

# The Writhing Sickness Cult

A COMPLETE VILLAIN ORGANIZATION  
FOR WEAPONS OF THE GODS

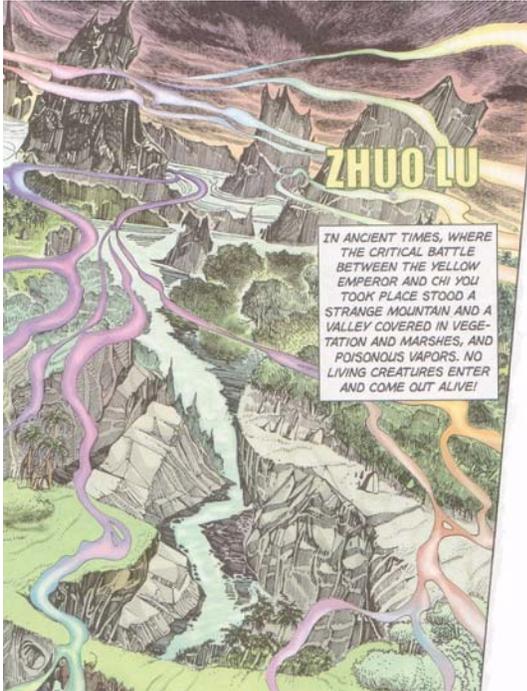
*Corrupt Secret Society*

*Power 4*

*Resources 5*

*Membership 7*

*Solidarity 9*



**Leader:** **The Flesh-Eating Abbot**, true name unknown. Almost certainly a high Third Rank or lower-end Second Rank Warrior, most likely with a god-weapon of some kind. Possibly multiple Archetypes. A ruthlessly corrupt fighter, the Abbot is driven to recruit greater numbers of followers and build his power base. To make matters more deadly for would-be opponents, he is a Hell Clan Mandarin – one of the ten day-to-day bosses of the Heaven-and-Earth Alliance!

**Stronghold:** **The Sun-and-Moon Monastery**, in the heart of the Twisted Ground of Zhuo Lu. It lies to the north-northwest of the city of Brown Place, in the Country of Yang.

**Special Kung Fu: Water Silk Style** – an Uncommon Silver Martial Art, fully detailed in this document.

**History:** **The Writhing Sickness Cult** is a revival of a much older religious group – the Writhing Sickness Sect, which originated in the then-Kingdom of Wei, eight hundred years ago. Then as now, the Cult is dedicated to a nihilistic agenda involving purifying the weak – not just the physically weak or sick, like the elderly or sickly children, but those are who have impure ideology, such as having compassion for strangers or those outside the Han Families – and to top it off, they were profoundly anti-Confucian, and made a point of killing leaders who favored the Great Teacher.

What is known is that Duke Ling of Wei, as seen in the story *Mizi Xia*, was of a Confucian bent; for more detail, see page 200 in the MRB.

The original Writhing Sickness Sect was destroyed by the Wulin of that day; a massive Wulin Army was called, and while there was much loss of life (for the Sect was dedicated to extensive poison use in its battles), the Cult was extirpated from existence.

In the modern era, The Time of Chaos, a renegade Zan Monk was being pursued by his brethren for unspecified crimes – though the Zan Brotherhood is not particularly powerful or well-established, it still has a leadership that is determined to maintain its Buddhist practices.





# 神兵奇

The unnamed former monk fled – right into a place where even the Zan Monks would not follow... the *Twisted Ground of Zhuo Lu*. Lethal and dangerous, with dangerous plants, poison gases and horrifyingly mutated beasts, Zhuo Lu was a death sentence, or so the Zan Monks thought.

The former monk was resourceful and very, very lucky – he found his way to the heart of the Twisted Ground, and discovered the abandoned and over-grown monastery of the long-dead Sect; he successfully found his way within and unlocked its secrets.

Uncovering the manuals and books of doctrine of the long-dead Sect, he set about recovering and rebuilding the Monastery and the Sect. Only now it would be a Cult, built around himself and his formidable personality. To gain in rank in the Cult, each follower must prove their loyalty via many, many tests... before they are taught the highest levels of the Cult's martial arts and weapons.

*Description:* **Writhing Sickness Cultists** resemble Buddhist monks, if a dark parody of same. Cultists wear orange robes (and usually light armor) with sashes that reflect their relative status within the organization. The signature weapons of the Cult are their 'Beast-Claw' Staves, as the head of the staff is a large bronze paw-like hand with long bestial claws... and at the higher ranks, those claws are painted with an uncommon poison (usually Centipede, see page 347 in the MRB for details).

The highest ranked members of the Cult wear a sheet on a gilded rope around their necks, hanging over their chests, with an embroidered silver swastika showing their greater rank.

*Resources:* **Wealth 5.** For a mid-sized Secret Society, the Cult has only the wealth of a wealthy man – the Abbot discovered the remnants of the Sect's treasure trove. This is enough to assure the Cult's basic functions, though they sometimes raid caravans or take on assassination contracts.

*Membership:* **Followers 7.** The Cult has 35 Gang-level Followers at any given time; it is working hard to increase their numbers and upgrade their Solidarity to 10 or higher, in which case its Followers will fight as Faction Fighters... truly formidable! At any given time, there are twice that number of non-combat Ordinary Folk who do all the menial maintenance tasks for the Cult, whether it's cultivating food, bringing in trade, or what have you. Finally, the Abbot has ten talented Rank 3 Members of the Wulin to pursue his aims for him – for he rarely goes into the field.

*Solidarity:* **Ideological Purity 9.** As mentioned above, the Cult is waxing more and more fanatical as time goes by. New Members are indoctrinated constantly (the Hell Clan assists here) and the Abbot is pushing for heights of dedication unknown in the rest of the Heaven-and-Earth Alliance.

*Agenda:* **Regain all of the Sect's old knowledge and build its strength.** In particular, the Cult is trying to find the recipe for a terribly potent venom named after the organization itself – *Writhing Sickness Venom*. A Priceless-strength poison, it would make the Cult even more deadly in its aims, political and personal. Needless to say, the Cult seeks more unique and powerful kung fu to improve its position in the Wulin – their longterm goal is to influence the rulers of the States to pursue genocidal purges of the Five Barbarian Tribes.

# Water Silk Style

(A System Topic)

Destiny Cost: 10

Uncommon Silver Style of Kung Fu



The origins of Water Silk Style are lost with the original Writhing Sickness Sect, eight hundred years ago. No records remain of the names of the Sect's founders - only their doctrines and kung fu remain; of that past, only a few spare fragments survive - one passage that speaks of devising kung fu while immersed up to the waist in an unnaturally cold pool... filled with a chill but the water would never freeze - perhaps a reference to the Existence-Hating Radiance of the Void?

It is even rumored that the *Writhing Sickness Journal*, the kung fu manual that was discovered by the Abbot, also contains a nonesuch Secret Art that, when mastered, allows one to vastly increase one's chi and healing ability via the ritual cannibalism of chi-rich bodies... such as those of martial artists.

**Signature:** This Style is based on powerful chi-centering stances and strikes - in use, the user is followed by ripples in the air that distract and give false impressions as to where they will move or strike next.

**Type:** Brutal (Staves, Palms or Kicks)

**Default Critical Successes:** *Maim* or *Stun*.

**1.) Flowing Water:** For an entire round, this powerful Stance allows one to flow around and away from attacks - effectively allowing the martial artist to add one's Silver Chi Modifier to their Blocks, while ensuring that bare-handed defenses do not suffer the usual Maiming damage. Finally, it allows one to move out of any trapped or blocked position, while making any Weapon Draw a free action.

**2.) Rippling Water:** Another Stance technique, this also lasts for an entire round - all attacks made by the martial artist will gain her Silver Chi Modifier to their Strike, and will also ignore 5 points of Armor! **Channel** - 2 White Chi to maintain another round.

**3.) Stagnant Water:** A powerful strike, this allows a single attack to become **Disorienting** (without being a Critical Success, no less!) and inflicts Breath Loss to the target's five colors of Chi for the round; furthermore, the target's Defense pool (whether Block or Dodge) is reduced by one by the deceptive slow simplicity of this technique! This attack does have a drawback - one loses a point of Joss in using it (either type!) and if no Joss is available, the martial artist will take a die of unblockable damage.

**4.) Rushing Water:** Another powerful attack - this technique, once mastered, allows to make a strike from a distance! This attack (whether with weapon, fist or foot) has the Silver Chi Modifier to one's Strike - and adds two dice to the damage result, and inflicts Knockback as well!

**5.) Silken Water:** The most powerful stance in the style, this technique lasts all round - while maintained, it grants immunity to all **Knockback** and **Downing** Combat Effects, allowing Secondary Attacks and reducing all Defense pools of all targets by two! **Channel** - 2 Gold Chi to maintain another round.

神  
兵  
奇  
奇

# Yuen Gui-fan, The Bronze Monk

SECOND LIEUTENANT OF  
THE WRITHING SICKNESS CULT

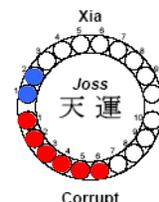
## Weapons of the Gods

Character Name: Yuen Gui-fan

Rank/Archetype  
Third Rank Warrior

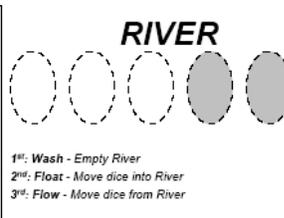
Origin  
Soldier from Yang (Dong Territory)

<b>SPEED</b>	5
Initiative	5
Dodge	4
Finesse	0
Melee	1
Ride	0
火	□□□□□□□□□□



DESTINY  
125 / 50

<b>MIGHT</b>	4
Athletics jumping (2)	2
Climb	0
Fight claw staff (2)	5
Hardiness regain chi (2)	2
Lift	0
木	□□□□□□□□□□



<b>PRESENCE</b>	4
Confidence	4
Grace	0
Inspire fervor (2)	2
Perform	0
Persuade	0
土	□□□□□□□□□□

<b>WU WEI</b>	7
Awareness	4
Investigation	0
Ranged	0
Senses	2
Stealth	0
水	□□□□□□□□□□

<b>GENIUS</b>	2
Learning	1
Crafting	0
Medicine	0
Politics	0
Tactics small unit (2)	4
金	□□□□□□□□□□

**Advantages**

Lightfoot 4 (Any)	9
Water Silk Style 5 (Silver)	10 + 15
Universal Blow 2 (Jade)	5 + 3
Golden Temple Bells 2 (Gold)	5 + 3
Chi Enhancement 5 (Minor) *	5
Possession (Hvy. Armor)	5
Affiliation 3 (Secret Society)	3
Wealth 1 (Adequate)	1

Fast	4
Tough as Nails (Quality)	3
Status 2 (Esteemed)	2
Followers 5	5

Weapon	Speed	Strike	Dmg.	Short	Med.	Long	Health	Remaining	Total	Penalty
Wolf-Teeth Staff *	+0	+15	+10	/	/	/	BATTERED	22		
Gauntleted Fists	+15	+0	+0	/	/	/	INJURED	44	□	
				/	/	/	WOUNDED	66	□	
				/	/	/	STAGGERING	88	□	
				/	/	/	LAST LEGS	110	□	

Protection 3 -15  
CHI AURA ARMOR

\*=The Flesh-Eating Abbot has performed Secret Arts upon the Bronze Monk, so that he has **Hyperactive** Gold Chi – this means that Yuen Gui-fan recovers 2 Gold Chi at the end of every round, instead of just one.

\*=Gui-fan's **Beast Claw Staff** has Uncommon Potency Centipede Venom on its claws; on a Critical Success, the wielder may choose to **Poison** an opponent.