniques (Waijia 2, Neigong 2): Finger Flick, Star Point Strike

Finger Flick: You flick a small object like a pearl at a foe. On a Success, do 2d10 Damage. If spent the previous rounds focusing, you can flick two objects. **Cathartic:** This does 2d10 Open Damage.

Star Point Strike: You scatter up to ten pearls at multiple foes. Make a Light Melee roll against the Evade of up to 10 Targets within twenty feet. On a Success, you do 2d10 Damage to each. **Cathartic:** As above except it does 2d10 Open Damage.

PEARL RIVER SECT MINIONS (200)

These are the unfortunate victims of the Pearl River Sect. Shu Shu turns them into her minions. They are scattered in the forest southeast of the city. They appear to be normal trees but can assume human form and are totally loyal to Shu Shu. In tree form they are unable to move or act, but they can detect things around them.

One of the Pearl River Sect Minions is Pei Henglao (of the Drunk Ox Wine Shop). See the Drunk Ox Wine Shop entry for more details.



Defenses: Hardiness 8, 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: 0d10, Small Ranged: 1d10, Speed: 0d10, Muscle: 0d10

Max Wounds: 1

POWERS

Shape Change: Shu Shu's minions have two forms: that of a small maple tree and original, pre-infection humanoid shape.

Fire Weakness: Shu Shu's minions are susceptible to fire. When attacked by flame treat their Hardiness as 2.

TREE GUARDIANS

Tree Guardians are martial heroes who have been turned into minions of Shu Shu. Something strange happens as their Qi blends with wood. Tree Guardians look like twisted trees with human faces stretching out like knots in the trunk. With effort they can stretch out their limbs as well and grab victims, causing some to fuse and absorb into their trunk. While they kill anyone who passes by, they only absorb martial heroes. Tree Guardians are able to speak but utterly loyal to Shu Shu.

Defenses: Hardiness 9, Evade 2, Parry 7, Stealth 10, Wits 6, Resolve 6

Key Skills: Grapple: 3d10, Throw: 0d10, Arm Strike: 3d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 0d10, Muscle: 4d10

Max Wounds: 12

POWERS

Absorb: Tree Guardians can reach out up to fifteen feet with wood-like hands that extend from their trunk. Roll Grapple against Parry. On a Success they grab the victim and the person begins to fuse with the tree. This process takes three rounds and if it isn't stopped, the person becomes a permanent part of the Tree Guardian. This only works against Martial Heroes.

Gust of Qi: Tree Guardians can strike with a gust of Qi energy that affects anyone in a 50 foot diameter. The energy strikes with force and enters meridians, causing blood to excrete from the victim's skin. Roll 3d10 against Evade. On a Success, Targets take 4d10 Damage and lose a point of Hardiness as the Qi energy expels their life. This attack can be made in addition to their absorb attack each round.

Extra Attacks: Some tree guardians have absorbed passerby and each person they absorb gives them 1 extra attack each round.

SHU SHU

Shu Shu is the master of Pearl River sect and a tree demon. She acquired awareness decades ago and has been building a following by claiming to be the wife of the river god. Shu Shu adorns herself in rings and jewelry made from the pearls of the blue river.

She can take human form but also the form of a large maple tree with human-like features and limb crushing roots.

Shu Shu has an interest in an object called the Drum of Hao. She has heard it can transport people through time and she wants to use so she and her followers can evade demon hunters more easily.

Defenses: Hardiness 9, Evade 5, Parry 7, Stealth 8 (10 in Forest), Wits 6, Resolve 9

Key Skills: Bite: 2d10 (Damage 3d10), Grappling Roots: 1-5d10 (Damage 1-5d10, see below), Speed: 3d10 (60 feet), Muscle: 3d10, Detect: 2d10, Persuade: 3d10

Max Wounds: 20

POWERS

Lashing Roots/Thirsty Roots: She can lash out for 40 feet with up to 5 roots. To represent this she has a pool of 5d10 for an Attack roll that can be distributed at multiple Targets. Each die represents one root. Each root effectively rolls 1d10 for its Attack and 1d10 for Damage. So if she attacks one person with 4 roots, it rolls 4d10 on its attack, and does 4d10 Damage on a Success (and would leave her with 1 root to attack someone else with at 1d10). Instead of doing Damage she can choose to drain Qi equal to the Damage she would have inflicted or 1 point of Hardiness (which increases her Wounds). Anyone hit has a chance of becoming a minion (see Create Minion below).

Immunities: Tree Demons are immune to all normal Attacks. They only take Damage from Kung Fu Techniques Qi level 1 or greater that involve energy Attacks (normal Kung Fu Techniques do no harm to them).

Create Minion: Anyone struck by her roots may be turned into a Tree Demon Minion. Roll 1d10 against the Hardiness of anyone who was hit by her roots. If the roll succeeds, they become a minion in 1d10 days. Only the Stop Transformation Ritual can prevent this.



3. BOSS MU

Boss Mu, sometimes called Pork Belly Mu, controls the slums of Daolu and is a thorn in the side of Iron Awl Hu. This is his humble courtyard residence. It is simple in décor but large enough to house many families. His men are loyal, tough and vicious. People call him Pork Belly Mu because whenever he kills someone he always makes a point of giving them a lavish meal that usually includes finely prepared pork belly.

BOSS MU

Boss Mu often has a rake handy, and can be seen raking debris in his courtyard. He controls a small but growing gang of criminals that have been eating into Iron Awl Hu's interests. However, he has the protection of the Lions of Peace.

Boss Mu is looking to gain an upper hand in the city and would see any Qi cultivators as potential assets. He is willing to pay a lot to recruit and retain such people. The PCs will be of interest to him should he learn about their abilities.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 3d10, Light Melee: 1d10, Medium Melee: 3d10 or 4d10 with Rake, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 2d10, Talent (Theft): 2d10, Survival (City): 2d10, Deception: 3d10

Qi: 2

Max Wounds: 5

Equipment: Rake (3d10 Damage, +1 Parry), Kick (2d10 Damage)

Expertise: Medium Melee-Rake

Key Techniques (Waijia 3, Qingong 1): Spinning Rake, Bite of the Rake (Counter)

Spinning Rake: You spin swiftly and strike many people in a circle around you with the rake. Make a Medium Melee attack roll against Parry of up to 3 Targets. On a Success, you do Normal Damage.

Cathartic: You can hit up to four Targets.

Bite of the Rake: You block an incoming blow and, if it is thin like a blade, wedge the weapon between the teeth of your rake throwing it back at them. Make a Medium Melee roll against the attack roll. On a success, you block the attack. On a Total Success, you grab the weapon and can throw it back at them for 2d10 Damage. **Cathartic:** In addition to above effects you can kick the Target for Normal Damage.

BOSS MU'S MEN (40)

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 1d10, Talent (Theft): 2d10, Survival (City): 2d10, Deception: 3d10

Max Wounds: 1

Equipment: Daggers (1d10 Damage)

4. IRON AWL HU'S MANOR

This is the residence of Iron Awl Hu, a man whose criminal empire controls much of the city. He is also in charge of the fights at the Green Elephant Emporium and has bribed all the local officials.

Iron Awl Hu resides here, as do over 100 of his men. Also, Ritual Master Zhen lives in a secret underground structure beneath the manor. Depending on when the PCs come here, the details could be different. For example, if they arrive on the tenth night of the timeline, Sunan and Sun Mai will be attacking Iron Awl Hu to stop him from killing Ping.

Ritual Master Zhen's Chamber: Ritual Master Zhen lives below the manor. His living quarters are comprised of five connected halls. In one of them, he has an extensive library of books. Among these books is one titled Book of the Early Hao Dynasty. This book includes multiple references to an object called the Drum of Hao. It claims it was constructed by the sun god Xang and his wife Heng and mentions that it can bring people through time.

IRON AWL HU

Iron Awl Hu runs the fights in the city, controlling the Green Elephant Emporium. He also controls the Sheriff, Constables and soldiers through bribes. He is protected because he is cooperating with the Demon Emperor and does his bidding in the city so he can secure a magistrate post down the road. In truth, he dislikes the Demon Emperor, but he believes resistance presently to be hopeless. Iron Awl Hu is a regular at the Silk Peony Brothel and famous there for his lusty appetites. He is seeking more Qi cultivators and will try to recruit the PCs as allies (offering them money) if he becomes aware of their skills.

Iron Awl Hu is an early Qi cultivator himself. However he believes what he is channeling is the divinity of the King of the Pure Ones (the Demon Emperor). He rose in the city by fighting in the arena, and found his cultivation gave him an edge. In time, he came to control the fights himself and gained enough adoration and riches to build his own criminal empire.



He carries a whistle. If he blows it, his men know to find him (usually the men arrive within 2 minutes provided they are close enough). He has a powerful physique and cares greatly about his appearance.

If need be he can also send a message to get the assistance of 1d10 Lions of Peace within an hour.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 3d10 or 5d10 if throwing an awl, Medium Melee: 2d10, Heavy Melee: 1d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 3d10, Talent (Theft): 3d10, Survival (City): 3d10, Command: 3d10, Deception: 2d10, Reasoning: 2d10, Trade (Hide): 3d10, Trade (Wood): 3d10, Places (Chezou River): 3d10, Institutions (Criminal Underworld): 3d10, Classics (Sayings of Kong Zhi): 2d10, Read Script (Feishu): 3d10

Qi: 4

Max Wounds: 9

Equipment: Awl (3d10 Damage, +2d10 Accuracy bonus when thrown), Whistle

Expertise: Muscle-Lift

Flaw: Melon Allergy, Hedonist (Sexual Pleasures)

Key Techniques (Wajia 1, Qinggong 1, Neigong 2): Awl of Tribulation, Catastrophic Awl Strike of Hu, Block of the Hand (Counter)

Awl of Tribulation: You raise your awl and it fills with crackling energy that explodes into your Target upon impact with such force it is impossible to block. Make a Light Melee Skill roll against Parry. This cannot be blocked (though it can be dodged) and does 5d10 Damage on a Success. If you miss the Target your attack continues into the ground below them. **Cathartic:** On a Success, this does 5d10 Damage plus 2 Extra Wounds.

Catastrophic Awl Strike of Hu: A technique still in development, Iron Awl Hu uses it to fling his Awl with blinding speed and power at a Target. It obliterates what it strikes and attempting to block it is unwise and completely ineffective. Make a Light Melee attack roll at -1d10 against Evade. On a Success, you throw your Awl up to 50 feet and do Normal Damage. **Cathartic:** This does Normal Damage plus 4 Extra Wounds. If someone attempts to block this technique (dodging is fine), the force and speed of the throw is so overwhelming that the block automatically fails, the attack hits, and the Target immediately loses 2 Wounds in addition to the Normal Damage. This attack also completely destroys objects with Hardiness and Integrity of 5 or less (a tree for example).



IRON AWL HU

Block of the Hand (Counter): You block an incoming melee attack with your palm, no matter how sharp or powerful it is. Make an Arm Strike roll against the Attack roll. On a Success, you block the attack. **Cathartic:** On a Success, you block the attack and can attempt to wrench the weapon from the attacker on a successful opposed Muscle roll.

IRON AWL HU'S MEN (40)

Outside the manor house, Iron Awl Hu's men usually carry sticks. Inside, they have spears and swords.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10 or 2d10 with Stick, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 1d10, Talent (Theft): 1d10, Survival (City): 3d10, Command: 1d10

Max Wounds: 1

Equipment: Stick (1d10 Damage, +1d10 Accuracy), Ox Tail Dao (3d10 Damage, -1d10 Accuracy), Qiang (3d10 Damage)



TIE GANGWEN

The leader of Iron Awl Hu's men. Tie Gangwen is a stocky man with a wide nose and rough beard. He understands what Qi cultivators are and will order his men to use clever tactics for dealing with anyone who knows Kung Fu.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 2d10 or 3d10 with Stick, Medium Melee: 3d10 or 2d10 with Ox Tail Dao, Heavy Melee: 2d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 3d10, Talent (Theft): 2d10, Survival (City): 3d10, Command: 2d10

Max Wounds: 1

Equipment: Stick (1d10 Damage, +1d10 Accuracy), Ox Tail Dao (3d10 Damage, -1d10 Accuracy), Bow (2d10 Damage)

RITUAL MASTER ZHEN

Ritual Master Zhen is a short and skinny man, with an almost skeletal appearance and terrifyingly long nails. He has been helping Iron Awl Hu and is an early practitioner of Yen-Li ritual magic. He is the reason for the lack of rats in the city. He is fated to die the night Sunan and Sun Mai attack and has taken a Spirit Pill already (which ensures his spirit lives on). He eventually becomes the spirit that controls the Chariot of Du Qian.

Defenses: Hardiness 3, Evade 3, Parry 4, Stealth 6, Wits 9, Resolve 7

Key Skills: Throw: 2d10, Grapple: 1d10, Arm Strike: 3d10, Leg Strike: 1d10, Medium Melee: 2d10, Light Melee: 2d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 0d10, Detect: 2d10, Deception: 3d10, Trade (Alchemy): 3d10, Poison: 3d10, Medicine: 3d10, Ritual (Blood Thickening Ritual): 3d10, Ritual (Rat Transformation Ritual): 3d10, Ritual (Extract Phoenix Spirit Ritual): 2d10, Ritual (Spirit Pill): 3d10

Max Wounds: 1

Wounds (Rat Form): 5

Expertise: Alchemy-Transformative

Equipment: Copper Mirror of Master Zhen

Blood Thickening Ritual: This rare ritual is performed by whispering a person's name. Make a Ritual roll against the Target's Wits. On a Success, the Target feels like his blood is thickening and slowing him down. It is like wading through a dense liquid. Within 2 rounds, the person becomes completely immobile. This ritual takes seconds to perform.



RITUAL MASTER ZHEN

Rat Transformation Ritual: This ritual is performed by cutting your palm and reciting the words "Ren xue wei di, shu shi wei yu, shu yu zhan di, shu li tao tian". Make a Ritual roll TN 7. On a Success, the corpses of thousands of rats rain down in a fifty foot area of your choice. Roll 1d10 against Evade, doing 1d10 Damage to each person struck. After a thick mist wells up from the rats and fills the ritual master through his nostrils and mouth. He then transforms into a rat-like creature gaining 4 Max Wounds (due to size), and the ability to Claw and Bite for 3d10 Open Damage (attack roll 3d10).

5. TEMPLE OF SUPREME JUDGE YU

This temple is dedicated to Supreme Judge Yu, and people come here to make offerings in pursuit of justice. There is a massive statue of Supreme Judge Yu in the main hall and the priests will perform divinations for anyone who brings offerings and pays 50 spades. Divinations are performed by heating turtle shells with questions on them addressed to Supreme Judge Yu. The priests interpret the cracks to determine the answer. There are rumors that anyone who has been wronged can ask if the wrongdoer is in a particular location and receive an accurate response. The more specific the question, the greater the accuracy. For example, one could ask "Is Mr. Yun, who stole my sword, to be found in the city of Nansun?".



The priests of the temple are housing a woman named Hui in their Cypress and Hibiscus Garden. The head priest believes she is important because he dreamed of her three nights before she arrived. He also dreamed of the players one night before they arrived. If they come to the temple, he may ask to speak with them. If they seem heroic, he may introduce them to Hui. If they seem dangerous, he will ignore them and inform Hui about them (who then may start spying on them).

6. CYPRESS AND HIBISCUS GARDEN

This beautiful garden has cypress trees and hibiscus shrubs. There are several small ponds here and halls attached to the courtyard where priests reside. There is also a guest hall in the back occupied by a woman named Hui who the priests are waiting on hand and foot (as if she is royalty).

Hui is staying here as a protected guest. She possesses the Sword of Time and was sent back through a special Ritual to watch of Sunan and protect the future. If the players come here seeking her help she will gladly use the Sword of Time to destroy the chariot and send them back into the present.

HUI OF DRAGON PHOENIX SECT

Hui comes from the same time period as the players but is from an alternate future where the Demon Emperor defeated Sunan and Bao (if not for her, this would be the future of the players as well). She was part of a sect that used mystic rituals and kung fu to defeat the Demon Emperor (who was still reigning during her lifetime). She was sent back in place of her master with the Sword of Time to change history and make sure Sunan and Bao defeat the Demon Emperor. She wears robes with a dragon and phoenix embroidered upon them.

Hui takes a very light hand in changing the past. She worries about changing the future for the worse and believes direct involvement could cause catastrophe, so she is merely staying at the temple to observe and influence Sunan through indirect means.

The GM should elaborate freely on Hui of Dragon Phoenix Sect's ritual and mystic abilities. She has many unusual powers, like Trance Touch, for example; but in order to avoid spoiling future installments of Legends of Ogre Gate, we have not provided details on these abilities. Some of them are touched upon in the early chapters of Legends of Ogre Gate (and more will be revealed in later chapters). She can use the Time Sword Ritual to temporarily bring the players to any time of their desire (this could be used, for

example, to go back to the present and attempt to retrieve the Phoenix Fire Necklace from Ouyang Bei). She needs actual tears of regret though to perform that ritual.

Hui is being hunted by Bao Yang of the Splintered Souls. Should she leave the temple grounds, there is a 1 in 10 chance each day that one of the splintered souls finds her and tries to kill her.

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

Key Skills: Grapple: 2d10, Arm Strike: 3d10, Light Melee: 1d10, Medium Melee: 3d10 or 5d10 with Jian, Throw: 2d10, Kick: 2d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 1d10, Speed: 3d10, Athletics: 3d10, Muscle: 1d10, Meditation: 2d10, Survival (Cities): 2d10, Survival (Wilderness): 2d10, History (Era of the Demon Emperor): 3d10, Creatures (Demons): 2d10, Ritual (Time Sword Ritual): 1d10, Ritual (Song of Bao): 2d10

Qi: 2

Max Wounds: 5

Equipment: Daggers (1d10 Damage), Sword of Time (2d10 Damage, +2d10 Accuracy), Dragon Phoenix Robes

Powers: Trance Touch

Key Techniques (Wajia 1, Qinggong 1, Neigong 2): Path of the Phoenix, Touch of the Mind Pavilion, Deflecting Canopy (Counter)

Blue Phoenix Strike: You spin with your sword and release a swirl of blue energy that slices through Targets in an expanding circle. Make a Melee roll with a bladed weapon. On a Success, you do 2d10 Damage to anyone in a 10 foot radius. **Cathartic:** You do 3d10 Damage to anyone in a 30 foot radius.

Path of the Phoenix: You become a shimmering and transparent phoenix, blasting forward to escape and harming anything in your direct path. Make a Meditation Roll against TN 6. On a Success, you turn into a spirit phoenix and fly in a straight line for 100 feet. **Cathartic:** In addition to the above, anyone directly in your path takes 2d10 Damage if your roll exceeds their Evade.

Deflecting Canopy: Your sleeves and robes shoot out to intercept incoming attacks. Make an Athletics roll TN 8. On a Success, you reduce the Damage dice of projectiles by 2d10. **Cathartic:** You can inflate and rebound the projectiles back at the Target for 1d10 Damage each.



SWORD OF TIME SOLUTION

Due to its nature, the Sword of Time can exist in multiple places at once. This means even if the players do not find Hui, they might still be able to obtain the sword from another person or place. There could be dozens or hundreds in Qi Xien at any given moment.

TEARS OF REGRET

The Sword of Time Ritual is an effective means of escaping the past. But it requires tears of regret. How those may be created are for the Gamemaster to decide, but it shouldn't be a simple matter. Something like a fellow player character dying surely could prompt them.

7. LIU'S CRICKET SHOP

Liu Ping is a master breeder of crickets, which he sells for the cricket fights (usually staged at private residences or at the inns). He has recently devised a new method of raising crickets using geomancy to maximize their potential by planting their pots where they can grow the strongest. However, not all his crickets are champions. He has crickets available at all prices. He has also named them according to their particular characteristics. He sells pots, cages and gourds.

Liu Ping also likes to gamble and is often at the Green Elephant Emporium. He knows that Iron Awl Hu runs the place and can get anyone in who is interested in fighting.

Red Hibiscus Cricket: Rank 4d10, Cost 4,500 spades

Singing Peacock Cricket: Rank 3d10, Cost 5,000 spades (due to its pleasant sound)

Yao Feng Emperor Cricket: Rank 6d10, Cost 7,000 spades

Crown Prince Cricket: Rank 2d10, Cost 3,000 spades

Rare White Lotus Cricket: Rank 7d10, Cost 13,000 spades

LIU PING

Liu Ping is a merchant who raises and sells crickets. He is highly respected and is an avid participant in the cricket fights in the Silk Peony Brothel (a place he regularly goes). He also likes the fights at the Green Elephant Emporium. Liu Ping adores gambling, women, and food. However, he doesn't drink wine. Liu Ping is on good terms with Iron Awl Hu as they have similar interests.

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

Key Skills: Arm Strike: 0d10, Speed: 1d10, Athletics: 0d10, Muscle: 1d10, Survival (Cities): 3d10, Talent (Cricket Handling): 3d10, Creatures (Insects): 3d10 or 4d10 for Crickets

Max Wounds: 1

Expertise: Insects-Crickets, Talent-Perform

Flaw: Hedonism (Gambling), Hedonism (Food), Hedonism (Sexual Pleasures)

8. GREEN ELEPHANT EMPORIUM

This sesame emporium is a front for underground fights and gambling. There is a guard at the door, which is locked, and the password to enter is "Green Elephant eating sesame".

Near the entrance is a large painting of a green elephant eating some kind of grain. This is a front for illegal fighting in the city. Beneath the warehouse is a chamber with a fighting platform. The platform for fighting here is made of circular stone and raised off the ground. It is 5 meters wide with a height of 1 meter. The chamber is lined with booths, stone benches and wooden balconies. People take bets on the matches, and the whole thing is under the control of Iron Awl Hu. Players who come here and fight will quickly come to the attention of Iron Awl Hu and men like him in the city. Characters with powerful Kung Fu are highly valued here. However, they also risk changing the future if they fight with Sunan.

There is a 2 in 10 Chance that Liu Ping of Liu's Cricket Shop is here.

THE FIGHTS

The fights at the Green Elephant Emporium are all hand-to-hand, and no weapons are allowed. Killing is also discouraged. First to go down loses.



GUARDS (25)

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

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

Max Wounds: 1

Equipment: Arm Strike (1d10 Damage)

RAT-HEARTED LI

Rat Hearted Li supervises the fights and judges the matches. He has a significant limp. However, this is a feigned injury. In truth, Rat-Hearted Li is a master of disguise and works for Iron Awl Hu. He dons disguises to help gain information. His two most reliable disguises are a courtesan at the Silk Peony Brothel and as the wealthy merchant Mr. Zhang at the Drunk Ox Wine Shop.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 2d10, Speed: 3d10, Muscle: 1d10, Deception: 3d10, Talent (Disguise): 3d10

Max Wounds: 1

SAMPLE FIGHTERS

In addition to the fighters listed here, Sunan and Golden Immortal are two champion fighters who regularly fight in the arena. Anyone who beats the men below could earn a chance to fight them.

BLOOD STAINED MURDEROUS BEAR (CHEN ZHISHENG)

Blood-Stained Murderous Bear is a large man with a ferocious looking face. Due to his size, he is much tougher than a normal man. However, he isn't much for conversation.

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10 (3d10 Damage), Leg Strike: 2d10 (3d10 Damage), Speed: 0d10, Muscle: 3d10, Endurance: 3d10

Max Wounds: 2

Equipment: Fists (3d10 Damage)

Expertise: Fists of Steel

ETERNAL SAGE

Eternal Sage wears a scholar's hat when he fights but otherwise dresses bare-chested with trousers. Though in his late 60s he has a surprisingly muscular physique. He tries to fight with good tactics using kicks and often quotes the sayings of Kong Zhi. In reality, he isn't much of a scholar, but he has many key passages memorized.

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10 (2d10 Damage), Leg Strike: 3d10 (3d10 Damage), Speed: 2d10, Muscle: 3d10, Deception: 3d10, Reasoning: 2d10, Classics (Sayings of Kong Zhi): 2d10

Max Wounds: 1

Equipment: Fists (2d10 Damage)

Combat Techniques: Outside Fighter

THE KILLER OF DAOLU (WANG LI)

A friend of Iron Awl Hu's nephew, The Killer of Daolu has cruel eyes and an ugly mouth. He likes to fight dirty, antagonizing his opponents with belittling insults and occasionally slipping a concealed blade into his trousers before the match. He always seems to know what will get under a person's skin. He is fated to die by Sunan's hand. If this doesn't happen (and another player beats him or kills him, the GM should roll on the **ALTERATIONS FROM ALTERED TIMELINES TABLE**).

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10 (2d10 Damage), Leg Strike: 1d10 (2d10 Damage), Speed: 3d10, Muscle: 2d10, Command: 2d10, Empathy: 3d10

Max Wounds: 1

Equipment: Fists (2d10 Damage), Concealed Blade (3d10 Damage)

Combat Techniques: Fists of Steel, Inside Fighter

9. MORNING MARKET

Every morning, food and goods are sold here. There are melon carts, bun vendors, fried beef stalls, comb sellers, fortune tellers and more. Market Chief Shao is in charge of ensuring standard prices and quality of goods. He is helped by a staff of 3 men. There is a 1 in 10 chance that Green Tiger Zheng is present here.

Heads and Bodies: The market is also used to remind people of the law and imperial authority. Heads and bodies of convicted criminals are hung here in

5



display from time to time. Presently there are three heads in the market: Jie Yong, Ban Feng and Ma Guo. All were convicted of working for the demon emperor. However, they are really just victims of local corruption and treachery, and in truth were trying to bring evidence of Iron Awl Hu's connections to the Demon Emperor to the attention of local officials.

Here are some notable features of the market:

A. CAO DAOYUN'S CAT AND FISH

Cao Daoyun lives just outside the city with her husband. She aggressively sells pet cats and live fish to feed them. Her cats are small, friendly, and generally have spotted or striped patterns. She charges between 130 and 300 spades for a cat. Fish are 2 spades each.

CAO DAOYUN CATS

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

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

Max Wounds: 1

B. GRANNY WANG'S FRUIT CART

Granny Wang operates a fruit cart. Her nephew is Wang the Leek of Silk Peony Brothel. She frequently gives messages to her nephew intended for Iron Awl Hu, so people wishing to connect with Iron Awl can do so through her. If anyone watches her for a period of time, there is a 1 in 10 chance of seeing her communicate with Rat-Hearted Li or Green Tiger Zheng.

C. SCHOLAR SUN MAI'S SUNDRY SERVICES

Sun Mai has a booth offering a wide variety of services such as calligraphy, painting, instruction on the classics, letter writing, scholarly supplies (inkstone, brush, etc), light conversation, counterfeit documents*, counterfeit passports*, city guide, etc. For information on Sun Mai, see his entry in the NPC section. Sun Mai charges according to how much money he needs and how much he believes the person can pay.

D. MENG SHENGTONG'S DRIED FISH

Meng Shengtong offers a variety of dried fish. These are preserved by being dried in the sun and seasoned. It is tough and usually reheated before eating. Dried fish are 8-20 spades per catty.

Meng Shengtong is familiar with activity along the river and she has heard rumors about the Pearl River Sect (people say they are an evil cult who serve the Demon Emperor).

F. SMILING LUO'S GEOMANCY SERVICES

Smiling Luo is a geomancer, a new practice that emerged soon after the Demon Emperor arrived. He offers his feng shui services for variety of aims (from picking the safest starting point for a long journey to finding an ideal burial site or construction site). He also is something of a demon hunter.

Smiling Luo charges 30 spades per hour. There are no exceptions. He will not adjust his rates up or down for any reason.

SMILING LUO

Smiling Luo has a dour and unpleasant expression at all times. He is a fine conversationalist, but his face never seems to match his words. A skilled geomancer, Smiling Luo also knows a thing or two about the supernatural and has a few tricks to use against them. He can be hired to help destroy demons or ghosts, but also can give useful information about them. He despises Sun Mai with a passion (believing he cheats his customers and lies about everything).

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

Key Skills: Arm Strike: 2d10 (1d10 Damage), Speed: 1d10, Muscle: 2d10, Command: 1d10, Empathy: 0d10, Divination: 3d10, Creatures (Spirits): 2d10, Creatures (Demons): 2d10, Survival (Wilderness): 3d10, Survival (Cities): 2d10, Ritual (Activation): 2d10, Ritual (Spirit Keeping Ritual): 2d10, Ritual (Binding Demon Ritual): 1d10

Max Wounds: 1

G. HOU NUAN'S WINE

Hou Nuan sells sorghum wine in ceramic jars for 220 spades each. Each jar holds about 10 cups. Hou Nuan manages the Fabric Emporium and is described in greater detail in that entry.

H. MARKET CHIEF SHAO

This sad little pavilion is where Market Chief Shao manages oversees the morning market. He is a bitter official. He knows that the market tower is supposed to be an impressive structure of great height, but he has little more than a stall and is assisted by three

**These require that he trusts the person*



men. His only outlet for his rage is bullying local merchants (particularly those he dislikes). He applies stringent standards of quality and frequently interrupts any exchanges that have a hint of haggling. His greatest delight is raising the severed heads or dead bodies of criminals in the marketplace to remind people the importance of the law.

MARKET CHIEF SHAO

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

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10 (2d10 Damage), Leg Strike: 1d10 (2d10 Damage), Speed: 2d10, Muscle: 2d10, Detect: 3d10, Command: 2d10, Reasoning: 2d10, Empathy: 2d10, Institutions (Imperial Bureaucracy): 3d10, Classics (Book of Laws): 3d10

Max Wounds: 1

Combat Techniques: Fists of Steel

I. PHYSICIAN XIANG'S LONGEVITY ELIXIRS

Physician Xiang dresses in the robes of a hermetic sage and keeps his hair unbound. He sells a range of fake but potent elixirs that he claims can add 5, 10 or even 20 years to one's life. He sells many, but tries to steer most customers to his Immortality Attainment Elixir. None of these work and they all do physical harm to the body.

Physician Xiang's booth is illegal, so he is always on the move and trying to avoid Market Chief Shao.

Immortality Attainment Elixir (500 Spades): Physician Xiang claims that each dose of this substance bestows 20 years of life to a person. However, each dose is potentially lethal. Drinking the elixir causes fatigue and terrible stomach pain. The user's Hardiness lowers by 1 rank each day for 2 days and they suffer -1d10 to all physical skills. This is followed by tremendous relief and euphoria, but the user must then make an Endurance Roll TN 6. If they fail they suffer a permanent -2/-1d10 Penalty to Wits and Reason.

PHYSICIAN XIANG

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

Key Skills: Arm Strike: 0d10, Speed: 3d10, Muscle: 0d10, Detect: 3d10, Persuade: 2d10, Deception: 2d10, Empathy: 2d10, Reasoning: 3d10, Medicine: 0d10, Talent (Disguise): 1d10, Survival (City): 3d10

Max Wounds: 1

10. THE SILK PEONY BROTHEL

Proprietor: Wang the Leek

Services: Full Meal (175 Spades), Courtesans (2,000 to 6,000 spades per evening)

This is operated by a man named Wang the Leek. He pays a hefty sum to Iron Awl Hu each month for the privilege. Iron Awl Hu is a frequent patron of the brothel as well. The courtesans here provide company over meals and will occasionally perform music for clients.

Wang the Leek likes to host Cricket Fights here.

One of the courtesans is Rat-Hearted Li in disguise, so he can get information for Iron Awl Hu.

There is a 4 in 10 Chance on any given night that Iron Awl Hu is present here. There is a 2 in 10 chance that Liu Ping of Liu's Cricket Shop is here.

WANG THE LEEK

He is the nephew of Granny Wang and he is called "The Leek" because his hair sticks up straight. Wang frequently gives information to Iron Awl Hu, and anyone who wants to connect to Iron Awl Hu can easily do so by passing a message through Granny Wang to Wang the Leek.

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

Key Skills: Arm Strike: 1d10, Speed: 1d10, Muscle: 0d10, Persuade: 2d10, Empathy: 2d10, Institutions (Criminal Underworld): 2d10, Institutions (Imperial Bureaucracy): 2d10, Survival (Cities): 2d10

Max Wounds: 1

II. GOLDEN IMMORTAL RESIDENCE

This opulent courtyard house is the home of Golden Immortal, a champion at the fighting arena in the Green Elephant Emporium (area 8). It is filled with servants (see Iron Awl Hu's Men below for more information) and musicians who perform regularly. The players may come here as guests, to snoop and learn about Golden Immortal or Iron Awl Hu, or some other reason. How Golden Immortal interacts with the PCs very much depends on who they side with in the city.

The house has many artifacts from the Era of the Great Emperor including a Bronze Dragon Wine Vessel, The Tripod Cauldron of Hao (**CHAPTER SIX**), an ancient bronze sword, and bronze figures from the period. Those examining the Tripod Cauldron of Hao

5



may learn about the Drum of Hao (though this requires knowledge of Classic Feishu Script).

There is a 1 in 10 chance that Iron Awl Hu is present here as well.

The Ambush (Day 9): Golden Immortal has invited Sunan and Sun Mai to his residence as guests. This is really an ambush and they have no intention of showing up. However, he has several of Iron Awl Hu's men on-hand just in case. Also, the Player Character's presence introduces a new element that could change history. If Golden Immortal is friendly with the PCs, he may try to induce them to lure Sun Mai and/or Sunan to his manor. Clever players may realize that the Classic Feishu in the Tripod Cauldron of Hao is a perfect pretext for such an invitation. See **EVENT TIMELINE** at beginning of chapter for further details.

IRON AWL HU'S MEN (20)

These men are dressed as Iron Awl Hu's servants. However, they are clearly tougher than normal servants. Players should be able to discern something unusual about them on a TN 7 Detect Roll.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10 or 2d10 with Stick, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 1d10, Talent (Theft): 1d10, Survival (City): 3d10, Command: 1d10

Max Wounds: 1

Equipment: Stick (1d10 Damage, +1d10 Accuracy), Ox Tail Dao (3d10 Damage, -1d10 Accuracy), Qiang (3d10 Damage)

GOLDEN IMMORTAL (TUNG DEHUA)

Golden Immortal is the champion of Green Elephant Emporium fighting grounds and works for Iron Awl Hu. He is handsome but tough. Despite his fierce reputation, he is actually a tender person outside the fighting platform. He has recently fallen in love with a woman named Qing. However, he doesn't realize that Qing is just one of the Love General's forms, selected to manipulate him into serving the Demon Emperor. She has given him a crane and fish token that only she recognizes which he wears around his neck. Golden Immortal enjoys fighting and the glory of bloodshed.

Golden Immortal dresses in golden robes and is known for his 21 Techniques (those described below are just a small sample). He also has a strong fondness for tea and music. He has a particular interest in artifacts from the era of the Era of the Great Emperor.

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

Key Skills: Grapple: 2d10, Arm Strike: 3d10, Throw: 2d10, Kick: 3d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 1d10, Speed: 3d10, Athletics: 3d10, Muscle: 2d10, Persuade: 3d10, Empathy: 2d10, Talent (Tea Preparation): 2d10, Talent (Flute): 3d10, History (Era of the Great Emperor)

Qi: 3

Max Wounds: 7

Equipment: Fists (2d10 Damage), Leg Strike (2d10 Damage), Short Spear (4d10 Damage or 3d10 Damage thrown), Token of the Love General (Crane and Fish image)

Combat Techniques: Fists of Steel

Key Techniques (Qinggong 2, Waijia 2): Strike of the Golden Fists, Spinning Back Kick, Leap of the Swan, The Golden Stance, Block of the Short Spear (Counter), Golden Dodge (Counter)

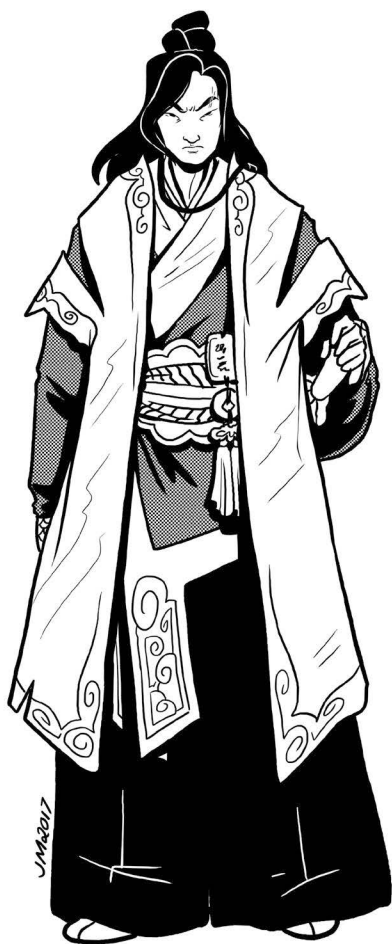
Block of the Short Spear (Counter): You block an incoming Melee Attack with the short spear, then fire the tip of it at your foe. Make a Light Melee roll against the Attack roll. On a Success, you block the attack. **Cathartic:** On a Success, you block and can then make a free attack with the spear against the attacker.

The Golden Stance: You poise gracefully with the ball of your front foot touching ground lightly, but your rear leg pivots and supports your weight, making any leaping attack easy to perform. Any leaping attack or kicking technique you use from this position gains a +1d10 Bonus to the Attack roll. **Cathartic:** This can be used Cathartically to increase your Evade and Parry against Qinggong techniques to 10.

Golden Dodge (Counter): You spin away from an incoming melee attack and kick your foe as you twirl into the air. Make an Athletics roll against the attack roll. On a Success, you evade the attack. **Cathartic:** After the successful Athletics roll, you can make a Leg Strike against the Target.

Strike of the Golden Fists: You leap into the air and smash your foe with both fists. First, make an Athletics roll to leap up to 30 feet at your Target. Then make an Arm Strike Roll against the Target and do Normal Damage on a Success. **Cathartic:** As above except you do Normal Damage plus 4 Extra Wounds on a Success.





GOLDEN IMMORTAL

12. FABRIC EMPORIUM

The Fabric Emporium is a storage area operated by Hou Nuan, a kindly fabric and wine broker who uses the emporium as a front and recruitment tool to resist the Demon Emperor's reign. The Emporium is where she stores her fabrics before sale to local shops and merchants. The wine, she purchases from the government and stores before selling at the morning market. Other brokers and merchants rent storage for similar goods here as well.

Though Daolu is within the Hen-Shi Empire, Hou Nuan knows that The Demon Emperor has influence in the city, so she keeps things secret. She is likely to take an interest in the players due to their unusual attire. She can help provide them with clothing more suited to the time and can explain things (she can give them wine as well). Hou Nuan knows that Iron Awl Hu basically controls the city and suspects he is working with the Demon Emperor. She also knows that the Lions of Peace are active in the city. She can be a helpful ally for the party if they connect with her.

Her fabrics are wool, hemp, and ramie.

HOU NUAN

Hou Nuan is a Fabric and Wine Broker. She purchases her fabrics outside the city and stores them at the Fabric Emporium where she then sells them to local shops and merchants. She is a widow but has a ten-year-old son named Bu. Hou Nuan despises the Demon Emperor and uses her Emporium to hide agents resisting his rule.

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

Key Skills: Arm Strike: 1d10 (0d10 Damage), Light Melee: 2d10 or 3d10 with Stick, Speed: 2d10, Muscle: 1d10, Survival (Wilderness): 3d10, Trade (Fabric): 3d10, Survival (Cities): 2d10, Ritual (Ancestor Veneration): 2d10, Institutions (Imperial Bureaucracy): 1d10

Max Wounds: 1

Equipment: Stick (2d10 Damage, +1d10 Accuracy), Silk Robes

13. TEMPLE OF ENLIGHTENED GODDESS

This temple has clearly been neglected over the years. Rarely visited, it was once central to life in the city, with the Emperor serving as its high priest. Now, however, it is overseen by a small group of scholarly priests. There is a large statue here with three tablets beneath it (called simply The Three Tablets). One tablet is inscribed with the saying by Kong Zhi "Strive for Wan Mei, but reside in the realm of man". There is another tablet with a quote from Wan Mei "Strive toward the virtues in both word and deed." Finally, there is a tablet with a quote from someone named Xian "The Enlightened Goddess made the evil things as well; spirits and demons are a sign of her displeasure and a reminder to restore alignment with Wan Mei."

The priests of the temple believe that the Demon Emperor's rise is a result of the Empire falling out of favor with the Enlightened Goddess. There are three priests here: Jin Zai, Xiao Guan, and Ruang Sanxing. They disagree on why the empire has fallen out of favor, Jin Zai believes that it is due to the empire embracing Hen-Shi. Xiao Guan believes it is due to a lack of emphasis on proper ritual. Ruang Sanxing believes it is because the emperors have failed to serve as moral guides to the people.

All three priests are knowledgeable about spirits and, in particular, artifacts. They can tell the players about the Drum of Hao (**CHAPTER SIX**, Drum of Hao) if they inquire about artifacts related to time travel. If the players tell the priests about their time travel situation, they would definitely bring it up and probably offer to help as they would see it as an opportunity to repair the empire's standing with the Enlightened Goddess.





GOLDEN IMMORTAL AND TWIN BEAUTIES ARE DISPLEASED BY THE NEWS FROM A LOCAL MINISTER

JIN ZAI

Jin Zai is very old and severe. He is intellectually curious and delights in engaging ideas he disagrees with. However, he can be counted on to come down harshly on any notions related to Hen-Shi or her merciful teachings.

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

Key Skills: Arm Strike: 0d10 (0d10 Damage), Speed: 1d10, Muscle: 0d10, Ritual (Ancestor Veneration): 2d10, Divination: 3d10, Religion (Enlightened Goddess): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Xian*): 3d10, Talent (Calligraphy): 2d10, Creatures (Spirits): 1d10, Creatures (Demons): 1d10, History (Era of the Great Emperor): 3d10

Max Wounds: 1

XIAO GUAN

Xiao Guan believes in the importance of rite and is in charge of conducting most rituals at the temple. He is in his 40s, handsome and has a graceful demeanor.

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

Key Skills: Arm Strike: 0d10 (0d10 Damage), Speed: 3d10, Muscle: 1d10, Ritual (Ancestor Veneration): 3d10, Ritual (Spirit Keeping): 3d10, Ritual (Create Paper Talisman): 3d10, Ritual (Capping/Hairpinning Ceremony): 2d10, Classics (Sayings of Kong Zhi): 2d10, Classics (Rites of Wan Mei): 3d10, Classics (Sayings of Xian*): 2d10, Talent (Calligraphy): 3d10, Creatures (Spirits): 1d10, Creatures (Demons): 1d10, History (Era of the Great Emperor): 2d10, Divination: 2d10, Religion (Enlightened Goddess): 3d10,

Max Wounds: 1

RUANG SANXING

Ruang is kind and gentle. He believes that people turn to Hen-Shi because they are desperate for moral instruction (which he thinks the Emperors and government have failed to provide).

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

Key Skills: Arm Strike: 0d10 (1d10 Damage), Speed: 2d10, Muscle: 2d10, Ritual (Ancestor Veneration): 1d10, Divination: 2d10, Religion (Enlightened Goddess): 3d10, Classics (Sayings of Kong Zhi): 3d10, Classics (Rites of Wan Mei): 2d10, Classics (Sayings of Xian*): 3d10, Talent (Calligraphy): 2d10, History (Era of the Great Emperor): 3d10, History (Era of the Compassionate Daughter): 2d10

Max Wounds: 1

14. DRUNK OX WINE SHOP

Menu: Ox Head Wine (200 Spades a cup), Sorghum Wine (45 spades per cup), Jade Wine (190 per cup), Fried Beef (40 Spades)

This is a wine shop run by Pei Henglao (see below). They serve expensive wine in bronze drinking vessels (usually in the shape of an ox). It is famous for its ox head wine, and its strips of fried beef.

Pei Henglao is not here. Instead his wife, Mei, has been operating the shop for five days on her own. Pei Henglao left to find some herbs in the forest near the Pearl River Sect area of the city. While there, he was turned into a minion of the tree demon who dwells in the woods. Since then, he has forgotten his former life and serves her loyally.

Mei is desperate to find her husband. She has gone out each day to find him.

There is a frequent patron named Mr. Zhang. He claims to be a wealthy lacquer merchant from Nansun but in truth this is Rat-Hearted Li in disguise (see **GREEN ELEPHANT EMPORIUM**).

Ox Head Wine: This wine is clear and has a sharp clean taste, but it quickly clouds a person's head. Unlike normal wine, it bestows a +2 to Hardiness when enough is consumed to be drunk. It also imposes a heavier penalty to Mental Skills (one increment greater than the normal rate). See page 184 of the **WHOG** rulebook for details on wine and its effects.

15. DELIGHTFUL WIND SHOP

This establishment sells fans. The owner of the Delightful Wind Shop is an unusual man named An Jian. He sells many fans each with a different line of poetry rendered in near perfect calligraphy. The fans cost 50 spades each.

An Jian really wants to see Hui of Dragon Phoenix Sect defeated. He also wants Sunan and Sun Mai to die. He is not connected to the chariot but will try to sell his fans to the PCs so he can manipulate them at a perfect moment.

THE FANS OF AN JIAN

These fans are beautifully crafted, and each one has a line of poetry on it. The poetry seems to describe something interesting like a dragon, majestic peak, or the state of being in love. However, once purchased, the words change, becoming helpful and seeming to guide the user onto a useful path. However, in truth, these are lies intended to secure the trust of the wielder. Their real function is to issue commands that the user finds hard to resist. The fan may issue one such a command each hour. Any time it does, roll 2d10 against Resolve. On a Success, the person must obey the letter of the command.

Commands of the Fans:

Kill: The user feels compelled to kill a person the fan wishes to target.

Retreat: The user feels compelled to run away for ten minutes.

Protect: The user feels compelled to protect a person of the fan's choosing for 10 rounds.

AN JIAN

An Jian is a mysterious man from the Era of the Glorious Emperor who has a vested interest in seeing Hui of Dragon Phoenix Sect fail in her task. He is not connected to the Chariot of Du Qian but when it arrives he becomes aware and will try to meddle by giving the PCs his fans, so they act against the Hui or Sunan and Sun Mai. The fans are his creations and he can see and hear through the them. More importantly. Once every hour he can issue a command through them (see fan entry).

Though An Jian is a person of profound power, in order to come to this time period he had to enter into a normal person's body. Therefore, he has no martial abilities, though he has retained most of his knowledge and personality.

5



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

Key Skills: Arm Strike: 0d10 (1d10 Damage), Speed: 3d10, Muscle: 1d10, Deception: 3d10, Persuade: 2d10, Command: 2d10, Talent (Disguise): 2d10, Talent (Poison): 3d10, Survival (City): 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Martial Disciplines (Neigong): 1d10, Places (Li Fan): 1d10, History (Era of the Glorious Emperor): 2d10, History (Era of the Demon Emperor): 2d10, Classics (Rites of Wan Mei): 1d10, Classics (Book of Fortunes): 1d10, Classics (Glorious Histories): 1d10, Classics (26 Stratagems): 1d10, Religion (Dehua): 1d10, Religion (Cult of Hen-Shi): 1d10, Religion (Qi Zhao): 1d10, Ritual (Pearl Burning Ritual): 3d10, Trade (Wood): 3d10, Trade (Fabric): 3d10

Max Wounds: 1

NPCs OF THE CITY

This section describes NPCs not covered in the individual place entries. Here you will find Sunan, Sun Mai, Bao of the Splintered Souls, Ping, The Love General as well as information on beggars in the city and law enforcement officials.

BAO YANG OF THE SPLINTERED SOULS (8)

Bao Yang of the Splintered Souls is a brute killer seeking to end Hui of Dragon Phoenix Sect. There is not one Bao Yang, but many. These are split souls or clones of the original Bao Yang, and there are 8 of them in Daolu during the Time of the Demon Emperor. They have been sent back to prevent Hui of Dragon Phoenix Sect from succeeding, but they may also become interested in the Player Characters if they become aware of them. Like Hui of Dragon Phoenix Sect, Bao Yang was from a future timeline where the Demon Emperor was victorious and reigned for over one thousand years. Though a selfish and irredeemable man, he joined Dragon Phoenix Sect against the Demon Emperor because he thought it would help him turn a profit. However, one of his former enemies, Hidden Arrow, poisoned him and placed him in a holding cell. He then drew out strands of Bao Yang's spirit to make eight clones and sent them back in time to find Hui of Dragon Phoenix Sect to kill her. He promised that the one who succeeds, can kill the real Bao Yang and take his place.

Bao Yang is committed to killing Hui of Dragon Phoenix Sect and anyone who stands in his way. He is not stupid, however, and if he realizes the PCs are from the future as well, he will try to convince them that he is in a similar situation and that he can help get them

get back to their time if they work together to kill Hui of Phoenix Dragon Sect and take her sword. He will use deception and lies to paint Hui as an evil being.

Bao Yang is also known by some as Iron Crab.

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

Key Skills: Grapple: 2d10, Throw: 0d10, Arm Strike: 3d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 3d10, Heavy Melee: 3d10 or 2d10 with Giant Mace, Athletics: 3d10, Speed: 0d10, Muscle: 3d10, Endurance: 3d10, Detect: 1d10, Persuade: 1d10, Reason: 1d10, Meditation: 2d10, Institutions (Sects): 3d10, Survival (Swamp): 3d10, Survival (Wilderness): 3d10, Martial Disciplines (Wajia): 3d10, Martial Disciplines (Dianxue): 2d10, Talent (Monkey Handling): 3d10

Qi: 5

Max Wounds: 11

Weapon: Giant Mace (7d10 Damage, -1d10 Accuracy), Claws of the Crab (4d10 Damage, -1d10 Accuracy Penalty; Total Success pinch for Normal Damage plus 2 Extra Wounds)

Expertise: Muscle-Lift

Key Techniques (Wajia 2, Neigong 2): Biting Blade, Blasting Blade, Deep Biting Blade, Elephant Stance, Fierce Strike, Rage of the Crab, Sword Stance, Spinning Back Kick (Counter)

Rage of the Crab: You unleash a powerful stabbing strike fueled by anger and your own blood. Make an Attack roll with any stabbing weapon or with the Claws of the Crab. On a Success, you do Normal Damage plus 3 Extra Wounds. **Cathartic:** You can add +1 Extra Wound for every Wound you choose to suffer, up to a maximum of 7.

BAO YANG THE LESSER

This is a forgotten fragment of Bao Yang (see above). When his soul was splintered, one redeeming sliver of conscious formed into this version of him. He is considerably less powerful than the Splintered Souls, but basically a good person. He is trying to find a way to protect Hui of Dragon Phoenix Sect, because he knows that his other selves are after her (and they are after him as well).

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

Key Skills: Grapple: 1d10, Throw: 0d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 0d10, Medium Melee: 3d10, Heavy Melee: 2d10 or 1d10 with Giant Mace, Athletics: 2d10, Speed: 0d10, Muscle: 3d10, Endurance: 3d10, Detect: 1d10, Persuade: 1d10, Reason: 1d10, Meditation: 2d10,



Institutions (Sects): 3d10, Survival (Swamp): 1d10, Survival (Wilderness): 1d10, Martial Disciplines (Waijia): 1d10, Martial Disciplines (Dianxue): 1d10

Qi: 2

Max Wounds: 5

Weapon: Giant Mace (7d10 Damage, -1d10 Accuracy)

Expertise: Muscle-Lift

Key Techniques (Waijia 2, Neigong 2): Biting Blade, Blasting Blade, Elephant Stance, Spinning Back Kick (Counter)

FAN SUNAN

(MR. FAN or YOUNG DRAGON)

Fan Sunan was born in a small village to the north and is one of the first people to begin cultivating Qi energy. His family was killed by the Demon Emperor so he fled to Daolu where he met Sun Mai and began making money as a fighter at the Green Elephant Emporium. Since then his reputation has grown as a competitor as his skills increased. He does not trust Iron Awl Hu and believes he may be working for the Demon Emperor.

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

Key Skills: Grapple: 2d10, Arm Strike: 3d10, Throw: 1d10, Kick: 2d10, Light Melee: 1d10, Speed: 1d10, Muscle: 2d10, Endurance: 2d10, Meditation: 3d10, Detect: 2d10, Command: 2d10, Languages (Daoyun): 3d10, Read Script (Feishu): 0d10, Survival (City): 1d10, Survival (Wilderness): 2d10

Qi: 3

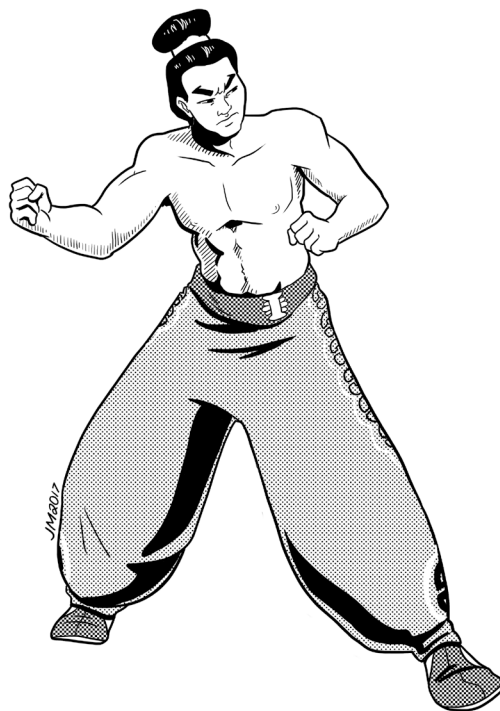
Max Wounds: 7

Equipment: Fists (2d10 Damage), Hemp trousers and overshirt.

Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Qinggong 1, Neigong 2): Hand of Sunan, Rebuke of the Dragon, Leap of the Swan, Slash of the Dragon's Tail, Spinning Back Kick (Counter)

Hand of Sunan: You thrust your palm into your opponent's chest sending them through the air. Make an Arm Strike Roll. On a Success, you do Normal Damage plus 1 Extra wound and send them flying 5 feet per rank of Qi. **Cathartic:** On a Success, you do Normal Damage plus 2 Extra Wounds and send them flying back 10 feet per rank of Qi.



SUNAN

Rebuke of the Dragon: You release two Qi energy blasts that resemble swimming dragons that strike like a crashing wave filled with jagged blades. Make a Meditation roll against the Evade of your Target. On a Success, you do 3d10 Open Damage. Anyone trying to counter this takes -1d10 to their Counter roll. **Cathartic:** On a Success, you do 6d10 Open Damage.

Slash of the Dragon's Tail: You leap and kick with all your might. Make a Leg Strike roll against a target up to 30 feet away. On a Success, you do Normal Damage. **Cathartic:** On a Success, you do Normal Damage plus 2 Extra Wounds.

GREEN TIGER ZHENG

Green Tiger Zheng is a small-time loan shark who occasionally runs errands for Iron Awl Hu and spends much of his time at the Silk Peony Brothel. He is tall and strong. Presently Sun Mai owes him 50 Spades and he intends to collect.

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

Key Skills: Grapple: 2d10, Arm Strike: 2d10, Speed: 3d10, Athletics: 3d10, Muscle: 3d10, Detect: 2d10, Survival (City): 3d10, Command: 2d10, Deception: 1d10, Talent (Theft): 1d10

Max Wounds: 1

Equipment: Cudgel (3d10 Damage)



PING

Ping is on the run from Iron Awl Hu because her husband owed him money (Iron Awl Hu had him killed). She is six months pregnant and was recently rescued from one of Iron Awl Hu's men (a Lion of Peace) then fled to a homestead beyond the city walls. She has been hiding, but Iron Awl Hu's men have found her trail.

Ping is also an ancestor of one of the PCs. You should pick a PC at random and have that character's surname become her surname. Killing her or allowing harm to befall her would obviously cause that character to fade from time (this can happen slowly if it does occur so they have a period to rectify the problem).

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

Key Skills: Grapple: 1d10, Arm Strike: 1d10, Speed: 3d10, Athletics: 3d10, Muscle: 1d10, Detect: 2d10, Survival (Wilderness): 2d10

Max Wounds: 1

SUN MAI (MASTER SUN)

Sun Mai is a scholar who believes himself to be a genius rivalling Kong Zhi himself and struggles to create his 'great scripture'. He is a bit of a con-artist, who is always looking for a way to make money. Sun Mai is a fast talker, preferring to use words to escape trouble. He also often changes subject mid-sentence. Once he starts thinking about an idea, he obsesses over it for days. His present obsession is trying to find evidence that Iron Awl Hu works for the Demon Emperor. He became friends with Sunan and helps organize his fights at the Green Elephant as well as manage their money. Sun Mai owes Green Tiger Zheng 50 spades (though he presently believes he only owes him 20 spades).

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

Key Skills: Arm Strike: 1d10, Light Melee: 1d10, Muscle: 1d10, Speed: 2d10, Athletics: 2d10, Deception: 3d10, Persuade: 3d10, Empathy: 1d10, Religion (Dehua): 3d10, Religion (Hen-Shi): 2d10, History (Era of the Compassionate Daughter): 3d10, Survival (Cities): 3d10, Read Script (Feishu): 3d10, Read Script (Classic Feishu): 3d10, Talent (Calligraphy): 2d10, Talent (Forgery): 2d10, Talent (Painting): 2d10, Talent (Guqin): 2d10

Qi: 2

Max Wounds: 5

Equipment: Silk Scholar Robes, Guqin

Expertise: Speed-Elude

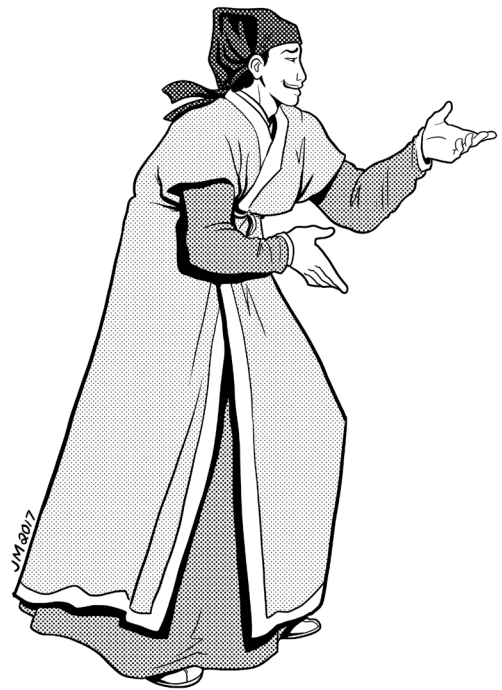
Key Techniques (Waijia 1, Qinggong 1, Neigong 1, Dianxue 1): Leap of the Swan, Sword of the Scholar, Dance of Kong Zhi (Counter)

Dance of Kong Zhi (Counter): You push back with one foot in the air, possibly grabbing an ally in the process, and leap away from an incoming attack. Make an Athletics roll against the attack roll, on a Success you evade the attack. **Cathartic:** You can grab a person about to be hit by an attack and bring them to safety when it is not your turn order.

Sword of the Scholar: You adopt a meditative posture and cause an invisible sword to rise before you and fly toward your enemies. Make a Meditation roll against Parry. On a Success, your invisible sword strikes your foe for 3d10 Damage. On a Total Success, you call forth 1 additional blade, inflicting an Extra Wound. **Cathartic:** As above except on a Total Success you call forth 4 Blades inflicting 4 Extra Wounds.



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SUN MAI

THIEVES AND BEGGARS OF THE CITY

Use these encounters whenever players run into beggars or standard pick-pockets.

THIEVES

Though Daolu is orderly, it isn't without crime. Petty thieves are rare but exist. Thieves may try to pick player's pockets, they might even bluster and threaten violence if they feel they have to, but most will choose to run away rather than risk direct confrontation.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Athletics: 2d10, Speed: 3d10, Muscle: 1d10, Detect: 2d10, Deception: 2d10, Survival (City): 3d10, Talent (Theft): 2d10, Trade (Mechanical): 1d10

Max Wounds: 1

KILLERS

Killers are thieves willing to kill for the goods. They usually operate in small bands and try to lure people into ambushes.

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

Key Skills: Grapple: 2d10, Arm Strike: 2d10, Light Melee: 2d10 Athletics: 1d10, Speed: 2d10, Muscle: 3d10, Detect: 2d10, Command: 2d10, Survival (City): 3d10

Max Wounds: 1

Equipment: Concealed Blade (3d10 Damage)

DAOLU BEGGARS

The beggars of Daolu in this time are well organized. They follow Sorghum god and make money begging, performing acrobatic feats in the streets or occasionally stealing. Because they are organized, they prohibit anyone not authorized by Sorghum God from engaging in begging in the city.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Athletics: 3d10, Speed: 2d10, Muscle: 1d10, Endurance: 3d10, Detect: 3d10, Persuade: 2d10, Deception: 2d10, Survival (City): 3d10, Survival (Wilderness): 3d10, Talent (Acrobatics): 2d10, Talent (Theft): 1d10

Max Wounds: 1

Weapons: Improvised Objects (1d10 Damage)

SORGHUM GOD

Sorghum God is the leader of the beggars in the city. He began to cultivate Qi energy and develop his own style of Kung Fu after spying on Iron Awl Hu and Golden Immortal. This led to soaring arrogance. He regularly reminds his followers that he is the 'greatest fighter in the city, rivaled only by the Demon Emperor himself'. Sorghum god has an unusual fighting style, using ceramic wine jars and similar objects to defend, while striking with a bronze coin. He likes to consume wine before unleashing his Punch of Sorghum God.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 3d10, Small Ranged: 2d10, Athletics: 3d10, Speed: 2d10, Muscle: 2d10, Endurance: 3d10, Detect: 3d10, Persuade: 2d10, Command: 2d10, Deception: 2d10, Survival (City): 3d10, Survival (Wilderness): 3d10, Talent (Acrobatics): 2d10, Talent (Theft): 2d10

Qi: 2

Max Wounds: 5

Weapons: Flying Coin (2d10 Damage unless using Flying Coin Technique), Fists (2d10 Damage) Combat Technique: Fists of Steel

Key Techniques (Waijia 1, Neigong 3): Breath of Fury, Flying Coin of Sorghum God, Punch of Sorghum God, Sorghum Block (Counter)

Flying Coin of Sorghum God: You flick a coin at your enemy, causing it to imbed deep in their flesh. Make a Light Melee roll against Evade of a target up to 20 feet away. On a Success, you hit for 4d10 Damage. **Cathartic:** You can hit up to 8 Targets.

Punch of Sorghum God: You intake air or a heavy fluid to build up inner strength, shifting into a horse stance and punching with both fists with great force. First intake air or drink liquid as a Move action. Make an Arm Strike roll against the Parry of a Target. On a Success you do Normal Damage plus 2 Extra wounds. This must be used Cathartically.

Sorghum Block: You lift a nearby ceramic jar and block an incoming attack with it. This can be used with any nearby object similar in shape or size to a ceramic jar. Make an Arm Strike roll against the attack roll. On a Success, you reduce the Damage of the attack by -1d10. **Cathartic:** On a Success, you block the attack and the shattering jar hits your Target for 1d10 Damage.



LAW ENFORCEMENT

MAGISTRATE PEI BAI

Magistrate Pei Bai is in charge of law and order in the city and resides in the Government Offices section of the city. He is cowardly and knows the city could soon be under the control of the Demon Emperor. He has been busy planning his escape, and has five potential routes planned with his many allies and contacts throughout the empire. Magistrate Pei Bai does not know how the conflict will end, so he is treating all influential people as potential future allies and taking a light hand. He is willing to work with the Demon Emperor if it comes to that, and has been careful to lay the foundations for future negotiations.

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

Key Skills: Arm Strike: 0d10, Small Ranged: 1d10, Speed: 1d10, Muscle: 0d10, Athletics 0d10, Command: 3d10, Deception: 3d10, Empathy: 2d10, Reasoning: 3d10, Detect: 3d10, Classics (All): 3d10, Institutions (Imperial Bureaucracy): 3d10, Institutions (Criminal Underworld): 2d10, Talent (Poetry): 2d10, Talent (Calligraphy): 3d10

Max Wounds: 1

SHERIFF SONG

Sheriff Song is corrupt and is effectively under the control of Iron Awl Hu. He understands that the city is under the Demon Emperor's influence, even if it hasn't been conquered yet. However, he still likes to think of himself as a dutiful man, so he spends much of his time pursuing justice in places he knows won't interfere with Awl's activities. The arrival of a strange chariot and the Player Characters is likely to attract his attention. Sheriff Song is soft spoken and curious. He is very literal and always follows his gut. He commands the constables of the city.

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

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10 or 1d10 with Ox Tail, Heavy Melee: 3d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 3d10, Athletics 1d10, Command: 2d10, Deception: 2d10, Reasoning: 3d10, Detect: 3d10, Survival (City): 3d10, Classics (All): 2d10, Institutions (Imperial Bureaucracy): 3d10

Max Wounds: 1

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

CONSTABLES (100)

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

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 3d10 or 2d10 with Ox Tail, Heavy Melee: 3d10, Small Ranged: 2d10, Speed: 2d10, Muscle: 2d10, Athletics 2d10, Detect: 2d10, Survival (City): 3d10

Max Wounds: 1

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

FORCES OF THE DEMON EMPEROR

CULTISTS OF THE PURE ONES, DISCIPLES

These are cultists who worship the Demon Emperor. Cultists call the Demon Emperor the King of the Pure Ones and believe that he is a divine figure, sent from a distant realm to elevate humanity.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 0d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 3d10, Small Ranged: 3d10, Speed: 1d10, Muscle: 1d10, Religion (The Demon Emperor): 2d10, Language (Daoyun): 3d10, Language (Khubsu): 1d10, Language (Singh): 1d10, Divination: 1d10, Survival (Wilderness): 2d10

Max Wounds: 1

CULTISTS OF THE PURE ONES, RITUAL MASTERS

The Ritual Masters of the Pure Ones have abilities they believe are gifted to them by the Demon Emperor. In truth, these are a product of cultivation practices and therefore, not truly different from normal Kung Fu in the setting. They regularly meditate according to his instructions and they can become one with the demon emperor through rituals.

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

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 2d10, Leg Strike: 0d10, Light Melee: 0d10, Medium Melee: 2d10, Heavy Melee: 3d10, Small Ranged: 3d10, Speed: 2d10, Muscle: 2d10, Religion (The Demon Emperor): 3d10, Language (Daoyun): 3d10, Language (Khubsu): 2d10, Language (Singh): 2d10, Divination: 3d10, Survival (Wilderness): 3d10, Meditation: 2d10, Ritual (Enlightenment of the King of the Pure Ones): 3d10



Qi: 1

Max Wounds: 3

Key Techniques (Waijia 2, Neigong 2): Blazing Hands of the Pure Ones, Compassion of the King of the Pure Ones

Blazing Hands of the Pure Ones: Your hands glow with a blue light, and when you strike your enemies this courses through their bodies doing harm. Roll Arm Strike against Parry. On a Success you do 3d10 Open Damage. On a Total Success, it bounces off and hits another nearby Target. **Cathartic:** On Success does 6d10 Open Damage.

Compassion of the King of the Pure Ones: Make a Meditation Roll against the Resolve of the Target. On a Success, a glowing blue energy lifts from your body and enters them, causing them to stabilize if they are dying. **Cathartic:** You meditate for an hour and the energy fills your Target, restoring 1 Wound.

LIONS OF PEACE (10)

The Lions of Peace are under the authority of Huang Dayang, third lieutenant of the Love General. They call the Demon Emperor, the King of the Pure Ones, and believe their Kung Fu abilities are a product of his divinity.

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

Key Skills: Arm Strike: 1d10, Light Melee: 1d10, Medium Melee: 2d10, Heavy Melee: 2d10 or 1d10 with Guan Dao, Muscle: 2d10, Speed: 2d10, Command: 2d10, Meditation: 2d10, Religion (King of the Pure Ones): 2d10, Survival (Wilderness): 3d10, Language (Daoyun): 3d10, Language (Khushi): 1d10, Language (Singh): 1d10

Qi: 2

Max Wounds: 5

Equipment: Guan Dao (4d10 Damage, -1d10 Accuracy)

Key Techniques (Waijia 1, Neigong 3): Disdain of the Ogre, Peasant Beheading Blade Strike

Disdain of the Ogre (Counter): This counter creates a shimmering circle of energy that blocks incoming attacks (including those that are Qi based). Make a Meditation roll against the Attack roll. On a Success, you block the attack. **Cathartic:** On a Success, you send the projectile or energy back at the Target for 3d10 Damage.

Peasant Beheading Blade Strike: You attack up to six Targets with a blurring slash of the blade and in some instances you behead your victims. Make

a Heavy Melee roll against the Parry of up to 6 Targets. On a Success, this does 1 Automatic Wound.

Cathartic: On a Success, this does 2 Automatic Wounds and if you incapacitate or kill the Target, they lose their head.

HUANG DAYANG

Huang Dayang is third lieutenant of the Love General. He is in command of the Lions of Peace in the city. He greatly admires the approach of the Love General, and seeks to emulate her in his tactics (luring enemies into traps and forming alliances with enemy captains to turn them to his side). If he learns there are time travelers in the city, he will try to get to know more about them by befriending them. He will attempt to deduce what appeals to the party and present himself to them in a manner consistent with this. So, if they seem distrustful of authority or the Demon Emperor, he will imply his loyalties are shifting.

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

Key Skills: Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 3d10 or 2d10 with Ox Tail Dao, Heavy Melee: 2d10, Muscle: 2d10, Speed: 2d10, Command: 3d10, Empathy: 2d10, Meditation: 2d10, Religion (King of the Pure Ones): 3d10, Survival (Wilderness): 3d10, Language (Daoyun): 3d10, Language (Khushi): 1d10, Language (Singh): 2d10, Creatures (Demons): 1d10, Institutions (Military): 3d10

Qi: 3

Max Wounds: 7

Equipment: Ox Tail Dao (4d10 Damage, -1d10 accuracy)

Key Techniques (Waijia 1, Neigong 3): Disdain of the Ogre, Peasant Beheading Blade Strike

Disdain of the Ogre: This counter creates a shimmering circle of energy that blocks incoming attacks (including those that are Qi based). Make a Meditation roll against the Attack roll. On a Success, you block the attack. **Cathartic:** On a Success, you send the projectile or energy back at the Target for 3d10 Damage.

Peasant Beheading Blade Strike: You attack up to six Targets with a blurring slash of the blade and, in some instances, you behead your victims. Make a Medium Melee roll against the Parry of up to 8 Targets. On a Success, this does 1 Automatic Wounds. **Cathartic:** On a Success, this does 2 Automatic Wounds, and if you incapacitate or kill the Target, they lose their head.

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Fury of the Lion: You harness potent red energy into your palm and unleash it at a distant foe. Make an Arm Strike roll against the Evade of a target up to 40 feet away. On a Success, the target takes 3d10 Fire Damage. **Cathartic:** This works up to 80 feet away and does 6d10 Fire Damage plus 1 Extra Wounds.

THE LOVE GENERAL AI (OGRE DEMON OF LOVE AND DIPLOMACY)

Ai is a tall and powerful female Ogre Demon who can change into many different forms. Her flesh appears red and, even in ogre form, her features are attractive to humans. Sunan has come to her attention and she intends to seduce him as she's taken a personal fondness toward the hero. While she is a servant of the Demon Emperor, anyone who harms Sunan surely becomes her enemy.

She is not terribly likely to come up during this era unless the players hear about her and seek an audience or harm Sunan, but some time after the events of this adventure she is sealed in a Bronze Drum which can be found in the area 14 The Red Cave, in the city during the Era of the Glorious Emperor (in the present). If she is released she will try to use the chariot to come back and see Sunan again. See her entry there for more information.

The Love General gifts her lovers with medallions bearing cranes and fish. Anyone who presents such an item to her, has her attention.

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

Key Skills: Grapple: 3d10, Arm Strike: 3d10, Throw: 3d10, Kick: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Speed: 2d10, Muscle: 5d10, Endurance: 2d10, Detect: 3d10, Persuade: 3d10, Command: 3d10, Talent (Poetry): 3d10, Talent (Singing): 2d10

Max Wounds: 18

Weapon: Spear (7d10 Damage)

POWERS

Qi Immunity: She has a 60% resistance to Kung Fu. **Qi Disruption:** Any Melee Attack from an Ogre Demon is potentially debilitating to Martial Heroes because it disrupts Qi and blood flow. If they score a Total Success on their Attack roll, then in addition to doing Normal Damage, they temporarily drain an amount of Qi equal to the Wounds they inflict that round (follow normal rules for recovering lost Qi). So if an Ogre Demon inflicts 2 Wounds and scored a Total Success on the Attack roll, he also drains two levels of Qi.

Mighty: All physical Attacks by Ogre Demons roll Open Damage.

Beast Strength (x2)

Weakness: Every Ogre Demon has a weakness, usually a substance. Weapons made of this material can bypass the normal resistance of an Ogre Demon. She is weakened by Golden Weapons.

Transformation of Beauty: The Love General can take any form of any creature she wishes, but it is always beautiful. She can appear as a beautiful human but also as a beautiful shark or tiger.

Charm: Roll 3d10 against Resolve. On a Success, the target is enamored with her. This lasts for a month.



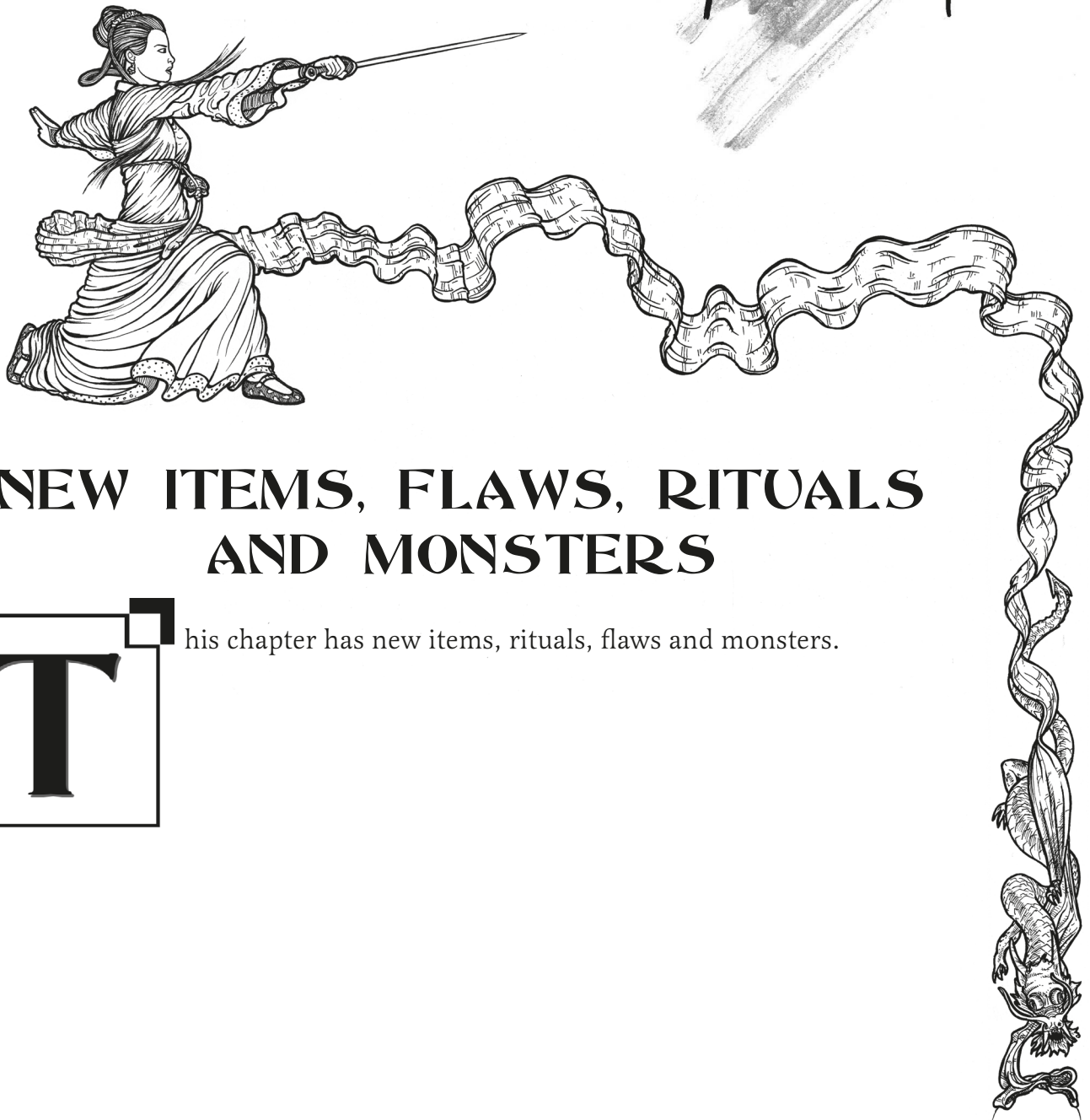
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AI, THE LOVE GENERAL

CHAPTER 6

第六章



NEW ITEMS, FLAWS, RITUALS AND MONSTERS



his chapter has new items, rituals, flaws and monsters.

NEW WEAPONS AND OBJECTS OF POWER

AWL

Normally used by artisans, an awl can also be a weapon. Awls do Damage equal to Muscle and have a +2d10 Accuracy Bonus when thrown. They can normally be thrown up to 15 feet.

THE BRONZE MIRROR OF DU QIAN

This appears like an old Bronze Mirror. On the surface are the words "Love and Beauty". If this device is activated it will absorb the spirit of Ritual Master Zhen from the Chariot on a Successful Ritual (Activation) roll.

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CHARIOT OF DU QIAN

The Chariot of Du Qian is a powerful artifact created by Du Qian, it can transport people through time if it passes through the gates of Daolu with passengers. It is sometimes also called the Chariot of Mao Mei due to a misunderstanding about its history.

The Chariot of Du Qian is made from bronze, has an umbrella, a bronze chariot drive and two horses. These are nearly life-size and the driver is actually the Spirit of Ritual Master Zhen. The chariot weighs 2,000 pounds. It can fit up to five passengers very snugly (6 or 7 if people are willing to hang on the outside) and animates and drives toward any destination the passengers state. So, if you stand in the chariot and say "Xuanlu" the driver nods, the horses animates, and it rolls forward toward Xuanlu.

The item contains the Spirit of Ritual Master Zhen who tricked Du Qian into constructing it. The Spirit of Ritual Master Zhen has full control of the Chariot's movement through time provided it passes through Daolu's gates with passengers. He wants to go back to the Era of the Demon Emperor to kill Sunan and Sun Mai who killed him when he was alive. Normally the Spirit of Ritual Master Zhen remains motionless, but he can move, causing a groaning creak as he does so.

The Chariot can travel back in time but only by going through the gates of Daolu. Otherwise it must move normally. There is an iron Dragon-Phoenix talisman affixed to the underside of the chariot. This prevents the Spirit of Ritual Master Zhen from directly affecting the past by killing or harming physically anyone from the Era of the Demon Emperor directly. This was placed here by Du Qian as a measure to prevent



CHARIOT OF DU QIAN

the spirit from altering the past. However, the Spirit of Ritual Master Zhen can change the past through intermediaries and passengers on the chariot.

SPIRIT OF RITUAL MASTER ZHEN

This looks like Ritual Master Zhen as he was in life but his features are noticeably more rat-like. His spirit is one with the bronze now. When he speaks it animates. Black vapor pours from his eyes and mouth as he talks and moves. He is able to communicate verbally when he wishes. He controls the chariot, being its true driver through time. He can transport the chariot to any time he wishes when it crosses the gates of Daolu with passengers. He cannot physically remove himself from the Chariot.

The evil Spirit of Ritual Master Zhen fuels the chariot. It can only be suppressed by magic but not destroyed permanently.

Motives and Personality: Ritual Master Zhen's personality is that of a childish old man. Delighted and enthused when people take his side, throwing tantrums when he doesn't get his way. He has been seeking revenge against Sun Mai and Sunan for over one thousand years. It is this petty goal alone that motivates him and drives everything he does. He suspects that such a change could result in Iron Awl Hu rising to greater heights in the past, and has communicated this idea to the Zhen Bird Society in order to manipulate Iron Awl Hu's descendent Ouyang Bei. But his motive is purely revenge. To achieve this he must go back in time with others to do his bidding; he cannot directly harm Sun Mai or Sunan himself (in fact he cannot harm anyone from that Era). He is willing

to negotiate, offering the powers of the Chariot for any other purpose, should the passengers help him achieve his goals.

Defenses: Hardiness 8, Evade 3, Parry 4, Stealth 6, Wits 9, Resolve 7

Key Skills: Throw: 2d10, Attack: 3d10, Speed: 2d10, Muscle: 0d10, Detect: 2d10, Deception: 3d10, Trade (Alchemy): 3d10, Poison: 3d10, Medicine: 3d10, Ritual (Blood Thickening Ritual): 3d10, Ritual (Rat Transformation Ritual): 3d10, Ritual (Extract Phoenix Spirit Ritual): 2d10, Ritual (Spirit Pill): 3d10, History (All Eras): 3d10, Places (All): 3d10

Max Wounds: 20

Bronze Attack: The Spirit of Ritual Master Zhen can attack with the chariot through the horses, running someone over or by his own hands. All such attacks use his attack skill and do 4d10 Open Damage.

Spirit Attack: The Spirit of Ritual Master Zhen can attack with dark Qi energy that billows from his mouth and eyes. This assumes the form he had in life. It uses his Attack Skill against Parry and instead of doing Damage, it drains 1 Point of Qi on a Successful Attack (that comes back at a rate of 1 per hour).

Immunities: The Spirit of Ritual Master Zhen is only harmed by energy attacks and begins to regenerate if destroyed. He regains 1 Wound per hour. He can be imprisoned or sealed by magic but his spirit does not appear to be something even a god can permanently destroy (virtually any god could suppress his evil though). Certain specific items can harm him if states in their entry.

CLAWS OF THE CRAB

These look like two deadly piercing crab claws. They are capable of spearing with their tips and crushing foes in their grip. However, they are heavy and impose a -1d10 accuracy penalty. They also impose a -1d10 Speed penalty. This custom variation on the Iron Claw is fitted with a mechanical gear that enables the pincers to exert considerable force when they have someone restrained. On a Total Success they can pinch the foe and do Normal Damage plus 2 Extra Wounds (instead of adding an extra Damage die to your Damage roll).

COINS OF SUNAN AND BAO

These are coins from the time of Sunan and Bao, shortly after their victory over the demon emperor. They have Sunan and Bao on the facing side and an image of a sword on the obverse side and a string through the center. There are 12 such coins in existence. They give the wearer the ability to understand reality, remaining unaffected by changes due to time travel. What this means is they know when the past has been changed even if they do not travel in time themselves.

COPPER MIRROR OF MASTER ZHEN

This copper mirror has strange circular symbols around the edge and the shape of an eye in the center. Looking into this one can see anywhere within a ten mile radius using a Detect roll. The TN for the Detect roll is 1 per mile.

DRUM OF HAO

This is a large barrel drum, with pig skin heads on either end. The pig skin has artful depictions of the sun and a phoenix in the center. According to legend this was constructed by Xang (the sun god) and his wife Heng. If a man and woman stand on either end and strike it with heavy mallets, maintaining an even rhythm and increasingly fast tempo, mist rises from the ground and clouds a 100 foot area. Anyone inside is transported in time.

To use this device both users must make Talent (Instrument) Rolls TN 7. They both must think of a moment in time they wish to be transported to. If they both succeed they are brought to that time within 1d10 days of accuracy. If they both get Total Suc-



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cesses, they are brought to the exact moment they seek to reach. If one fails but the other Succeeds, they arrive 1d100 years before or after their target (50% chance of being before or after). If both fail, they arrive d1000 years before or after their target.

This was created during the Hao Dynasty during the Era of the Great Emperor. According to legend it was once possessed by Emperor Hao, but lost when he conquered Mu Turen. There are rumors it is with the Shan people who live south of the empire. There are also rumors it is on Mount Dao.

The drum can only be used once a year.

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THE HEART BOX OF SONG DI

This is a lacquered square box that contains the beating heart of Song Di (one of the Yao in the service of God-Faced Zhang). Destroying the heart in the box can kill him. It could also be used to reverse the Heart Taking Ritual with the right information. Karmic Fox of Fortune Blade Workshop hired Pan Fu and his companions to steal it from the Bold King Temple. However, they sold it to the Killing Bixies. It still could make its way to the black market. It could also become a source of conflict if people become aware of it.

THE DEMON LANTERN OF WU

This gorgeous paper lantern contains a perpetual source of light inside it and can imprison hundreds of demons. It was created by Divine Scholar Wu. According to legend, one day he was tasked by Supreme Judge Yu to take up his duties and cleanse a region infested with spirited beasts. Divine Scholar Wu reluctantly did so. He constructed this lantern to make his task easier so he could focus on more engaging things while in the area. The Lantern has an image of a serpent. The front opens to reveal a divine light that absorbs demons easily using either Demon Binding Ritual or Profound Binding of the Demon Rituals. It can contain up to 100 demons as well as their minions (up to 500) and they are only permitted one chance to escape every 100 years. If the device is burned the demons inside are free.

This lantern contains Shu Shu the Tree Demon and all her minions. In the ancient past of Daolu, Shu Shu was a terrible tree demon who plagued the area until a hero named Yi Long obtained the lantern and imprisoned her inside. Burning the lantern would free them all. For information on Shu Shu see Pearl River Sect entry in **CHAPTER FIVE**.

THE PHOENIX FIRE NECKLACE

This object was created by Bao. She crafted it from the blood of a phoenix demon to fend off the Spirit of Ritual Master Zhen. It appears as a turquoise necklace with crimson swirls. Anyone wearing it can cause Ritual Master Zhen or any of his descendants (including Master Zhen Guiying) to burn with a glance. To use it make a Command roll against the Resolve of the target. On a Success the target takes 6d10 Fire Damage. This even works on the Spirit of Ritual Master Zhen. It is currently in the possession of Master Ouyang Bei.

SWORD OF BURDEN

This looks like a normal Jian sword with etchings of oxen plowing rice fields on the blade. It is a typical jian except it bestows Beast Strength x10 to anyone who wields or carries it. It is located in area 4 of the Chamber of the Ageless Guardian and possessing it can make retrieving the Chariot of Du Qian much easier.

TRIPOD CAULDRON OF HAO

This large bronze tripod cauldron is nearly four feet in height. The outer rim is decorated with images of Xing the Sun God. It has no supernatural qualities but it does have a lengthy inscription on the inside in Classical Feishu Script, which describes the creation of a magic drum by Xing and his wife, who imbued it with "the power to shatter history". This is a reference to the Drum of Hao. There is also a portion of faded text that says "...and brought upon Mount Dao."

TABLE: NEW WEAPONS

Weapon	Group	Damage	Accuracy	Lethal	Muscle	Type	Range/Reach	Price/Spades
Awl	Light Melee	Muscle +0D10	+2D10 (Thrown)	Yes	0	Sharp	15 feet	10
Claws of the Crab	Arm Strike	Muscle +2D10*	-1D10	Yes	1	Sharp	Special	15,000

NEW RITUALS

BLOOD THICKENING RITUAL

This rare ritual is performed by whispering a person's name. Make a Ritual roll against the Target's Wits. On a Success, the Target feels like his blood is thickening and slowing him down. It is like wading through a dense liquid. Within 2 rounds the person becomes completely immobile. This ritual takes seconds to perform.

ENLIGHTENMENT OF THE KING OF THE PURE ONES

This Ritual is performed by entering a trance while reciting the Sutra of the Pure One and allowing the spirit of the Demon Emperor (the King of the Pure Ones) to enter your body. It is unclear if one literally is possessed by the Demon Emperor or merely feels as though the Demon Emperor has taken possession. However, the effects are strong, the user becomes one with the wants and desires of the Demon Emperor. They understand what he wishes them to do to advance his conquest. And they are also imparted with potent life energy that protects their body. Make a Ritual Roll against TN 7. On a Success, you are instantly aware of the Demon Emperor's mind and know what to do to please him. You also gain 2 Hardiness and 3 wounds for 1 hour. This ritual takes two hours to perform.

RAT TRANSFORMATION RITUAL

This ritual is performed by cutting your palm and reciting the words "Ren xue wei di, shu shi wei yu, shu yu zhan di, shu li tao tian". Make a Ritual roll TN 7. On a Success, the corpses of thousands of rats rain down in a 50-foot area of your choice. Roll 1d10 against Evade, doing 1d10 Damage to each person struck. After this, a thick mist wells up from the rats and fills the ritual master through his nostrils and mouth. He then transforms into a rat-like creature gaining 4 Wounds (due to size), and the ability to Claw and Bite for 3d10 Open Damage (attack roll 3d10).

SPIRIT PILL RITUAL

This ritual requires you to make a pill in a special cauldron. It must burn for three days and be fashioned from human bone, zhen bird bone, and fourteen other ingredients. First, one must make an Alchemy roll TN 7. Then one must perform a Ritual roll to complete the production of the pill. On a Success, you make a pill that will ensure your spirit lives on after your body dies.

THREE POISON SPIRIT RITUAL

This ritual sends a spirit after a Target and causes them to die in a horrifying manner. The caster must first place a southern snake, a centipede of the yellow forest, and a scorpion into a Gu vessel. Then place some hair from the intended target into the vessel and allow the creatures to devour each other. The surviving entity becomes a spirit that leaves the vessel and tries to burrow into the body of the Target. When the creature comes into contact with the victim, roll 3d10 against Hardiness, on a Success it burrows and can only be removed by ritually trapping the creature (for example using Draw out the Demons Ritual, then Binding the Demons Ritual; see pages 169-71 of the WHOG rulebook). Over the next hours, the person's flesh begins to swell and blister, then flake away. The victim takes 5d10 Damage every hour until they die.

TIME SWORD RITUAL

This ritual requires the Sword of Time to use. It allows the user to temporarily transport oneself and up to five other people to any time of their choosing for one hour (after which everyone returns to the time they were just in). To perform the ritual one must shed tears of regret upon the Sword of Time and chant. On a Success, it teleports the users through time taking them to their desired period for one hour.

THE EMERALD HEART RITUAL

This ritual is much like the Heart Taking Ritual, and the same in every respect except it leaves the victim with their personality intact and grants them slightly different powers. The Ritual Master carves out the person's heart and lets the blood drip onto an emerald stone. The stone is then placed in the person's chest. He then whispers the name of the Emperor and the Target becomes a Yao of the Emerald Heart. This also makes them physically unable to harm the Emperor or anyone bearing his seal. This ritual only works on Profound Masters or greater. See **YAO OF THE EMERALD HEART** for details.

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NEW SUBSTANCE

CELESTIAL PLUME

Celestial Plume is a fragrant oil, that affects the mind and mood when inhaled (usually burned in censers or braziers). It originates from Naqan and is very rare in the Empire. Inhaling it causes a -2d10 to all Reasoning Skill, Detect Skill, Wits, and Knowledge Skills. But it also bestows +2d10 to Meditation, Divination, Muscle, and Empathy. It fills the user with euphoric delight that lasts for 3 hours. After 3 hours the effects fade and you lose 1 point of Hardiness every 10 days until you take Celestial Plume again. Lost Hardiness never drops below 1, and comes back after 1 month. If you take Celestial Plume it immediately returns to your normal Hardiness level. Celestial Plume will be described in more detail in the **WAR OF SWARMING BEGGARS** book in the **CITY OF DEE** section.

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NEW FLAW

ALLERGY

If you have an allergy to something, it can potentially kill by stopping your heart or your breathing. Choose a substance and when you consume it, you must make an Endurance roll every round for 1d10 Rounds. On a Failure, you begin to die and can only be saved on a TN 9 Medicine roll.

NEW MONSTERS

YAO OF THE EMERALD HEART

Like normal Yao, the Yao of the Emerald Heart have had their heart cut out and replaced with a stone (in this case, an Emerald). But the Emerald is infused with their Dragon Spirit, allowing them to retain their former personalities.

The eyes of the Yao of the Emerald Heart turn green and they develop an affinity for the color itself.

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

Key Skills: Grapple: 2d10, Throw: 3d10, Arm Strike: 3d10, Leg Strike: 4d10, Light Melee: 2d10, Medium Melee: 4d10 or 6d10 with Jian, Heavy Melee: 4d10, Small Ranged: 0d10, Deception: 3d10, Speed: 3d10, Muscle: 4d10, Athletics: 2d10, Detect: 3d10, Persuade: 4d10, Empathy: 2d10, Command: 3d10, Talent (Any): 4d10, Meditation: 3d10, Institutions (Imperial Bureaucracy): 3d10, Survival (Wilderness): 3d10

Qi: 7

Max Wounds: 20

Weapons: Jian (5d10 Damage, +2 Accuracy Bonus), Qiang/Spear 6d10 Damage or 4d10 Damage)
Combat Technique: Heavy Melee-Reach

Key Kung Fu Techniques (Waijia 2, Qinggong 2, 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, Spearing Blade, Purge Affliction, Iron Spirit (Counter), Iron Spirit Resistance (Counter), Iron Spirit Reversal (Counter), Whirling Dodge (Counter)

Profound Techniques: Clouding Swords

POWERS

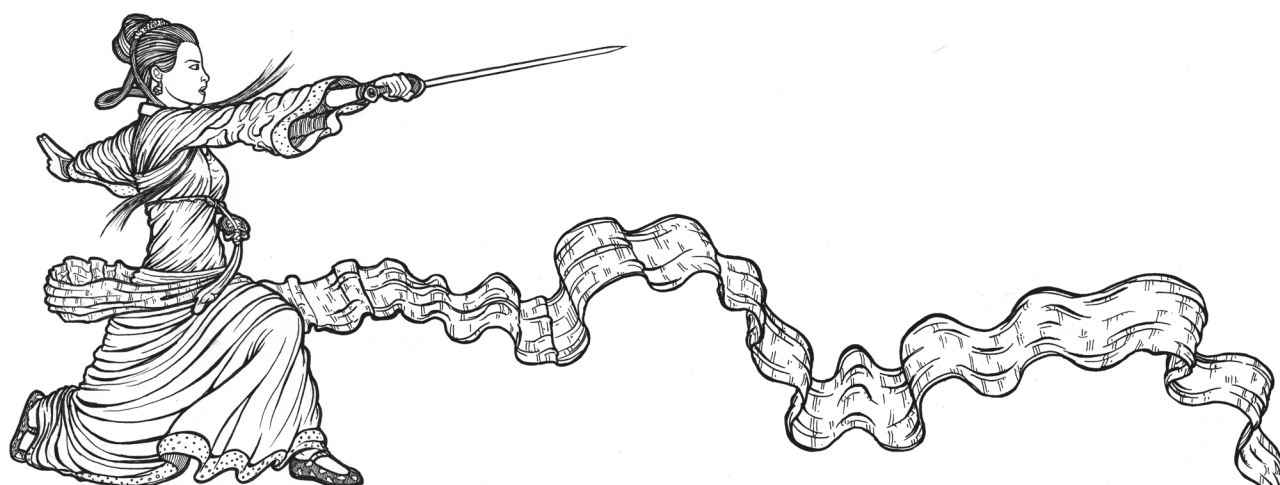
Emerald Qi Energy: The body of the Yao pulses with a green Qi Energy that powers their Neigong Techniques and protects them from harm. They can contain this energy so it isn't visible (but it becomes obvious when they are incapacitated). They are therefore immune to mundane Attacks and have the ability to regenerate. Any Neigong ability they use does 2 Extra Wounds on Damage as a result of this dark energy. This energy also enables them to weave illusions as well.

Illusions: The green Qi energy of the Yao of the Emerald Heart allows them to weave illusions that tap into people's desires. These are illusions of the mind, not tangible projections. To create such an illusion make a Persuade roll against a person's Resolve. On a Success, they sense what the Yao wishes them to.

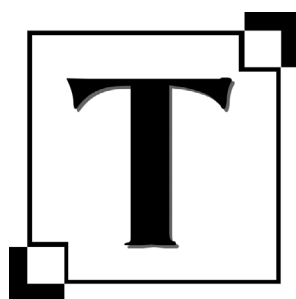
Regeneration: A Yao of the Emerald Heart regenerates 1 Wound every round. They can also regrow lost limbs in 1d10 days.

Heartless: The Yao of the Emerald Heart have no heart as it is locked away in a box possessed by the Emperor. This doesn't alter their personality but it is still susceptible to instant death if one stabs its true heart (which is locked away safely under the protection of the Emperor in a box). Stabbing the heart of a Yao (its real heart) will kill it instantly. Taking out its emerald heart stone will cause its body to stop functioning (though this will restore if the stone is placed back in the chest again).

APPENDIX A



QUICK AND DIRTY NPCs



This section includes entries for making quick and dirty NPCs. These are highly condensed stat blocks intended to help you run characters on the fly. You can create characters using this model live during play. Just come up with a name, a signature technique, and basic attack and defenses. If you really want to condense them, simply do one entry for defenses and skills.

When making NPCs, it can be a good idea to start with the name. In wuxia, the character's martial name is often related to their weapons or fighting style. You may want to consult **APPENDIX B: DEATHBLADE'S NAMING CONVENTION PRIMER** when choosing a name.



The point of these entries is to illustrate the sort of information you should focus on when improvising NPCs during play. This is why they do not have Disciplines listed and why the skill descriptions are greatly reduced. It is simply about focusing on what you need in the moment and not wasting time on more detailed aspects of NPC design. If you find the NPCs stick around after introducing them, then you can add those details in later.

What I often do is jot down a name with rough information and some techniques very briefly in my notes as I run the game, before such a character comes up. For example, I designed Iron Crane and Blue Dragon on the fly when my players started a gang war by taking over a small block in Daolu. I realized they would hire assassins, so created these characters, taking inspiration from Blue Phoenix in the Swordsman series and countless coffin hurling foes in Chor Yuen movies inspired by Gu Long books.

CONDENSED STAT BLOCK

NAME

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

Key Skills: Weapon/Attack 0d10, Speed 1d10, Muscle 0d10

Qi: 1

Max Wounds: 3

Signature Technique:

VERY CONDENSED STAT BLOCK

NAME

Defenses: 5

Key Skills: 1d10

Qi: 1

Max Wounds: 3

Signature Technique:

SAMPLE CONDENSED STAT BLOCKS

These are just examples of how to construct condensed stat blocks. For any key skills like Athletics, Detect, and Endurance, assume ranks of 1d10 unless otherwise indicated. Feel free to use these characters in Daolu as the players explore as well.

THE BLACK WHIP

The Black Whip is a loner who doesn't care for bad guys that go around bullying people or taking their belongings. He has particular disdain for men who use their Kung Fu to take over local businesses. He often shows up at such places to teach scum a lesson. He dresses all in black and fights with a whip in one hand and a dagger in the other.

He has a wealthy brother in Nansun named White Whip.

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

Key Skills: Heavy Melee: 3d10, Medium Melee (Whip): 3d10 (3d10 Damage), Light Melee (Dagger): 2d10 (3d10 Damage), Speed: 3d10, Muscle: 3d10

Qi: 4

Max Wounds: 9

Grip of the Whip: Make a Medium Melee attack roll against Parry. On a Success, you ensnare a Target with your whip and restrain them for 1 round.

Cathartic: On a Success, you restrain the target and can make a free attack with a Light Melee weapon, doing Normal Damage plus 3 Extra Wounds.

Crash of the Bench: You lift a table, bench, or other large object and throw it at your foes for devastating effect. Make a Heavy Melee roll at -2d10 Penalty. On a Success, you do 4d10 Damage plus 3 Extra Wounds. **Cathartic:** You do 4d10 Open Damage plus 4 Extra Wounds.

Bench Block (Counter): You kick or throw a bench or table (or other nearby piece of furniture) in the path of a thrown weapon or Melee Attack. Make a Heavy Melee roll against the Attack roll. On a Success you block it. **Cathartic:** As above except you can make a Leg Strike attack that does Normal Damage and hurls the attacker back for an additional 2d10 Open Damage.



BLUE DRAGON

Blue Dragon is an eccentric master of disguise and assassin for hire. He is known for two things: wearing incredibly large blue turbans and controlling Zhen Birds with his Jade Song technique. He likes to surprise his enemies by donning a disguise so he can get close to them then he laughs, puts on his blue turban and announces his intention to kill.

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

Key Skills: Light Melee (Dagger): 3d10 (1d10 Damage), Arm Strike: 3d10, Speed: 3d10, Muscle: 1d10, Talent (Flute): 3d10, Talent (Poison): 3d10

Qi: 4

Max Wounds: 9

Jade Palm: You strike leaving a wet blue imprint of your hand on the skin, indicating a lethal poison has entered the person's body. Make an Arm Strike Roll against Parry. On a Success, the target is affected by a mild variation of Zhen Bird venom. Roll 4d10 against Hardiness. If successful they take -1d10 to all skills for three rounds and violently shake. **Cathartic:** This is more lethal. It also imposes -1d10 to all skills on a successful 4d10 roll against hardiness, but in addition it kills the target in 1d10 hours if they are not treated with an antidote or cured.

Jade Song: Make a Talent (Flute) roll against Resolve (TN 5) of any nearby Zhen Birds. On a Success, they do as you command for 3 rounds. On a Total Success, they do as you command for 30 minutes. On a Failure they become hostile to you. **Cathartic:** Make a Talent Flute Roll TN 5. On a Success a number of Zhen birds arrive in 1d10 minutes. The number depends on how plentiful they are in the area: rare (1 Zhen Bird) or common (1d10 Zhen Birds).

HIDDEN SCORPION

Hidden Scorpion has beautiful features and a pleasant tongue, but gains enemies quickly and poisons them before they become a problem.

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

Key Skills: Light Melee (Rope Dart): 3d10 (5d10 Damage), Speed: 3d10, Muscle: 1d10, Athletics: 2d10, Talent (Poison): 3d10

Qi: 5

Max Wounds: 11

Flash of the Rope Dart: Without warning, you drop forward and let your rope dart fly toward your enemy from behind your back. Make a Light Melee attack roll against Parry of a Target up to 20 feet away. On a Success, the Target takes Open Damage. The Target must make a Detect Roll against your stealth to counter. **Cathartic:** This can be used against two Targets Cathartically.

IRON CRANE

Iron Crane is an arrogant assassin for hire who announces his intentions by delivering a personalized coffin to his victims. Above all he detests anyone with a name resembling his own. He therefore goes out of his way to kill anyone with the word 'Crane' or 'Iron' in their name. Lately he has been following the trail of a man or woman also called Iron Crane and plans to bury them alive.

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

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

Qi: 4

Max Wounds: 9

Double Claw Strike: You thrust out your hands digging your grip into the flesh of two enemies and throwing them aside. Make an Arm Strike roll against up to two targets. On a Success, you do Normal Damage then throw them for 3d10 Damage. **Cathartic:** On a Success, you do Normal Damage plus 1 Extra Wound and throw them for 3d10 Open Damage.

Feather Palm: You can lift heavy objects as though they were the weight of a feather. Make a Muscle Roll TN 7 any time you wish to lift an object. On a Success, you lift it as if you had Beast Strength x3. **Cathartic:** On a Success you lift it as if you had Beast Strength x6.



LONG-ARMED LIU CHE

Long-Armed Liu Che is so named because he wields a chain whip in each hand. To the good he is kind and gentle, but to the wicked, he takes delight in ripping their flesh with his whips.

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

Key Skills: Medium Melee(Chain Whip): 3d10 (4d10 Damage), Speed: 3d10, Muscle: 1d10

Qi: 4

Max Wounds: 9

Double Lashing of the Chain: You can strike up to two Targets or a single Target twice with the chain whip at a distance of up to 10 feet. On a Success, you do Normal Damage. **Cathartic:** On a Success you do Normal Damage plus 2 Extra Wounds.

Restrain of the Whip: You lash out with the chain whip to ensnare a person's limbs. Make Medium Melee against Parry. On a Success, you grab the person's arms or legs and they must make a Successful Muscle roll TN 6 to escape. **Cathartic:** You use two chain whips to grab both the arms and legs of the Target. The TN to escape is TN 8. Anyone so gripped gets a free Muscle roll to escape on their turn.

OX HEAD WU

A stupid man with an aggressive temperament, he strikes people with his forehead and is a stupendous glutton.

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

Key Skills: Arm Strike: 3d10 (3d10 Damage), Speed: 1d10, Muscle: 3d10

Qi: 1

Max Wounds: 3

Head Strike: Make an Arm Strike roll against Parry. On a Success, you strike them with your head doing Muscle+1d10 Wounds. On a Total Success, you knock the person back five feet. **Cathartic:** On a Success you do Muscle plus 1 Extra Wound. On a Total Success, you knock the person back ten feet.

SHAO FEI

Shao Fei is a pleasant martial hero who mastered a strange technique that unbalanced her internal energy and filled her with an irrational dislike of music. Anytime she hears music, she must succeed on a 3d10 Resolve Test or fly into a violent rage.

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

Key Skills: Heavy Melee (Hard Whip): 3d10 (5d10 Damage), Arm Strike: 2d10 (3d10 Damage), Leg Strike: 3d10 (3d10 Damage), Speed: 2d10, Muscle: 3d10

Qi: 5

Max Wounds: 11

Skull Splintering Bian Strike: You crack someone over the head with your Bian, leaving them hurt and dazed. Make a Heavy Melee against Parry. On a Success, you do Normal Damage and the Target suffers -1d10 to all Mental Skills for 10 minutes. **Cathartic:** On a Success, you do Normal Damage, plus 2 Extra Wounds and the Target suffers -1d10 to Mental Skills, Knowledge Skills, and Specialist Skills for 1 hour. On a Total Success, the effect lasts a day.



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SHAO FEI

SU YING

Su Ying is righteous and fierce, and above all despises the tyranny of the Glorious Emperor. He wants to start a secret resistance based in Daolu but so far has had great trouble recruiting anyone.

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

Key Skills: Arm Strike: 3d10 (3d10 Damage), Leg Strike: 3d10, Speed: 1d10, Muscle: 3d10

Qi: 3

Max Wounds: 7

Fist Foot Strike: You lean forward punching an enemy before you, while striking an enemy behind you with a kick. Make an Arm Strike roll at any Target before you, followed by a Leg Strike on any Target behind you, doing Normal Damage on a Success. **Cathartic:** As above except you do Normal Damage plus 2 Extra Wounds to each Target.

Spinning Fist: You rotate and strike multiple Targets with your fists. Make an Arm Strike roll against all adjacent foes. On a Success, you do Normal Damage. **Cathartic:** On a Success, do Open Damage.

THE TWIN BEAUTIES

(LIAN AND NICHANG)

The Twin Beauties are conjoined twins, connected along their spine so they face opposite directions. Both are beautiful and charming, but their personalities are strikingly different. Liang is witty and finds everything funny. Nichang is serious and paranoid, taking umbrage at seemingly harmless statements.

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

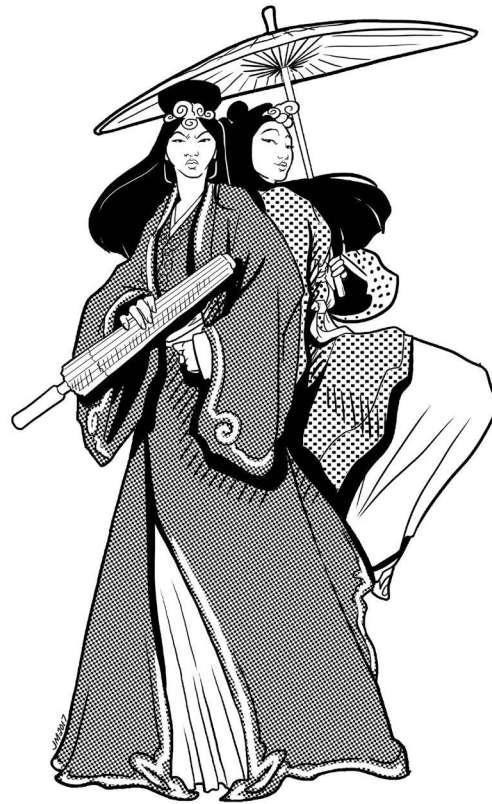
Key Skills: Light Melee (Parasol): 3d10 (2d10 Damage), Speed: 3d10, Muscle: 1d10

Qi: 3

Max Wounds (Lian): 7

Max Wounds (Nichang): 7

Flipping Parasol Strike: The twins back-flip using the parasol to help them smoothly move like a flowing wheel through the air, then strike with the tips of the parasols. Make two Light Melee attacks against a single Target. On a Success, you do 1 Extra Wound. **Cathartic:** On a Success, you do 3 Extra Wounds.



THE TWIN BEAUTIES

Parasol Deflection (Counter): The twins spin together and rotate their parasols rapidly deflecting any incoming melee attack or ranged attack at nearby foes. Make a Light Melee roll against the attack roll. On a Success, the attack is blocked and any objects deflect at Targets doing 3d10 Damage should they hit. This must be used cathartically.

SAMPLE VERY CONDENSED STAT BLOCK

BLOOD SPILLING RAKSHA

Blood Spilling Raksha is a nefarious killer who fights with two butterfly swords and carves up her enemies like a deadly raksha.

Defenses: 7

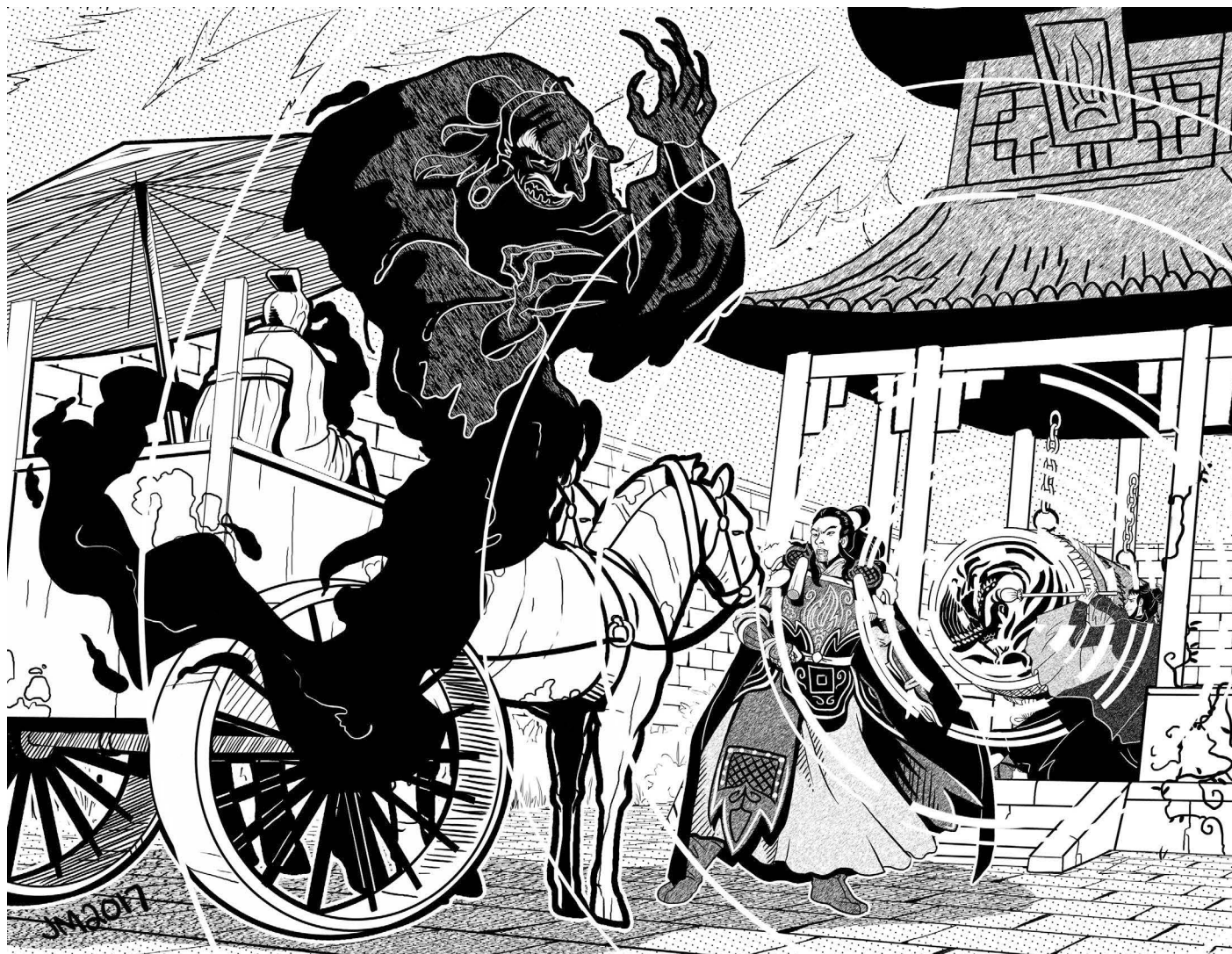
Key Skills: 3d10

Qi: 4

Max Wounds: 9

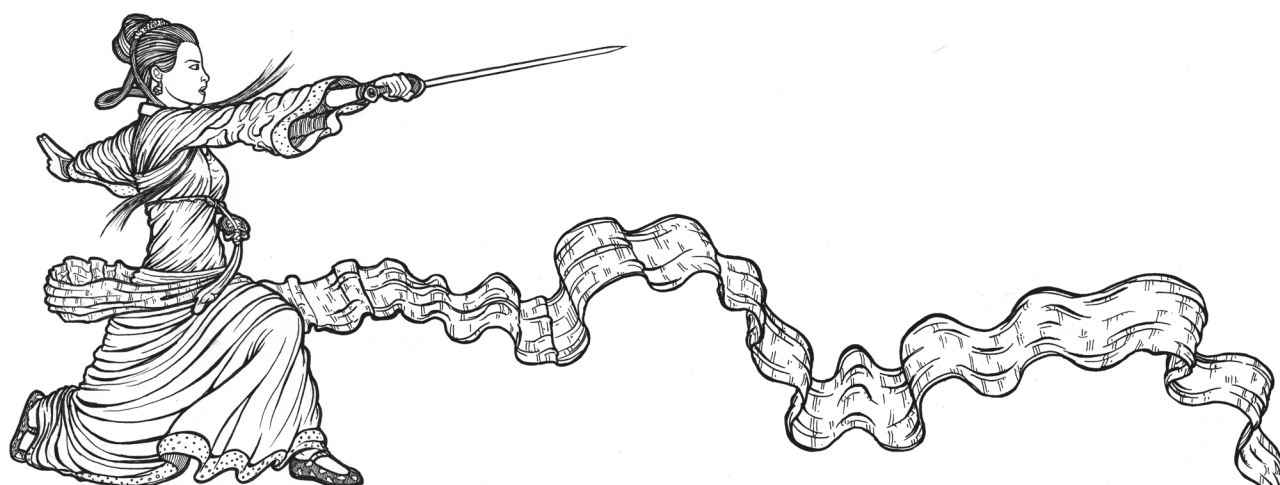
Carving Blade: Roll 3d10 against Parry of Target. On a Success, Target takes 5d10 Damage. **Cathartic:** On a Success, Target takes 5d10 Open Damage and loses a point of Hardiness.



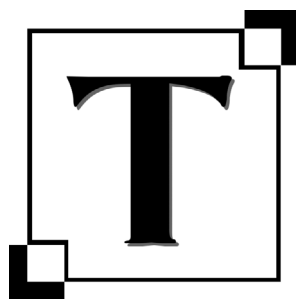


**SHAO FEI AND GOD-FACED ZHANG USE THE DRUM OF HAO'S POWERS TO THWART THE SPIRIT
OF RITUAL MASTER ZHEN**

APPENDIX B



DEATHBLADE'S NAMING CONVENTION PRIMER



he movie which really hooked me on wuxia was Crouching Tiger Hidden Dragon, and I'll never forget this restaurant fight scene: A stern-looking tough guy says, "I am Iron Arm Mi. I heard a true master has arrived. I have come to seek a lesson." Jen, the female lead character, ignores him.

"You asked for it!" he shouts. He charges and attacks Jen, who handily defeats him, also ripping off his sleeves to reveal that he is wearing iron bracers.

"What kind of Iron Arm are you?" Jen sneers.

Another man says: "You have amazing technique! I am Flying Machete. Are you related to Southern Crane?"

Jen replies, "Southern Duck? I don't eat anything with two feet. Who could remember such long-winded names?"



That scene captured my imagination and really hooked me into the idea of the martial world. It's also a classic example of how martial names work. Generally speaking, they should reflect a character trait, weapon, or technique fundamental to your character. If you don't care about your name being "authentic" culturally, then the sky's the limit. Pick something that sounds cool or funny in English, and you're good to go. However, if you want your character's martial name to be more "authentic," then let me provide a few pointers regarding wuxia culture and Chinese language.

Usually the structure would be (Nickname) (Surname/ Given Name). So if your character's name is Chen Long, and you fight like a monkey, something like Monkey-armed Chen Long would be the preferred format. Chen Long the Monkey would also be acceptable, but in the Chinese language, it wouldn't actually read that way. Sometimes, using the (Name) (Nickname) format in English sounds a lot better though.

It's okay to make up long names which are a mouthful to say. In the scene I quoted above, the English subtitles are actually not very accurate. In Chinese, the first guy says, "I am 'Iron Arm Divine Fist' Mi Da-biao." Furthermore, his given name literally means "huge young tiger." Oftentimes even the given names of characters in wuxia movies sound impressive, albeit somewhat unrealistic. The same goes for the next character to speak in that scene. He literally says, "I am 'Flashing Shadow Disappears Without a Trace' Feidao Chang." His martial name alludes to the speed of his blade, and his surname and given name contain characters which mean "flying blade," which is probably why the translators chose to call him Flying Machete. If you pick a really long martial name, that's okay, and might even make a great plot device, or at least a good talking point, in the game.

If you really want to get deep into naming your characters, you should pick meaningful surnames and given names for them as well. In Chinese culture both ancient and modern, it's not uncommon for people to explain the meaning of the characters in their name when they first meet someone. Because the Chinese language has so many homophones, it isn't always obvious which characters make up a name. For example, in the name Wang Jing, that "jing" could be the character for "calm" or the character for "respect." In wuxia, characters sometimes have bizarre or extraordinary given names. For example, in the novel I translated, *Heroes Shed No Tears*, one of the main supporting characters is named Xiao Leixue. His given name literally means "tears of blood," and is a name you would likely never see in real life. Regardless of whether the name is common or more fantastical, Chinese names all have a meaning, and affect how other people view you.

If you don't speak Chinese, then probably the only way to pick truly authentic martial names, surnames, or given names, is to ask for help from Chinese-speaking friends. Certain words or phrases that are common in English won't translate well back into Chinese, and would be odd-sounding in a wuxia movie. For example, a martial name like "Moonwalking Jackrabbit" Tiao Tuzi would definitely not work well in Chinese. Chinese culture is very complex and goes back for thousands of years, so it would be difficult to get into too much detail about the cultural significance of the different words that can make up martial names, at least right here. If you're interested in maintaining accuracy on a cultural level, you could do an internet search such as "elephant in Chinese culture" or "number four in Chinese culture" to get some background information.

Puns, wordplay, and cool words are great. Even in the above scene, you can get a taste of that when Jen turns "Southern Crane" into "Southern Duck." In that case, forget about trying to have the name be authentic when translated back into Chinese. Let your imagination go wild. Make a character named "Corner-Cutting" Chen. He earned his name by cutting off the corners of a stone table with one sword slash. Unfortunately, no sects will accept him because they've heard that he constantly cuts corners. Of course, "cutting corners" is not an idiomatic expression in Chinese, and if you translate it directly, it doesn't make sense. But it would definitely conform to the spirit of wuxia to have a character with a martial name like that. Or make a character called "Parallax Spear" Wang. The word "parallax" sounds pretty cool, but unfortunately the Chinese translation doesn't sound very cool at all.

Another concept to be aware of is the Daoist or Buddhist name. After formally joining a Daoist or Buddhist order, a monk or priest would usually pick a new name to signify their new life. Such names are often very similar to martial names. They usually don't have a surname/given name combo, and can be just as colorful or meaningful as a martial name. In such a case, that person would likely cast aside their previous name and never use it again. Names like that are especially common in xianxia settings. For example, one of the most beloved characters in the xianxia series: *I Shall Seal the Heavens* has the Daoist name "Patriarch Reliance," with no other name ever provided.



If you are using the tables below to randomly generate a character name, then take some time to think how the character would end up with such a name. If you want to, look into what the surname means, if anything. You can do that by searching online for “Chinese surname XYZ.” You can do the same with the given name by using any number of free online Chinese dictionaries.

In the martial world, people sometimes pick their own martial name, and sometimes they are given a name by friends or even the community as a whole. In the case of the latter, they might not even like or use their martial name. Your shadowy assassin might have the reputation of killing anyone who calls him by the martial name “Throat-slitting Viper.” But that won’t stop people from calling him that when they’re sure he’s not around to hear it. If your character is likely to be using a Daoist or Buddhist name, with no other name ever provided, consider why they would take such a name. Making up a backstory for your character’s martial name is one of the most enjoyable parts of creating Martial Heroes.

In the end, make sure to have fun, and you’ll surely end up with a winning martial name.

RANDOM NAME GENERATION

Use the following tables to make NPC and Character names. For Martial Nicknames use **TABLE ONE: DEATHBLADE’S MARTIAL NAME GENERATOR PART A** for the first half, then roll on **TABLE TWO: DEATHBLADE’S MARTIAL NAME GENERATOR PART B** for the second half. For proper names, roll on **TABLE THREE** or **TABLE FOUR** for the Personal Name, then roll on **TABLE FIVE** for the Surname.

Adjust as needed so the name makes sense, and feel free to tweak it to your liking. If the name doesn’t make sense initially, consider swapping positions and adding “of” or “The”. You can also add a hyphenated word. For example a result of Broken+Monk, might be altered to Broken-Hearted Monk or Broken-Faced Monk. If you get a number or title, adjust it so both words make sense. For example, you can treat “Fourth” as “Four” if it makes more sense, possibly adding in another noun from table B. So “Fourth”+“Wolf” could become “Four Dagger Wolf”.

As an option, you can roll on Martial Name Generator B for the first part of a person’s name then roll on Tables Three, Four or Five for the second.

Re-roll or change any results that don’t sound good.



TABLE I: DEATHBLADE'S MARTIAL NAME GENERATOR PART A

Roll 1D100

1	Lucky	26	Green	51	Killer/Murderous	76	Greedy
2	Jade-Faced	27	First	52	Ferocious	77	Grieving
3	Wise	28	Fat	53	Strange	78	Saffron
4	Invincible	29	Golden	54	Drunken	79	Celestial
5	Eye-Gouging	30	Lousy	55	Profound	80	Life-Ending
6	Summer	31	Tiger	56	Skinny	81	Third
7	Iron	32	Second	57	Ugly	82	Hateful
8	Hidden	33	White	58	Gentle	83	Luminous
9	Fourth	34	Yellow	59	White-Browed	84	Bronze
10	Spring	35	Fifth	60	Blue	85	Grey
11	White	36	Fiery	61	Pure	86	Broken
12	Autumn	37	Sixth	62	Little	87	Head-Taking
13	Long-Armed	38	Winter	63	White-Haired	88	Purple
14	Merciless	39	Multitudinous	64	Stone	89	Supreme
15	Thunderous	40	Righteous	65	Dehaun	90	Merciful
16	Cruel	41	Longevity	66	Seventh	91	Qi
17	Fragrant	42	Western	67	Hen-Shi	92	Rambling
18	Laughing	43	Notorious	68	Blood-Spilling	93	Yen-Li
19	Lovesick	44	Karmic	69	Gambling	94	Southern
20	Filial	45	Smiling	70	Perverted	95	Reckless
21	Spicy	46	Porcelain	71	Foolish	96	Endless
22	Lord/Lady	47	Raging	72	Begging	97	Red
23	Northern	48	Pearl	73	Bamboo	98	A*: Roll on TABLE V first, then this table, followed by TABLE II .
24	Divine	49	White-Robed	74	Eastern	99	B*: Roll twice on this table, adjust results to make sense, then roll on TABLE II for final word in name.
25	Heroic	50	Flying	75	Sorghum	100	C*: Roll twice on TABLE II instead.

***A: If you get this result the surname comes first, followed by the definite article, then the remaining two words. For example Zhang+Murder/Killer+Hornet/Bee/Wasp could be constructed as Zhang the Killer Bee.**

***B: If you get this result double up on Table One, then roll on Table Two. So, you might get a result like Heroic Flying Lion.**

***C: This result should be rolled again if it doesn't make sense or displeases but simply roll twice on table Two. This could produce names like Death Whip or Viper God.**

TABLE II: DEATHBLADE'S MARTIAL NAME GENERATOR PART B

Roll 1D100

1	Death	26	Fisherman	51	Priest	76	Brother/Sister
2	Lion	27	Menace	52	Centipede	77	Beast
3	Fist	28	Ghost/Gui	53	Monk/Nun	78	Mathematician
4	Evil	29	King/Queen	54	Palm	79	Tempest
5	Arrow	30	Prince/Princess	55	Willow	80	Mountain
6	Chopstick	31	Raksha	56	God/Goddess	81	Raksha
7	Whip	32	Centipede	57	Viper	82	Mute
8	Bat	33	Abbot/Abbess	58	Lover	83	Beauty
9	Dart	34	Moon	59	Scorpion	84	Lizard
10	Wolf	35	Phoenix	60	Deer	85	Poet
11	Beetle	36	Ox	61	Judge Yu	86	Toad
12	Protector	37	Lord/Lady	62	Dagger	87	Dragon
13	Sword	38	Snake	63	Peacock	88	Plum Blossom
14	Spider	39	Fox	64	Sea Dragon	89	Star
15	Bear	40	Killer	65	Tornado	90	Jiangshi
16	Sage	41	Cobra	66	Physician	91	Bixie
17	Kid	42	Scholar	67	Gushan	92	Devil
18	Judge	43	Naga	68	Elephant	93	Shield
19	Axe	44	Duck	69	Mare	94	Shadow Puppet
20	Cauldron	45	Calamity Star	70	Chrysanthemum	95	Spirit
21	Cloud	46	Cat	71	Saber	96	Ogre
22	Cricket	47	Hen-Shi	72	Mountain God	97	Yao
23	Asura	48	Eagle	73	Swallow	98	Bi
24	Hornet/Bee/Wasp	49	Butterfly	74	Roc	99	D*: Roll again on this table,, then roll on TABLES III-V (your choice) for a third word.
25	Turtle	50	Moth	75	Shadow	100	E*: Roll on TABLES III-V (you choice)

****D: This means roll again on Table Two then roll on Table Three, Four or Five (your choice) for the final word. It should result in one word from Table One, one word from Table Two and a personal or surname. So, the result could be Fragrant Scholar Bai.***

****E: If you get this result, simply roll on Table Three, Four or Five instead of table Two. This should result in a result from Table One and a personal or Surname. For example, you could get Merciless Ying.***



TABLE III: DEATHBLADE'S RANDOM NAME GENERATOR FOR MALE CHARACTERS

Roll 1D10				
	I	II	III	IV
1	Sunan	Ying	Zhe	Anzhi
2	Kang	Bai	Zai	Gong
3	Guan	Xiang	Lushan	Jiushao
4	Leng	She	Qi	Pu
5	Guo	Tong	Chengda	Sanxing
6	Tian	Meng	Fuling	Ragua
7	Yu	Si	Buwei	Duan
8	Long	Bu	Yong	Yuan
9	Shu	Fei	Feng	Jie
10	Roll Column II	Roll Column III	Roll Column IV	Gui

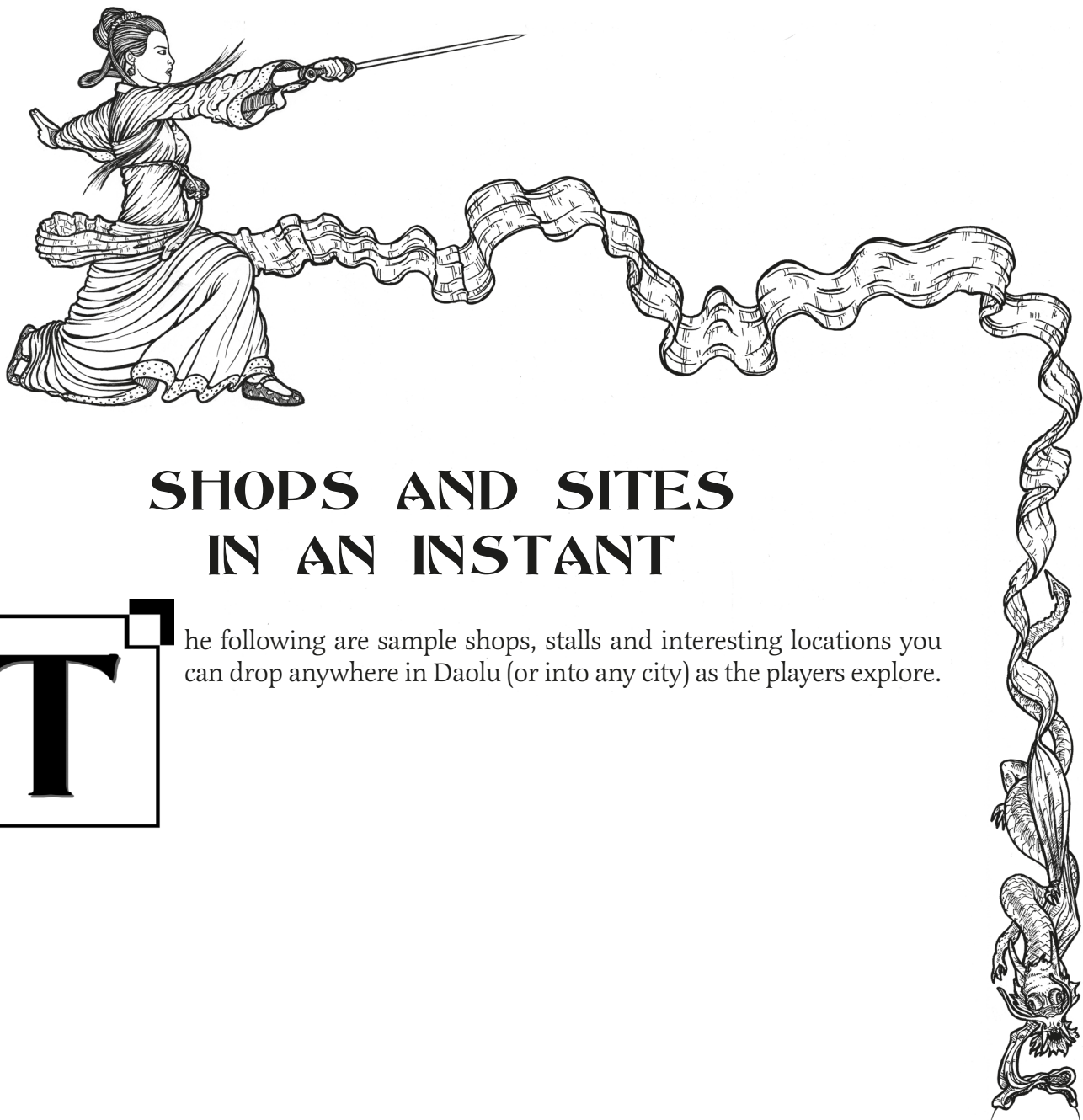
TABLE IV: DEATHBLADE'S RANDOM NAME GENERATOR FOR FEMALE CHARACTERS

Roll 1D10				
	I	II	III	IV
1	Min	Ying	Pei	A'zhu
2	Bao	Hou	Qixia	Daoyun
3	Hui	Zhao	Mochou	Shanhu
4	Na	Feiyan	Ruolun	Wenrou
5	Mei	Zhi	Qingzhao	Guanyin
6	Ji	Nuan	Tao	Lingyue
7	Rong	Ye	Jieyu	Xuanji
8	Jia	Shengtong	Qiang	Ruoxin
9	Jiangshu	San	Zhen'er	Yuhuan
10	Roll Column II	Roll Column III	Roll Column IV	Xiaolongnu

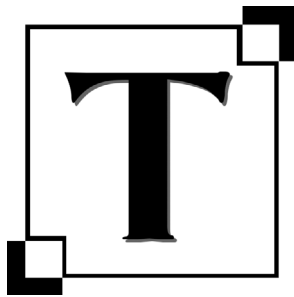
TABLE V: DEATHBLADE'S RANDOM SURNAME GENERATOR

Roll 1D10				
	I	II	III	IV
1	Pei	Zhang	Song	Ban
2	Hua	Ma	Fan	Cai
3	Qin	Zhu	Yao	Feng
4	Hu	Hou	Gu	Luo
5	Hong	Li	Liang	Sun
6	Yang	Leng	Meng	Xue
7	Wang	Wan	Jin	Xiao
8	Liu	Ruang	Nie	Shu
9	Lin	Shao	Ouyang	Sima
10	Roll Column II	Roll Column III	Roll Column IV	Zhuang

APPENDIX C



SHOPS AND SITES IN AN INSTANT



The following are sample shops, stalls and interesting locations you can drop anywhere in Daolu (or into any city) as the players explore.

THE AGING DAWN TEA HOUSE

Proprietor: Southern Snake

Teas: High-Minded Phoenix Tea (50 Spades per cup), Jade Flower Tea (250 Spades per Cup), Meng-lao's Black Tea (1,000 Spades per cup), Dragon Tea (850 Spades per Cup)

This is a strange tea house. Its architecture is stunning and perfect, yet all around it is a courtyard with wandering dogs and untended chickens. Inside the crowd is an unusual assortment of beggars, scholars, wealthy merchants and cultivated heroes. Within the walls of the Aging Dawn Tea House, social class and reputation ceases to matter. There is one rule here: grudges and past conflicts have no place within its walls. Any who violate this rule must face the wrath of Southern Snake's cane. In truth, this is the headquarters of a secret society dedicated to the eradication of the empire with ties to the Temple of the Nine Suns. Another unusual feature of the place is its prices.

THE BURNING CHRYSANTHEMUM

Proprietor: Shan Duan

Goods: Exquisite Lantern (9,000), Singing Lantern (12,000 Spades)

This is a lantern shop that sells beautiful lanterns of all types. They are crafted by Shan Duan and his two daughters, Zhao and Zhi. While they specialize in high quality luxury palace lanterns, with beautiful designs, they are most famous for their singing lanterns. When lit, these play soft melodies through holes cut into the base, sounding like a flute. Shan Duan has been working on his masterpiece, The Burning Chrysanthemum Lantern but only met with failure. This lantern, when complete, is meant to explode and kill one thousand men. He wants it to serve as a secret weapon he can sell to the government.

THE BLACK TIGER ESCORT SERVICE

Chief: Ruang Nuan

This group of twenty sworn brothers and sisters dress in black robes with white stripes and will help transport goods or protect people for a price (the amount varies depending on the difficulty of the task). Their leader, Ruang Nuan, pretends to be righteous, but in truth she has a singular goal in life: acquire the Thousand Painful Deaths Flower and use it to destroy Perfect Heaven Lineage Sect (in her youth she was kicked out of the sect for violating a minor rule and has held a grudge ever since). She uses her escort company to acquire information on the flower's whereabouts.

THE DEPARTING SCORPION

Proprietor: Physician Hong Fei

Antidotes: Green Water Cure (150 Spades, cures most scorpion and southern snake venom), The Phantom Pill (200 Spades, cures Spiny Toad, Naga Venom and Fire Poison), Supreme Pearl (1,200; Zhen Bird Venom)

The Departing Scorpion specializes in antidotes to venoms, even unusual ones. Physician Hong Fei has cures for most of the basic poisons. But he is a genius and can attempt a cure for most exotic and rare poisons (about an 8 in 10 chance that he can make an attempt). Simply roll his Talent (Medicine) 3d10 against a TN set by the rarity of venom or its Brew Rating to see if he succeeds.

GOLDEN HORNET'S HAIRPINS AND COMBS

Proprietor: Lady Qin San (Golden Hornet)

Items: Hornet Hair Comb (3,700 Spades), Lotus and Bee Comb (4,500 Spades), Banyan and Wasp Hair Pin (5,000), Enlightened Goddess and Beehive Hair Comb (7,000 Spades)

This is a small stall run by Lady Qin San, also known as Golden Hornet. She makes hairpins and combs with elaborate floral bee motifs. Lady Qin San likes to gossip and will often knock down the price of her hair pins or combs for important information. In truth, she is an agent of the House of Paper Shadows, and her combs and hairpins can turn into a swarm of bees upon her command (at any distance). Such a swarm has the following stats for the purposes of attacking:

Bee Swarm: A bee swarm lasts two rounds, making 2d10 attack rolls against the Target's Evade. On a Success the person takes 1 Automatic Wound (2 on a Total Success).



THE JADE LEAF

Proprietor: Hou Meng

Menu: Chicken Ascends to the Jade Throne (400 Spades), Duck of Jade Leaf Mountain, Jade Noodles with Crabs of Yao Yun (30 Spades), Sorghum Wine (10 Spades per cup), Death (1 Golden Tael per Qi Rank)

The Jade Leaf is an expensive restaurant known for its roast chicken and duck, however the proprietor, Hou Meng is secretly an assassin. If you want someone killed simply carve the name of the desired target on the table and leave a large tip of golden taels (roughly 1 golden tael per Qi rank of the person to be killed). Within the month, Hou Meng will try to kill that person. However he has one rule: he only kills those deserving of death. Anyone who tries to trick him into killing the virtuous, he will kill with his Storming Daggers technique.

LIANG MEI'S HOUSE OF PERFECTION

Proprietor: Liang Mei

Menu: Special

This restaurant is run by Liang Mei, an eccentric chef who customizes each dish to the individual. They say, simply by speaking to someone for a few moments, she can devise a recipe on the spot to please their palate perfectly. She will not take requests. She insists on making something to the individual's special characteristics and flaws, tailoring meals to personality. She often incorporates ingredients the person has an aversion to, yet makes it taste splendid. Whenever she meets a customer, she should make an Empathy roll (3d10) against Wits to see if she can discern the person's hidden tastes. If she succeeds it will taste perfect to them. If she fails, it will be an unnerving experience.

THE SLEEPING PHOENIX OPERA COMPANY

This is a troupe of actors, dancers and acrobats who perform throughout the city. They are most famous for their stilt-swordplay acrobatics and their moving rendition of the Sunken Heart Stone of Ai (which tells the tale of General Ai being torn between love for Sunan and loyalty to the Demon Emperor).

RIGHTEOUS FOREST TEMPLE

This temple is led by a stern abbot named Multitudinous Judge. He and his monks worship the Enlightened Goddess and Supreme Judge Yu and consider themselves the earthly enforcers of the Mandate of Heaven. They are all talented martial heroes who believe in annihilating wrongdoers. Of course, they leave the government well enough alone as it would be suicide to take on the empire and mainly devote themselves to finding weak but wicked targets to vent their fury upon. Some think they go too far, as they have been known to encircle petty thieves (even people just taking food for their children) and execute them in the streets. In the presence of more powerful foes, they can be quite cowardly.

THE SILKEN THREAD WINE SHOP

Proprietor: Chu Yong

Specials: Blue Prawn Delight (45 Spades), Pear Blossom Wine (50 Spades a cup), Sea Dragon Wine (100 Spades a cup)

The Silken Thread Wine Shop is a small open-air wine shop that sprawls out into the street. It is operated by Chu Yong, who is known for his Sea Dragon Wine, a very strong alcohol that is said to be twice the potency of normal wine. Chu Yong is under constant pressure from rival gangs in the area to pay regular protection money. He uses what tricks and cunning he can to reduce these costs. He will even resort to pitting them against each other. He is a clever conversationalist and knows how to pivot swiftly to turn situations to his benefit.

SILVER MOON WINE SHOP

Proprietor: Gu Sheng

Specials: Silver Moon Wine (200 Spades a cup), Lunar Pear Blossom Wine (120), Judge Yu's Wine (30 per cup)

The Silver Moon Wine shop is adorned with images of Supreme Judge Yu and Xing the moon Goddess. Gu Sheng claims to have ascended a sky ladder to Lunar Realm (the moon) where Supreme Judge Yu personally instructed him in making wines. He claims his wines are like being transported to the heavens. Silver Moon Wine is a more potent variation of Jade Wine. Lunar Pear Blossom Wine is a slightly better tasting Pear Blossom Wine. Judge Yu's Wine is just normal Sorghum Wine.



SCHOLAR SONG YE'S FIVE SEASON ACADEMY

This school teaches the principles of Kong Xi and the remainder of the classics for a small fee. Song Ye is a scholar and skilled poet who is one of the few women to pass the imperial exams. While this is exceptional, it is not entirely unheard of, and there have been some in the past. She opened this school two years ago and has had considerable trouble dealing with other scholars in the area. On many occasions she has had challenges that escalated to martial contests and has developed considerable ability in Kung Fu to deal with them. However she has won over many over time. She calls her martial style: Five Principles Fist. Each stance and strike corresponds to a particular virtue: Propriety, Loyalty, Wisdom, Order and Tradition. She regards Righteousness as the ultimate expression of these principles and folds filial piety within propriety.

WHITE BOAT INN

Proprietor: Pei Tao

Specials: Fiery Chrysanthemum Soup (25 Spades), Weeping Pavilion Tea (100 Spades per cup), Vermilion Mooncake (25 Spades), Rooms (75 Spades)

This inn is actually a boat upon the river, which travels the length of the city and beyond to serve customers. In addition to offering fine food, rooms and drum music, they also have the added service of ferrying people to areas within two miles of the city. The Inn is operated by Pei Tao. She is notable for her astounding eyes, which some say change color often. Some say her eyes are green, others blue or violet. In truth Pei Tao is a ghost who has forgotten her past (the name Pei Tao is just something she has made up). She is drawn to beautiful eyes. Customers with striking eyes risk having them sucked out in the middle of the night and stored below the boat by Pei Tao, so she can wear them at will. Some people have heard rumors of the Inn's reputation (a relevant TN 10 Places Skill roll is sufficient), and among such folk it is called The White Bone Inn.

Pei Tao's presence at the inn casts a cloud upon people's minds. This is largely unnoticeable but it affects anyone in artistic pursuits, imposing a -2d10 to all Talent skill Rolls while inside.

PEI TAO

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

Key Skills: Breath: 2d10, Grapple: 2d10, Arm Strike: 3d10, Speed: 2d10, Muscle: 4d10, Detect: 2d10

Max Wounds: 8

POWERS

Eye Taking Breath: Pei Tao can suck out people's eyes from a distance of up to 20 feet. Make a Breath roll against Evade. On a Success, roll 2d10 Against Hardiness, and suck 1 eye into her mouth if it meets or exceeds the Hardiness score (this also does 1 Automatic Wound). On a Total Success, roll 3d10 against Hardiness, and suck out 2 eyes into her mouth if it meets or exceeds (doing 2 Automatic Wounds).

Destroying Pei Tao: Pei Tao is immune to Normal Attacks and only takes Damage from magic, Neigong-based attacks, and fire. If reduced to zero wounds she is not destroyed permanently, coming back in 1d10 days. Only Ritual magic, Immortal Powers, or the hand of a deity can truly destroy her.



