

Adventures Dark and Deep™



The Golden Scroll of Justice

By Joseph Bloch

*Rules for kung fu wuxia adventures set in a world inspired by
Chinese folklore and mythology*

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with most
"Old School"
RPGs!



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Introduction

Chinese history and culture go back many thousands of years, and medieval China is as rich a mine in which to dig for legend and adventure as medieval Europe. Many people in the West, however, are relatively unfamiliar with this rich heritage, and have been relatively reluctant to introduce Chinese archetypes into their fantasy role-playing games. The Golden Scroll of Justice seeks to address that omission.

It should be noted that the present volume deals with tropes and themes relating to a fantastic China, not a fantastic Japan. The difference is often lost on Western audiences, but does serve to explain the lack of samurai and ninjas, which have been a staple of "Oriental" RPG books in the past.

The present work draws heavily on two specific sources for its inspiration: traditional Chinese folklore, and the relatively recent genre of wuxia films, often called (half-derisively) "kung fu movies". It should be mentioned, of course, that no claim is made to historical accuracy; this is a game of heroic adventure in a semi-mythical setting, not an historical simulation of any particular land or era.

Like most cultures, Chinese traditional folklore is a rich mix of homey wisdom, ordinary people in extraordinary situations, monsters, magic, and the like. The wuxia genre of literature and film, however, is something specific and warrants some brief explanation for those who might not be familiar with it.

Wuxia, which means "martial hero", embraces a very specific style. The hero is usually someone from the lower classes, who embarks on a quest for revenge, or to right some injustice. In the process of his quest, he learns the art of kung fu, often enduring severe trials as he does so. Authority, where it exists, is either corrupt, incompetent, or both, and the higher the authority goes, the worse it gets. While this serves as the most common sort of plot found in the wuxia genre, it is by no means the only one, but the common theme of the xia code of honor, which requires the defense of the weak against the depredations of the strong, is usually found in any wuxia work.

Although the term "mythic China" is used throughout this book, it should be remembered that the rules herein could apply to any fantasy culture loosely based on a Chinese model. Geography, history, government, etc., need have no resemblance to the real China of our world - when creating a setting that embraces the broad sweeps of Chinese folklore, mythology, and the wuxia tradition of storytelling, one need not be a slave to history, philology, or geography.

While the present volume is specifically written for use with the **ADVENTURES DARK AND DEEP™** RPG rules, and it follows those rules in terms of format and so forth, it can easily be used with other old-school RPG rules with little or no conversion needed.

Creating Characters

Character creation works the same in a mythic China setting as it does in the core **ADVENTURES DARK AND DEEP™** rules. Players first roll their ability scores, then select a class and race, money and equipment, and finally add finishing touches such as alignment, height and weight, etc. Note that it is highly advisable that the Game Master use the "Starting Skill at First Level" optional rule from the Players Manual, thus allowing 1st level characters to begin the game with one level of kung fu style, if they wish.

Abilities

The standard six abilities (strength, intelligence, wisdom, dexterity, constitution, and charisma) are the same for mythic China characters as they are for other characters created using the rules in the **ADVENTURES DARK AND DEEP™** Players Manual. There are no changes.

Character Races

Mythic China does not have the usual mix of Tolkienesque fantasy races (elves, dwarves, etc.) found in a fantasy medieval European setting. It is quite human-centric, with few opportunities for non-humans to enter the bureaucracy and thus advance socially.

However, two new character races unique to mythic China are included as options for Player Characters. As a rule, they will be found in their own communities, rather than mixed in with humans. But in more cosmopolitan trading centers, such as major ports and caravan cities, both shanxiao and gouden will be found shoulder-to-shoulder with humans.

Human

Humans exist in a mythic China setting as described in the **ADVENTURES DARK AND DEEP™** Players Manual, without modification. They are able to progress in any class found in the setting without limitation on experience level (except, as in the case of monks, where there is an overall cap on level inherent in the class).

Eunuch

A eunuch is a special type of male human who has been castrated. While eunuchs can no longer have children (for obvious reasons), and have a generally lower sex drive than normal men, they do gain certain advantages and disadvantages within society because of their condition.

Eunuchs receive a penalty of -1 to their strength and charisma scores.

Being a eunuch allows one to rise in the political and social hierarchy to positions generally unobtainable to others. Castration not only removes the possibility that a eunuch will serve the interests of his own progeny or be tempted to found a new dynasty (a condition that will have a direct impact in the upcoming **ADVENTURES GREAT AND GLORIOUS™** rules), but also ensures that the wives and concubines of the nobility and imperial family are safe from impregnation. Because of this, eunuchs are often found as guards in harems, and advisors and functionaries in courts.

In a mythic China setting, only a eunuch can rise more than two levels from his starting social class. Thus, if a regular human character begins the game in the lower middle class, he could never rise higher than upper middle class. A eunuch can rise as high as upper class, no matter his starting social class. See p. 15 for details on rising in social class.

If a player character begins the game as a eunuch, he may start with one skill level in the skill of his choice from the following list:

- Etiquette
- Philosophy
- Scholarship

Gender-specific or gender-impacting magic will have no effect on a eunuch, and they are similarly immune to enchantments that rely on affection towards the opposite sex, such as the *charm person* ability of dryads, etc. Certain other spells will also be ineffective or work differently against eunuchs, as detailed

in the spell description. They also are naturally resistant to any sort of more mundane physical seduction that might be attempted, with a +4/+20% bonus to any saving throws or ability checks against such, if applicable.

A human male may choose to be castrated and thus become a eunuch at any time. The process requires a successful wisdom check, and will result in the character being out of commission for three months while the wound heals (a *heal* spell will bring the character to full strength immediately, but *cure light wounds* and its related spells will not). Shanxiao and gouden will never choose to become eunuchs, and receive no advantages if they do so involuntarily.

Eunuchs may not be barbarians at the beginning of the game, and most barbarians would rather commit suicide than become eunuchs, seeing it as a great shame. Barbarians automatically get a -4 penalty to reaction rolls when dealing with eunuchs.



Shanxiao (Monkey-Man)

Shanxiao are reclusive demi-humans who favor dwelling in wooded hills and mountains far from humankind. Their personalities are as varied as those of humans; some are inveterate tricksters, and others demonstrate great depths of loyalty to those they choose as companions.

Shanxiao get a +1 bonus to their dexterity score and a -1 penalty to intelligence. The initial ability scores of a shanxiao character must fall within the following ranges:

TABLE 1: SHANXIAO ABILITY SCORE RANGES

Ability	Male	Female
Strength	6-18	3-16
Intelligence	3-17	3-17
Wisdom	3-18	3-18
Dexterity	6-19	6-19
Constitution	7-18	5-18
Charisma	6-18	8-18

Characters that do not possess ability scores in the stated ranges cannot be shanxiao. It is possible, however, for a character's initial ability scores to be increased or lowered later on, due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race!

Shanxiao may be wu, fighters, monks, fangshi, or thieves (including acrobats), and mountebanks. They may opt to have more than one class at a time, and may choose from the following combinations (see Multi-Classed Characters in the **ADVENTURES DARK AND DEEP™** Players Manual for more details):

- wu/fighter
- wu/monk
- wu/thief (including acrobat)
- wu/mountebank
- fighter/fangshi
- fighter/thief (including acrobat)
- fighter/mountebank
- fangshi/thief (including acrobat)

Shanxiao are naturally adept at throwing things, and get a +2 bonus "to hit" when using any hurled weapon, such as a dagger or spear. They are also adept at swinging and leaping through tree branches, and can brachiate at a speed of 60' per minute, as long as there are branches and trees (or something equivalent) to use for locomotion.

When moving alone or with others of their kind in a wooded environment, shanxiao are nearly silent and effectively invisible. In such circumstances, enemies have only a 10% chance of detecting them, get a -2 penalty to surprise rolls, and a -25% penalty to tracking rolls. Infravision or ultravision will reveal them clearly, though, and any shanxiao wearing metal armor or in a mixed group (within 90' of non-shanxiao) will not get these benefits. This ability is lost if any of the band is wearing mail or other metal armor.

All shanxiao characters begin the game able to speak the Imperial tongue and their own language.

Shanxiao appear as tall humans with features resembling those of monkeys or apes. Their slim bodies do not have fur, but their heads are covered with soft hair that can come in a variety of colors, with various shades and patterns possible. Skin is tan to gray. Height and weight are determined as follows:

TABLE 2: HEIGHT DETERMINATION (SHANXIAO)

Die Roll (d%)	Males (inches)	Females (inches)
01-10	78 - 1d8	72 - 1d6
11-30	78 - 1d4	72 - 1d3
31-55	78	72
56-85	78 + 1d6	72 + 1d4
86-00	78 + 1d12	72 + 1d8

TABLE 3: WEIGHT DETERMINATION (SHANXIAO)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-10	155 - 1d10	145 - 1d8
11-35	155 - 1d6	145 - 1d4
36-65	155	145
66-80	155 + 1d4	145 + 1d6
81-00	155 + 1d8	145 + 1d8

Shanxiao age according to the following table (see the **ADVENTURES DARK AND DEEP™** Players Manual for details on the effects of aging):

TABLE 4: SHANXIAO AGE CATEGORIES

Age Category	Years
Young Adult	11-18
Mature	19-26
Middle Age	27-39
Old	40-44
Very Old	45-53

Shanxiao are limited in how many experience levels they can attain in their chosen class(es). The maximum level depends on their ability scores:

TABLE 5: SHANXIAO LEVEL LIMITS

Ability Score	Wu (WIS)	Fighter (STR)	Fangshi (INT)	Monk (STR, DEX)	Mtbnk. (CHA)
14 or less	10	12	6	10	7
15	10	12	7	12	8
16	10	13	8	13	9
17	11	14	9	14	9
18	11	15	10	15	9
18/50	-	15	-	-	-
18/90	-	16	-	-	-
19	12	16	11	16	10
20 or more	12	17	12	17	11

For monks, the level limits apply to both strength and dexterity, using whichever score is lower. There is no limit to how many levels a shanxiao can advance as a thief (including acrobat).

Gouren (Dog-Man)

Descendants of the god P'an Hu, a great five-colored dog, gouren are reclusive and usually form their own communities far away from human settlements, but can be found in large trading towns and cities. They are generally aggressive and warlike in nature, but some are noted as great artists, poets, and magicians.

Gouren get a +1 bonus to their strength score and a -1 penalty to their wisdom score. The initial ability scores of a gouren character must fall within the following ranges:

TABLE 6: GOUREN ABILITY SCORE RANGES

Ability	Male	Female
Strength	8-18	8-18
Intelligence	3-18	3-18
Wisdom	3-16	3-16
Dexterity	5-18	5-18
Constitution	7-18	6-17
Charisma	3-18	3-18

Characters that do not possess ability scores in the stated ranges cannot be gouren. It is possible, however, for a character's initial ability scores to be increased or lowered later on, due to magical or other effects; this does not, obviously, disqualify the character from belonging to the race.

Gouren may be wu, fighters, barbarians, rangers, monks, fangshi, or thieves (not including acrobats), and mountebanks. They may opt to have more than one class at a time, and may choose from the following combinations (see Multi-Classed Characters in the **ADVENTURES DARK AND DEEP™** Players Manual for more details):



- wu/fighter
- wu/monk
- fighter/monk
- fighter/fangshi
- fighter/thief
- fighter/mountebank
- fangshi/thief

All gouren characters begin the game able to speak the Imperial tongue and their own language.

Gouren appear as humans with the heads of dogs (proportionally sized for their bodies). Their heads will resemble those of different breeds of dogs, and their personalities will often be reflected in the breed of dog they resemble. Thus, gouren with the heads of rottweilers will tend to be aggressive, those with the heads of golden retrievers will tend to be cheerful, etc. (This is admittedly a very subjective assessment, and many sages would disagree as to its veracity.) Height and weight are determined as follows:

TABLE 7: HEIGHT DETERMINATION (GOUREN)

Die Roll (d%)	Males (inches)	Females (inches)
01-10	78 - 1d8	72 - 1d6
11-30	78 - 1d4	72 - 1d3
31-55	78	72
56-85	78 + 1d6	72 + 1d4
86-00	78 + 1d12	72 + 1d8

TABLE 8: WEIGHT DETERMINATION (GOUREN)

Die Roll (d%)	Males (pounds)	Females (pounds)
01-15	200 - 1d12	150 - 1d10
16-35	200 - 1d6	150 - 1d6
36-65	200	150
66-85	200 + 1d6	150 + 1d6
86-00	200 + 1d12	150 + 1d10

Gouren age according to the following table (see the **ADVENTURES DARK AND DEEP™** Players Manual for details on the effects of aging):

TABLE 9: GOUREN AGE CATEGORIES

Age Category	Years
Young Adult	12-18
Mature	19-35
Middle Age	36-50
Old	51-80
Very Old	81-100

Gouren are limited in how many experience levels they can attain in their chosen class(es). The maximum level depends on their ability scores:

TABLE 10: GOUREN LEVEL LIMITS

Ability Score	Wu (WIS)	Fighter, Ranger (STR)	Fangshi (INT)	Monk (STR, DEX)	Mtbk (CHA)
14 or less	6	8	7	-	6
15	8	9	8	14	7
16	10	10	9	15	8
17	12	11	10	16	9
18	14	12	11	17	10
18/50	-	13	-	-	-
18/90	-	14	-	-	-
19	16	16	12	17	11
20 or more	18	18	13	17	12

For monks, the level limits apply to both strength and dexterity, using whichever score is lower. There is no limit to how many levels a gouren can advance as a thief.

Character Classes

Mythic China does not have the same assortment of character classes available to PCs as a more European setting might. Some classes do not exist at all, some are modified to more easily fit the mythic Chinese setting, and still others are new and unique to mythic China.

These notes only cover character classes; even when a class exists in both a European-style setting as well as mythic China, there will probably be differences in equipment, race, secondary skills, etc., as noted in the relevant sections.

Bard

Bards, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting, without modification.

Jester

Jesters do not exist in mythic China. Any jesters in the setting will be presumed to have come from some other locale, most probably having traveled great distances to get there.

Cleric

Clerics and druids do not exist in mythic China, except for the wu sub-class (see below). Any clerics or druids in the setting will be presumed to have come from some other locale, most probably having traveled great distances to get there.

Mystic

Mystics, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting without modification.

Wu (Shaman)

The wu (the term is both plural and singular) is a sub-class of cleric, adept at dealing with ghosts and spirits. Theirs is a “popular” form of magic, ecstatic rather than scholarly in nature, and their spells are regained each day through prayer and meditation, in the usual cleric fashion, rather than study from books.

A character must have a wisdom of at least 10 to become a wu. They can be of any alignment, and humans, shanxiao, and gouren can all become wu. Wu can wear any armor, and can become proficient in dagger (single or twin), dart, knife, monk’s cudgel, spear, rope dart, staff, or tiger fork.

Wu have the following powers and abilities:

- Experience point bonus
- Spellcasting ability
- Create magic items
- Turning extra-planar entities

Wu who wear armor are unable to cast spells, although they may still use magic items that are normally usable only by clerics and wu. They suffer a -4 penalty “to hit” when using any weapon with which they are not proficient.

Wu advance in level according to the following table:

TABLE 11: WU LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d6
1,500	2	2d6
3,000	3	3d6
6,000	4	4d6
13,000	5	5d6
27,500	6	6d6
55,000	7	7d6
110,000	8	8d6
225,000	9	9d6
450,000	10	10d6
675,000	11	10d6+2
900,000	12	10d6+4

After 12th level, wu require an additional 225,000 experience points to earn another level. When they do so, they will receive an additional 2 hit points.

Wu begin the game with 2d8x10 g.p.

Experience Point Bonus

Wu with a wisdom of 16 or higher get a 10% bonus to experience points earned.



Spellcasting Ability

Wu are able to receive spells as a result of their connection with local spirits of the land, elements, and so forth. The number of spells that the wu can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 12: WU SPELLS AVAILABLE BY LEVEL

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2

Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

Only characters with a wisdom score of 17 or higher may memorize 6th level spells. Only those with a wisdom score of 18 may memorize 7th level spells. Wu gain bonus spells for high wisdom scores, just like clerics.

Spells are granted to the wu directly by virtue of his connection to the local spirits that inhabit the material plane. Because of this, wu are able to memorize spells only while on the material plane; the spirits upon which they rely for their powers cannot reach the outer or inner planes.

Create Magic Items

At 7th level, wu are able to inscribe wu scrolls and some types of protection scrolls. At 11th level they are able to create other magical items such as staves, rings, etc., in the same way that clerics can. See the **ADVENTURES DARK AND DEEP™** Players Manual for details.

Turning Extra-planar Entities

Wu are able to turn certain types of extra-planar creatures, such as lesser angels and minor devils, and certain other creatures as noted in the **ADVENTURES DARK AND DEEP™** Bestiary. Turning consists of forcefully commanding the creature in question to flee before the obvious power of his spirits. The wu then rolls on the following table:

TABLE 13: WU TURNING EXTRA-PLANAR CREATURES

Creature Type	Wu Level									
	1	2	3	4	5	6	7	8	9-13	14+
I	10	7	4	0	0	0*	0*	0**	0**	0**
II	13	10	7	0	0	0*	0*	0*	0**	0**
III	16	13	10	4	0	0	0*	0*	0*	0**
IV	19	16	13	7	4	0	0	0*	0*	0**
V	20	19	16	10	7	4	0	0	0*	0*
VI	-	20	19	13	10	7	4	0	0	0*
VII	-	-	20	16	13	10	7	4	0	0*
VIII	-	-	-	20	16	13	10	7	4	0
IX	-	-	-	-	20	16	13	10	7	0
X	-	-	-	-	-	20	16	13	10	4
XI	-	-	-	-	-	-	20	16	13	7
XII	-	-	-	-	-	-	-	19	16	10
XIII	-	-	-	-	-	-	-	-	20	19

If the roll on a d20 is equal to or greater than the number indicated, the wu is able to successfully turn the creature in question. Where a 0 is indicated on the table, turning is automatic. If the first attempt to turn fails, the same wu cannot make another attempt with the same creature until he gains a new level (although if there is more than one wu present, another may try without penalty).

Usually, 1-6 (1d6) creatures will be affected by a successful turning attempt. However, a double asterisk indicates that 7-12 (1d6+6) creatures will be so affected. For type XIII creatures, though, only 1 or 2 will ever be affected (type XIII creatures include lower-powered extra-planar beings and the like).

Creatures that are turned by good or neutral wu will flee for 3-12 (3d4) rounds. It is important to note that if there is nowhere for the creature to flee (including by escaping to another plane of existence), turning is not possible, unless disintegration is indicated. An asterisk (or double asterisk) indicates that the creature is not merely turned, but actually crumbles to dust or is otherwise disintegrated.

When evil wu turn such extra-planar creatures, they will not flee, but will rather either ignore the wu and the party (if the creatures are mindless, good, or neutral), or will actually join the wu and his party (if evil). There is no limit to the number of creatures that can be so controlled or recruited, and no range limit once they have been turned. Note that this will only effect creatures whose home plane is one other than the material; undead are not affected.

Cavalier

Neither cavaliers nor the paladin sub-class exist in mythic China. Any cavaliers or paladins in the setting are presumed to have come from some other locale, most probably having traveled great distances to get there.

Fighter

Fighters, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting, without modification.

Ranger

Only gouren (dog-men) may be rangers in a mythic China setting, and use fangshi spells rather than mage spells. Any human rangers in the setting will be presumed to have come from some other locale, most probably having traveled great distances to get there.

Barbarian

Barbarians, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting, with the following modifications:

The normal woodcraft skills of the barbarian are replaced with horsemanship.

Barbarians are born to the saddle, and are excellent horsemen. When mounted on horses (or other appropriate mounts, as determined by the game master), barbarians gain a +1 "to hit" with melee weapons and a +2 bonus "to hit" with missile weapons. They can also ride and fight on unsaddled horses without penalty.

All barbarians are, by virtue of their experience with horses, excellent judges of horseflesh. After examining a horse, they can tell if its hit points are in the lower third, the middle third, or the top third of the possible range. Any horse selected as a mount by a barbarian will have +2 h.p. per hit die, up to the maximum number of hit points possible. Mounts will always be friendly and obedient as long as they are well-treated.

Barbarians receive other bonuses to their horsemanship as they increase in level:

TABLE 14: BARBARIAN HORSEMANSHIP

Level	Horsemanship Ability
3	Can leap into the saddle (even in heavy and/or bulky armor) and be racing away within 6 seconds (1 segment).
4	Can rest in the saddle while traveling, up to 4 hours (counts as rest for healing and other purposes)
5	Can urge his steed to go 20'/round faster than normal, for up to 1 hour (normal rest is still required)

Barbarians in a mythic China setting must choose the short composite bow, saber, and spear as weapons of proficiency at first level. They begin the game with a short composite bow and a light warhorse, in addition to their starting money.



Monk

The monk is a sub-class of the fighter. Monks are warrior initiates who study in schools dedicated to the teaching of both mental and physical discipline and martial arts (with and without weapons). Through these disciplines, they develop special skills born of years of meditation and relentless training.

Monks must have a strength, wisdom, and dexterity score of 15 or higher, and a constitution score of 11 or higher. They may be of any lawful alignment, and do not use either armor or shields. They may not use flaming oil. Their choice of weapon proficiencies is limited to the following: bo stick, club, emei piercers, iron fan, jo stick, hand axe, dagger (single or twin), mandarin coin blade, mandarin duck blade, monk's cudgel, monk's spade, pole arm (any), quarterstaff, spear, tiger fork, whip chain, and wind and fire wheels. They start with but one weapon proficiency, gain one additional proficiency every two levels, and have a -3 penalty "to hit" when using weapons with which they are not proficient.

Monks of 8th level and above have the option to establish their own monasteries and thus expand their tradition. This is the only exception to the rule against hoarding wealth; when they are in the process of founding a new monastery, they can keep wealth sufficient to complete the task. Any excess must, of course, be donated to the poor or to charity.

Starting at 8th level, the PC will be expected to participate in the administration of the monastic order. This will take up an increasing amount of time and

energy as the PC increases in level. By 17th level, monks have little time for adventuring.

Monks have the following powers and abilities:

- Combat abilities
- Kung fu
- Surprise bonus
- Stealth abilities
- Avoid falling damage
- Block missile weapons
- Self-healing
- Asceticism

Monks advance in level according to the following table:

TABLE 15: MONK LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	2d4
2,250	2	3d4
4,750	3	4d4
10,000	4	5d4
22,500	5	6d4
47,500	6	7d4
98,000	7	8d4
200,000	8	9d4
350,000	9	10d4
500,000	10	11d4
700,000	11	12d4
950,000	12	13d4
1,250,000	13	14d4
1,750,000	14	15d4
2,250,000	15	16d4
2,750,000	16	17d4
3,250,000	17	18d4

Monks cannot progress past the 17th level of experience. They begin the game with 5d4 g.p.

TABLE 16: MONK COMBAT ABILITIES

Level	AC	Base Speed	Unarmed Combat Bonus			
			No. of Attacks	To Hit	Damage	Surprise
1	10	150'/min.	1/1	-	-	-
2	9	160'/min.	1/1	-	+1	+1
3	8	170'/min.	1/1	-	+1	+1
4	7	180'/min.	5/4	+1	+2	+1
5	6	190'/min.	5/4	+1	+2	+1
6	5	200'/min.	3/2	+1	x2	+2
7	4	210'/min.	3/2	+2	x2+1	+2
8	3	220'/min.	3/2	+2	x3	+2
9	2	230'/min.	2/1	+2	x3+1	+2
10	1	240'/min.	2/1	+2	x3+2	+3
11	0	250'/min.	5/2	+3	x3+3	+3
12	-1	260'/min.	5/2	+3	x4	+3
13	-2	270'/min.	5/2	+3	x4+1	+3
14	-3	280'/min.	3/1	+3	x5	+4
15	-4	290'/min.	3/1	+3	x6	+4
16	-5	300'/min.	4/1	+4	x7	+4
17	-6	310'/min.	4/1	+4	x8	+4

AC is the monk's base armor class, which can be modified by situation, magic, or dexterity. No. of attacks is the number of unarmed attacks the monk can make, given in attacks/rounds. Thus, 5/4 means the monk gets five attacks

every four rounds (on the fourth round, he would get an extra attack at the beginning of the round). **To Hit** is the bonus the monk gets on his "to hit" roll when attacking using unarmed combat, and also indicates that the monk can successfully harm creatures normally harmed only by magic weapons of that strength or greater. **Damage** is the bonus to damage when attacking using unarmed combat. A "plus" indicates a straight bonus to the damage die roll, while an "x" indicates a multiplier. When both a bonus and a multiplier are indicated, the bonus is only applied to the total of all dice rolled; it is not applied per die of damage. **Surprise** is the bonus the monk gets to his own surprise roll, making it more difficult for him to be surprised. It does not impact his ability to surprise opponents.

Kung Fu

Monks all begin the game with one level in the kung fu path of their choice (make sure to check with the game master to determine whether your choice of path is consistent with the game setting - he might also have other paths, with specific abilities, from which to choose). If the game master is using the optional "Starting Skill at First Level" rule, the character may not choose a second kung fu skill or skill level. See p. 23 for more information on kung fu.

Stealth Abilities

TABLE 17: MONK STEALTH ABILITIES

Level	Move Silently	Hide in Shadows	Climb Walls
1	15%	10%	85%
2	21%	15%	86%
3	27%	20%	87%
4	33%	25%	88%
5	40%	31%	90%
6	47%	37%	92%
7	55%	43%	94%
8	62%	49%	96%
9	70%	56%	98%
10	78%	63%	99%
11	86%	70%	99.1%
12	94%	77%	99.2%
13	99%	85%	99.3%
14	99%	93%	99.4%
15	99%	99%	99.5%
16	99%	99%	99.6%
17	99%	99%	99.7%

TABLE 18: MONK STEALTH ABILITIES DEXTERITY MODIFIERS

DEX Score	Move Silently	Hide in Shadows
15	-	-
16	-	-
17	+5%	+5%
18	+10%	+10%
19	+12%	+12%
20	+15%	+15%
21	+18%	+18%
22	+20%	+20%
23	+23%	+23%
24	+25%	+25%
25	+30%	+30%

TABLE 19: MONK STEALTH ABILITIES RACIAL MODIFIERS

Race	Move Silently	Hide in Shadows	Climb Walls
Shanxiao	-5%	-10%	+20%
Gouren	+10%	-	-10%

Climb Walls

In those cases where some sort of toe- and finger-holds are present, monks are able to climb straight vertical walls with ease, albeit slowly. The rate at which the monk can climb depends on the surface being climbed.

TABLE 20: WALL CLIMBING MOVEMENT RATE

Type of Surface	Climbing Rate on Dry Surface
Smooth	6'/min.
Cracked	12'/min.
Rough	18'/min.
Projections	24'/min.

The chance for the monk to fall should be checked each minute of climbing; any single failure will indicate a fall to the ground.

If the surface being climbed is even slightly slippery, the movement rate is cut in half, and the chance of success is cut in half as well (and impossible on a smooth surface). If the surface being climbed is more than slightly slippery, the movement rate is only 1/4th of normal, and the chance of success is only 1/10th of normal. Most typical dungeon walls will be rough, but slightly slippery (due to nitre, slime, moisture, etc.).

Avoid Falling Damage

The monk is also able to avoid damage when falling. As the monk increases in level, he is able to fall greater distances while avoiding damage. The monk ignores the first part of any fall, as indicated below. Thus, if a 4th level monk falls 50', he would only take damage as if he had fallen 30', because he can ignore the first 50' of the fall.

TABLE 21: AVOID FALLING DAMAGE

Level	Avoid Falling Damage	Level	Avoid Falling Damage	Level	Avoid Falling Damage
1	10'	7	30'	13	50'
2	10'	8	30'	14	50'
3	10'	9	30'	15	50'
4	20'	10	40'	16	60'
5	20'	11	40'	17	60'
6	20'	12	40'		

Block Missile Weapons

Any incoming missile the size of a spear or smaller (i.e., javelins, arrows, etc.; but not boulders, ballista missiles, etc.) can be blocked by the monk. He must make a saving throw vs. petrification. Success indicates he has blocked the missile. Magical missiles, and attacks from spells, are not affected.

Self Healing

Starting at 5th level, monks are immune to all disease, *slow* or *haste* spells or *potions of speed*. This is not an ability they can turn off - their bodies will simply override any sort of magical speed.

Starting at 7th level, monks can heal 1d4 points of damage on their own bodies once a day. The process takes one round of concentration. For every level above 7th, a monk can heal an additional point of damage (thus, 1d4+1 at 8th level, 1d4+2 at 9th level, etc.).

Starting at 11th level, monks are immune to poison of all types.

Asceticism

In order to enhance their mental and physical discipline, monks take vows of poverty, and can only keep as much wealth as is absolutely necessary for food and clothing for the very near future. Any excess wealth must be given to religious institutions, the poor, charities, etc. Other PCs cannot be the recipient of a monk's excess wealth. Monks may not own property and must forsake any titles or estates to which they might otherwise be entitled. They cannot even own a mount, although they can make use of one provided by someone else on a temporary basis. They view the material world as illusion, and thus have no use for riches and luxuries, or even what most would consider simple comforts.

The sole exception to this rule is when they are gathering wealth to establish their own monastery.

In addition, their vows of poverty and reliance on their own abilities mean they have severe restrictions on the magic items they may possess. They may own only two magic weapons and three other magic items. Monks may only use enchanted weapons of the type normally allowed to them, and magic rings, but cannot use any other magic items that are not specifically listed as being usable by either fighters or monks. Thus, a monk could use a *rod of lordly might*, which specifically says it can be used by fighters, but could not use a *jade wand of cancellation*, which is usable by any class. They may also not "trade up" magic items (such a practice would be too "worldly"); once they have their two weapons and three other magic items, they will use them until they are destroyed or otherwise unusable.

Mage

Neither mages nor the illusionist sub-class exist in mythic China. Any mages or illusionists in the setting will have come from some other locale, most probably having traveled great distances to get there.

Fangshi (Magician)

The fangshi is a sub-class of mage. They are specialists in the areas of healing, alchemy, and astrology and other forms of divination. They are also most concerned with the quest for immortality, in its many forms, and joining the ranks of the Immortals is considered to be the highest goal for the fangshi. They have raised divination to a high art - some fangshi will have competitions, called "shooting for the contents", which involve attempting to divine the thirteen different items in a basket. The one who correctly identifies the most items wins.

Fangshi must have an intelligence of 13 or above. They have the following powers and abilities:

- Spellcasting ability
- Spell books
- Experience point bonus
- Alchemy
- Ability to create magic items

Fangshi who wear armor of any type (or carry shields) are not able to cast spells, or use magic items which only fangshi or mages can use, although they may still use magic items that are usable by any class. Thus, a fangshi wearing mountain pattern armor could use a *carpet of sobriety*, which could be used by any class, but not an *anvil of metal elemental command*, which can only be used by fangshi. It is for this reason that most fangshi do not choose to wear armor. Fangshi may only become proficient in dagger (single or twin), dart, knife, rope dart, mandarin coin blade, mandarin duck blade, iron fan, or staff; they may also use caltrops as weapons. Those using weapons in which they are not proficient will suffer a -5 penalty "to hit".

Fangshi function as mages when it comes to saving throws and the use of class-specific magic items.

Fangshi advance in level according to the following table:

TABLE 22: FANGSHI LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,250	2	2d4
4,500	3	3d4
9,000	4	4d4
18,000	5	5d4
35,000	6	6d4
60,000	7	7d4
95,000	8	8d4
145,000	9	9d4
220,000	10	10d4
440,000	11	10d4+1
660,000	12	10d4+2

After 12th level, the fangshi needs an additional 375,000 experience points per level, and gains an additional hit point for every level gained.

Fangshi begin the game with 2d4x10 g.p.

Spellcasting Ability

Fangshi are able to cast magic spells as a result of their long and intense studies. The number of spells that the fangshi can commit to memory at any given time is dependent on his level, as shown in the following table:

TABLE 23: FANGSHI SPELLS AVAILABLE BY LEVEL

Level	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	5	4	4	3	2	1	-	-	-
12	5	4	4	3	3	2	-	-	-
13	5	5	4	4	3	2	1	-	-
14	5	5	4	4	3	3	2	-	-
15	5	5	5	4	4	3	2	-	-
16	6	5	5	4	4	3	3	1	-
17	6	5	5	5	4	4	3	2	-
18	6	6	5	5	4	4	3	2	1
19	6	6	5	5	5	4	4	3	2
20	6	6	6	5	5	4	4	3	2
21	6	6	6	5	5	5	4	3	3
22	7	6	6	6	5	5	4	4	3
23	7	6	6	6	5	5	5	4	3
24	7	7	6	6	6	5	5	4	4
25	7	7	6	6	6	5	5	4	4
26	7	7	7	6	6	6	5	5	4
27	7	7	7	6	6	6	5	5	4

Higher level spells require a minimum intelligence score in order to be memorized, as shown in the following table:



TABLE 24: FANGSHI MINIMUM INTELLIGENCE FOR SPELL LEVEL

Spell Level	Minimum Intelligence
7	14
8	16
9	18

Spell Books

The fangshi will typically begin his adventuring career with a standard spell book that contains the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These books do not cost the fangshi anything. Characters will never begin the game with a traveling spell book (which is smaller and lighter, but less sturdy); they must pay to have it made, if desired.

The initial spell book will contain four spells. All beginning fangshi will have the *read fangshi magic* spell in their book. In addition, they will have one spell from each of the following categories, determined randomly:

TABLE 25: FANGSHI STARTING SPELLS

Die Roll (d8)	Informational	Offensive/Defensive	Utility
1	Accounting	Breath Control	Affect Normal Fires
2	Augury	Burning Hands	Enlarge
3	Detect Balance	Charm Person	Erase
4	Detect Magic	Endure Cold	Hold Portal
5	Write	Feather Fall	Precipitation
6	(reroll)	Grasping Arms	Remove Fear
7	(reroll)	Sleep	Resist Privation
8	(reroll)	Slow Poison	Run

Once the fangshi begins to run short of pages in his spell book, or when he desires to have a traveling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 4-7 weeks to put together. Traveling spell books cost 500 g.p. and take 1-4 weeks to construct. The rare inks required to transcribe spells in pages of either sort of book will cost 100 g.p. per spell level, and the physical process of writing them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Note that different sub-classes of mage, including fangshi, cannot memorize spells from one another's spell books. Even if the spells have the same name and effect, they are different in execution from one class to another.

Experience Point Bonus

Fangshi with an intelligence of 16 or higher get a 10% bonus to experience points earned.

Alchemy

All fangshi begin the game with the alchemy secondary skill (see the **Adventures Dark and Deep™** Players Manual). As such, fangshi are able to create pills and potions starting at 7th level, as long as they have the proper formulae to follow.

Ability to Create Magic Items

At 7th level, the fangshi is able to inscribe fangshi scrolls and some types of

protection scrolls. At 12th level, the fangshi is able to create other sorts of magical items, such as enchanted weapons, wands, rings, and the like. At 16th level, fangshi can create magic items which are able to retain a permanent enchantment. See the **ADVENTURES DARK AND DEEP™** Players Manual for details. Unless otherwise specified, fangshi function as mages when it comes to creating magic items.

Savant

Savants, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting, but may only become proficient in dagger (single or twin), dart, knife, rope dart, mandarin coin blade, mandarin duck blade, iron fan, or staff; they may also use caltrops as weapons. They are otherwise exactly as presented in the Players Manual.

Thief

Thieves, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting, but can only become proficient in the following weapons: blowgun, short bow, club, hand crossbow, light crossbow, dagger (single and twin), dart, garrote, knife, mandarin coin blade, mandarin duck blade, rope dart, sap, butterfly sword, curved sword (single and twin), straight sword (single and twin).

Normally, thieves are not allowed to wear most types of heavier armor. However, they are included in the above table to account for multi-classed characters who are entitled to wear such armor and who might want to employ their thief abilities. Armor will have the following modifications to thief skills:

TABLE 26: THIEF ABILITIES ARMOR ADJUSTMENTS

Armor Worn	Pick Pockets	Open Locks	Find/ Remove Traps	Move Silently	Hide in Shadows	Listen at Doors	Climb Walls
None	+5%	-	-	+10%	+5%	-	+10%
Leather cuirass/scale/lamellar	-	-	-	-	-	-	-
Brigandine or furs	-30%	-10%	-10%	-20%	-20%	-10%	-30%
Ring armor	-40%	-15%	-15%	-40%	-30%	-20%	-40%
Cord and plaque or cuirass (lamellar)	-40%	-15%	-15%	-40%	-30%	-20%	-40%
Mirror armor	-45%	-15%	-15%	-55%	-45%	-25%	-75%
Steel scale/lamellar	-50%	-20%	-20%	-60%	-50%	-30%	-90%
Mountain pattern armor	-65%	-30%	-30%	-70%	-55%	-30%	-80%

Thief-Acrobat

Thief-acrobats, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting. (It is suggested that the game master apply the avoiding falling damage rules presented herein for monks, to acrobats.)

Normally, thief-acrobats are not allowed to wear most types of heavier armor. However, they are included in the above table to account for multi-classed characters who are entitled to wear such armor and who might want to employ their acrobatic abilities. Armor impacts the thief-acrobat's abilities as follows:

TABLE 27: THIEF-ACROBAT ABILITIES ARMOR MODIFIERS

Armor Worn	Tightrope Walking	Pole Vaulting	High Jumping	Standing Jump	Running Jump	Tumbling Attack	Tumbling Evasion
None	+5%	+1'	+1'	+½'	+1'	-	+4%
Leather cuirass/scale/lamellar	±0%	-	-	-	-	-	±0%
Brigandine or furs	-10%	-1'	-1'	-½'	-½'	-2	-10%
Ring armor	-40%	-4'	-4'	-3'	-5'	-4	-30%
Cord and plaque or cuirass (lamellar)	-40%	-4'	-4'	-3'	-5'	-4	-30%
Mirror armor	-70%	-8'	-8'	-5'	-10'	-4	-60%
Steel scale/lamellar	-70%	-8'	-8'	-5'	-10'	-4	-60%
Mountain pattern armor	-90%	-12'	-12'	-7'	-15'	-6	-70%

Mountebank

Mountebanks, as described in the **ADVENTURES DARK AND DEEP™** Players Manual, exist in a mythic China setting. Armor impacts the mountebank's performing and prestidigitation skills as follows:

TABLE 28: PERFORMING AND PRESTIDIGITATION ARMOR ADJUSTMENTS

Armor Type	Pick Pockets	Sleight of Hand	Juggling	Knife Throwing
None	+5%	+5%	-	-
Leather cuirass/scale/lamellar	-	-	-	-
Brigandine or furs	-30%	-30%	-5%	-
Ring armor	-50%	-40%	-10%	-1, ±0
Cord and plaque or cuirass (lamellar)	-50%	-60%	-20%	-3, -2
Mirror armor	-45%	-70%	-30%	-4, -3
Steel scale/lamellar	-40%	-50%	-15%	-2, -1
Mountain pattern armor	-65%	-80%	-40%	-5, -4

Alignment

Character alignment works in a mythic China setting as described in the core **Adventures Dark and Deep™** rules, unless the game master chooses to use the philosophy optional rule; see below.

Philosophy (Optional Rule)

In a mythic China setting, there are four chief philosophies:

- **Wayism** seeks to recuse oneself from society
- **Traditionalism** seeks to bolster the traditions and mores of society as the highest form of morality
- **Legalism** places the needs of the State above all
- **Anti-traditionalism** claims that morality lies not in blindly supporting the past, but in replacing it with more rational and simpler forms of political, social, and artistic expression

In some campaigns based on a mythic China type setting, the game master may, at his discretion, decide that philosophy plays a much greater role in society than it might otherwise.

As such, the game master may choose to replace the standard alignment system with one based on the four philosophies. As such, the more granular definitions possible in the nine-alignment system are lost, but adherents of the various philosophies are given more latitude with which to express them. If this alternate system is used, all of the spells normally used to detect alignment (*detect evil*, etc.) will instead detect the appropriate philosophy.

For monsters listed here and in the **ADVENTURES DARK AND DEEP™** Bestiary, use the following guideline to convert alignment to philosophy (the game master may, of course, alter these guidelines in specific cases as he sees fit):

Lawful good	→	Traditionalism or Legalism
Neutral good	→	Traditionalism
Chaotic good	→	Traditionalism or Wayism
Chaotic neutral	→	Wayism
Chaotic evil	→	Wayism or Anti-traditionalism
Neutral evil	→	Anti-traditionalism
Lawful evil	→	Anti-traditionalism or Legalism
Lawful neutral	→	Legalism
Neutral	→	Any (favoring Wayism)

It should be noted that, if characters or monsters originating from a more traditional setting find their way to a mythic China setting, they will still retain their traditional alignment, unless they spend the required experience points to gain a level in the philosophy secondary skill, with a specialty in the appropriate philosophy (see below).

Secondary Skills

All of the specific skills listed in the **ADVENTURES DARK AND DEEP™** Players Manual are available in a mythic China setting. However, characters in a mythic China setting have access to new skills, which their more European-based counterparts do not (although the game master may, at his discretion, bring any of these skills into any campaign setting).

Mechanically, secondary skills work exactly the same as in the **ADVENTURES DARK AND DEEP™** Players Manual. The base experience point (x.p.) cost of a secondary skill sometimes is dependent on the attributes the character possesses (strength, intelligence, etc.). If an attribute is listed, then the character can pay that price if the attribute is the highest he possesses (or is tied for highest). For example, a character with STR 15, INT 11, WIS 18, DEX 12, CON 15, CHA 15 would pay 5,000 x.p. for astrology, but a character with STR 15, INT 18, WIS 18, DEX 12, CON 15, CHA 15 would pay only 3,000 x.p.

Acupuncture

Base X.P. Cost: 3,500 (all)

Make Skill Checks Against: intelligence or dexterity

Specialties: n/a

Acupuncture is a form of non-magical healing that enables the practitioner to ease pain, hasten natural healing, and even cure diseases. When used in conjunction with magical healing, it can be especially efficacious.

TABLE 29: EXTENT OF HEALING FROM ACCUPUNCTURE

Skill Level	Successful Skill Check Allows...
1	Heal 2 h.p. per day naturally rather than 1, remove light-moderate pain
2	All <i>cure wounds</i> spells reroll 1's and 2's on healing dice
3	Cure non-magical disease in 1d3 days

Use of the acupuncture skill takes 10 minutes and requires access to the target's body. The target must be resting, non-resisting, and unarmored. A failed skill check means the acupuncturist cannot try the same effect on the same person until the following day. Use of acupuncture does require acupuncture needles; attempting to use the skill without such will incur a +2 penalty to the required skill check.

Armor-Making

Base X.P. Cost: 3,000 (all)

Make Skill Checks Against: strength

Specialties: n/a

Armor-making works the same way in a mythic China setting as it does in a more Eurocentric one. Details for types of armor specific to a mythic China setting follow. The minimum skill level required for specific types of armor is:

- Level 1: Cuirass (lamellar), cord and plaque armor
- Level 2: Mirror armor
- Level 3: Mountain pattern armor

And the time required to create a particular type of armor is as follows:

TABLE 30: TIME REQUIRED TO CREATE ARMOR

Armor Type	Base Armor Class	Time to Create	Leather Worker Needed?
Cord and plaque	6	3 days	Yes
Cuirass (lamellar)	6	10 days	Yes
Mirror armor	5	60 days	No
Mountain pattern armor	4	90 days	No

Astrology

Base X.P. Cost: 3,000 (intelligence), 5,000 (all others)
 Make Skill Checks Against: intelligence
 Specialties: n/a

While many cultures outside of mythic China have knowledge of astrology, it is here that the art is taken to its ultimate extreme. The astrologer is tasked with foretelling future events, or determining auspicious (or inauspicious) times to undertake actions or begin new projects, and so forth.

Astrology is accomplished through the study of the Celestial Offices, as heavenly bodies move through the houses of the zodiac, and analogues for earthly events are determined. Various complex calculations involving relevant phenomena and other influences are made to determine the final outcome. It is an exacting science, and even an experienced astrologer can make a minor, subtle, error that will invalidate or taint the entire astrological chart.

It takes 1d8 hours to create an astrological chart, minus one hour for every level of the astrologer (minimum one hour). At higher skill levels, astrologers can cast charts with broader scope:

- Level 1: Can cast an astrological chart for one person, including himself, as long as his date and place of birth is known. Effects apply only to that particular individual.
- Level 2: Can cast an astrological chart for a particular quest, mission, journey, or other specific endeavor. Effects apply to all those principally involved in the endeavor (usually this means all the PCs).
- Level 3: Can cast an astrological chart for a nation. (The GM should determine the specific effects, as it is not the case that everyone in a kingdom should have a penalty "to hit"!)

The game master should make the skill check in secret. A successful skill check means that the astrologer has determined the relevant influences of the stars and zodiac:

TABLE 31: ASTROLOGICAL CHART EFFECTS

Die Roll (d%)	Effect
01-05	The stars are very unfavorable. All the effects of unfavorable stars (below), plus the game master should invent at least one unlikely and unfavorable event, such as running into an old enemy, having an ally make some huge mistake, or some other unpleasant (but not ludicrously so) coincidence.
06-15	The stars are unfavorable. -3 penalty to all "to hit" rolls, saving throws, and morale rolls, -1 penalty to all surprise rolls, and -15% to all reaction rolls.
16-30	The stars are somewhat unfavorable. -2 penalty to all "to hit" rolls, saving throws, and morale rolls, and -10% to all reaction rolls.
31-50	The stars are slightly against. -1 penalty to all "to hit" rolls, saving throws, and morale rolls, and -5% to all reaction rolls.

Die Roll (d%)	Effect
51-70	The stars are slightly in favor. +1 bonus to all "to hit" rolls, saving throws, and morale rolls, and +5% to all reaction rolls.
71-85	The stars are somewhat favorable. +2 bonus to all "to hit" rolls, saving throws, and morale rolls, and +10% to all reaction rolls.
86-95	The stars are favorable. +3 bonus to all "to hit" rolls, saving throws, and morale rolls, +1 bonus to all surprise rolls, and +15% to all reaction rolls.
96-99	The stars are very favorable. All the effects of favorable stars, plus the game master should invent at least one favorable but unlikely event, such as running into an old ally, having an enemy make some huge mistake, or some other fortuitous (but not ludicrously so) coincidence.
00	Special event is predicted (see below, do not roll duration)

The length of time for which the astrological effect will last is determined randomly:

TABLE 32: DURATION OF ASTROLOGICAL EFFECTS

Die Roll (d4)	Duration
1-3	Two wandering stars are in alignment or opposition; 1d3 days
4	A wandering star is transiting a Celestial Office; 2d4 days

A new astrological chart may be cast, requiring a new skill check, to predict events after those of the original forecast.

A failed skill check means the astrologer has failed to perform his calculations correctly, or missed some subtle influence on the outcome. He will believe the following to be true:

TABLE 33: FAILED ASTROLOGICAL CHART EFFECTS

Die Roll (d%)	Effect
01-10	Astrologer gets it completely wrong, believes the exact opposite effect has been indicated (so if stars are actually favorable, he will think them unfavorable, etc.).
11-40	Astrologer gets it a little wrong, believes the effect is one row above (50%) or below (50%) the actual effect (so if stars are favorable, he thinks they're either somewhat or very favorable).
41-65	Astrologer gets the duration wrong; re-roll for actual duration.
66-00	Astrologer does not know how to interpret the chart he has created. No effect, must wait 1d3 days before trying again.

Note that the astrologer is not creating these effects, and they are not magical. He is merely becoming aware of cosmic forces that would have brought about these effects anyway, and they are expressed in terms of game mechanics. On the whole, these effects will tend to even out over time, so they are not usually noticed unless attention has been called to them through the creation of an astrological chart.

If the astrological chart indicates that a special event is predicted, roll on the following chart to determine the specifics:

TABLE 34: ASTROLOGICAL CHART SPECIAL EVENTS

Die Roll (d%)	Subject of Horoscope...
01-05	...will be victorious against a great enemy.
06-10	...will gain a great treasure, but lose it before he can enjoy his reward.
11-15	...will gain rank and/or a position of importance.

Die Roll (d%)	Subject of Horoscope...
16-25	...will gain rank and/or a position of importance, but evil schemers will cast him down.
26-35	...will be defeated by a great enemy.
36-45	...will gain a great treasure which will bring ill fortune to him.
46-60	...will be spared some awful fate at the last minute by benevolent spirits.
61-75	...will encounter misfortune thanks to some action by a member of his family.
76-85	...will encounter a stranger who will bring good fortune, though it will not be apparent at first.
86-90	...will undertake a bold and heroic action which will bring great favor with the powerful.
91-95	...will encounter a stranger who will bring ill fortune.
96-00	...will be attacked when he least expects it by an enemy he didn't know was a threat.

It is not possible to pin down the exact time such a special event will occur; it is simply "in your future". The Game Master should arrange things so that the event will come about, or at least provide the environment in which it could occur. Some things are not always definitively set, even if the astrologer is successful in casting the horoscope. If the astrologer has failed his skill roll, the GM should re-roll the special event and report that to the PCs, recording the actual event as well.



Etiquette

Base X.P. Cost: 1,500 (all)
 Make Skill Checks Against: intelligence or dexterity
 Specialties: courtly, tea culture

The etiquette skill allows the practitioner to understand and practice the sometimes very complex set of social mores and rituals that make up everyday life in mythic China.

The etiquette skill can be chosen as it is, or with the courtly etiquette or tea culture etiquette specialties. Those who do not choose either specialty will have a -2 penalty on skill checks when attempting to use their etiquette skills in those very special circumstances. Specifically, the tea culture etiquette specialty allows the practitioner to correctly navigate the Imperial Tea Ceremony, which can be used in a number of circumstances, including as a means of showing respect, apologizing, demonstrating loyalty, and expressing gratitude. Each use has slightly different nuances that must be mastered in order to be properly utilized.

Note that this skill replaces the "Courtly Graces" skill described in the ADVENTURES DARK AND DEEP™ Players Manual.

Feng Shui

Base X.P. Cost: 2,500 (all)
 Make Skill Checks Against: intelligence
 Specialties: n/a

Feng shui is the art of aligning material objects so they are in harmony with one another and the fundamental forces of the universe. In practical terms, the art is often used in conjunction with the construction skill (as described in the ADVENTURES DARK AND DEEP™ Players Manual). It can range from fine-tuning a catapult's placement on a fortification, to designing a castle so the gates and buildings are properly aligned, to placement of tokens and sigils within a finished building. The feng shui practitioner need not be the same person as the one using the construction skill; they can simply be working together.

Application of feng shui requires a skill check, which should be kept secret by the game master. A failed skill check may have bad consequences for the project to which it is being applied. The specific effects depend on the construction specialty which is being used:

TABLE 35: FENG SHUI EFFECTS ON CONSTRUCTION

Construction Specialty	Feng Shui Skill Roll... ...is Successful	...Fails by 4 or More
Artillery	+2 bonus "to hit"	-2 penalty "to hit"
Engineering/ Architecture	All saving throws made within the completed structure have a +1 bonus.	All saving throws made within the completed structure have a -1 penalty.
Carpentry/ Masonry	Damage to the structure is made at only 90% of normal, so that if 10 points of damage are inflicted on a building, it will only receive 9.	Damage to the structure is made at 110% of normal, so that if 20 points of damage are inflicted on a wooden palisade, it will receive 22.
Mining	Mines are dug at an extra one foot per 8 hour shift, finished mines produce at 110% efficiency.	Mines are dug one foot slower per 8 hour shift, finished mines produce at 90% efficiency.

A feng shui practitioner can also determine if previous feng shui has been done improperly with a successful skill check, but of course there's no way to tell if that evaluation is, itself, correct until the work is completed (the roll is again hidden by the GM). If it is determined that a feng shui recommendation has, in fact, failed, the remedy depends on the nature of the work. Buildings designed with faulty feng shui might need to be razed to the ground, while a misplaced catapult may simply be moved.

Generalship

Base X.P. Cost: 5,000 (intelligence or charisma), 8,000 (all others)
 Make Skill Checks Against: intelligence or charisma
 Specialties: logistics, tactics, siege warfare

Generalship works the same way in a mythic China setting as it does in a more Eurocentric one, but characters with the philosophy (Anti-traditionalism specialty) skill get a +1 bonus to all generalship skill checks for each level of philosophy (Anti-traditionalism specialty) they possess.

Horsemanship

Base X.P. Cost: 3,000 (all)
 Make Skill Checks Against: wisdom
 Specialties: n/a

In a mythic China setting, the horsemanship secondary skill works much as it does in a more Eurocentric one, but should work as described under the barbarian class (p. 6) rather than the cavalier. There are some minor, but important, differences between the two.

Philosophy

Base X.P. Cost: 3,000 (wisdom), 6,000 (all others)
 Make Skill Checks Against: wisdom
 Specialties: Wayism, Traditionalism, Legalism, Anti-traditionalism

The philosophy skill allows the practitioner not only to create works of philosophical interest, but also to contemplate puzzles which are philosophical in nature, and to engage in debate with philosophers of other (or even the same) traditions. Such debates are sometimes staged as entertainments in courts, and levels in Traditionalist philosophy will grant bonuses to those seeking to take the scholarly exams which are a pre-requisite for service in the imperial bureaucracy.

When debating with another character with the philosophy secondary skill, each character takes turns making skill checks; the character initiating the contest goes first. When one character fails his skill check and the other succeeds in his, the character who succeeded last wins the debate. If neither participant wins after each has rolled 5 times, the debate is adjudged to be a draw.

Example: Chen (WIS 16) has one level of Traditionalist philosophy, and Wang (WIS 14) has two levels in Wayist philosophy. Wang politely challenges Chen to a philosophical debate and rolls first. Wang rolls a 10, indicating he successfully makes a philosophical point. Chen then rolls a 2, countering the argument handily. Wang rolls a 9, again making a successful argument. Chen then rolls a 17. The GM subtracts 2 from the roll because of Chen's skill level, and he is barely successful. Wang rolls a 20, and even though 4 points are subtracted, he still fails his roll and makes an obviously poor argument. Chen rolls a 12, taking advantage of Wang's misstep and winning the debate.

In a mythic China setting, there are four chief philosophies. Wayism seeks to recuse oneself from society, and corresponds to chaos in the alignment table. Traditionalism seeks to bolster the traditions and mores of society as the highest form of morality, and corresponds to good in the alignment system. Legalism places the needs of the State above all, and corresponds with law. Anti-traditionalism claims that morality lies not in blindly supporting the past, but in replacing it with more rational and simpler forms of political, social, and artistic expression. It corresponds to evil. There is no requirement that those taking skill levels in a particular philosophical school must have the corresponding alignment, but those who do not will get a -1 penalty to all skill checks.

All characters taking philosophy as a secondary skill must choose a specialty.

Qigong

Base X.P. Cost: 5,000 (wisdom), 8,500 (all others)
 Make Skill Checks Against: wisdom
 Specialties: combat, enlightenment, healing

Qigong is the art of cultivating the life energy that exists naturally within all living things. It is not, strictly speaking, a magical practice in the sense that the arts of the wu or fangshi are, and can be used by characters of all classes and races. In particular, it can be used in conjunction with certain kung fu styles to produce seemingly miraculous results.

When taking a skill level in qigong, one must choose one of the three specialties. Much like kung fu skills, finding someone willing and able to teach a qigong skill, especially at the higher levels, can be difficult. The abilities the qigong skill confers depends on the character's skill level in the specialty chosen:

Combat

Most combat qigong skills are considered kung fu attacks for purposes of combining different effects (see **kung fu mastery** for more details).

TABLE 36: QIGONG COMBAT SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Daily exercises.</i> If the character is able to spend 30 minutes at the beginning of the day in special exercises, he will get a +1 bonus "to hit" and damage with all melee weapons, for that day only.	<i>Lead exercises.</i> If, during his daily exercises, others are following along, a successful skill check means they all receive a +1 bonus to damage with melee weapons, for that day (up to a maximum of 3 creatures per skill level of the practitioner).
2	<i>Iron shirt.</i> +1 bonus to armor class.	<i>Enrage opponent.</i> Once per day per skill level, practitioner can disrupt an enemy's emotions so he becomes enraged, and receives a -2 penalty "to hit". Range is 10' per skill level.
3	<i>Balance.</i> Practitioner gets a special dexterity check to avoid being knocked prone, and a +2 bonus "to hit" on all grappling attacks.	<i>Disturb qi flow.</i> If the practitioner makes a successful pummeling attack against a foe, the target not only will take normal damage with a +2 bonus, but will also lose hit points on the following two rounds equal to the amount of damage inflicted minus 2, and then minus 4. Example: Li makes a successful pummeling attack and does 6 points of damage. On the following round, the victim will automatically take 4 more points of damage, and on the next round, 2 additional points.

Enlightenment

TABLE 37: QIGONG ENLIGHTENMENT SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Daily exercises.</i> If the character is able to spend 30 minutes at the beginning of the day in special exercises, he will get a +1 bonus to wisdom and +1 to all saving throws vs. mind-affecting magic, for that day only.	<i>Lead exercises.</i> If, during his daily exercises, others are following along, a successful skill check means they all receive a +1 bonus to all wisdom checks and saving throws vs. mind-affecting magic, for that day (up to a maximum 3 creatures per skill level of the practitioner).
2	<i>Awareness.</i> +2 bonus to all surprise rolls, 10% bonus avoiding gaze attacks.	<i>Sense qi.</i> Practitioner can <i>detect life</i> , <i>detect invisibility</i> (living creatures only), and <i>detect chaos</i> , as per the spell descriptions. Range is 10' per skill level, duration is one minute per skill level.
3	<i>Soul mastery.</i> Immune to possession, hypnosis, mind control, charm, and similar magic.	<i>Inner alchemy.</i> When brought to negative h.p., even past -10 (which would normally indicate death), practitioner can place himself into suspended animation for 1 day per skill level, during which time no further hit points are lost due to bleeding, and the body looks to all appearances as if it were dead. When he awakens, the practitioner will be restored to full hit points.

Healing

TABLE 38: QIGONG HEALING SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Daily exercises.</i> If the character is able to spend 30 minutes at the beginning of the day in special exercises, he will receive a bonus of 1d3 hit points for that day only.	<i>Lead exercises.</i> If, during his daily exercises, others are following along, a successful skill check means he gets his 1d3 bonus hit points, and the others all receive 1 extra hit point that day (up to a maximum 3 creatures per skill level of the practitioner).
2	<i>Strong qi.</i> Automatic +2 bonus to all saving throws vs. poison and disease, and automatically make system shock / resurrection survival rolls (maximum number of resurrections still applies).	<i>Energy medicine.</i> Once per day per skill level, the practitioner can heal 1d8 h.p., either on himself or someone else.
3	<i>Meridian mastery.</i> Immune to all diseases, and get an extra saving throw vs. magic on all attacks that would normally drain levels.	<i>Balance qi.</i> Once per day per skill level, the practitioner can <i>cure disease</i> (as per the spell) or <i>cure blindness</i> .

Note that if a character has skill levels in more than one specialty, performing the daily exercises will grant the benefits of all. The character need not choose. The same goes for leading exercises, but if two different people lead exercises in two different specialties, they cannot be conducted simultaneously in order to receive the benefits of both, but could be done sequentially, requiring a separate skill check for each.

See also: qi mastery kung fu skill (p. 32).

Languages

Most intelligent creatures will have their own languages, and humans are no exception. Many regions within a mythic China setting will have their own languages and dialects, many of which are unintelligible even to those who speak related languages. There is, however, a common standardized language, known as the Imperial tongue, which is broadly known. It is used for trade, official documents, and the like, and most people will have at least a smattering thereof.

Social Class

Most societies are structured according to some sort of social strata, whether this is enforced by law or custom, or is simply a de facto condition. The truly classless society, while a staple of utopian idealists, is not a realistic model. In **ADVENTURES DARK AND DEEP™**, loosely based as it is on the model of Medieval and Renaissance Europe, characters are thus given a social class. The exact impact of this class of origin will depend on the campaign; your game master may choose to emphasize it or ignore it, as he sees fit.

As a rule, the social class of the character should be based on his level and character class, as shown below. However, the game master may tell you that social class should be settled by a die roll, or that the players may choose their character's social class (within reason), or may even have their class assigned by the game master. Naturally, the percentage chances for social class given below should not be assumed to apply equally to every person in the campaign setting, but rather only to the extraordinary group who style themselves as adventurers.

TABLE 39: SOCIAL CLASS

Die Roll (d%)	Social Class	Historical and In-Game Examples
01-04	Lower rung	Freemen, peasantry, beggars, low-level thieves
05-10	Lower Class	Middle rung Laborers, shepherds, performers, barbarians, low-level wu, soldiers
11-20		Upper rung Tradesmen, fences, high-level thieves, low level fighters, mid-level wu
21-35	Lower rung	Artisans, craftsmen, minor merchants, high-level wu
36-55	Middle Class	Middle rung Small landholders, merchants, petty nobility, low-level fangshi
56-87		Upper rung Rich merchants, high officers, high-level fighters, mid-level fangshi
88-96	Upper Class	Lower rung High-level fangshi
97-99		Middle rung Nobility
00		Upper rung Royalty, great nobility

Note that social class will have an impact on character class. As a general rule, a character of a given occupation must be of a social class no more than one lower than the minimum indicated for that class. For example, a character starting off as a fangshi must be of at least the lower-middle class, one rung below the standard. In return, he could not normally hope to advance in social standing beyond the lower-upper class.

The game master will provide details of the position of non-human races in the campaign. Such things are all relative to the campaign setting.

Monthly Expenses

One's social class will dictate the minimum monthly expenses associated with such a lifestyle. Note that this is simply a minimum, covering basic living expenses (including lodging, food and drink, entertainment, new clothing, etc.); the game master should deduct the amount automatically from players' pockets. Other considerations may increase the monthly living expenses dramatically: high-level mages maintaining laboratories and conducting experiments, characters who have hired henchmen or hirelings, strongholds, etc.

TABLE 40: MONTHLY EXPENSES

Social Class	Minimum Monthly Living Expenses		
	Poor	Good	Fine
Lower class, lower	1 s.p.	2 s.p.	1 g.p.
Lower class, middle	1 g.p.	2 g.p.	5 g.p.
Lower class, upper	2 g.p.	5 g.p.	10 g.p.
Middle class, lower	10 g.p.	25 g.p.	50 g.p.
Middle class, middle	25 g.p.	100 g.p.	125 g.p.
Middle class, upper	100 g.p.	250 g.p.	500 g.p.
Upper class, lower	250 g.p.	500 g.p.	1,250 g.p.
Upper class, middle	500 g.p.	1,000 g.p.	2,500 g.p.
Upper class, upper	1,000 g.p.	2,000 g.p.	5,000 g.p.

If a character is unable to spend the minimum for poor living according to his class due to lack of funds, roll 1d12. On a roll of 1, the character will go down one social class rank in the eyes of those around him. Resuming the required spending amount will raise the social class one rank on a similar roll of 1 on 1d12. If a character spends enough for fine living in a higher social rank for three consecutive months, begin checking monthly (again, a 1 in 12 chance) to see if the character has raised himself to the next-higher social class. (Of course, there will always be those who look down their noses at the *nouveau riche* no matter how well they live.) Humans who are not eunuchs may only rise two levels from their original social class, no matter how much they spend.

Literacy

While mythic China is more literate than its European counterparts of the same era, universal literacy is not a given. The chance that a given character will be literate depends on both his class (including sub-classes) and social class:

TABLE 41: LITERACY

Social Class	Wu /				
	Mystic	Fighter	Monk	Fangshi	Thief
Lower class, lower	17%	9%	19%	100%	14%
Lower class, middle	23%	15%	25%	100%	20%
Lower class, upper	29%	21%	31%	100%	26%
Middle class, lower	64%	56%	66%	100%	61%
Middle class, middle	73%	65%	75%	100%	70%
Middle class, upper	82%	74%	84%	100%	79%
Upper class, lower	94%	86%	96%	100%	91%
Upper class, middle	98%	98%	98%	100%	98%
Upper class, upper	100%	100%	100%	100%	100%

Any character who is illiterate cannot read a magic scroll. Barbarians are always illiterate when they begin their careers. If they wish to become literate, they can do so in twice the time of other classes. Thieves who are illiterate can still use their *read languages* ability to decipher maps, and (with a -25% penalty) can read other writings.

An illiterate character can become literate with six months of study, minus 1 week per point of intelligence.

Naturally, if the game master wishes it, all player characters can be assumed to be literate.

Family

Factors such as birth order, parents' marital status, and the like are calculated as listed in the **ADVENTURES DARK AND DEEP™** Players Manual. The following family trait modifiers apply in a mythic China setting (social class modifiers still apply as listed in the Players Manual):

TABLE 42: FAMILY TRAIT MODIFIERS

Race	Marital Status Modifier	Birth Order Modifier
Human, eunuch	-10	±0
Shanxiao (monkey-man)	+10	+10
Gouren (dog-man)	-10	+10

Naming the Character

Names in mythic China follow certain rules, which are more or less universal, except in territories on the fringes of civilization. Family names come first, and personal names second. Also, names typically consist of three syllables: one syllable for the family name, and two for the personal name (female names are much more likely to duplicate the same syllable twice). There are exceptions, and some personal names have one or three syllables, but such are less than 10% of the total names found in mythic China. It is possible, of course, for certain districts to have traditional naming conventions that differ from the norm. It is considered ill-mannered to name a child after some famous figure or relative who is still living.

It is not uncommon for a family to have a "name poem", which plans out the first syllables of the personal names of each generation. Typically these are only set forth for the male children in each generation, but some families include both male and female names in their poems. Thus, each sibling and cousin in a certain generation would share the same first syllable, which also has a specific meaning, whence the poem itself is composed.

Family Names

Chang, Chao, Chen, Cheng, Chia, Chiang, Chiao, Chien, Chin, Chiu, Chou, Chu, Chung, Fan, Fang, Feng, Fu, Han, Hao, He, Hou, Hsia, Hsiao, Hsieh, Hsiung, Hsu, Hsueh, Hu, Huang, I, Jen, Kang, Kao, King, Ku, Kung, Kuo, Lai, Lei, Li, Liang, Liao, Lin, Liu, Lo, Lu, Lung, Ma, Mao, Meng, Pai, Pan, Peng, Shao, Shen, Shih, Su, Sun, Sung, Tai, Tan, Tang, Teng, Tien, Ting, Tsai, Tsao, Tseng, Tsou, Tsui, Tu, Tuan, Tung, Wan, Wang, Wei, Wen, Wu, Yang, Yao, Yeh, Yen, Yin, Yu, Yuan

Male Personal Name Elements

Ai, An, Ang, Bai, Bang, Bing, Bo, Chan, Chang, Chao, Chen, Cheng, Cheung, Chi, Chong, Chu, Chuan, Chung, Da, Dai, Dan, De, Ding, Dong, Du, Fa, Fai, Fan, Fang, Fei, Feng, Fu, Fuk, Gan, Gang, Ge, Gen, Gi, Guang, Gui, Guo, Hai, Hao, He, Heng, Ho, Hong, Hop, Hu, Hua, Huan, Huang, Hui, Hung, Huo, Jaw, Jian, Jiang, Jie, Jin, Jing, Jun, Jung, Kang, Keung, Ko, Kong, Kun, Lai, Lei, Li, Liang, Lin, Ling, Liu, Lok, Long, Lun, Man, Min, Ming, Nian, Ning, On, Park, Pei, Peng, Ping, Pu, Qi, Qian, Qiang, Qin, Qing, Qiu, Quan, Quon, Ren, Rong, Ru, Rui, Shao, Sai, Shan, Shang, Shen, Sheng, Shi, Shing, Shoi, Shou, Shu, Si, Sing, Siu, Sueh, Sying, Tao, Teng, Tin, Ting, Tsun, Tun, Tung, Wang, Wei, Wen, Wing, Wu, Xiang, Xiao, Xin, Xing, Xiu, Xu, Xue,

Yan, Yang, Yao, Ye, Yen, Yi, Yong, You, Yu, Yuan, Yun, Ze, Zei, Zhe, Zhen, Zheng, Zhi, Zhong, Zi, Zian, Zu

Female Personal Name Elements

Ah, Ai, An, Ang, Bi, Bik, Bo, Chang, Chao, Chen, Ching, Chou, Chow, Chu, Chun, Chou, Cui, Cy, Da, Dai, Dan, Dong, Eu, Fang, Far, Fei, Fen, Feng, Fun, Fung, Guan, Guang, Hai, Hui, Ho, Hong, Hu, Hua, Huan, Hui, Hwa, Hwei, Jia, Jian, Jiao, Jie, Jing, Ju, Juan, Jun, Kuai, Kue, Kum, Kwai, Kwong, Lam, Lan, lang, Lee, Li, Lian, Lien, Lin, Ling, Liu, Lu, Man, Mei, Ming, Mu, Ning, Niu, Nuo, Nu, Pei, Ping, Qian, Qiao, Qin, Qing, Qiu, Rong, Rou, Ru, Rui, Ruo, Shao, Sheng, Sheu, Shi, Shu, Shun, Song, Su, Sya, Te, Tai, Tan, Tao, Ting, Tong, Tu, U, Wa, Wei, Wen, Weng, Win, Xi, Xia, Xiang, Xiao, Xing, Xiu, Xue, Ya, Yan, Yang, Yet, Yi, Yin, Ying, Yow, Yu, Yue, Yuet, Yuk, Yun, Zhai, Zhao, Zhen, Zhi, Zhong, Zhu

Cost of Equipment, Services, etc.

For the sake of convenience, currency in a mythic China setting is the same as that in a Eurocentric one. The only difference is that platinum is unknown, and thus platinum pieces do not exist. The gold piece is the most valuable denomination of currency. Thus, coins are organized as follows:

- 200 copper pieces (c.p.) = 1 gold piece (g.p.)
- 20 silver pieces (s.p.) = 1 gold piece (g.p.)
- 2 electrum pieces (e.p.) = 1 gold piece (g.p.)

It is possible that your game master has developed a different monetary system for his campaign; if that is the case, he will let you know and will have adjusted the price lists for weapons, armor, equipment, and services accordingly.

Animals

TABLE 43: PRICE OF ANIMALS

Animal	Price
Chicken	3 c.p.
Cow	10 g.p.
Dog, guard	25 g.p.
Dog, hunting	17 g.p.
Donkey	8 g.p.
Goat	1 g.p.
Hawk, large	40 g.p.
Hawk, small	18 g.p.
Horse, draft	30 g.p.
Horse, riding	25 g.p.
Horse, war, heavy	300 g.p.
Horse, war, light	150 g.p.
Horse, war, medium	225 g.p.
Mule	20 g.p.
Ox	15 g.p.
Pig	3 g.p.
Pigeon	2 c.p.
Pony	15 g.p.
Sheep	2 g.p.
Songbird	4 c.p.

Armor

Armor is described in two ways: armor type and armor class. Armor type is the actual, physical armor worn: lamellar, boiled leather, mirror armor, etc. Certain weapons get bonuses "to hit" against different armor types, and armor type is of preeminent importance to cavaliers and paladins.

Armor class, on the other hand, is the total effect of the armor worn, magic items (including magic armor), shields, dexterity, etc. The armor class can change depending on the circumstances; a dexterity bonus doesn't count if you're attacked from behind, and you can't count your shield if you're using a two-handed weapon, for example. Armor class starts at 10 for someone who is completely unarmored, and goes down to 0 and beyond, as more physical armor is worn, more magic is utilized, one has a higher dexterity bonus, etc. See the Armor Class and Movement table on page 23 for armor class and movement.

TABLE 44: PRICE OF ARMOR

Armor Type	Price	Weight (lbs.)
Brigandine armor	30 g.p.	20
Cord and plaque	60 g.p.	35
Cuirass (lamellar)	10 g.p.	7
Cuirass (leather)	3 g.p.	15
Fabric armor	3 g.p.	7
Furs	2 g.p.	8
Lamellar armor (leather)	15 g.p.	12
Lamellar armor (steel)	45 g.p.	25
Mirror armor	100 g.p.	35
Mountain pattern armor	300 g.p.	40
Scale armor (leather)	25 g.p.	30
Scale armor (steel)	45 g.p.	40
Shield, large	15 g.p.	10
Shield, medium	10 g.p.	7

Barding

Barding is basically armor for horses. When worn, the animal gets the indicated armor class in combat, and suffers the indicated movement penalty.

TABLE 45: PRICE AND EFFECTS OF BARDING

Type	Price	Weight (lbs.)	Armor Class	Movement
Lamellar	200 g.p.	25	8	-10'/min.
Scale	100 g.p.	35	6	-20'/min.
Plate	500 g.p.	50	3	-30'/min.

Clothing

TABLE 46: PRICE AND WEIGHT OF CLOTHING

Clothing	Price	Weight (lbs.)
Belt	3 s.p.	0.3
Boots, high, hard	2 g.p.	6
Boots, high, soft	1 g.p.	3
Boots, low, hard	1 g.p.	6
Boots, low, soft	8 s.p.	3
Cap	1 s.p.	0.2
Cloak/jacket, bear	300 g.p.	5
Cloak/jacket, beaver	200 g.p.	5
Cloak/jacket, cloth	5 s.p.	3
Cloak/jacket, ermine	3,600 g.p.	5
Cloak/jacket, fox	300 g.p.	5
Cloak/jacket, leather	5 g.p.	4
Cloak/jacket, marten	400 g.p.	5
Cloak/jacket, mink	2,700 g.p.	5
Cloak/jacket, muskrat	100 g.p.	5
Cloak/jacket, sable	4,500 g.p.	5
Cloak/jacket, seal	125 g.p.	5
Clothing, set, arctic	15 g.p.	45
Clothing, set, cold weather	7 g.p.	25
Clothing, set, lower class	10 c.p.	3

Clothing	Price	Weight (lbs.)
Clothing, set, middle class	10 s.p.	3
Clothing, set, upper class	10 g.p.	3
Coat, bear	600 g.p.	7
Coat, beaver	400 g.p.	7
Coat, cloth	10 s.p.	5
Coat, ermine	7,200 g.p.	7
Coat, fox	600 g.p.	7
Coat, leather	10 g.p.	6
Coat, marten	800 g.p.	7
Coat, mink	5,400 g.p.	7
Coat, muskrat	200 g.p.	7
Coat, sable	9,000 g.p.	7
Coat, seal	250 g.p.	7
Girdle, normal	10 s.p.	1
Girdle, wide	2 g.p.	2
Hat	7 s.p.	0.3
Hat, broad	10 s.p.	0.5
Jacket, silk	4 g.p.	1
Robe, cloth	6 s.p.	5
Robe, silk	4 g.p.	3
Trim, bear	+30 g.p.	n/a
Trim, beaver	+20 g.p.	n/a
Trim, ermine	+120 g.p.	n/a
Trim, fox	+30 g.p.	n/a
Trim, marten	+40 g.p.	n/a
Trim, mink	+90 g.p.	n/a
Trim, muskrat	+10 g.p.	n/a
Trim, sable	+150 g.p.	n/a
Trim, seal	+25 g.p.	n/a

Notes

A single set of clothes is assumed for every character and does not count against encumbrance. For trim, add the cost of the trim to the garment to which it is being added (tunic, robe, etc.). Most are self-explanatory, with the following exceptions.

Clothing, set, arctic: Consists of bulky (move at 50% speed) layers of furs and oiled skins. Those wearing arctic clothing should treat the temperature as being 40° warmer than it is when calculating the effects of frostbite, etc. Can't be worn over other armor, but otherwise treated as furs. Most fur coats listed above can be treated as arctic clothing, and can be worn over any armor except plated mail, plate armor, and jousting plate.

Clothing set, cold weather: Consists of fairly bulky (move at 75% speed) layers of furs and/or fibers. Those wearing cold weather clothing should treat the temperature as being 20° warmer than it is when calculating the effects of frostbite, etc. Cold weather clothing can't be worn over other armor, but is otherwise treated as furs. Most fur cloaks listed above can be treated as cold weather clothing, and can be worn over any armor.

Fur trim: Causes the wearer to treat the temperature as being 10° warmer than it is, when calculating the effects of frostbite, heat stroke, etc.

Food and Drink

TABLE 47: PRICE AND WEIGHT OF FOOD AND DRINK

Food and Drink	Price	Weight (lbs.)
Baiju, pint	1 s.p.	3
Beer, small, pint	5 c.p.	1
Meal, standard	1 s.p.	2
Meal, rich	1 g.p.	3
Horse fodder, 1 day	1 s.p.	10
Mead, pint	5 s.p.	5
Rations, dry tack, 1 week	5 g.p.	7
Rations, standard, 1 week	3 g.p.	20
Rice wine, pint	5-20 s.p.	5
Tea, pot	2 c.p.	1
Wine, pint	5-10 s.p.	5

Furs

TABLE 48: PRICE AND WEIGHT OF FURS

Fur	Price	Weight (lbs.)
Bear pelt	30 g.p.	10
Beaver pelt	2 g.p.	1
Ermine pelt	4 g.p.	1
Fox pelt	3 g.p.	1
Marten pelt	4 g.p.	1
Mink pelt	3 g.p.	1
Muskrat	1 g.p.	1
Sable pelt	5 g.p.	1
Seal pelt	5 g.p.	2

Hirelings

TABLE 49: WAGES OF HIRELINGS

Hireling	Wages Per Month	Wages Per Day	Skills and Class Notes
Acupuncturist	10 g.p.	3 s.p.	Acupuncture skill
Alchemist	300 g.p.	-	Alchemy skill
Astrologer	15 g.p.	5 s.p.	Astrology skill
Bearer/porter	1 g.p.	1 s.p.	n/a
Drover	5 g.p.	5 s.p.	Animal handling and training skill
Feng Shui expert	20 g.p.	7 s.p.	Feng Shui skill
Jeweler	100 g.p.	-	Jeweler skill
Lantern bearer	1 g.p.	5 s.p.	n/a
Leather worker	2 s.p.	30 s.p.	Materials cost 10% of standard price of item
Marine	3 g.p.	-	1st level fighter
Oarsman	5 g.p.	-	Seamanship skill (specialty as appropriate)
Pack handler	30 s.p.	2 s.p.	Animal handling and training skill
Sage	Special	Special	Scholarship skill (any specialization, as desired)
Sailor	2 g.p.	-	Seamanship skill (specialty as appropriate)
Ship's master	100 g.p.	-	Seamanship skill (specialty as appropriate)
Ship's mate	30 g.p.	-	Seamanship skill (specialty as appropriate)
Valet/lackey	50 s.p.	3 s.p.	n/a
Warrior	1 g.p.	2 s.p.	1st level fighter

Notes

Hirelings are specialists, commoners who are possessed of certain skills, or simple laborers. As commoners, they are not able to increase in level, but they are nonetheless often a valuable addition to an adventuring party. All such hirelings will have 1d6 h.p., and attack and make saving throws as "commoners."

Most cities will have most types of hirelings available, although common sense should be your guide. An inland desert city is unlikely to have a host of sailors available for hire, for instance! Towns and villages will each have some types available, as determined by the game master. Those hirelings that have a daily rate listed may be hired for a longer term; 1 in 6 will agree, if they are given a bonus of three days' wages over and above the monthly rate.

Most of the time, player characters will not have to worry about actually paying hirelings a salary; it is not necessary to actually take a tailor into one's employ just to commission a cloak, for example.

Wages do not include the cost of materials required for the hireling to perform his function. Many hirelings will have 1 or more levels of a secondary skill; for specific information on particular skills, please see the section on secondary skills in the ADVENTURES DARK AND DEEP™ Players Manual. Note that soldiers' wages do not include arms and armor, which must be provided by the employer at his own cost.

For those skills which involve skill levels, hirelings with higher skill levels are more efficient, and command higher wages, as shown below.

TABLE 50: HIRELING WAGE MULTIPLIERS

Skill Level	Wage Multiplier
1	1
2	4
3	10
4	19
5	31

Alchemist: Alchemists are used to assist mages in the brewing and identification of potions. Alchemists will only accept employment for a full year or more, and a suitable laboratory is required (see the ADVENTURES DARK AND DEEP™ Players Manual for details). They will have at least 1 level of alchemy skill.

Bearer/porter: A strong back used to carry anything that needs carrying (unskilled labor to say the least). If it is necessary to generate their statistics, they get a +3 bonus to strength, but can never exceed strength 18.

Drover: A drover drives carts and wagons.

Jeweler: Jewelers are able to appraise jewelry and gemstones as well as create and alter such.

Lantern bearer: Used in towns and cities to provide light for night-time travel. If they are to be exposed to danger (such as being brought into a dungeon), the price will be increased at least tenfold.

Marine: Marines are fighters who are enlisted to fight in melee combat aboard ships. They are almost always 1st level fighters.

Oarsman: Needed to row any ship that will be moving without the benefit of sails.

Pack handler: Knows how to load and unload pack animals such as oxen, mules, horses, etc.

Sage: Used to answer obscure questions and research topics of interest. Each sage will have particular area(s) of expertise, and many will have sub-areas as well. See Scholarship in the ADVENTURES DARK AND DEEP™ Players Manual for more information.

Sailor: Needed to crew ships. Most ordinary sailors will only have one skill level in seamanship. Note that seamen will either be specialized in ocean-going or freshwater craft.

Ship's master: Needed to command a ship with 5 or more crew and/or rowers required.

Ship's mate: Needed to help command a ship with 20 or more crew and/or rowers required.

Valet/lackey: A general dogsbody or gofer used to perform minor tasks on behalf of his master.

Warrior: A generic mercenary, bodyguard, etc. Does not include more experienced or specialized types of soldier. Will not know kung fu.

Luxury Items

TABLE 51: PRICE AND WEIGHT OF LUXURY ITEMS

Luxury Item	Price	Weight (lbs.)
Brocade, rug, or tapestry	1-20 g.p. / sq. yard	10 / sq. yard
Incense, rare	4-30 g.p./stick	0.1
Ivory	3-6 g.p./lb.	135/tusk
Pepper	1 g.p./ounce	0.1
Perfume, rare	1-6 g.p./dram	0.1
Silk	1-3 g.p. / sq. yard	1 / sq. yard
Spice, rare	1-4 s.p./scruple	0.1
Unguent, rare	10-60 g.p./gill	0.3

Miscellaneous Items

TABLE 52: PRICE AND WEIGHT OF MISCELLANEOUS ITEMS

Item	Price	Weight (lbs.)
Acid, flask	10 g.p.	2
Acupuncture needles	3 g.p.	1
Backpack, leather	2 g.p.	2
Bell, small metal	1 g.p.	1
Bell, large metal	10 g.p.	50
Belt pouch, large	1 g.p.	1
Belt pouch, small	15 s.p.	0.5
Birdcage	5 s.p.	5
Bit, bridle, harness (for horse, etc.)	1 g.p.	5
Box, iron, large	28 g.p.	100-500
Box, iron, small	9 g.p.	20-50
Box, lead, tiny	20 g.p.	2
Candle	1 s.p.	0.5
Case, bone (for maps, scrolls, etc.)	5 g.p.	5
Case, leather (for maps, scrolls, etc.)	15 s.p.	2
Chest, wood, large	17 s.p.	50-150
Chest, wood, small	8 s.p.	10-25
Crampons (pair)	4 g.p.	5
Drill, iron	5 g.p.	5
Fireworks, firecracker	1 c.p.	0.1
Fireworks, hundred-break cracker	1 g.p.	.5
Fireworks, small rocket	2 g.p.	1
Fireworks, large rocket	10 g.p.	2
Grappling hook	5 g.p.	10
Holy symbol, iron	2 g.p.	0.2
Holy symbol, silver	50 g.p.	0.2
Holy symbol, wooden	7 s.p.	0.1
Holy water, vial	25 g.p.	2
Lantern, bullseye	12 g.p.	6
Lantern, hooded	7 g.p.	6
Mirror, metal, large	10 g.p.	0.5
Mirror, silver, small	20 g.p.	0.5
Oil, flask	1 g.p.	2
Pickaxe	20 g.p.	20
Pole, 10'	3 c.p.	10
Pulley	25 g.p.	6
Quiver, arrow, 1 dozen cap.	8 s.p.	3
Quiver, arrow, 1 score cap.	12 s.p.	3

Item	Price	Weight (lbs.)
Quiver, crossbow bolt, 20 cap.	15 s.p.	3
Quiver, crossbow bolt, 40 cap.	1 g.p.	3
Rope, 50'	4 s.p.	7
Sack, large	16 c.p.	2
Sack, small	10 c.p.	0.5
Saddle	10 g.p.	35
Saddle bags	4 g.p.	15
Saddle blanket	3 s.p.	2
Shovel	10 g.p.	18
Skin (holds 1 gallon water or wine)	15 s.p.	0.5 (9 when full)
Spike, iron	1 c.p.	1
Tinder box, flint and steel	1 g.p.	0.2
Tool, hand (shovel, pick, etc.)	2 g.p.	5
Tools, alchemy	200-1,000 g.p.	10 / g.p. cost
Tools, armor-making/ blacksmithing/weapon-making	310-400 g.p.	10 / g.p. cost
Tools, lock picks	30 g.p.	2
Torch	1 c.p.	2
Vial, empty	3 g.p.	2
Vinegar, pint	1 s.p.	1
Whistle	1 s.p.	0.1

Notes

Acid: Will cause 2d4 h.p. of damage if it hits. See the ranged weapons section on p. 26 for details.

Crampons: Steel spikes that attach to the bottom of regular boots. They will allow the wearer to walk on ice or other slippery surfaces without a chance of falling.

Drill, iron: Will bore through stone or wood, making a hole 1" in diameter and up to 9" deep; 1" of wood can be drilled in 10 minutes, and 1" of stone can be drilled in 30 minutes. When in use, the drill makes a loud grinding noise that can be heard for 120'.

Fireworks: Fireworks are essentially explosive devices, triggered by fire (each comes with a five-second fuse) and capable of producing light and loud noise, and occasionally, damaging explosions. Note that they must be protected; they will not work if wet, and fire will set them off accidentally. The results will depend on the size and type of firework used:

TABLE 53: FIREWORK RESULTS

Firework Type	Result
Firecracker	Single loud "bang".
Firecracker, hundred-break	Series of many loud "bangs" immediately following each other, lasting ten or more seconds, cloud of thin smoke.
Rocket, small	Will fly 1d20+20 feet and explode, causing a loud bang and flash of light.
Rocket, large	Will fly 1d100+200 feet and explode, causing a very loud bang and flash of light visible for a mile. If it hits something before it reaches its maximum distance, it will explode and cause 1d6 h.p. of damage, but cannot be accurately aimed, since it wobbles as it travels.

It is possible to get more expensive rockets, costing as much as ten times the normal price, which will burst in various colors and make patterns of light when they explode.

In the mythic China setting presented in this book, fireworks are not practical as weapons, and other weapons based on the black powder that ignites them, such as guns and bombs, have not been developed. If the game master wishes

to do so, he may of course choose to introduce appropriate weapons as he sees fit.

Grappling hook: Can be used to attach a rope to the far side of some chasm or the top of a wall. A hook with rope can be thrown for a number of feet equal to the character's strength times 3. Success depends on the nature of the surface being hooked:

TABLE 54: USING A GRAPPLING HOOK

Surface	Miss	Slip After 1d6	
		Minutes	Solid Grip
Cave wall/floor	01-82	83-89	90-00
Fence/parapet	01-72	73-78	79-00
Ledge	01-88	89-93	94-00
Ruined stonework	01-66	67-71	72-00
Stalagmite/ stalactite/etc.	01-75	76-80	81-00
Top of wall	01-83	84-89	90-00
Tree limb	01-66	67-70	71-00

After each failed attempt, it will take 1d4 minutes to regain the hook and recoil the rope for another cast.

Holy water: Can also include unholy water, of course, depending on the source.

Oil: Will cause 2d6 h.p. of damage if it hits and is set alight, and 1d6 on the following round. See the ranged weapons section on p. 27 for details.

Whistle: Can be heard up to 1,000 feet distant.

Musical Instruments

TABLE 55: PRICE AND WEIGHT OF MUSICAL INSTRUMENTS

Musical Instrument	Price	Weight (lbs.)
Bronze chimes	80 g.p.	40
Datong (two-stringed fiddle) & bow	20 g.p.	3
Dizi (flute)	16 g.p.	1
Drum	4 g.p.	2
Erhu (two-stringed fiddle) & bow	30 g.p.	5
Gaohu (high-pitched fiddle) & bow	21 g.p.	17
Guqin (zither)	20 g.p.	3
Guzheng (many-stringed plucked zither)	28 g.p.	8
Hulus (reed instrument)	12 g.p.	1
Konghou (harp)	50 g.p.	3
Laba (trumpet)	15 g.p.	8
Liuqin (mandolin)	50 g.p.	6
Paixiao (pan pipes)	33 g.p.	4
Pipa (lute)	35 g.p.	5
Ruan (round lute)	30 g.p.	4
Sanxian (long-necked lute)	45 g.p.	6
Sheng (multiple pipe wind instrument)	38 g.p.	21
Sun (egg-shaped wind instrument)	5 g.p.	1
Xiao (recorder)	25 g.p.	2
Yangqin (dulcimer)	41 g.p.	7
Yueqin (moon-shaped lute)	30 g.p.	5

Notes

As a rule, all musical instruments require two hands to play (there are certain exceptions that common sense will dictate; such as when a drum is resting on something else and is being played with one hand). Some instruments are so

large as to not be portable at all, such as the bronze chimes, which are massive and are set in a frame.

Poison

The use of poison is an inherently evil act; any character knowingly doing so who is not already of evil alignment will have their alignment instantly and irrevocably changed to evil (with all the implications that entails). For this reason, poison will not be readily available in most civilized lands; it will only be obtainable through disreputable sources, if at all. If in doubt, err on the side of poison not being available for purchase, and consult your game master.

If blade venom is noticed (10% cumulative chance per round of combat), a general hue and cry will be raised and the user of the poison blade pursued by the full weight of the local constabulary (or a lynch mob, in some circles).

TABLE 56: PRICE OF POISON

Poison	Price per Dose
Swallowed A	5 g.p.
Swallowed B	30 g.p.
Swallowed C	200 g.p.
Swallowed D	500 g.p.
Swallowed E	1,000 g.p.
Blade venom A	10 g.p.
Blade venom B	75 g.p.
Blade venom C	600 g.p.
Blade venom D	1,500 g.p.
Antidote A	10 g.p.
Antidote B	60 g.p.
Antidote C	400 g.p.
Antidote D	500 g.p.

Notes

All of the above poisons work within a few minutes of being ingested or introduced into the bloodstream (the "normal onset time" in the table below). However, it is possible for swallowed poisons to either have the effect delayed for 1d4 hours (which doubles the price listed above), have the effect be instantaneous (which triples the price), or have the poison gradually build up in the bloodstream of the victim, so that only after 1d6+3 doses (the number of doses will be known ahead of time) is the full effect of the poison felt. Gradual poison costs four times the price listed above, regardless of the number of doses required.

Antidotes work only against swallowed poisons. If the antidote is ingested no more than one hour before the onset time of the poison, the poison will have no effect. If not, the antidote will have no effect.

Blade venom will begin to evaporate when exposed to air. On the second day, it will only do ½ damage and the victim gets a bonus of +4 to his saving throw. On the third day, it will do no damage. If a weapon with blade venom scores damage, that wipes off some of the poison; on the second hit it will only do ½ damage, and none on the third hit.

TABLE 57: POISONS

Poison Type	Onset Time	Damage if Save...		Saving Throw Bonus	Detect Chance
		Succeeds	Fails		
Sw. A	2d4 min.	10 h.p.	20 h.p.	+4	80%
Sw. B	1d4+1 min.	15 h.p.	30 h.p.	+3	65%
Sw. C	1-2 min.	20 h.p.	40 h.p.	+2	40%
Sw. D	6 seconds	25 h.p.	death	+1	15%
Sw. E	1d4x10 min.	30 h.p.	death	+1	15%
Blade A	1d4+1 min.	0	15 h.p.	+4	80%
Blade B	1d3 min.	0	25 h.p.	+3	65%
Blade C	1 min.	0	35 h.p.	+2	40%
Blade D	6 seconds	0	death	+1	15%

Services

TABLE 58: PRICE OF SERVICES

Service	Price
Apartment, per room	10 g.p./month
Appraisal (gem or jewelry)	5 g.p./item
Coach (between cities)	1 g.p. / 30 miles
Coach (within a city)	1 s.p./trip
Crier	10 s.p./day (10 g.p./month)
Inn, common room	2-8 s.p./night
Inn, private room	1 g.p./night
Messenger	3 s.p./day (50 s.p./month)

Notes

Apartment: Sometimes player characters are going to be inclined to settle down without actually buying or building a home.

Coach: It should be noted that coaches willing to carry travelers between cities are not always going to be available. A typical coach will go 20 miles per day on a good road (half that on a poor one), and usually will only be available if a regular schedule and system of such coach transportation is set up in the game. The game master is the final arbiter of whether such is or is not.

Crier: Used to disseminate information in a town or city. Can be used for official pronouncements, advertising, setting bounties, etc.

Inn: A common room is shared with various other travelers and will accommodate up to 30 people, on average. A private room is just as it states, and is usually fairly secure.

Messenger: Assumes that the messenger is only taking his message within a particular city or town. Long-distance messaging is most likely rare, and would involve the monthly fee at the very least. Some settings may have regular messenger services, however, such as ones with coach service, which will often carry messages as well as people.

Transportation

This section not only includes means of transportation that can be bought (such as a cart), but also very rough estimates for hiring travel options. See also the section on animals to get prices of horses, oxen, etc. Bear in mind that things such as chariots and wagons need to be pulled by animals!

TABLE 59: PRICE OF TRANSPORTATION

Transportation	Buy/Hire	Price
Boat, long	Buy	150 g.p.
Boat, small	Buy	75 g.p.
Canvas	Buy	10 g.p.
Caravan travel	Hire	10 c.p./mile
Cart	Buy	50 g.p.
Chariot, 1-man	Buy	200 g.p.
Chariot, 2-man	Buy	500 g.p.
Lumber	Buy	10 g.p.
Raft, small	Buy	50 g.p.
River ferry passage	Hire	5 s.p.
River/lake voyage	Hire	1 s.p./mile
Sea voyage	Hire	5 c.p./mile
Wagon	Buy	150 g.p.
Wagon plus drover	Hire	1 s.p./mile

Notes

The prices for such things as sea voyages and caravan travel are guidelines at best. The game master will determine the actual cost of such travel based on the relative frequency with which such journeys are made (accompanying a caravan between two cities will be much more expensive if such caravans only leave twice a year, as opposed to once per week), plus the relative danger involved. If pirates have suddenly taken to attacking ships plying a certain route, prices will go up as more marines must be hired to protect the ship and its passengers.

For larger vessels such as galleys and merchant ships, consult the **ADVENTURES DARK AND DEEP™** Game Master Toolkit. Such vessels cost many thousands of gold pieces to construct, and have specific crew requirements.

Canvas: Used to repair 1 hit point of damage on a ship. Has an encumbrance value of 20 lbs. Half a ship's damage can be repaired with canvas.

Chariot: Normally drawn by one or two horses, chariots cannot travel through close or rough terrain (woods, rocky hills, etc.). They can travel as fast as the animal(s) pulling them, in clear terrain. If someone is in a 2-man chariot, he can fire a missile weapon from it with a -2 penalty "to hit".

Lumber: Used to repair 1 hit point of damage on a ship. Has an encumbrance value of 20 lbs. Half a ship's damage can be repaired with lumber.

Weapons

TABLE 60: PRICE AND WEIGHT OF WEAPONS

Weapon	Price	Weight (lbs.)
Acid, flask	10 g.p.	3
Arrow,	1 g.p./doz.	0.1
Axe, battle	5 g.p.	7
Axe, hand	1 g.p.	5
Axe, throwing	1 g.p.	5
Blowgun	20 g.p.	1
Blowgun needle	1 s.p.	0.1
Bo stick	1 g.p.	3
Bow, composite, long	100 g.p.	8
Bow, composite, short	75 g.p.	5
Bow, long (gong)	60 g.p.	10
Bow, short	15 g.p.	5
Caltrop	2 s.p.	31
Club	n/a	3
Crossbow bolt, (all)	1 s.p.	0.1
Crossbow, hand	25 g.p.	2
Crossbow, light	12 g.p.	5
Crossbow, repeating	50 g.p.	6
Dagger	2 g.p.	1
Dagger, twin	4 g.p.	2

Weapon	Price	Weight (lbs.)
Dagger-axe	6 g.p.	10
Dao	10 g.p.	7
Dart	5 s.p.	0.5
Emei piercers	3 g.p.	1
Fang	8 g.p.	4
Fighting chain	6 g.p.	15
Flail, footman's	8 g.p.	6
Flying claw	3 g.p.	1
Flying guillotine	45 g.p.	4
Garrote	1 e.p.	0.1
Guandao	6 g.p.	7
Halberd	9 g.p.	17
Harpoon	5 g.p.	6
Iron fan	2 g.p.	1
Javelin	10 s.p.	2
Ji	9 g.p.	8
Jo stick	1 g.p.	4
Knife	1 g.p.	0.5
Knife, throwing	1 g.p.	0.5
Mandarin coin blades	18 g.p.	1
Mandarin duck blades	14 g.p.	1
Meteor hammer	2 g.p.	3
Military fork	4 g.p.	7
Monk's cudgel	4 g.p.	4
Monk's spade	6 g.p.	4
Oil, flask	1 g.p.	3
Pole axe	8 g.p.	15
Pudao	8 g.p.	6
Quarterstaff	3 g.p.	6
Rope dart	2 g.p.	0.5
Sap	1 g.p.	1
Scythe	18 g.p.	10
Sickle	6 g.p.	2
Spear (qiang)	1 g.p.	5
Spear, throwing	1 g.p.	5
Staff, iron	7 g.p.	8
Suan tou-fung	8 g.p.	6
Sword, butterfly	30 g.p.	5
Sword, curved	15 g.p.	4
Sword, curved, twin	33 g.p.	7
Sword, straight	15 g.p.	6
Sword, straight, twin	33 g.p.	11
Tiger fork	4 g.p.	5
Tiger head hooks	12 g.p.	4
Trident	4 g.p.	5
Whip	3 g.p.	3
Whip chain	9 g.p.	6
Wind and fire wheels	6 g.p.	2
Wolf teeth club	5 g.p.	12
Yue	7 g.p.	12
Zhua	14 g.p.	7

Combat

Generally speaking, combat in a mythic China setting follows the standard rules as described in the **ADVENTURES DARK AND DEEP™** Players Manual. The major difference is in the specific weapons (see above) and in the use of kung fu by a large number of protagonists.

Armor

Characters in a mythic China setting have access to some of the same types of armor as their European counterparts, as well as some that are very different. Although the names and specifics may vary, armor in general works the same across cultures. Generally speaking, the more protective a type of armor is, the slower it makes the wearer.

Armor Class

Armor type should not be confused with armor class, which is an overall numerical estimate of just how difficult it is to harm a given person or creature. It takes into account not only any armor or shield, but also the dexterity of the target as well as other mitigating circumstances.

Armor types available in a mythic China setting, and their relevant base armor classes and the movement rates they impart, are listed and described below.

TABLE 61: ARMOR CLASS AND MOVEMENT

Armor Type	Base Armor Class	Movement
None	10	100%
Helmet and/or shield only	9	100%
Fabric	8	100%
Furs	8	100%
Cuirass (leather)	8	100%
Lamellar armor (leather)	8	75%
Brigandine armor	7	75%
Scale armor (leather)	7	50%
Lamellar armor (steel)	7	50%
Cord and plaque	6	60%
Cuirass (lamellar)	6	60%
Scale armor (steel)	6	50%
Mirror armor	5	60%
Mountain pattern armor	4	50%

Fabric armor: Mostly ceremonial, but not unknown in actual combat, this consists of heavy fabric formed to look like heavier armor.

Cord and plaque: A pair of leather cuirasses (front and back), combined with metal plates.

Cuirass (leather): Armor designed to cover the torso and chest of the wearer.

Cuirass (lamellar): Covers the torso and chest of the wearer, but is made up of overlapping plates.

Furs: Heavy, thick furs that provide protection against both cold and weapons. Wearing furs makes the temperature feel 30° warmer than it is.

Lamellar: Armor made of overlapping plates. Distinguished from scale armor by the lack of a backing; the plates are attached to one another.

Mirror armor: Consists of four or more non-overlapping metal plates that cover the torso and sides. Named for the metal mirrors that the plates somewhat resemble; it is not actually made of mirrors!

Mountain pattern armor: Consists of many small interlocking plates riveted to heavy cloth or leather backing.

Scale armor: Overlapping plates sewn onto a backing of leather or cloth. Distinguished from lamellar by the backing.



Weapons

Much as in a Eurocentric setting, characters in a mythic China setting have a wide variety of choices when it comes to weapons. Certain classes are restricted in the weapons in which they can become proficient, and this will naturally impact their combat effectiveness.

Weapon Proficiencies

The choice of weapon proficiencies in a mythic China setting works as it does in the regular game. Weapon proficiency information for the new character classes introduced herein is given below.

TABLE 62: WEAPON PROFICIENCIES BY CLASS

Class	Initial	New	Non-Proficiency Penalty
	Weapon Proficiencies	Proficiency Every...	
Wu	2	5 levels	-4
Monk	1	2 levels	-3
Fangshi	1	6 levels	-4

The following weapon proficiencies count collectively; i.e., being proficient in one of them means one is proficient in all of them:

- Emei piercers / mandarin coin blades / mandarin duck blades
- Bo stick / jo stick / quarterstaff / iron staff
- Bow, composite long / bow, long
- Bow, composite short / bow, short
- Dagger / knife
- Monk's spade / yue

Melee Weapons

Each type of weapon is given a weight (in pounds), speed (lower is quicker), length (average - individual weapons may vary), space required (to swing, thrust, etc.; useful when determining how many people can fight in a corridor or doorway), and damage done against small/medium and large creatures.

TABLE 63: MELEE WEAPONS

Weapon	Price	Weight (lbs.)	Length	Space (feet)	Speed	Damage Against...	
						S/M	L
Axe, battle	5 g.p.	7	4'	4	7	1d8	1d8
Axe, hand	1 g.p.	5	18"	1	4	1d6	1d4
Bo stick*	1 g.p.	3	5'	3	3	1d6	1d3
Caltrop	2 s.p.	1	2"	n/a	n/a	1	1d2
Club	n/a	3	3'	3	4	1d6	1d3
Dagger	2 g.p.	1	15"	1	2	1d4	1d3
Dagger, twin†	4 g.p.	2	15"	2	2	1d3	1d3
Dagger-axe*	6 g.p.	10	6'	6	9	1d8	1d6
Dao	10 g.p.	7	3 ½'	3	5	1d6+1	2d4
Emei piercers†	3 g.p.	1	6"	1	1	1d3	1d3
Fang	8 g.p.	4	2'	4	6	1d4+1	1d4+1
Fighting chain*	6 g.p.	15	6'	6	7	1d6+1	2d4
Flail, footman's	8 g.p.	6	4'	4	7	1d6+1	2d4
Garrote*	1 e.p.	0.1	3'	1	2	1d4	1d6
Guandao*	6 g.p.	7	8'	1	8	1d6	1d10
Halberd*	9 g.p.	17	5'	5	9	1d10	2d6
Improvised weapon	n/a	1-5	6"-5'	1-5	5	1d6	1d3
Iron fan	2 g.p.	1	1'	1	2	1d4	1d4
Ji*	9 g.p.	8	6'	4	6	1d6	1d8
Jo stick	1 g.p.	4	3'	2	2	1d6	1d4
Knife	1 g.p.	0.5	1'	1	2	1d3	1d2
Mandarin coin blades†	18 g.p.	1	1'	3	4	1d4+1	1d4
Mandarin duck blades†	14 g.p.	1	1'	2	3	1d4	1d3
Military fork*	4 g.p.	7	7'	1	7	1d8	2d4
Monk's cudgel	4 g.p.	4	18"	2	6	1d6	1d4
Monk's spade	6 g.p.	4	6'	3	5	1d6	1d4
Pole axe*	8 g.p.	15	7'	5	8	1d8+1	2d6
Pudao*	8 g.p.	6	5'	2	8	1d6	1d8
Quarterstaff*	3 g.p.	6	7'	3	4	1d6	1d6
Sap	1 g.p.	1	6"	1	2	1d2	1d2
Scythe	18 g.p.	10	7'	6	9	1d6	2d4
Sickle	6 g.p.	2	1'	3	3	1d4	1d6
Spear* (qiang)	1 g.p.	5	5'-12'	1	7	1d6	1d8
Staff, iron	7 g.p.	8	6'	3	4	1d6+1	1d6
Suan tou-fung	8 g.p.	6	2 ½'	4	7	1d6+1	1d6
Sword, butterfly†	30 g.p.	5	1'	2	4	1d4	1d4
Sword, curved	15 g.p.	4	3'	2	4	1d8	1d8
Sword, curved, twin†	33 g.p.	7	3'	4	3	1d6	1d6
Sword, straight	15 g.p.	6	3 ½'	3	5	1d8	1d12
Sword, straight, twin†	33 g.p.	11	3 ½'	5	4	1d6	1d8
Tiger fork*	4 g.p.	5	6'	1	7	1d6+1	3d4
Tiger head hooks†	12 g.p.	4	3'	4	3	1d6	1d6
Trident*	4 g.p.	5	6'	1	7	1d6+1	3d4
Whip	3 g.p.	3	8' 20'	14	8	1d2	1
Whip chain	9 g.p.	6	4'-5'	9	7	1d6	1d4
Wind and fire wheels†	6 g.p.	2	1'	1	3	1d4+1	1d6
Wolf teeth club	5 g.p.	12	4'	5	7	2d4	1d6+1
Yue*	7 g.p.	12	5'	5	9	2d4	3d4
Zhua	14 g.p.	7	5'	6	7	1d6	1d8

* Weapons marked with an asterisk are used with two hands.

† Weapons marked with a dagger are meant to be used in pairs (weight and cost are given for a pair of weapons); when used in pairs, no shield use is possible, but wielder can strike with both weapons with only a -2 penalty "to hit" for the off-hand weapon. When using a paired weapon singly, wielder gets a -1 penalty "to hit" and damage.

Axe, battle: Also called a fu, often used by Imperial guards rather than common soldiers.

Caltrop: A spiked metal object some 3" in diameter, designed to be dropped on the ground for pursuers or others to walk on and thus impale themselves. Any intelligent creature aware of their presence will be slowed to half its normal movement rate while avoiding them. Those not avoiding caltrops will be affected as if attacked by a 1d6 HD monster for every square yard traversed containing a caltrop (dexterity or shield is not taken into account when calculating AC, and any "to hit" penalties or bonuses of the person dropping the caltrops obviously do not apply). One hit indicates a 25% chance that movement will be only 75% of normal for a total of 4 days. Two hits indicates that movement will be at 75% of normal for a week. Magical healing will remove this condition, however.

Dagger: A catch-all term for a one-handed bladed weapon 12 to 24 inches in length.

Dagger-axe: A pole arm that has a thick single-bladed head for chopping, with a dagger-like protrusion for piercing.

Dao: A thick-bladed sword with a single curved, sharp edge.

Emei piercers: Usually wielded in pairs, these consist of a ring attached to a metal rod with sharp points on each end. The piercers can be spun around on the ring to dazzle and confuse an opponent, while letting their user slip in close to strike. When facing this weapon, enemies get a +1 penalty to initiative. Since the blades are attached to the rings, which are worn, someone using this weapon cannot be disarmed.

Fang: A short-hafted weapon with a pointed metal end, which also sports a blade jutting out perpendicular to the end blade.

Fighting chain: Made up of a length of chain with a weight on one end.

Garrote: When attacking with a garrote, the player must strike from behind, and the target must be relatively still (i.e., not engaged in melee). Any sort of neck protection (leather collar, having one arm up to block such an attack, etc.) will foil the garrote. If the attack is successful, the garrote will do normal damage on the first round and kill the victim on the second. Before that happens, if the garroter is successfully attacked, the garrote is released and the victim will survive (the victim can make the attack himself, with a -2 "to hit" penalty). The garrote will also be released if the victim successfully makes a bend bars roll. The bend bars attempt counts as an attack; the victim can only attack as well as attempt to remove the garrote if he would normally get more than one attack per melee round.

Guandao: A pole arm with a thick single-edged head sporting a much shorter spur-blade on the back. If set to receive a charge from a large creature, does double damage if it hits.

Improvised weapon: This can be almost anything: a heavy candlestick, a broom-handle used as a staff, etc. It is not possible to become proficient in improvised weapon. Note that an improvised weapon will either break, be lost, or otherwise become useless if the character wielding it rolls a natural 1 in melee. It may or may not be used with two hands, depending on what it is.

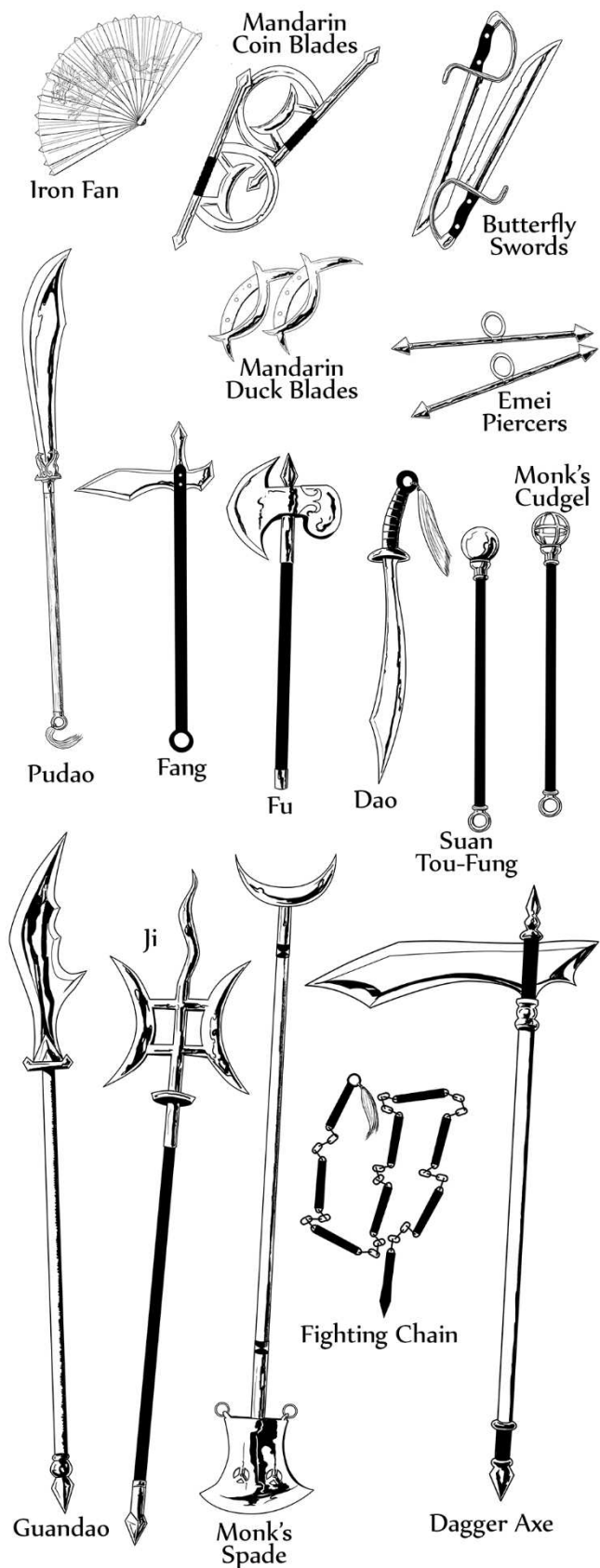
Iron fan: Appears as an ordinary fan, but the ribs are made of steel with sharpened points.

Ji: A pole arm with two concave curved blades and a pointed tip that can be used to either slash or stab.

Mandarin coin blades: A pair of knives with straight blades coming out of either end of the handle, which is protected by a crescent-shaped blade inside a ring-shaped blade.

Mandarin duck blades: A pair of curved knives shaped like two intersecting crescent moons, with a guarded handle.

Monk's cudgel: A short-hafted weapon with a round cage-like metal head on one end.



Monk's spade: A pole arm with a shovel-like head on one end and a crescent-shaped blade on the other. Originally carried as a tool by wandering monks, nowadays both ends are usually sharpened for use in combat.

Pudao: A short-hafted pole arm with a long bladed end that has a single slightly curved edge. It is often used to attack a mount, forcing the rider to dismount.

Suan tou-fung: A hafted weapon with a metal ball on one end.

Sword, butterfly: A short chopping weapon with a very thick blade, designed to be used in pairs. Each also has a blade-catcher on the hilt that can disarm an enemy; on a roll of natural 20, an attacker has the choice to inflict damage or disarm one weapon from his foe. The enemy is entitled to a strength check to prevent being disarmed, with a penalty of -1 per level of the wielder of the butterfly sword.

Sword, straight: A double-bladed weapon with a straight blade.

Sword, straight, twin: The same as a straight sword, but designed to be wielded in pairs.

Tiger head hook: Also known as a hook sword, this is a medium-sized straight blade used in pairs, with a crescent-shaped blade protecting the grip, and a spike on the end, both of which can also be used to attack. The end of the blade is shaped like a J, and can be used to disarm an enemy; on a roll of

natural 20, an attacker has the choice to inflict damage or disarm one weapon from his foe. The enemy is entitled to a strength check to prevent being disarmed, with a penalty of -1 per level of the wielder of the tiger head hook.

Whip chain: A whip made up of between five and nine metal rods, connected by short lengths of chain.

Wind and fire wheels: Circular metal blades with serrated edges and handles in the middle. Can also be thrown.

Wolf teeth club: A stout wooden haft with a spiked metal head.

Yue: A heavy chopping axe, often decorated as a magical animal.

Zhua: A hafted weapon with a metal head in the form of a human hand with sharpened claws for fingertips. When used against a mounted opponent, a successful hit can knock him off his mount (wielder's choice, but the decision must be made prior to rolling to hit).

Ranged Weapons

Missiles are usually lost in combat, but 50% of arrows and crossbow bolts that missed their targets can be recovered after a battle; the remainder are broken.

TABLE 64: RANGED WEAPONS

Weapon	Price	Weight (lbs.)	Range (yards)**			Rate of Fire	Damage Against...	
			Short	Med	Long		S/M	L
Acid, flask	10 g.p.	3	3	5	7	1/round	Special - see below	
Arrow	1 g.p./doz.	0.1	-	-	-	-	1d6	1d6
Axe, throwing	1 g.p.	5	10	20	30	1/round	1d6	1d4
Blowgun	20 g.p.	1	10	20	30	2/round	-	-
Blowgun needle	1 s.p.	0.1	-	-	-	-	1	1
Bow, composite, long*	100 g.p.	8	60	120	210	2/round	-	-
Bow, composite, short*	75 g.p.	5	50	100	180	2/round	-	-
Bow, long* (gong)	60 g.p.	10	70	140	210	2/round	-	-
Bow, short*	15 g.p.	5	50	100	150	2/round	-	-
Crossbow bolt, hand	1 s.p.	0.1	-	-	-	-	1d3	1d2
Crossbow bolt, light	1 s.p.	0.1	-	-	-	-	1d4	1d4
Crossbow bolt, repeating	1 s.p.	0.1	-	-	-	-	1d3	1d3
Crossbow, hand	25 g.p.	2	20	40	60	1/round	-	-
Crossbow, light*	12 g.p.	5	60	120	180	1/round	-	-
Crossbow, repeating*	50 g.p.	6	40	80	120	5/round	-	-
Dagger, throwing	2 g.p.	1	10	20	30	2/round	1d4	1d3
Dart	5 s.p.	0.5	15	30	45	3/round	1d3	1d2
Flying claw	3 g.p.	1	3	5	10	1/round	1d2	1d2
Flying guillotine	45 g.p.	4	3	5	10	1/2 rounds	Special - see below	
Harpoon	5 g.p.	6	10	20	30	1/round	2d4	2d6
Improvised weapon	n/a	1-5	5	10	15	1/round	1d6	1d3
Javelin	10 s.p.	2	20	40	60	1/round	1d6	1d6
Knife, throwing	1 g.p.	0.5	10	20	30	2/round	1d3	1d2
Meteor hammer	2 g.p.	3	3	5	7	1/round	1d6	1d3
Oil, flask	1 g.p.	3	3	5	7	1/round	Special - see below	
Rope dart	2 g.p.	0.5	3	5	7	1/round	1d4	1d2
Spear, throwing	1 g.p.	5	10	20	30	1/round	1d6	1d8
Wind and fire wheels†	6 g.p.	2	10	20	30	2/round	1d4+1	1d6

* Weapons marked with an asterisk are used with two hands.

** Range indoors or underground should be divided by 3, except acid and oil.

† Weapons marked with a dagger are meant to be used in pairs (weight and cost are given for a pair of weapons); when used in pairs, no shield use is possible, but wielder can strike with both weapons with only a -2 penalty "to hit" for the off-hand weapon. When using a paired weapon singly, wielder gets a -1 penalty "to hit" and damage.

Acid: Acid contained in a vial can be thrown at an enemy, but the vial itself must break for the acid to do full damage. On a roll of 1-18 on 1d20, the vial will break. If the vial hits the target and breaks, the acid within will do 2d4

h.p. (assuming the target is harmed by acid, of course). If the vial misses, it will do 1 h.p. of damage to all those within 1' of the landing point, assuming the vial breaks open.

Crossbow (all): The rate of fire for any crossbow assumes that the weapon is already loaded and set, ready to be fired. If this is not the case, the first round must be spent preparing the weapon for firing. Then the rate of fire applies normally. Note that crossbows only fire crossbow bolts; only normal bows can fire arrows.

Crossbow, light: This crossbow has a wooden cross-piece (made up of overlapping pieces of wood). It can be drawn by a single person either with a stirrup-pull or simply by drawing back the string. It can be fired one-handed, but requires two hands to load.

Crossbow, repeating: Can fire up to ten bolts without being reloaded.

Flying claw: A gripping claw at the end of a 30' long rope or ribbon. It can also be used as a grappling hook. If the wielder rolls a natural 20 to hit against a small or medium creature, it will entangle the target rather than doing damage, at the wielder's option (after the 20 is rolled). Creatures that are entangled will either be unseated from their mount (if applicable) or taken to the ground, where they must spend 1d3 melee rounds untying themselves (the rope/ribbon can be cut with 2 points of cutting damage, as from a knife or dagger). If used against a large creature, a natural 20 indicates entanglement as above, but the rope will be yanked from the wielder's hand. The claw is spring-loaded, so unless an enemy is entangled, it can be disengaged and recalled by jerking the rope back, with no penalty.

Flying guillotine: This very rare weapon is used more to inspire psychological terror in an enemy than for its usefulness in combat; it resembles a very large hat with a rope or ribbon attached. When used properly, the flying guillotine is tossed onto the head of an enemy (which must be small or medium, unless a special version of the weapon has been designed to accommodate larger heads, in which case the GM should at least double the cost for the customized work), and then the rope is yanked, activating a series of razor-sharp spring-loaded blades which will decapitate the enemy, killing him instantly (unless there is some special mitigating circumstance, such as magic, involved). Needless to say this is not an ordinary weapon and will not be found for sale in any market or city; it must be specially commissioned. In the same vein, it is difficult to become proficient in the weapon, as few have mastered it (seeking out a teacher should be a quest unto itself). The flying guillotine always treats the target as if it were AC 0 (unless the target has a lower armor class, in which case the real AC should be used), but if the wielder rolls a natural 20 to hit against a small or medium creature, it will entangle the target rather than doing damage, at the wielder's option after the 20 is rolled. Creatures that are entangled will either be unseated from his mount (if applicable) or taken to the ground, where they must spend at least 1 melee round untying themselves (the rope/ribbon can be cut with 2 points of cutting damage, as from a knife or dagger). If used against a large creature, a natural 20 indicates entanglement as above, but the rope will be yanked from the wielder's hand. The flying guillotine can be immediately recalled once hurled, with no penalty, unless it is entangled.

Harpoon: This is essentially a stout spear which is attached either to the attacker, or to some other object, by a line. A successful hit indicates the target is tethered to the harpoon's anchor, and is also entangled in the line and must spend 1 round detangling itself (although it will still be impaled by the harpoon and thus tethered to the anchor). To remove the harpoon completely, the target must have an intelligence of 2 or greater, and must successfully make a saving throw vs. poison. Success indicates the harpoon is removed. Failure indicates that the victim takes 1 additional h.p. in damage from the attempt. Note that victims impaled by harpoons can be dragged towards the anchor at a rate of 10' per minute on average, if the circumstances and size/strength of those involved warrant.

Improvised weapon: This can be almost anything: a wine bottle, a candelabra hurled at an opponent, etc. It is not possible to become proficient in improvised weapon. Note that an improvised weapon can be thrown back at the attacker (and a separate "to hit" roll made) if the attacker rolls a natural 1; this will not count against the re-thrower's number of attacks per round. This is an extra bonus attack that has no impact on any other attacks or spells that may be done in the combat round. It may or may not be used with two hands, depending on what it is.

Meteor hammer: A heavy round weight on the end of a 30' long rope or ribbon. If the wielder rolls a natural 20 to hit against a small or medium creature, it will entangle the target rather than doing damage, at the wielder's option. Creatures that are entangled will either be unseated from his mount (if applicable) or taken to the ground, where they must spend at least 1 melee round untying themselves (the rope/ribbon can be cut with 2 points of cutting damage, as from a knife or dagger). If used against a large creature, a natural 20 indicates entanglement as above, but the rope will be yanked from the wielder's hand. Unless it's entangled, the hammer can be immediately recalled once hurled by jerking the rope back, with no penalty.

Oil: Oil contained in a vial can be thrown at an enemy, but the vial itself must break and be somehow set alight for the oil to do any damage. It is possible to make a "Molotov cocktail" with a burning rag in the opening of the oil vial; doing so will impose an initiative penalty of 5, but the oil will automatically catch fire if the vial is smashed on impact. The vial will break on a roll of 18 or less on 1d20. If a lit vial hits, and breaks on the target, the oil within will do 2d6 h.p. on the first round, and 1d6 h.p. on the second before it burns itself out (assuming the target is harmed by fire, of course). If a lit vial misses, and breaks, it will do 1d3 h.p. of damage to all those within 3' of the landing point. If the vial breaks but is not lit (i.e., is not used in a Molotov Cocktail), the oil must be hit by some other source of fire: torch, spell, etc. Note that if a torch is thrown at an oil-covered opponent with the intention of setting him on fire, a separate "to hit" roll must be made for the torch.

Rope dart: A solid metal dart on the end of a 30' long rope or ribbon. If the wielder rolls a natural 20 to hit against a small or medium creature, it will entangle the target rather than doing damage, at the wielder's option. Creatures that are entangled will either be unseated from his mount (if applicable) or taken to the ground, where they must spend at least 1 melee round untying themselves (the rope/ribbon can be cut with 2 points of cutting damage, as from a knife or dagger). If used against a large creature, a natural 20 indicates entanglement as above, but the rope will be yanked from the wielder's hand. The dart can be immediately recalled once hurled, with no penalty, if it is not entangled.

Kung Fu

The arts of combat that rely on intensive training are collectively known as kung fu. They are distinguished from "ordinary" training in the use of weapons, which is determined by the class of the character and the number of weapon proficiencies he has at any given level. Kung fu refers to special abilities, which can have effects similar to magical powers at the highest levels of development.

It is a mistake to believe that kung fu is necessarily unarmed combat. While it is true that certain schools of kung fu do emphasize unarmed forms, others are equally dedicated to combat with weapons, while still others focus on more meditative practices that yield powers akin to those of fangshi and wu spellcasters. It is also the case that some kung fu styles make mention of one's qi power; an internal spiritual strength that can be used to produce miraculous effects. However, there are no "qi points" or any other mechanic beyond those mentioned in the specific style descriptions below. Note that these are not magical abilities per se, and will not be affected by spells such as *dispel magic*.

Note that many of the kung fu rules herein require use of unarmed combat rules. Game masters (or players) who are not used to using such rules should familiarize themselves with them in order to maximize the usefulness of the kung fu styles detailed below. For reference, the unarmed combat system from **ADVENTURES DARK AND DEEP™** is reprinted here in Appendix A, which may also be used with most other old-school game systems. As a brief refresher, pummeling refers to punching and kicking; overbearing refers to knocking people down, back, or over; and grappling refers to grabbing people. There is some overlap, however.

Learning Kung Fu Skills

In game terms, kung fu skills are treated just like secondary skills. A character spends a number of already-earned experience points, which are deducted from his current total, and spends time to learn a skill level of a given style. If the game master wishes to use the "Starting Secondary Skill" optional rule in the **ADVENTURES DARK AND DEEP™** Players Manual, it can be applied to kung fu skills as well. In this way, it is entirely possible to have a fangshi who is a master of the fighting arts, or a fighter who has advanced knowledge of kung fu disciplines.

Kung fu skills are obtained by “spending” experience points, which are used to either obtain a new skill or gain an additional skill level in a style he already possesses. A character can only spend experience points on the same style once per experience level. If the player chooses to spend x.p. on a style, those x.p. are forever lost, although new x.p. can, of course, be earned to make up for that loss.

Learning a new kung fu style, or gaining an additional skill level in a style, is not automatic. It will take 1d4 months per skill level, and requires that the student actually be able to find someone able to teach the skill. If a given locale does not have a suitable master, then the student must find one that does. See also “kung fu schools” on p. 51 for tips and tables that can be used to create schools where PCs can learn kung fu skills.

Any kung fu skill level above 2 should require an extraordinary effort to locate a master who is both able and willing to teach the prospective student. Such quests to find a particular master who is known for a particular style can become adventures unto themselves. The GM should place such masters throughout his campaign setting. Some will be famous, while others will be more difficult to find, often maintaining a simple life that hides their mastery of the highest levels of kung fu.

The base x.p. cost of obtaining a level in a given style is listed in the particular description of that skill. For each additional skill level, the cost is equal to the base cost multiplied by the skill level being added. For example, if a character is adding a skill level to a style with a base cost of 3,000 x.p., and already has two skill levels in that particular style, the cost for the third skill level would be 9,000 x.p.

The base experience point (x.p.) cost of a style sometimes is dependent on the attributes the character possesses (strength, intelligence, etc.). If an attribute is listed, then the character can pay that price if the attribute is the highest he possesses (or is tied for highest). For example, a character with STR 17, INT 11, WIS 14, DEX 12, CON 15, CHA 15 would only pay 4,000 for the dragon foot style, but would have to pay 8,000 for the three waters style.

In cases where a kung fu style’s abilities overlap with those of the monk class, they are treated as additive. Example: A 4th level monk with three levels of air dancer style could fall 31-40’ without taking damage, since his monk abilities would normally allow him to fall 11-20’, and the air dancer style would allow him to fall 20’ more. If the kung fu ability requires a skill check, then failing the skill check means that only the natural monk ability can be used.

Finally, it should be noted that other kung fu styles can, and should, exist. Some may have died out completely, known only through ancient texts that exist in some distant temple, ready to be rediscovered. Such quests could form their own adventures, and prove not only exciting, but rewarding as well.

Failing Skill Checks

Unless otherwise noted in the skill description, if a practitioner fails a skill check on a kung fu ability that requires one, he can elect to perform the ability suitable for the same skill level or below that does not require a skill check. Otherwise, he simply fails and the game master should determine the suitable result. Example: Chen has three skill levels of air dancer style. He is attempting to climb up a 70’ wall, and fails his first required skill check, meaning he’s 30’ off the ground when he does. He fails the subsequent skill check too, so he will fall to the ground. He could elect to then use the crane’s wing ability and fall the first 20’ without taking damage, or he could choose not to and take the falling damage. Chen, not being a moron, elects to use the crane’s wing ability and saves himself the damage.

Creatures Only Harmed by Magic Weapons

Some creatures, especially the undead or those from other planes, can only be harmed by magical weapons. For purposes of determining whether they can be harmed, each skill level of kung fu in the style being used counts as a “plus” of a weapon. So, if someone has two skill levels in dragon foot style, he can harm creatures normally only harmed by +2 weapons. Similarly, if someone has one skill level in blade warden style, he could still harm that same creature if he was wielding a +1 weapon (+1 for his skill level in blade warden, +1 for the weapon). Note that only skill levels in the particular kung fu style being used should be counted (although if multiple styles are being combined by use of kung fu mastery, they can be counted together, along with the skill levels in kung fu mastery).

Styles of Kung Fu

The following are merely examples of the sorts of kung fu styles that the game master may wish to develop for his own campaign. In real-world Chinese martial arts, there are more than a hundred such styles. Note that every style need not be completely unique - it is entirely possible for a given in-game ability to be encompassed by more than one style. Similarly, a given school of kung fu will likely teach a combination of different styles - it is these combinations of styles that give each school its own distinct flavor.

Air Dancer Style

Base X.P. Cost: 5,000 per level (wisdom), 7,000 per level (all others)
Make Skill Checks Against: wisdom

This style allows the practitioner to jump, climb, and eventually levitate for periods of time, in order to gain position and evade attack.

TABLE 65: AIR DANCER SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Leaping frog.</i> Jump forward 10’.	<i>Flea jump.</i> Jump forward 30’, any other direction 10’.
2	<i>Mantis step.</i> Able to maintain balance on the ends of poles, beams, rocks, ropes, etc., up to 1” wide, with no loss of movement rate or chance to fall. (Fighting while on such things requires a skill check; failure means a -4 penalty “to hit” and AC for that round.)	<i>Spider’s touch.</i> Climb up walls at a rate of 30’ per minute. Must make a skill check each minute. Failure means a second skill check must be made. Success means the character stays in place; failure means he falls to the ground.
3	<i>Crane’s wing.</i> Jump forward 20’. Able to fall 20’ without taking damage.	<i>Air-master.</i> Levitate self and up to 200 lbs. of carried items up to 20’ above the ground. Can be done up to three rounds (must make skill check each round), and must rest for an equal number of rounds. Failure means the character floats gently to the ground.

Blade Warden Style

Base X.P. Cost: 3,500 per level (strength or dexterity), 5,000 per level (all others)

Make Skill Checks Against: strength or dexterity

This style emphasizes the use of bladed weapons such as swords, knives, axes, etc. The powers below cannot be used with crushing weapons, or weapons with a length of 5' or more.

TABLE 66: BLADE WARDEN SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Spider's fang.</i> +1 "to hit" and damage when using bladed weapon.	<i>Serpent blade.</i> The practitioner can cause his blade to seemingly bend and twist around an enemy's defenses. Shields and parrying are ineffective against this power, and practitioner gets a +2 bonus "to hit" and +2 to damage.
2	<i>Shield chop.</i> If an enemy is using a shield, practitioner can focus blows on the shield specifically. 4 h.p. will destroy a small wooden shield, 12 h.p. will destroy a large metal shield.	<i>Foe-of-armor.</i> The practitioner can seek out weaknesses in armor, damaging the armor worn by an enemy. A successful hit will cut straps, puncture weakened areas, etc., reducing the armor's effectiveness by 1 AC. A subsequent successful hit will reduce the armor by another 2 AC. A third will render the armor altogether useless. Magical armor is entitled to a saving throw vs. crushing blow. Metal shields are unaffected.
3	<i>Blade catch.</i> When unarmed, the practitioner can catch an attacker's bladed weapon in his bare hands without injury. On a successful bend bars roll, the weapon is wrenched from the wielder's hand and tossed to the ground or, if a successful dexterity check is made, wielded by the practitioner.	<i>Fireblade.</i> The practitioner can cause his (non-magical) weapon to burst into flames, giving it a +1 bonus "to hit" and +2 to damage. The blade will also set aflame any flammable objects, and do maximum damage to creatures vulnerable to fire. The effect will last for 1d6+4 minutes, and the blade itself is ruined thereafter.

Blind Wyvern Style

Base X.P. Cost: 4,000 per level (strength), 6,000 per level (all others)

Make Skill Checks Against: strength

This style emphasizes combat at night and in other situations where darkness prevails, as well as backwards-facing strikes, primarily kicks.

TABLE 67: BLIND WYVERN SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Eyes of the cat.</i> Only a -2 penalty "to hit" when blind, +2 penalty to armor class in darkness.	<i>Ears of the bat.</i> No "to hit" or armor class penalty in darkness.
2	<i>Nose of the dog.</i> No penalty to "to hit" roll or armor class in darkness. +1 "to hit" bonus when pummeling someone on rear or flank. On a missed "to hit" roll, doesn't hit friend or random object when blind.	<i>Legs of the frog.</i> Backflip to move behind any man-sized or smaller opponent on rear or flank. If successful, can attack on the same round with -1 penalty. If unsuccessful, opponent can turn, and no same-round attack is possible.
3	<i>Scorpion's tail.</i> Get +2 "to hit" and +1 damage bonus when pummeling someone on rear or flank.	<i>Widow's veil.</i> Can attack enemies in front and on rear or flank simultaneously, getting full number of attacks on front and flank/rear, with no penalty for flank or rear attacks.

Crawling Beast Style

Base X.P. Cost: 3,000 per level (dexterity), 4,500 per level (all others)

Make Skill Checks Against: dexterity

This style emphasizes fighting while prone.

TABLE 68: CRAWLING BEAST SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Snake crawl.</i> Able to move at half speed even when prone (will remain prone at the end; practitioner is scuttling along the floor).	<i>Snake slither.</i> Able to move at normal speed even when prone.
2	<i>Spider crawl.</i> Enemies do not get a bonus "to hit" when practitioner is prone.	<i>Spider strike.</i> When prone, practitioner gets a +2 bonus "to hit".
3	<i>Centipede strike.</i> When an enemy attempts to knock the practitioner prone by overbearing, or to keep the practitioner prone by grappling, practitioner gets a +2 bonus "to hit" and damage with any unarmed combat attempt.	<i>Centipede crawl.</i> Able to move at double normal speed when prone, can also climb walls as a 5th level thief.

Dragon Foot Style

Base X.P. Cost: 4,000 per level (strength), 6,000 per level (all others)

Make Skill Checks Against: strength

This style focuses on kicks and other leg work.

TABLE 69: DRAGON FOOT SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Jade dragon foot.</i> +1 "to hit" and damage for all pummeling attacks (if feet/legs are free and usable). +10' per min. movement.	<i>Whirling terrapin.</i> If prone, can make overbearing attack using leg sweep on all enemies within 5'. Success means the target(s) are knocked prone.
2	<i>Sapphire dragon foot.</i> +2 "to hit" and damage for all pummeling attacks (if feet/legs are free and usable). +20' per min. movement.	<i>Dragon kick.</i> If pummeling hit is successful, knock back target up to 1' per point of STR. If something solid prevents the target from traveling the full distance, opponent takes an additional 1 h.p. per 3' that can't be traveled (round down).
3	<i>Ruby dragon foot.</i> +3 "to hit" and damage for all pummeling attacks (if feet/legs are free and usable). +30' per min. movement.	<i>Dragon stomp.</i> By stomping on the ground, practitioner can create a directed earth tremor up to 60' long and 10' wide. All creatures within the area of effect must make a dexterity check or be knocked prone; stomp will also inflict 30 h.p. of damage on all stone, wood, and soil construction.

Fishing Mantis Style

Base X.P. Cost: 3,500 per level (dexterity), 5,500 per level (all others)
 Make Skill Checks Against: dexterity

This style focuses on the use of pressure points, vulnerable meridian lines, and qi centers to disable an opponent. Armor will interfere with this style to some extent; anyone using the fishing mantis against someone whose armor type (not armor class) is AC 4-7 will get a -2 penalty on skill checks, while anyone using this style against someone whose armor type is AC 3 or lower will get a -4 penalty on skill checks.

TABLE 70: FISHING MANTIS SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Stomach.</i> +2 "to hit" bonus on all pummeling attacks.	<i>Gall bladder.</i> Successful pummeling attack will disable an enemy's leg, giving them a +2 initiative penalty and half movement rate.
2	<i>Gland.</i> Successful pummeling attack numbs enemy's weapon hand, causing -2 "to hit" penalty for 1d3 hours. Can only be used once per weapon hand.	<i>Heart.</i> Successful pummeling attack knocks victim unconscious for 1d3 rounds.
3	<i>Governing meridian.</i> Successful pummeling attack causes double damage.	<i>Bladder.</i> Successful pummeling attack blinds the target for 2d6 rounds.

Head of the Hydra Style

Base X.P. Cost: 2,000 per level (dexterity), 2,500 per level (all others)
 Make Skill Checks Against: dexterity

This style emphasizes speed of attacks above all else, sometimes at the expense of accuracy.

TABLE 71: HEAD OF THE HYDRA SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Flawed jade flurry of blows.</i> Make two pummeling attacks per round, each with a -2 penalty "to hit".	<i>Jade flurry of blows.</i> Make two pummeling attacks per round, with no "to hit" penalty.
2	<i>Flawed sapphire flurry of blows.</i> Make three pummeling attacks per round, each with a -2 penalty "to hit".	<i>Sapphire flurry of blows.</i> Make three pummeling attacks per round, each with +1 bonus "to hit" (rather than penalty).
3	<i>Flawed ruby flurry of blows.</i> Make four pummeling attacks per round, each with a -2 penalty "to hit".	<i>Ruby flurry of blows.</i> Make four pummeling attacks, each with +2 bonus "to hit" (rather than penalty).

Kung Fu Mastery

Base X.P. Cost: 7,000 per level (all)
 Make Skill Checks Against: strength

This is a very special skill that allows an experienced kung fu practitioner to combine effects and skills from different styles into attacks and maneuvers that can be made simultaneously. As such it is very powerful, and only those with the highest levels of dedication can learn it. No one can learn kung fu mastery unless they have a skill level of 3 in at least two different kung fu styles, or a skill level of 2 in at least three different styles.

TABLE 72: KUNG FU MASTERY SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Dragon mastery.</i> Combining two movement effects/bonuses or one movement and one defensive effect in the same round (if compatible).	<i>North wind mastery.</i> Combining one movement and one "to hit" or damage effect/bonus in the same round (if compatible).
2	<i>West wind mastery.</i> Combining one movement and one damage effect/bonus in the same round (if compatible).	<i>South wind mastery.</i> Combining one "to hit" and one damage effect/bonus in the same round (if compatible).
3	<i>East wind mastery.</i> Combining any two effects/bonuses in the same round (if compatible).	<i>Mastery of flowers.</i> Combining any three effects/bonuses in the same round (if compatible).

Compatibility will need to be determined on a case-by-case basis by the game master, as there are far too many possible kung fu bonuses and effects to make a comprehensive listing practical.

Mountain Ape Style

Base X.P. Cost: 2,000 per level (strength), 2,500 per level (all others)
 Make Skill Checks Against: strength

This style emphasizes grappling techniques.

TABLE 73: MOUNTAIN APE SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Way of the small.</i> No size penalty when attacking larger creatures.	<i>Grip of iron.</i> Enemy has -4 penalty when attempting to break a grappling hold.
2	<i>Way of the thin.</i> Enemy has -2 penalty "to hit" when attempting to grapple practitioner.	<i>Crushing grip.</i> Successful grappling attack does 2d4 h.p. of damage against opponent.
3	<i>Way of the weak.</i> No strength penalty when attacking stronger creature.	<i>Grip of night.</i> Once an enemy has been successfully grappled and held for at least one round, make a skill check to attempt to knock him unconscious for 1d3 rounds.

Serpent's Fang Style

Base X.P. Cost: 3,500 per level (strength or dexterity), 5,000 per level (all others)

Make Skill Checks Against: strength or dexterity

This style emphasizes the use of pole arms and other two-handed and lengthy melee weapons (longer than 5').

TABLE 74: SERPENT'S FANG SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Pole arm adept.</i> +2 "to hit" bonus when using two-handed weapon.	<i>Whirling pole arm.</i> When using pole arm, successful skill check will disarm an opponent.
2	<i>Pole arm speed.</i> Can attack with pole arms at twice the normal rate in combat.	<i>Pole arm parry.</i> Practitioner may block any one successful enemy attack after the fact. (must decide to use this ability after the "to hit" roll has been made, but before damage is announced). If practitioner has already struck in the round, next round's attack is forfeit.
3	<i>Pole arm mastery.</i> No "to hit" penalty for using non-proficient pole arms of any type.	<i>Flying pole arm.</i> Practitioner can hurl any pole arm with a range of 20' with no penalty.

Spitting Cobra Style

Base X.P. Cost: 3,000 per level (dexterity), 4,000 per level (all others)
 Make Skill Checks Against: dexterity

This style emphasizes the use of ranged attacks. Note that despite the use of bow-related terms in the names of the different skills, these apply to all sorts of ranged attacks, both those which use ammunition, like bows, and those which are thrown, like darts.

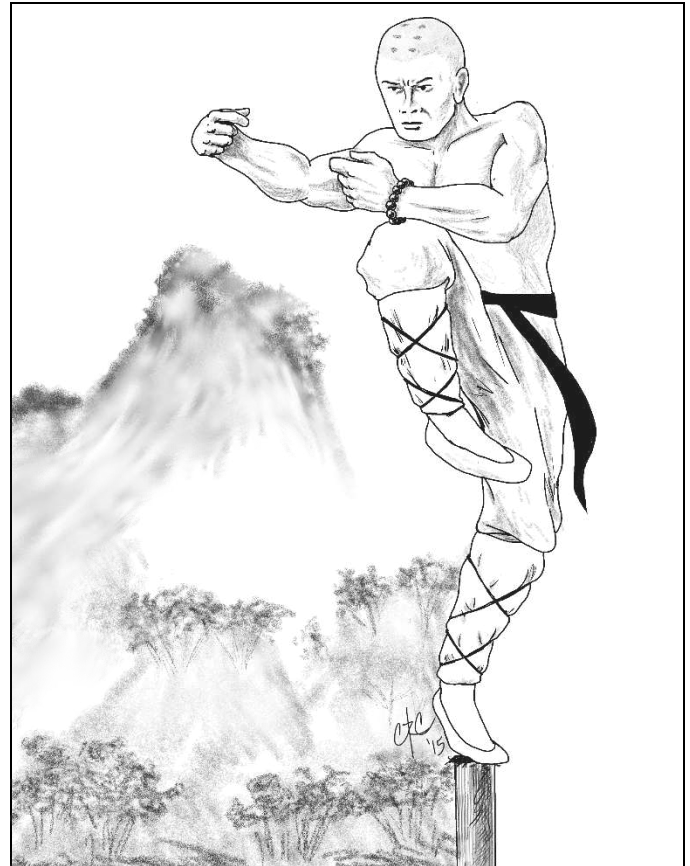


TABLE 75: SPITTING COBRA SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Swift as the snake.</i> Get one additional ranged weapon attack per round. Also, +2 "to hit" with all ranged weapons.	<i>Missile catch.</i> Any one incoming missile such as an arrow, bolt, spear, etc. can be caught if the practitioner has a free hand. Does not apply to large objects such as catapult stones, rocks thrown by giants, etc.
2	<i>Instinctual archer.</i> No non-proficiency penalty when using any ranged weapon (including improvised weapons). Also, +25% accuracy bonus to avoid hitting friendly targets when firing into melee.	<i>Bent arrow.</i> Missiles fired can make two 45° turns, in directions chosen by the practitioner, as long as there is at least 10' between both turns (i.e., they cannot be consecutive).
3	<i>Eye of the eagle.</i> No "to hit" penalty for firing missile weapon at medium or long range.	<i>Hail of arrows.</i> Practitioner can fire missile weapons as many times per round as he has experience levels (<u>not</u> skill levels).

Three Waters Style

Base X.P. Cost: 6,000 per level (dexterity), 8,000 per level (all others)
 Make Skill Checks Against: dexterity

This style emphasizes a fluid style of movement that is deceptive in its speed. Often, one fighting against someone with this skill doesn't even realize how swiftly his opponent is moving, until it is too late.

TABLE 76: THREE WATERS SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>The flowing river.</i> Practitioner gets one extra attack per two rounds (1 per round becomes 3/2 rounds, 3/2 rounds becomes 2 per round, etc.).	<i>Water cannot be cut.</i> If the dexterity check is successful, one melee attack against the practitioner misses automatically (must be declared after the attack has been announced, but before the "to hit" die has been rolled).
2	<i>The river flows swiftly.</i> Practitioner gets an extra attack every round.	<i>The eye cannot see the ocean current.</i> The practitioner can suddenly produce in his hand some item that was carried in a belt pouch, pocket, etc. (not in a backpack or locked container), or if he is a thief, pick an enemy's pocket in the middle of combat, and still be able to attack in the same round. If the item retrieved was a weapon or magic item, it may be used that same segment.
3	<i>The river flows around the rock.</i> Practitioner gets an extra attack every round, and that extra attack is made from the rear, unless it is not possible to get behind his enemy (enemies arrayed in formation, etc.).	<i>The mist flows where it will.</i> Practitioner gets one extra attack per round, made from the rear or flank, unless the enemy has no rear or flank, or is standing with his back to a wall. It can even be used when there is no clear path to the enemy's rear or flank (as in, he is in a line of warriors), as long as he has one.

Turtle's Shell Style

Base X.P. Cost: 4,000 per level (strength), 6,000 per level (all others)
 Make Skill Checks Against: strength

This style emphasizes defense and blocking of enemy attacks first and foremost. It is often taught by schools that are devoted to peace and non-violence.

TABLE 77: TURTLE'S SHELL SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Shell of bronze.</i> +2 AC bonus vs. all unarmed combat attacks, +1 AC bonus against all melee weapon attacks.	<i>Iron skin.</i> Take half damage from piercing and slashing weapons. Magic weapons do full damage.

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
2	<i>Shell of iron.</i> +3 AC bonus vs. all unarmed combat attacks, +2 AC bonus against all melee weapon attacks.	<i>Snapping turtle.</i> If enemy is attacking with a weapon, successful skill check will disarm him.
3	<i>Shell of steel.</i> +4 AC bonus against all unarmed combat attacks, +3 AC bonus against all melee weapon attacks.	<i>Steel skin.</i> Take half damage from all weapons, including enchanted weapons.

Qi Mastery

Base X.P. Cost: 7,000 per level (wisdom), 8,000 per level (all others)
 Make Skill Checks Against: wisdom

This skill taps into the mysteries of the life-force itself and enables the practitioner to utilize it for seemingly miraculous purposes, drawing on inner reserves of energy. It requires the highest levels of dedication to learn. No one can learn qi mastery unless they have at least one level in the qigong secondary skill, plus one level in kung fu mastery, and have also learned at least one additional skill level in some other kung fu style since achieving kung fu mastery. Unless otherwise noted, qi powers can be used once per experience level (not qi mastery level) every 24 hours; thus, an 8th level fangshi could use these powers a total of 8 times per day.

TABLE 78: QI MASTERY SKILLS

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	<i>Qi transfer.</i> Practitioner can absorb 1d6 hit points from any creature touched, and add them to his own hit point total as long as the total number of hit points does not exceed his normal maximum (unwilling victims are entitled to a saving throw vs. spells). Can also be used to bestow up to 6 h.p. on some other creature (practitioner gets to choose how many h.p. to give). Can be used once per day per skill level.	<i>Qi flash.</i> Builds up a sudden burst of qi energy that will temporarily blind all those within 20' who fail a saving throw vs. paralyzation. Blindness lasts for 1d3 rounds.
2	<i>Qi healing.</i> Practitioner can heal 1d6 h.p. of damage per skill level per day. Each die may be used on different subjects, but if combined get a +1 bonus per die (so using three healing dice on one target would heal 3d6+3 h.p.). Three healing dice can be "spent" to <i>cure disease</i> or <i>cure blindness</i> (as per the spell) instead of curing lost hit points.	<i>Qi radiance.</i> Practitioner's body glows with qi energy. Enemies get -2 "to hit", acts as <i>continual light</i> spell centered on practitioner (does not blind him, though), and creatures with less than 3 hit dice or levels cannot touch the practitioner, either personally or with weapons. Once successful, it remains until dispelled or the practitioner is unconscious.
3	<i>Qi mind mask.</i> Practitioner can cast equivalent of <i>charm person</i> spell once per day per skill level. Target is entitled to a saving throw vs. magic.	<i>Qi blast.</i> A ball of pure qi energy does 12d6 h.p. of damage to everything within a 30' radius, centered on a point up to 150' away. Saving throw vs. spells for half damage.

See also: qugong secondary skill (p. 14).

Example of Combat Using Kung Fu Skills

Chan is a 6th level fighter with three skill levels in both mountain ape style and three waters style, and one skill level in kung fu mastery. He is armed with a dao and has 40 hit points. He is not wearing armor and has an AC of 10.

Li is a 5th level monk with two skill levels each in head of the hydra, serpent's fang, and turtle's shell styles, one skill level each in crawling beast style, kung fu mastery, and qi mastery. He has two skill levels in qigong (healing specialty). He is armed with a monk's spade, has 18 hit points, and is not wearing armor but has an AC of 6 because of his monk abilities.

Chan and Li are fighting in a blacksmith's shop.

Round One

They each roll for initiative. Chan gets an 8 and Li gets a 5. Li would normally attack first, but Chan will use *the river flows around the rock* to attack Li twice in the round, the second time from behind. Because he gets two attacks per round, he is treated as if the first attack rolled a 1 for initiative. For the first attack, he rolls a 15, and needs a 9 to hit AC 6. His first attack succeeds. The dao does 1d6+1 points of damage; Chan rolls a 2, so Li takes 3 points of damage.

Li uses the *whirling pole arm* attack against Chan, in an attempt to disarm him. Li has a strength of 15, and rolls a 5 for his skill check. He succeeds, and Chan's dao flies across the blacksmith's shop. He uses his *dragon mastery* to

also use the *shell of iron* defensive maneuver, increasing his AC by 3 against unarmed attacks, and 2 against attacks by weapons.

Chan gets his second attack from *the river flows around the rock* at the end of the round. He gets a +4 bonus "to hit" because he is attacking from the rear, but since he no longer has his sword, he makes a grappling attack using his *crushing grip*, which would do damage as well as hold his enemy. Doing so requires a strength check. Chan has a strength of 14, but rolls a 19, failing the skill check. He does the *way of the thin* maneuver instead (which doesn't require a skill check), so Li gets a -2 penalty "to hit" if he decides to grapple. Because Chan has a strength of 14 and Li has a strength of 15, Chan gets a -2 penalty "to hit" on grappling attacks. Li has an AC of 3 (because of the *shell of iron*), but Chan gets a +4 bonus "to hit" for a rear attack. He rolls an 8, which is exactly what he needs to hit. Li is now pinned, and takes 1d2 h.p. of damage from the grapple attack. Chan rolls a 2. Li now has 13 hit points remaining.

Round Two

Chan rolls a 7 for initiative and Li rolls a 1. Li attacks first, using his *qi transfer* ability to absorb hit points from his opponent. Because Chan is an unwilling victim, he is entitled to a saving throw vs. spells. Chan rolls a 1, and Li absorbs 1d6 of Chan's hit points. Li rolls a 4, and is now back up to 17 hit points, having just taken 4 from Chan, while Chan is down to 36 h.p.

Chan decides to risk holding onto Li in order to use the *crushing grip* and attempt to knock him unconscious. The *crushing grip* requires a skill check; this time Chan rolls a 7 and makes the skill check. Chan chokes Li into unconsciousness for 1d3 rounds. He rolls a 3. With Li sagging in his arms, he now has more than enough time to bind the monk and flee with his belongings, after recovering his dao.

Magic

Magic in a mythic China setting works much the same as it does in any other setting. Fangshi need to memorize spells from books and scrolls, and wu need to memorize spells by meditation. Spells can be recorded on scrolls for one-time use, and magic items can be created that enable special magic effects. On the whole, those familiar with magic in a Medieval European **ADVENTURES DARK AND DEEP™** setting are going to be comfortable with how magic works in a mythic China setting. There are no systemic mechanical differences.

That said, the specific spells and magic items known to the inhabitants of a mythic China setting are somewhat different than those in other locales. Some spells and magic items are common to both, but some are unknown in mythic China, while others are unique to it.

Creating Magic Items

The process for creating magic items is much the same for characters in a mythic China setting as it is for those in any other sort of setting. One big difference is that fangshi make great use of pills, which are functionally much the same as potions, but obviously do not require the same sort of container (but run the risk of being crushed into powder if they are left unprotected).

The Ethereal Plane

The ethereal plane holds a special significance in the culture, religion, and magical practices of a mythic China setting. It is not only the ethereal plane as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit, but it is also the “otherworld”, in which the spirits of the dead (gui ghosts) dwell. Such spirits are usually confined to those places where the material and ethereal planes intersect, and in such places the material plane is dimly seen as a shadow of its true self. Their existence is focused on the goings-on in the material plane, and thus it is in the “otherworld” where the material and ethereal planes intersect, that they remain.

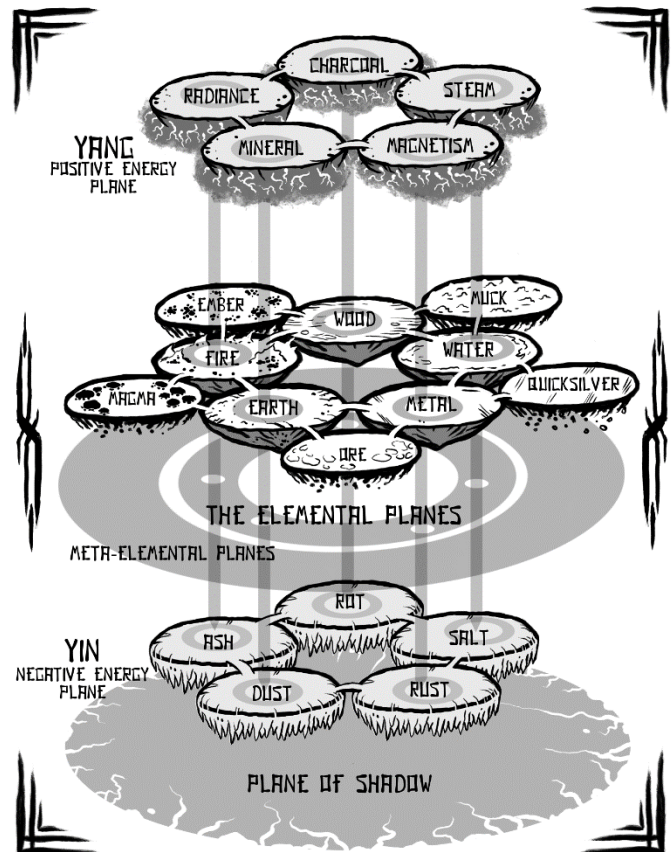
The Elemental Planes

The arrangement of the other planes of existence is fairly consistent with its European counterpart, although there are some significant differences in regards to the elemental planes. Most barbarian (i.e., non-Chinese) sages agree that there are four elemental planes (air, earth, fire, and water), which interact with one another and the positive and negative planes to create the quasi- and meta-elemental planes, all of which have their respective inhabitants.

Scholars in mythic China, on the other hand, maintain that there are in fact five elemental planes (wood, fire, earth, metal, and water). Further, they aver that the elements are not the solid and immutable building-blocks of all matter, but rather represent different stages in the evolution of all things.

Given the fact that air elementals demonstrably exist no less than do metal elementals, but neither seem to be active in places where they are not culturally acknowledged, it is clear that neither cosmology is entirely comprehensive. The respective cosmologies seem to be both demonstrably true and self-contradictory at the same time, and the need more study into the matter by sages and savants is indicated. Sages in mythic China do, however, recognize the positive (yang) and negative (yin) planes, and the quasi-elemental planes that derive therefrom. This gives the following inner planes:

- Elemental plane of wood
- Elemental plane of fire
- Elemental plane of earth
- Elemental plane of metal
- Elemental plane of water
- Positive energy (yang) plane
- Negative energy (yin) plane
- Plane of shadow
- Meta-elemental plane of ember, where wood and fire meet
- Meta-elemental plane of magma, where earth and fire touch one another
- Meta-elemental plane of ore, where earth and metal meet
- Meta-elemental plane of quicksilver, where metal and water meet
- Meta-elemental plane of muck, where water and wood meet
- Quasi-elemental plane of charcoal, where positive energy and wood come together
- Quasi-elemental plane of radiance, where positive energy meets fire
- Quasi-elemental plane of mineral, where the positive and earth planes meet
- Quasi-elemental plane of magnetism, where positive energy and metal come together
- Quasi-elemental plane of steam, where positive energy and water meet
- Quasi-elemental plane of rot, where negative energy and wood meet
- Quasi-elemental plane of ash, where negative energy meets fire
- Quasi-elemental plane of dust, where the negative and earth planes interact
- Quasi-elemental plane of rust, where negative energy and metal meet
- Quasi-elemental plane of salt, where negative energy and water commingle.



Spell Lists by Class and Level

Spells listed in italics are new with this supplement; for details, see “Spell Descriptions”, below.

TABLE 79: FANGSHI SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	<i>Accounting</i>	<i>Alter Writing</i>	Clairaudience	<i>Act of Conscience</i>
2	Affect Normal Fires	<i>Calm Fires</i>	Clairvoyance	<i>Arts of Jung-cheng</i>
3	Augury	<i>Ceremony</i>	Cloudburst	<i>Celestial General</i>
4	<i>Breath Control</i>	Cure Light Wounds	Dispel Magic	Commune
5	Burning Hands	<i>Detect Chaos</i>	<i>Distant Fishing</i>	Cure Blindness
6	Charm Person	Detect Invisibility	Divination	Enchanted Weapon
7	Detect Balance	<i>Fanfare</i>	Feign Death	<i>Fetter</i>
8	Detect Magic	<i>Hot Sand Blast</i>	<i>Fiery Columns</i>	<i>Gaseous Breath</i>
9	Endure Cold	Invisibility	Fly	Polymorph Other
10	Enlarge	<i>Language of Birds</i>	Lightning Bolt	Polymorph Self
11	Erase	Locate Object	<i>Lotus Shield</i>	<i>Punish Thief</i>
12	Feather Fall	Locate Plants	<i>Ox-yellow</i>	Wall of Fire
13	<i>Grasping Arms</i>	Penetrate Disguise	Secret Page	<i>Yellow Sovereign Healing</i>
14	Hold Portal	<i>Predict Weather</i>	Water Breathing	
15	Precipitation	Resist Fire	Water Walk	
16	<i>Read Fangshi Magic</i>	<i>Resist Water</i>	Wind Wall	
17	Remove Fear	Snake Charm		
18	<i>Resist Privation</i>	Whispering Wind		
19	Run			
20	Sleep			
21	Slow Poison			
22	Write			

	Fifth Level	Sixth Level	Seventh Level	Eighth Level	Ninth Level
1	Airy Water	Anti-Magic Shell	Cure Critical Wounds	<i>Elemental Transformation</i>	Energy Drain
2	<i>Cloud Travel</i>	Control Weather	Grasping Hand	Heal	Meteor Swarm
3	<i>Conjure Elemental</i>	Death Spell	<i>Great Snort</i>	Incendiary Cloud	Power Word, Kill
4	Control Winds	Geis	Limited Wish	Permanency	Regeneration
5	Cure Serious Wounds	Insect Plague	Mage Sword	Polymorph Any Object	Resurrection
6	Distance Distortion	Legend Lore	Magnificent Mansion	Power Word, Blind	<i>Reverse Transmutation</i>
7	<i>Hot Stone Rain</i>	Move Earth	Phase Door	Restoration	Shape Change
8	<i>Intuition</i>	Project Image	Power Word, Stun	Telekinetic Sphere	Time Stop
9	Passwall	<i>Prophecy</i>	Reverse Gravity	Vanish	<i>Way of Life</i>
10	Secret Chest	Reincarnate	Teleport without Error	Vision	Wish
11	Teleport	True Seeing	<i>Way of Youth</i>		
12	<i>Thundersword</i>	<i>Way of Vitality</i>			
13	Wall of Iron				

TABLE 80: WU SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Bless	<i>Appease Spirit</i>	<i>Act of Conscience</i>	Abjure
2	<i>Ceremony</i>	Augury	Cloudburst	<i>Banish Ghost</i>
3	Create Water	<i>Detect Ethereal</i>	Create Food and Water	<i>Body Double</i>
4	<i>Cure Animal Wounds</i>	<i>Detect Possession</i>	<i>Dismiss Creature I</i>	<i>Conjure Elemental</i>
5	Cure Light Wounds	<i>Endless Larder</i>	Dispel Illusion	Cure Serious Wounds
6	Detect Evil	Heat Metal	<i>Ghost Sight</i>	<i>Dismiss Creature II</i>
7	Detect Magic	Improved Phantasmal Force	Locate Object	Exorcize
8	Invisibility to Undead	Know Alignment	Negative Plane Protection	<i>Great Summons</i>
9	Phantasmal Force	<i>Language of Birds</i>	Prayer	<i>Hold Elemental</i>
10	Portent	Levitate	Remove Curse	Lower Water
11	Precipitation	Mirror Image	<i>Soaring Head</i>	<i>Many Faces</i>
12	<i>Predict Weather</i>	<i>Obscurement</i>	Speak with the Dead	Neutralize Poison
13	Protection from Evil	Penetrate Disguise	Spectral Force	Protection from Evil 10' Radius
14	Remove Fear	Protection from Normal Missiles	Spirit Gift II	
15	Resist Cold	Resist Fire	<i>Summon Ancestors</i>	
16	Spirit Gift I			
17	Ventriloquism			
18	Web			

	Fifth Level	Sixth Level	Seventh Level
1	Advanced Illusion	Cacodaemon	Control Weather
2	Confession	Dismiss Creature IV	Dismiss Creature V
3	Control Winds	Ensnarement	Disruption
4	Cure Critical Wounds	Exaction	Earthquake
5	Dismiss Creature III	Grounding	Ethereal Spell
6	Dismissal	Heroes' Feast	Gate
7	Dolor	Permanent Illusion	Planetrack
8	Rainbow	Spirit Way	Restoration
9	Spiritrack	Torment	Spirit Gift IV
10	Straw Ghost	True Form	Vision
11	True Seeing	Unfinished Business	Weird

Spell Descriptions

Accounting

Level 1 fangshi spell (divination)
 Requires: incantation, gestures, abacus
 Casting time: 30 seconds (5 segments)

This spell allows the caster to make an exact accounting of the number of any objects or creatures within the desired target area. This area can be one 10' cube per level of the caster (thus a fourth level caster could have an area of effect of up to four such cubes), centered on a point up to 60' away plus 10' per level of the caster. If there are sub-types of objects to be counted, up to one category per level of the caster can be sub-totaled (for instance, if there is a pile of coins, a first level caster could determine the number of coins, a second level caster could determine the number of gold coins and non-gold coins, etc.). The effect is immediate.

Act of Conscience

Level 3 wu, level 4 fangshi spell (enchantment/charm)
 Requires: incantation, gestures, willow switch
 Casting time: 5 minutes

This spell allows the caster to force a creature to confess to a specific crime and atone for it. The target creature must be within 30' of the caster, and must be able to comprehend the language of the caster, in order for the spell to be effective. The target is entitled to a saving throw vs. spells. The caster must name a specific crime; if the target is not guilty of the specific crime as stated, the spell will automatically fail. Atonement will be proportional to the crime; thieves will repay their victims, arsonists will rebuild their victim's homes, and murderers will either surrender to the authorities or offer to pay restitution according to the law. Note that this spell does not "right wrongs"; it only works on actions that are specifically (and clearly) illegal. Often, killings in self-defense, or in areas where civil authority is sketchy, do not fall under this definition. The subject of the spell gets a new saving throw vs. spells each day; his desire to atone for his crimes will last until his saving throw is successful.

Alter Writing

Level 2 fangshi spell (alteration)
 Requires: incantation, gestures, squid ink
 Casting time: 12 seconds (2 segments)

This spell allows the caster to alter the contents of any non-magical writing, up to 10 pages per experience level, making them appear to say whatever he wants them to say. He must be able to write the language in which the work

is to appear, and must be able to handle the actual item (book, scroll, etc.) in order to effect the change. Magical writings, such as spell books and scrolls, cannot be affected, but maps and other non-script writings can be. The effect will last for one hour per level of the caster.



Appease Spirit

Level 2 wu spell (enchantment/charm)
 Requires: incantation, gestures, pinch of sulfur, drop of blood
 Casting time: 12 seconds (2 segments)

This spell allows the caster to attempt to mollify angry or otherwise hostile creatures from the other planes of existence. The target creature must be within 30' of the caster, and is entitled to a saving throw which, if successful, negates the spell's effect. If the spell is successful, the creature will cease attacking for

one round for every three levels of the wu (so a sixth level wu will appease an extra-planar creature for two rounds), or until it is commanded to recommence attacking by some more powerful creature.

Note that magic resistance (if any) should also be checked. This spell will not work on arch-devils, demon princes, or creatures of similar rank and power.

Arts of Jung-cheng

Level 4 fangshi spell (necromantic)
Requires: iron or oaken rod
Casting time: 4 minutes

This spell is well sought-after by many wealthy and elderly men, for obvious reasons. Once cast on the subject (who must be touched by the iron or oaken rod wielded by the caster, which is not consumed in the casting), the subject will be able to function sexually as if he were a boy of 20, no matter his true age. The effect will last for one day per level of the caster, minus one day for every ten years the recipient is older than 60, with a minimum of one day duration. This spell has no effect on females or eunuchs.

Banish Ghost

Level 4 wu spell (abjuration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the wu to turn gui ghosts in the same way he is able to turn extra-planar creatures, and using the same table found above.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Body Double

Level 4 wu spell (illusion/phantasm)
Requires: incantation, gestures, bamboo poppet
Casting time: 24 seconds (4 segments)

This spell has two effects that occur simultaneously. First, it turns the subject (who must be within 30'; non-willing subjects are allowed a saving throw vs. spells) invisible. Second, it creates the illusion that the subject has died, placing the illusionary double on a poppet made of bamboo. The illusion is such that the effect is seamless; unless an onlooker actively disbelieves the situation, or has magic such as *true seeing*, it will not be noticed. The spell requires a 9" long poppet made of bamboo, which is hurled towards the subject. The subject's "body" will end up where the poppet lands. If the poppet can be recovered, it can be reused. The effect lasts for ten minutes per level of the caster.

This spell cannot be cast underwater.

Breath Control

Level 1 fangshi spell (invocation)
Requires: gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to hold his breath for ten minutes per experience level. He can also cast the spell on another creature by touch, if desired. Note that this spell does not afford one the ability to breathe or speak underwater. Attempting to speak (including casting spells requiring incantations) will cancel the spell.

Calm Fires

Level 2 fangshi spell (alteration)
Requires: incantation, gestures, wine
Casting time: 12 seconds (2 segments)

This is a more advanced form of the spell *affect normal fires*, and allows the caster to put out fires entirely, even from great distances. The caster spits one or more mouthfuls of wine at a fire, extinguishing it completely. The size and distance of the fire which can be affected depends on the number of mouthfuls of wine used:

One mouthful: Can put out a fire up to the size of a campfire, up to 60' distant.

Two mouthfuls: Can put out a fire up to the size of a burning house, up to 300' distant. Caster must be a minimum of 5th level to spit two mouthfuls.

Three mouthfuls: Can put out a fire the size of a small forest fire, up to a mile distant. Caster must be a minimum of 10th level to spit three mouthfuls.

Fires must be within line of sight to be extinguished. Magical fires are unaffected.

This spell cannot be cast underwater.

Celestial General

Level 4 fangshi spell (invocation)
Requires: incantation, gestures, miniature sword
Casting time: 24 seconds (4 segments)

This spell allows the caster to summon the shade of a great military hero of ages past, who will not only physically fight on his behalf, but will also provide military advice. There is no guarantee that the advice will be effective, but it will be the best possible, based on the information available. The *celestial general* will have a 16 in all statistics, be a level 10 fighter, have an armor class of 2 (wearing mountain pattern armor), and wield a *dao +3*. He can only be harmed by magic or jade weapons, and can pass through solid objects as his spectral form implies. He will remain for 10 minutes plus one minute per level of the caster, after which time he will disappear, along with all of his possessions. The caster may request a specific figure from history, but if so, the caster must make a successful wisdom check. Failure means the spell fails completely, and is lost from memory. The spell requires a tiny metal sword, which is stuck in the ground as the spell is cast, and lost.

Ceremony

Level 1 wu, level 2 fangshi spell (invocation)
Requires: incantation, gestures
Casting time: 1 hour

Like the clerical and druid versions of this spell, this spell actually consists of a variety of different rituals, the nature of which will vary from religion to religion, but whose general pattern is universal. The cost of the spell depends on which ritual is being performed, but all rituals involve the use of the caster's holy symbol. The effect of a *ceremony* spell is not magical, and thus *dispel magic* has no effect on it. There are eight specific applications of the *ceremony* spell, and the caster must specify which is being learned when choosing which spells he is memorizing:

Burial: This ceremony can be performed by a 1st level wu or 2nd level fangshi, and costs 5-50 g.p. When cast upon a dead body, it functions as a *protection from evil* spell. In addition, anyone attempting to disinter the body must make a saving throw vs. spells or flee in panic for 10 minutes.

Coming of age: This ceremony can be performed by a 1st level wu or 2nd level fangshi, and costs 5-15 s.p. It is usually cast on someone entering into adulthood, and affords him a bonus of +1 to any single saving throw, "to hit" roll, or damage roll, of his choice.

Consecrate ground: This ceremony can be cast by a 7th level wu, and usually will cost 100-600 g.p., depending on the size of the area to be consecrated. It is used to prepare a given area for the construction of some religious temple, shrine, or other edifice. It must be cast before any work whatsoever is done on the site, or else it is useless. If the ceremony is omitted or improperly cast, any religious structure built there will immediately begin to fall into disrepair and has a 1% chance per year of collapsing. If cast upon land intended as a burial ground (by a good- or neutral-aligned caster), the area will automatically turn undead as a 3rd level cleric (not a wu; this effect will impact undead); if the caster is evil, then for purposes of being turned, undead in the area will be treated as if a 3rd level wu were controlling them.

Consecrate item: This ceremony may be performed by a 3rd level wu or fangshi, and does not usually bear any cost. It is through this ceremony that items for use on altars, in shrines, etc., are prepared.

Dedication: This ceremony can be performed by a 3rd level wu or fangshi, and costs 1-10 s.p. The spell brings the (willing) target into the ranks of the sanctioned worshippers of the caster's faith (this will almost always require that the recipient's alignment be the same as that of the caster). It can be overridden only by another *dedication* performed by a caster of higher level than the previous one.

Ghost ceremony: This ceremony may be performed by a 2nd level wu or fangshi, and costs 1-6 g.p. By means of this ceremony, which can only be performed one day out of the year (the day is marked by celebrations and observances across the land, not just by officials), one's ancestors can be honored and given those propitiatory offerings that will ensure they will not return to haunt the lands of the living as hungry ghosts or other supernatural apparitions. Payment is made to a particular spellcaster, who will then include the indicated ancestors in his prayers on that day.

Ghost marriage: This ceremony may be performed by a 3rd level wu or fangshi, and costs 2-20 g.p. It allows a deceased individual to be brought into a family, to ensure the family line does not die out, and to let the individual's ancestors be venerated appropriately.

Marriage: This ceremony may be performed by a 1st level wu or 2nd level fangshi, and costs 1-20 g.p. It does not afford any magical effects.

Rest eternal: This ceremony may be performed by a 1st level wu. It is cast upon the mortal remains of some creature, and foils spells such as *raise dead* and *resurrection*. A *wish* spell, however, would be able to overcome the effects of the ceremony.

Cloud Travel

Level 5 fangshi spell (evocation)
 Requires: incantation, gestures, goose down
 Casting time: 30 seconds (5 segments)

This spell summons an enchanted cloud which will transport the caster, and/or those he designates, at great speeds over nearly any sort of terrain. The cloud will hold approximately five man-sized creatures, or up to 1,200 pounds. At least one intelligent creature must be aboard the cloud to direct its passage. The cloud will travel at a speed of up to 300' per minute, or roughly three and a half miles an hour. The cloud can ascend up to 100' from the ground, and has a maneuverability factor of poor. Spells such as *gust of wind* will not affect the cloud, but *control winds* or *control weather* can be used to dispel the cloud

in but a single round. The cloud will last for thirty minutes plus five minutes per level of the caster.

This spell cannot be cast underwater.

Confession

Level 5 wu spell (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell places a magical compulsion on the target, forcing him to seek out the victim of a particular wrong he has committed and confess his role in the act. The target must be able to understand the caster, who in turn must name a specific wrongdoing and victim. The target is entitled to a saving throw vs. spells to escape the spell's effect. Once the compulsion to confess has been laid upon him, only a *limited wish* or *wish* spell will be able to lift it from him. If he discovers that the victim of his act is already dead, the compulsion is lifted. Any voluntary delay in seeking out the person or being to whom the *confession* is to be made will result in a loss of constitution at the rate of one point per day. Once constitution reaches zero, death will result. Killing the object of the *confession* will similarly result in the loss of one point of constitution per day.

Conjure Elemental

Level 5 fangshi spell (conjuraton/summoning)
 Requires: incantation, gestures, material components (see below)
 Casting time: 10 minutes

This spell allows the caster to conjure one of the five major types of elementals from their respective planes: wood, fire, earth, metal, and water. Such conjured elementals will have 16 hit dice. The type of elemental to be conjured must be chosen before the spell is memorized. The type of elemental will determine the components necessary:

TABLE 81: CONJURE ELEMENTAL

Elemental Type	Requires
Wood	Tree-sized log or bundle of wood
Fire	Sulfur and phosphorus, large source of fire
Earth	Soft clay
Metal	Metal (precious or otherwise)
Water	Water and sand, large body of water

The elemental thus summoned can be controlled by the caster 95% of the time (check at the beginning of the third, and each following, minute) as long as he maintains his concentration. Control can be exercised at a range of 30'. Failure to concentrate, such as is caused by being successfully attacked, will mean that the elemental will turn on the caster. An uncontrolled elemental will seek to attack the one who summoned it as soon as it finishes any combat it is in at the moment. Note that uncontrolled elementals can be thwarted by *thaumaturgic triangles*. The elemental will remain on this plane until it is destroyed, but note that water elementals cannot survive when more than 60' away from a suitably large source of water such as a river, well, or large pool.

If cast underwater, this spell cannot summon fire elements. An earth elemental will not be able to leave the seabed, riverbed, lakebed, etc. It will be able to attack only those creatures close enough to the bottom to be in range. There are no restrictions on the conjuring of wood, metal, or water elementals, although wood elementals will float to the surface unless conjured entirely from waterlogged wood.

Cure Animal Wounds

Level 1 wu spell (necromantic)
 Requires: incantation
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cure 1d6 h.p. of damage on any single non-magical or non-giant animal within 10'. The creature cured can never receive more hit points than its normal total by means of this spell. The spell will not cure diseases or other maladies, only physical damage such as that caused by weapons, falls, etc. People (humans, etc.) and magical creatures (unicorns, medusas, manticores, august roosters, etc.) are not affected.

Detect Chaos (Detect Law)

Level 2 fangshi spell (divination)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to detect strong sources of chaos from individuals, enchanted objects, etc. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for ten minutes plus five minutes per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting chaos). Neutral items such as traps or animals cannot be detected, unless they have some actively chaotic magical component (such as a trap which releases a ranian; the spell would enable detection of the creature, but not of the trap itself). The degree of the chaos at hand can, generally, be determined via this spell: slight, average, great, enormous. If the latter category (only), there is a 10% chance per level of the caster that the type of chaos (good, neutral, or evil) will also be detectable.

The reverse of the spell, *detect law*, functions in the same manner as described above.

Detect Ethereal

Level 2 mystic/wu spell (divination)
 Requires: incantation, gestures
 Casting time: 12 seconds (2 segments)

This spell allows the caster to see into the ethereal plane. A "beam" is created some 10' wide and 90' in length. Any creature or object that exists in the ethereal plane, but is coextant with the locale on the material plane, will be seen as a shadowy gray outline. Thus, the specific identity of an ethereal traveler could not be discerned, but a chest could be so identified, and the presence of the traveler would be known. Note that the spell does not allow for actual travel to the ethereal plane, or manipulation of the ethereal objects thus detected. It will last for ten minutes plus one minute per level of the caster.

Detect Possession

Level 2 wu/savant spell (divination)
 Requires: incantation, gestures, mirror
 Casting time: 1 minute (1 round)

This spell allows the caster to determine whether an individual (or object) is possessed by some other being, such as a demon. It will also detect the operation of a spell such as *magic jar* (see the **ADVENTURES DARK AND DEEP™** Players Manual for details). The object or person to be scanned must be within 5' of the caster, who must be able to hold a mirror before the subject's eyes (or simply hold the mirror to reflect the object). If the subject is indeed possessed, the reflection will betray the possessor's presence and give a rough approximation of its nature (it will be revealed to be a lesser demon, greater

demon, spellcaster using a spell, etc.). The mirror is not destroyed during the casting.

Dismiss Creature I

Level 3 wu / level 4 savant spell (abjuration)
 Requires: incantation, gestures, candle snuffer
 Casting time: 24 seconds (4 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st-3rd level, to be instantly sent back whence it came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells; success means the creature is not dismissed. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on creatures summoned from other planes of existence, such as elementals.

Dismiss Creature II

Level 4 wu / level 5 savant spell (abjuration)
 Requires: incantation, gestures, candle snuffer
 Casting time: 30 seconds (5 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st-4th level, to be instantly sent back whence it came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells; success means the creature is not dismissed. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on creatures summoned from other planes of existence, such as elementals.

Dismiss Creature III

Level 5 wu / level 6 savant spell (abjuration)
 Requires: incantation, gestures, candle snuffer
 Casting time: 36 seconds (6 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st-5th level, to be instantly sent back whence it came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells; success means the creature is not dismissed. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on creatures summoned from other planes of existence, such as elementals.

Dismiss Creature IV

Level 6 wu / level 7 savant spell (abjuration)
 Requires: incantation, gestures, candle snuffer
 Casting time: 42 seconds (7 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st-6th level, (including such spells as *invisible stalker*, etc.) to be instantly sent back whence it came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the

dismiss creature spell is cast, he is entitled to a saving throw vs. spells; success means the creature is not dismissed. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on creatures summoned from other planes of existence, such as elementals.

Dismiss Creature V

Level 7 wu / level 8 savant spell (abjuration)
Requires: incantation, gestures, candle snuffer
Casting time: 48 seconds (8 segments)

This spell will cause any creature summoned by the various summoning, conjuring, calling, etc., spells of 1st-7th level, (including such spells as *invisible stalker*, etc.) to be instantly sent back whence it came. If the spellcaster who cast the original summoning/conjuring/etc. spell is within 300' when the *dismiss creature* spell is cast, he is entitled to a saving throw vs. spells; success means the creature is not dismissed. If his experience level is greater than that of the caster of the *dismiss* spell, he gets a +1 bonus per level difference. If he is of a lower level, he gets a -1 penalty per level difference. The spell requires a brass candle snuffer, which is destroyed as the spell is cast. It has no effect on creatures summoned from other planes of existence, such as elementals.

Disruption

Level 7 wu spell (evocation)
Requires: incantation, gestures, powdered sunstone
Casting time: 42 seconds (7 segments)

This spell allows the caster to call upon the energies of the positive plane to create a bolt of energy that can utterly destroy any one creature caught in it. The bolt can be up to 10' long, and its target must make a saving throw vs. spells or be instantly obliterated by the vibrant energies of the positive plane. Those who make their save will take 2d8 h.p. of damage, unless they are specifically tied to the negative plane. Those creatures that draw their power from the negative plane (which includes all those that are able to drain levels, plus those noted as being so connected in the **ADVENTURES DARK AND DEEP™** Bestiary, such as wraiths, mummies, etc.) must make a second save vs. spells. If they fail, they take 6d8 h.p. damage; if they succeed, they take half of that (3d8 h.p.). The spell requires the caster's holy symbol and at least 500 g.p. worth of powdered sunstone.

Distant Fishing

Level 3 fangshi spell (conjuration/summoning)
Requires: gestures, fishing pole and line
Casting time: 18 seconds (3 segments)

This spell allows the caster to cast a fishing line in an ordinary basin, bucket, dry stream bed, etc. (any sort of container will do, as long as it is associated in some way with water) and successfully fish. As long as there is some body of water with fish living in it within 30 miles of the caster, he will be able to draw one medium-sized edible fish for every experience level he possesses, at the rate of one fish every five minutes. The fish are magically transported from their normal habitat onto the end of his line. No fish will be caught while anyone is staring intently at the hook; once an onlooker is distracted, even momentarily, the fish will once again "bite". No actual bait is needed, and the fishing pole and line remain intact.

This spell cannot be cast underwater.

Elemental Transformation

Level 8 fangshi spell (alteration)
Requires: incantation, gestures, water/fire/earth/wood/metal
Casting time: 2 minutes

By means of this spell, the caster is able to transform one of the basic elements into another. Up to 100 cubic feet of material per level of the caster can be affected, as long as it is all within a 60' radius centered on a point no further than 90' away from the caster. Thus, earth (including stone, dirt, sand, etc.) can be transformed to an equal volume of water, or be made to disappear in a blast of fire, burning itself out in a flash, but inflicting 1d6 h.p. of damage per hundred cubic feet so transformed. A tree could be turned into a boulder, etc.

If cast upon a creature native to one of the elemental planes, it can be used to transform it into a creature of another such plane. The type of elemental transformations that can be achieved depends on the type of elemental (this differs somewhat from the savant version of the spell described in the **ADVENTURES DARK AND DEEP™** Players Manual):

Fire → Earth
Earth → Metal
Metal → Water
Water → Wood
Wood → Fire

Note that this will work not only on "proper" elementals, but also on other creatures native to the elemental planes, such as xorns, water verms, etc. They can only be turned into creatures of approximately the same hit dice and power. It will not work on creatures native to the elemental plane of air, however.

The spell requires one cubic foot of the substance into which the target is to be transformed (earth, wood, flame, metal, or water). It is consumed in the casting of the spell.

Endless Larder

Level 2 wu spell (conjuration/summoning)
Requires: incantation, gestures, basket
Casting time: 12 seconds (2 segments)

This spell allows the caster to pluck food from the stores of some nearby home or shop (belonging to an intelligent creature) within 100' per level of the caster. The caster has no control over which stores will be looted, nor any control over the specific food that is obtained. The spell is activated by the caster reaching his hand blindly into the basket; the food will be in his hand as he draws it out. The spell will produce enough food for one meal for one person per level of the spell, but the caster may have to reach his hand in several times to produce the full result (there is no guarantee that the food will all come from the same place). The basket is not destroyed by the casting.

Ethereal Spell

Level 7 wu spell
Requires: incantation, gestures
Casting time: 15 minutes

This spell allows the caster to convert his body and possessions to ethereal matter and travel the ethereal plane, which touches on a number of other planes of existence. See the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for more extensive information on travel in the ethereal plane.

The ethereal plane can be used to travel to the inner planes (the elemental planes, plane of shadow, etc.). The etheric body can transition to those inner planes, but will not be able to travel directly to the astral or outer planes without some other sort of magical aid.

Up to five other creatures, linked together in a circle with the caster, can also be taken into the ethereal plane by means of this spell.

Fanfare

Level 2 fangshi spell (illusion/phantasm)

Requires: incantation, gestures, tiny horn or other musical instrument

Casting time: 12 seconds (2 segments)

This spell creates a musical fanfare that is played when the subject passes through a door, gate, portal, etc. The caster gets to pick the music, which will last for up to ten seconds, and the subject is entitled to a saving throw unless he is a willing participant. The spell will last for one day. It is often used in noble and imperial courts, providing an impressive entrance to some courtier or official. The tiny musical instrument is destroyed during the casting.

This spell can be cast underwater, but the music will not be heard unless the subject is in air or inside the radius of an *airy water* spell.

Fetter (Unfetter)

Level 4 fangshi spell (evocation/abjuration)

Requires: incantation

Casting time: 48 seconds (8 segments)

This spell will bring into being a set of heavy-duty magical leg-irons to restrain an individual. Only a single creature can be so restrained (creatures with more than one pair of legs will find their hind legs restrained); while fettered, movement is limited to a maximum of 20' per minute while walking. The *fetters* will last for 1 hour for every minute the caster continues his incantation. They can be removed only if dispelled or at the will of the caster. A *knock* spell will be effective against the fetters. The reverse of the spell, *remove fetters*, allows the caster to cause any bonds on his person to immediately loosen and free him.

Fiery Columns

Level 3 fangshi spell (evocation)

Requires: incantation, gestures, pinch of sulfur

Casting time: 18 seconds (3 segments)

This spell causes a number of 6' high pillars of flame to shoot up from the ground, impeding, but not completely blocking, passage. The number of columns of fire that can be created is equal to the level of the caster divided by three, so a ninth level caster would create three columns, a twelfth level caster would create four, etc.

Each pillar is 1' in diameter. All must be created in a straight line, and each column must be between two and eight feet away from the next. Any creature touching a pillar will take 3d6 h.p. of damage. Any creature coming within 2' of a column will take 2d6 h.p. of damage. Any creature coming within 4' of a column will take 1d6 h.p. of damage. Creatures passing between two columns will take damage from each.

This spell cannot be cast underwater.

Gaseous Breath

Level 4 fangshi spell (evocation)

Requires: incantation, gestures, onion

Casting time: 24 seconds (4 segments)

This spell allows the caster to create a great cloud of noxious yellow gas, some 15' in diameter. The cloud is blown out of the caster's mouth in a given direction, and travels 10' per minute for 4 minutes before dissipating. Any creature in the cloud must make a saving throw vs. poison or be incapacitated by retching and vomiting; anyone so incapacitated cannot fight, cast spells, or even speak more than a word or two in a row. The effect will last for 1d3 minutes. The spell requires an onion, which is eaten by the caster immediately prior to the cloud being expelled.

This spell cannot be cast underwater.

Ghost Sight

Level 3 wu spell (alteration)

Requires: incantation, gestures

Casting time: 18 seconds (3 segments)

This spell enables the caster, or someone touched by the caster, to see into the ethereal plane. Gui ghosts will be rendered visible, as will any other ethereal creature that happens to be in the vicinity. The spell has a range of 60' plus 10' per level of the caster, and lasts for one round per level of the caster. The spell does not enable any actual contact between the planes; merely visibility.

Grasping Arms

Level 1 fangshi spell (alteration)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster's arms to grow to unnatural length. Once the spell is cast, the caster's arms will grow 1' for every experience level. The arms will be fully functional and can be used to cast spells, wield weapons, open doors, grab objects, etc. They will retract on command, or after 3 minutes have passed. Normal clothing will magically expand with the arms, but armor and other protective items on the arms will not; the arms can thus be attacked with a base AC of 10 (plus any bonuses for magical protection or dexterity).

Great Snort

Level 7 fangshi spell (evocation)

Requires: incantation, gestures, black pepper or snuff

Casting time: 42 seconds (7 segments)

This powerful spell allows the caster to sneeze with such force and volume as to cause great destruction and discomfort to those around him. The spell causes the following effects:

- A great bell-like sound is produced, affecting all those within 30' of the caster. Those who fail a saving throw vs. spells are stunned for 1d4 rounds, while all within the area of effect are deafened for the same period of time.
- Two beams of destructive white light emanate from the caster's nose, shooting forth 60' in front of him in an arc some 45° across. All creatures with 3 or fewer hit dice will be utterly destroyed by the beams. Those with more than 3 hit dice will suffer 6d8 h.p. of damage (save vs. breath weapon for half damage). If slain, those with 9 or fewer hit dice will be utterly destroyed, while those with

more than 9 hit dice will still have a corpse that could be *raised* or *resurrected*.

- A great *gust of wind* (as per the spell) will result.

The spell requires the inhalation of a small pinch of ground black pepper or snuff. This spell cannot be cast underwater, except within the confines of an *airy water* spell, and even then the sneeze will not extend beyond the *airy water's* area of effect.

Great Summons

Level 4 wu spell (necromantic)

Requires: incantation, gestures, powdered pearl

Casting time: 20 minutes

This spell enables the caster to temporarily reunite the po (spirit that remains with the corpse) and hun (ethereal spirit that departs after death) of some individual. The body must be present, and the deceased must not have died longer ago than 7 days, plus 1 day per level of the caster. The resurrection is only temporary, however, and after 1 day per level of the caster, the subject of the spell will die once more (of course, if attacked in a more mundane fashion, he could very well die sooner than that). The deceased is raised with all wounds healed and memories intact (except spells, which must be re-memorized). A *raise dead* or *resurrection* spell will be effective on an individual who has been raised from the dead by means of the *great summons* spell. This spell will work on creatures such as elves and orcs, as well as humans, leading to great debates by sages and savants concerning the nature of the soul/spirit/hun.

Any individual is limited in the number of times he can be raised from the dead by any magical means; this number is equal to the number of points of constitution he has. A resurrection survival roll must also be made (see the **ADVENTURES DARK AND DEEP™** Players Manual, under Constitution). The spell requires rare unguents to be applied to the body, which will include 1,000 g.p. worth of powdered pearl.

Grounding

Level 6 wu/mystic spell (evocation)

Requires: incantation, gestures

Casting time: 36 seconds (6 segments)

This spell allows the caster to imbue himself, or someone touched, with a grounding energy that instills calmness and clear-headedness. This has the effect of rendering the recipient immune to all *fear* effects, enchantment and charm type spells, and insanity (unless already insane; this spell is preventative, not curative, in nature). In addition, it provides a +2 bonus to all attempts to disbelieve illusions. It lasts for 10 rounds plus one round per level of the caster.

Hold Elemental

Level 4 wu/savant spell (enchantment/charm)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the caster to hold immobile one creature native to the elemental, quasi-elemental, or meta-elemental planes, if that creature is within 5' per level of the caster. The target must be visible to the caster, and is entitled to a saving throw vs. spells. The spell will last for 1 minute per level of the caster.



Hot Sand Blast

Level 2 fangshi spell (evocation)

Requires: incantation, gestures, fine sand

Casting time: 12 seconds (2 segments)

This spell allows the caster to superheat a handful of sand and hurl it at an enemy. One handful of sand can be hurled for every three levels of the caster; each handful will form a cone 10' deep and 5' wide at the end. Any creature in the sand's area of effect will suffer 2d4 h.p. of heat damage and must make a saving throw vs. spells or be blinded for one round. The caster may hurl multiple blasts of sand at the same area or enemy.

This spell cannot be cast underwater.

Hot Stone Rain

Level 5 fangshi spell (evocation)

Requires: incantation, gestures, igneous rock

Casting time: 30 seconds (5 segments)

This spell calls into being a rain of egg-sized red-hot stones from the sky. The stones will fall in an area some 20' in diameter, centered on a point up to 60' plus 10' per level of the caster away. Each creature within the area of effect will be struck by 3d6 stones; each stone will do 1 h.p. of damage, plus an additional point of heat damage. The spell requires that the caster hurl a small piece of igneous rock into the air; it will come back to earth in the form of the hot stone rain. Creatures under some sort of cover will be unaffected, but the covering itself will suffer damage. If it is destroyed, the remaining stones will then go on to strike whatever was beneath it.

This spell cannot be cast underwater.

Intuition

Level 5 fangshi spell (divination)

Requires: incantation, gestures

Casting time: 36 seconds (6 segments)

This spell allows the caster to get a "hunch" about some question that is posed. The answer should be something that can be answered in a single word: yes/no, up/down, live/die, etc. The game master should determine the chance of success of the *intuition*, and determine the success secretly. The chance of success is adjusted by +1% per level of experience of the caster. A roll of 00 always results in failure, regardless of the actual chance of success.

TABLE 82: INTUITION

Importance	Time-frame of Question is...		
	Immediate	Within 24 Hours	Within 30 Days
Trivial	50%	75%	90%
Minor	25%	50%	75%
Major	10%	25%	50%
Critical	5%	10%	25%

If the *intuition* is not successful, there is a chance that a false result will be obtained. Divide the chance of success by 5. That is the percent chance that a false result will be the result, rather than simply nothing.

Example: Kang is a 15th level fangshi, and wants to know if he'll enjoy lunch tomorrow. Trivial and within 24 hours is 75%, plus 15% for his level, gives a 90% chance of success. But the GM rolls a 97, which is failure, and then rolls a 40, which is below the 45 needed to not get a false reading; consequently, Kang now mistakenly believes that lunch tomorrow will be awful.

Language of Birds

Level 2 wu/mystic/fangshi spell (divination)
 Requires: incantation, gestures
 Casting time: 2 minutes

This spell allows the caster to divine the future through the songs and flight of birds. It must be cast outdoors, or, rarely, in an indoor or underground environment where birds are naturally found. It will not work with bird-like creatures such as harpies, stirges, etc. Once cast, the spell will allow the caster to determine whether or not an intended course of action will be favorable, unfavorable, or neutral over the next 24 hours; more detail is not available through this spell. Thus, a decision to investigate a particular section of a dungeon, to embark on a journey to a nearby shrine, attend a royal ball, etc., could be investigated. If circumstances change, of course, the outcome of the reading of the language of birds is no longer valid. For example: if the choice to invade a dragon's lair is read to be unfavorable, the party might decide to increase its numbers, in which case the unfavorable reading would no longer necessarily apply. A second application of the spell would be needed to determine the new outcome.

Lotus Shield

Level 3 fangshi spell (evocation)
 Requires: incantation, gestures
 Casting time: 18 seconds (3 segments)

This spell allows the caster to create a magical blue lotus in his mouth. The lotus will then block and/or absorb attacks both physical and magical; such defense will look like the caster is moving his head to intercept the attacks. The blue lotus will absorb up to 30 h.p. of damage before crumbling to dust, and while the flower is still extant the caster will gain a saving throw vs. magical attacks, even for spells and magical effects that would not otherwise allow a saving throw.

Many Faces

Level 4 wu spell (illusion/phantasm)
 Requires: incantation, gestures, goose fat
 Casting time: 24 seconds (4 segments)

This spell allows the caster to temporarily alter the faces of everyone within the area of effect to resemble the face of anyone he wishes, including his own. The spell is especially useful when trying to create confusion, evade detection, etc. The spell will affect everyone in a 30' radius around the caster, plus 10'

per level of the caster (although he may, if he wishes, affect a smaller radius, he cannot pick and choose those within the radius to change; it's everyone or no one). Animals in the area of effect will also take on the appearance of the desired face during the spell's effect. The effect will last for one round per level of the caster, or until he dispels the magic.

Obscurement

Level 2 mystic/wu spell (alteration)
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell brings into being an obscuring mist centered on the caster, reducing visibility (including infravision) to 2d4 feet. The mist covers a cubic area, with each side of the cube being 10' per caster level (thus, a 6th level mystic casting this spell would produce a cube of mist 60' on a side). If cast underground, the mist will have a height of 10' maximum, but will otherwise be the same size as if cast above ground. The mist will remain for 4 minutes per experience level of the caster, but in a strong wind will only last for 1 minute per level.

Ox-yellow

Level 3 fangshi spell (evocation)
 Requires: incantation, gestures, pebble
 Casting time: 18 seconds (3 segments)

This spell allows the caster to spit out a stone that will violently explode on impact, causing 1d6 h.p. per level of the caster to all creatures caught within its radius (10' of the point of impact). The caster must first name the target spot, a maximum of 30' distant, and then attempt to roll "to hit" against AC 10. Success indicates the stone will land where desired, and all those within the 10' radius will feel its explosive force. Those within the area of effect are entitled to a saving throw vs. spells to only take half damage.

If the "to hit" roll is unsuccessful, roll 1d8 to determine direction and 1d20 to determine distance (in feet):

8	1	2
7	Intended Target	3
6	5	4

The spell requires an ordinary pebble which is placed in the mouth and then spat out at the caster's target.

Planetrack

Level 7 mystic/wu spell (divination)
 Requires: incantation, gestures, divinatory tools
 Casting time: 42 seconds (7 segments)

This spell allows the caster to determine where in the multiverse some creature has gone. Whether by *gate*, astral or ethereal travel, summoning or conjuration, *teleport*, or any other means, the caster is able to sense the trail of the target creature and have a general idea of which plane of existence it has traveled to. More detailed information can be obtained, as indicated below:

TABLE 83: PLANETRACK

Information Revealed	Minimum INT+WIS	Base Chance of Success
Destination plane	30	70%
Layer of destination plane (if applicable)	31	60%
Within 100 miles of destination	32	50%
Within 1 mile of destination	33	40%
Within 20 yards of destination	34	30%

In all cases the intelligence plus wisdom of the caster should be added to the chance of success as a modifier. If the caster has access to a *crystal ball*, it will automatically add 25% to the chance of success. The game master should roll a single set of percentile dice to determine success. The roll will indicate just how much information the spell reveals.

EXAMPLE: Chen the Pious, the famed mystic, is in battle with a fearsome marilith demon. Sorely pressed, she flees back to her palace in the Abyss. Chen, who has a combined intelligence and wisdom of 33, casts *planetrack* and rolls a 61. He easily divines the destination plane (103% chance), the layer of the plane (93% chance), knows to within 100 miles on the layer where the quarry is (83% chance), and even to within a mile on the Abyssal plane (73% chance). Due to the limitations of his intelligence and wisdom, that is as much information as he could hope to gain from the spell. Had he but a single point more of wisdom or intelligence, he would have been able to track the demon to within 20 yards of her lair (63% chance), but unfortunately he must make do with what he can get.

If the creature in question has an innate magic resistance, it should be applied to see if its trail is masked from the efforts of the caster to track it. The spell is particularly useful in protracted battles with powerful extra-planar beings, who often use their powers of planar travel to elude enemies, only to have their foes show up a minute later in a place they had thought a safe haven. The spell must be cast within 5 minutes of the target creature's departure, and may only be cast once per target creature per caster per day.

Predict Weather

Level 2 fangshi / level 1 wu spell (divination)
 Requires: incantation, gestures, holy symbol
 Casting time: 1 minute (1 round)

This spell grants the caster perfect knowledge of the future weather in a three mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the caster, he will know the weather two hours further out; thus, a 6th level fangshi would know the weather in the given area for the next 12 hours.

This spell cannot be cast underwater.

Prophecy

Level 6 fangshi spell (divination)
 Requires: incantation, gestures, mugwort, vervain, lavender
 Casting time: 4 minutes

By means of this spell, the caster is able to forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and will be couched in symbolism and allegory. The caster may attempt to confine his *prophecy* to a specific future event (such as a war, election, the next harvest), or a specific person (such as a king, guild master, bride, etc.) If he does so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of success. The caster will know if the *prophecy* deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his prophecy,

the game master may determine such randomly (although the exact event that is described by the prophecy will remain unknown):

TABLE 84: PROPHECY

Die Roll (d%)	Object of Prophecy
01-10	The caster's home nation
11-25	The nation in which the caster is currently dwelling
26-30	The caster's home town or district
31-49	The town or district in which the caster is currently dwelling
50-65	Someone close to the caster
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the caster
81-95	A famous personage
96-00	The caster himself

Note that the object of the *prophecy* will be obliquely referenced in the *prophecy* itself, so that by either clever deduction or use of other divination magic and tools, the object can be found.

Such *prophecies* are not iron-clad, and it is possible to avoid one's fate by radically changing one's plans, lifestyle, etc. The spell can only be cast once per week, and if the same object is prophesied upon by two different casters (or by the same caster more than once) there is a 99% chance that the exact same answer will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender (worth 100 g.p.) in an iron cauldron.

Punish Thief

Level 4 fangshi spell (alteration)
 Requires: incantation, gestures, iron nail
 Casting time: 24 seconds (6 segments)

This spell enables the caster to cast a special sort of curse on some thief who has stolen a specific item, either from the caster or from someone else. The identity of the thief need not be known to the caster, but the exact nature of the item (or group of items, such as a pouch full of jewels) stolen must be. Once *punish thief* is cast, the thief will begin to suffer from debilitating headaches until and unless the item is returned (generic items, such as melons, can be replaced by another melon, but for singular items such as jewelry or magic swords, they must themselves be returned). For the first three days, the headaches will simply be painful. For the next three days, the thief will lose one point of intelligence and wisdom each day. After that, the thief will lose one point from every ability score each day. If any ability score is reduced to zero, the thief will die.

The spell can be dispelled by a *limited wish*, *wish*, or *remove curse* spell cast by someone of tenth level or higher, but other than that it can only be removed by returning the stolen object. Any fangshi will be able to identify the source of the headaches with a simple examination, and will be able to inform the thief of how to fix his problem.

Read Fangshi Magic (Unreadable Fangshi Magic)

Level 1 fangshi spell (divination)
 Requires: incantation, gestures, crystal prism (pinch of dirt, drop of water)
 Casting time: 1 minute (1 round)

This spell allows the caster to understand magical writings, scrolls, and inscriptions that are written in magical scripts used by fangshi. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc., the spell enables the caster to determine what is contained within (although doing so usually triggers *cursed* scrolls and the like). A fangshi will never need this spell to read his own spell book, of course, and once the spell

is used on a given piece of magical writing, it need not be used again (so, a savant could use it to determine the contents of a magic scroll as long as the scroll contained a fangshi spell, and then later, when he wishes to actually use the scroll, would not need to cast *read fangshi magic* again). The spell is never needed to read a spell that the fangshi himself has inscribed.

The reverse of the spell, *unreadable fangshi magic*, will enable the caster to render magical writings indecipherable, even by means of a *read fangshi magic* spell, until it wears off or is *dispelled*.

The spell requires a crystal prism, which is not destroyed in the casting. The reverse requires a pinch of dirt and a drop of water, which is used up.

Resist Privation

Level 1 fangshi spell (alteration)
Requires: incantation, gestures
Casting time: 1 minute (1 round)

This spell allows the caster, or one person touched, to temporarily go without food or water, for a number of days equal to the level of the caster (see the **ADVENTURES DARK AND DEEP™** Game Master Toolkit for specific rules concerning the effects of starvation and dehydration). The game master should still keep track of how many days the subject of the spell has gone without food and/or water; once the spell wears off, the full effects of privation will be felt. The spell will be effective at all stages of privation through “debilitated”; once a character moves into the “dying” phase, the spell will lose all effect.

Resist Water

Level 2 fangshi spell (abjuration)
Requires: incantation, gestures
Casting time: 18 seconds (3 segments)

This spell affords the caster a resistance to any sort of water-based attack or other harm to himself (or someone he touches). The effect will last for 1d6+4 minutes. This resistance will result in a 2 h.p. damage reduction per die when under attack by water-based creatures such as water elementals. Damage from floods, being swept along a raging river, crashing on rocks in a small boat, etc., is similarly reduced by 2 h.p. per die. The spell will not enable the target to actually breathe water, but for the duration of the spell no harmful effects of drowning will be felt (the subject must be able to breathe normally when the spell expires, however, or else the lack of oxygen will suddenly catch up to him and death will almost certainly ensue).

Reverse Transmutation

Level 9 fangshi spell (alteration)
Requires: incantation, gestures, moly
Casting time: 54 seconds (9 segments)

This spell allows the caster to reverse the workings of spells such as *polymorph self*, *polymorph any object*, and the like. It will not affect illusions, but will force any transformed object or creature to revert back to its original form. It will function as a *stone to flesh* spell, if cast upon a creature turned to stone by a medusa, basilisk, etc. Note that this will even restore those who have lost their mind due to failing their save against a *polymorph other* spell. No system shock roll is required when using this spell. The spell requires a sprig of moly, which is destroyed as the spell is cast.

Soaring Head

Level 3 wu spell (alteration)
Requires: incantation, gestures, knife or other blade
Casting time: 5 minutes

This spell allows the caster to cut off his own head, which can then fly around gathering information, carrying messages, casting spells that only require incantations, etc. The caster’s head will fly at a maximum speed of 240’/min., with a maneuverability class of “good”. It cannot carry more than a pound or so of extra weight (assuming some means of securing any baggage is used). The head will have 1/10th the total hit points of the caster and an AC of 10 (plus any adjustments for dexterity), and if it is damaged to the point of reaching 0 h.p., the caster will die. The head can only be separated from the body for two hours, maximum. If the caster’s head does not return to the body within that time, he will die. The caster must cut his own head off with a blade of some sort, but the blade is not destroyed as the spell is cast.

Spirit Way

Level 6 wu spell (alteration)
Requires: incantation
Casting time: 1 hour

This spell allows the caster to achieve a deep personal connection to the very multiverse itself. Once the spell is complete, the caster becomes aware of all things around him, has an impenetrably-centered calm, and can subtly influence the force of the universe to serve his ends. In practical terms, the spell yields the following effects:

- Awareness: Caster is aware of any creatures (including type and number) within 90’, even if those creatures are astral, ethereal, covered by an illusion, or invisible
- Centering: Immunity to *fear* and all other mind-affecting spells
- Mind over matter: *Telekinesis* (as per the spell) with a 90’ range, extending into the astral and ethereal planes (but cannot be used to move an item from one plane to another)
- Master of reality: Caster is able to cause a ripple of force to emanate from his body, causing 6d6 h.p. of damage to all creatures within a 30’ radius; this effect also extends into the astral and ethereal planes. This effect can only be used once during the spell’s duration, and ends the spell.

The spell will last 20 minutes per level of the caster, or until the master of reality effect is used, whichever comes first.

Straw Ghost

Level 5 wu spell (alteration)
Requires: incantation, gestures, straw doll
Casting time: 30 minutes

This spell allows the caster to create a “straw ghost” of a specific individual: a doll resembling the intended target, through which harm can be done to him. The creation of the straw ghost requires some sort of personal object from the target: a lock of hair, a nail clipping, etc. The personal object is incorporated into the construction of the doll, the time for which is included in the casting time of the spell.

Once the doll is completed, the caster can inflict up to 1d8 h.p. of damage on the victim by harming it: cutting it with a knife, burning it with a flame, etc. The victim can be thus harmed once per day, for a maximum number of consecutive

days equal to the experience level of the caster. A person can never be affected by more than one *straw ghost* spell at a time.

A *remove curse* spell cast on the victim, or a *dispel magic* spell cast on the straw ghost itself, will break the spell of the *straw ghost* on the victim, although it will not heal the wounds already inflicted.

Summon Ancestors

Level 3 wu spell (necromantic)
 Requires: incantation, gestures
 Casting time: 1 minute (1 round)

This spell enables the caster to summon the spirits of his ancestors, or those of someone within 10' (if unwilling, the individual is entitled to a saving throw vs. magic). The form in which the spirit will appear depends on the type of death and life the ancestor had; if unknown, use the following table:

TABLE 85: GUI GHOST TYPE SUMMONED

Die Roll (d10)	Gui Ghost Type
1-2	Corner
3	Fire
4	Hill
5-6	Hungry
7	Marsh
8	Meadow
9	Midden
10	Water

Note that it is entirely possible for an ancestor's body to be animated and walking around as, for instance, a zombie or hopping vampire, at the same time as his spirit is one of the gui ghost forms listed above. This is due to the nature of the mythic Chinese soul, which exists in multiple parts, each of which is capable of experiencing a different fate after death.

Thundersword

Level 5 fangshi spell (conjunction/summoning)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to bring into being a magical sword, which will fight by itself on the caster's behalf. The sword can appear anywhere within 30' of the caster, as long as it is within sight. When the sword first appears, a great thunderclap will sound, automatically deafening all creatures within 20' for 2 rounds, and forcing them to make a saving throw vs. spells or be stunned for 2 rounds. (The caster himself is subject to the deafening effect, but not the stunning effect, if the sword appears within 20' of him.)

Once the sword has appeared, it will fight as a 10th level fighter for one round per level of the caster. The sword itself will have 25 hit points, but can only be harmed by magical attacks. If in the area of effect for a spell such as *fireball*, the sword must make a saving throw using the item saving throw table, receiving a +3 bonus. If it fails the saving throw, then it will take damage from the spell; otherwise it will take no damage.

True Form

Level 6 wu spell (alteration)
 Requires: incantation
 Casting time: 36 seconds (6 segments)

This spell allows the caster to force some item or creature, whose true form has been obscured by illusion, *polymorph*, etc., to revert back to its true and visible

form. The spell will affect all objects and creatures within a 10' radius, centered on a point up to 60' away from the caster. Creatures wishing to resist are entitled to a saving throw vs. spells; success indicates the *true form* spell has no effect. Inanimate objects, even magical ones, do not get a saving throw.

Unfinished Business

Level 6 wu spell (necromantic)
 Requires: incantation, gestures
 Casting time: 36 seconds (6 segments)

This spell imbues the target with a special type of *geis*, or compulsion, so strong that not even death will stop the target from completing its appointed task. The spell operates just like the 5th level cleric spell *quest* (see the **ADVENTURES DARK AND DEEP™** Players Manual for details), but if the subject dies before fulfilling the object of his quest, he will return 24 hours later as a hopping vampire (see p. 102). The compulsion to complete his task will still be upon him. Once the task is completed, the hopping vampire will fall to lifelessness and final rest. The body could, of course, still be *raised* or *resurrected*.

Way of Life

Level 9 fangshi spell (alteration)
 Requires: incantation, gestures, powdered gems and herbs
 Casting time: 9 days

This spell is the culmination and ultimate goal of all of the arts of the fangshi, and exists half in legend. Certainly no ordinary spell book found in some ordinary ruin will contain it, and it should never be included as part of random treasure. By means of this spell, the caster can render one person or creature immune to the ravages of age, and thus functionally immortal. Such a person could still be killed by violence, but once the maximum life span for the target's race is reached, the aging process will cease. Note that this will still leave the immortal somewhat frail, but vitality is not often required for the sort of contemplative life that such beings lead, and other magics can be used to restore vigor.

This spell requires a carefully balanced selection of rare gemstones worth no less than 75,000 g.p., and rare herbs worth no less than another 25,000 g.p. Please note that the casting time of 9 days is not a typographical error.

Way of Vitality

Level 6 fangshi spell (alteration)
 Requires: incantation, gestures, powdered pearl
 Casting time: 36 seconds (6 segments)

This spell allows the caster to temporarily increase his or some other person's energy level. For the duration of the spell, the recipient will gain two hit dice or levels, with all of the abilities and advantages that attend thereto, including temporary hit points. Spellcasters will be able to memorize additional spells (even spells of higher level than they might otherwise be able to cast), but will still need to take the time to memorize those spells, and in the case of fangshi, must also have access to a spell book that contains them.

The spell will last for one hour per level of the caster. If, at the end of the spell, the recipient has taken damage such that he has between 0 and -9 h.p., he will crumple to the ground and lose 1 h.p. per round until he reaches -10 h.p. If he reaches -10 h.p., he is dead.

This spell requires a 500 g.p. pearl, ground into a fine powder and dissolved in a little plum wine, which is drunk by the subject of the spell. It must be drunk within 2 minutes or the spell will not function.

Way of Youth (Way of Aging)

Level 7 fangshi spell (alteration)

Requires: incantation, gestures, powdered emerald (opal)

Casting time: 10 minutes

This spell allows the caster to temporarily undo the effects of aging. The spell will remove 1 year of age per level of the caster, and the effect will last for 1 week per level of the caster. Note that if the spell is applied twice to the same person, the subject will actually age, rather than become youthful.

The spell requires a 500 g.p. emerald, powdered and dissolved in a cup of yellow wine, which is drunk by the subject of the spell. It must be drunk within 2 minutes, or the spell will not work.

The reverse of the spell, *way of aging*, will age the subject rather than restore youth. It is most often used without the subject's knowledge, and requires a 500 g.p. black opal, rather than an emerald. It can only be cast on a person once at a time; multiple applications while the spell is still in effect will have no impact on the target.

Yellow Sovereign Healing

Level 4 fangshi spell (necromantic)

Requires: incantation, gestures

Casting time: 24 seconds (4 segments)

This spell allows the caster to heal all but 2d4 hit points of damage, as well as all illnesses and disease normally cured by the spell *cure disease*, and blindness (as the spell *cure blindness*). The subject of the spell must be touched by the caster.

Campaigns in Mythic China

While it is true that mythic China is based loosely on Chinese history, it should be remembered that such a setting need not be strictly historical with some fantastic elements thrown in. Geography, history, culture, society, politics; everything is completely up for grabs in a game which is at its heart a fantasy game.

The rules presented herein are deliberately vague on many points, and modular in others, to enable the game master to craft the sort of setting for his game that best suits the needs of him and his players. Your mythic China (or whatever you call your setting) need only bear the slightest of resemblances to historical China, in the same way that Gondor resembles medieval France only in the loosest sense.

That said, it would also be possible to run a much more historically-based campaign using the rules presented, along with some of the optional rules such as those regarding philosophy. These rules must by the very nature of the subject matter remain vague, but a game master with a passion for the historical material should be able to craft a game to his liking with what he finds herein. Part of the problem is one of scale; Chinese history spans thousands of years and dozens of distinct cultures and eras. Creating a single work that provides specific rules for all those aspects without doing a disservice to one or more would be nigh unto impossible.

That said, what follows are guidelines for creating a campaign that captures the essence of Chinese history, mythology, and folklore in such a way as to maximize the opportunities for appealing and creative role-play.

The Wuxia Genre

The term "wuxia" comes from two Chinese characters; 武 and 俠, which mean, respectively "martial" and "hero". It refers to a genre of novels, films, television shows, and games that deal with heroic warriors acting according to a code of honor. The variations on the theme are endless, and some wuxia stories deal with the supernatural, some are more historical in nature, some are set in China, some in other lands such as America, some are set in the modern day, some in ancient times, and so on.

The common elements that make a wuxia story a wuxia story are:

- A hero (often a wandering one) fighting evil according to the xia code of honor
- Overstated martial arts action (with or without weapons)
- A setting that presents innocents for the hero to protect, and antagonists for him to fight (often in the form of an oppressive, corrupt, or ineffective government)

Into this simple framework can be inserted any number of other elements: romance, political commentary, comedy, melodrama, history, etc. Themes of honor and loyalty (especially divided loyalties), or tensions between individuals trying to uphold their code of conduct, etc., work especially well in the genre.

The Xia Code

The code of the xia is often erroneously described as "chivalric", but in reality the European code of chivalry is different both in its specifics and its impact. The xia code has its basis in Confucian ethics, and the xia strive to embody benevolence, bravery, loyalty, and righteousness (including both truthfulness and justice). Add to this a disdain for worldly wealth and a strong streak of individuality, and you have a good idea of the xia code.

It will be noted that there are no specific game mechanics to enforce adoption of the xia code, nor is there a specific "xia" character class. It is felt that adoption of the xia label is one that should be driven by a desire to play such a role; if a particular player fails to uphold one or more of the xia virtues, then he will in fact be playing into one of the most common themes of the wuxia genre: the flawed hero.

As for why there is no xia character class, that is for the simple reason that the way the game is structured, anyone can learn kung fu skills, and anyone can choose to follow the xia code. Even a fangshi or savant, normally thought of as spellcasting non-combatants, could turn out to be a formidable kung fu master, simply by spending experience points on the appropriate skills. Not every xia need be a fighter.

Government and Politics

A typical fantasy RPG takes place in a quasi-medieval European setting with a number of smallish kingdoms, each independent from one another. Large empires are, in many cases, the exception rather than the rule. A mythic China setting, as the name implies, turns this expectation on its head. Either the entirety of the known world is under the suzerainty of an emperor, or a limited number of large dynasties are vying to assume that function.

It's entirely possible that an all-encompassing empire has not yet evolved in your campaign, and three or four younger empires are striving to be the first to create one. It's also possible that such an empire has come and collapsed into civil war, but the idea of the empire is still a compelling vision in everyone's mind.

Perhaps the most interesting situation is an empire in a state of decline. A large, once all-powerful empire, now riven by corruption and division, would be an excellent, even prototypical, setting. Especially for a game that intends to embrace the *wuxia* genre, it would provide plenty of opportunity to do so, with a weak emperor impossibly distant, represented by governors and satraps who think more of their own advancement and wealth than of service to the emperor or their subjects, perhaps even breakaway provinces having declared their independence.

In any event, what should be remembered is that even in times of crisis or decline, it is nigh impossible for an individual to simply claim a strip of land and colonize it, save with an explicit grant from the emperor, no matter how far from civilization it is. Even in times of civil war and dynastic change, the central authority of some emperor will loom as an ever-present eye on goings-on, and imperial representatives will come visiting to find out who's claiming land on his own authority.



The Imperial Court

At the top of the imperial political structure is, of course, the emperor and his court. Should the emperor die without naming a successor, his widow, the dowager empress, would name his successor from among his sons (succession of the eldest son was not automatic). Many times the dowager empress would name a minor, so she could remain in power as regent.

The highest officials are the three gong (“dukes”): the minister of the masses (in charge of the imperial bureaucracy), the Minister of Works (in charge of public works such as irrigation, fortifications, etc.), and the Minister of War.

Below the three gong, but still reporting directly to the emperor, are the nine ministers: the Minister of Ceremonies, Minister of the Household, Minister of

the Guards, Minister Coachman, Minister of Justice, Minister Herald, Minister of the imperial Clan, Minister of Finance, and the Minister Steward.

Together, the three gong and the nine ministers form the imperial cabinet, and they meet regularly with the emperor to discuss important matters of state. Although the emperor has final authority to make decisions, doing so against the advice of his cabinet could be problematical. As noted above, having a weak emperor opens the campaign up to more creative opportunities, as weak central authority invites stronger local authority.

Beneath these highest officials, are a rank of officials in charge of the various regions and larger cities designated as imperial capitals, but still under the direct authority of the emperor. These include the prefects (one in charge of each capital city), bearers of the mace (garrison commanders), court architect, colonel director of retainers (a sort of imperial inspector general), superintendent of waterways and parks, and director of dependent states (who oversees foreign embassies, exchanges of hostages, etc.). A commandant is sometimes appointed to directly rule subjugated peoples on the fringes of the empire.

Provincial Authorities

The empire is divided into provinces, and each province is further divided into prefectures and counties. The highest provincial officials are governors, who report directly to the three gong in the imperial court. Their chief function is to oversee the officials at the prefecture and county level, to ensure a proper level of loyalty to the central government and to punish dishonesty and corruption. In good times, the governors are central to maintaining fair and non-oppressive government. When the governors themselves become corrupt, however, bad times often befall the ordinary people.

A prefecture’s highest official is the prefect. Their chief role is to oversee the county administration, make sure that infrastructure such as roads and bridges are maintained, and to ensure that the courts function honestly.

Counties are the smallest level of administration within the imperial structure, and their highest official is the magistrate. Magistrates are responsible for making sure public works are maintained, courts are held, schools are run, provisions stored in case of famine, and law and order maintained. Counties are usually divided into districts of a hundred or so families, each of which has its own police force to maintain order. At this level, villages often rely on elders to act as leaders.

As can be imagined, even with safeguards in place to prevent corruption, in such a stratified system vice and oppression are easy to hide. Each level of bureaucracy has a more-or-less permanent staff of functionaries, who remain and provide a level of continuity even though the governors, prefects, or magistrates might be moved around according to the dictates of the central imperial court.

Please bear in mind that this is only an idealized scheme of organization, a simplified amalgam of several different historical periods. Your campaign may be even more stratified, less so, have different names and functions for officials, etc.

Society

Society in mythic China is strictly segregated by caste, even more so than in most medieval European fantasy settings. Social mobility is largely unheard-of outside of the national examinations which are used to judge whether an applicant is suitable for inclusion in the governmental bureaucracy. Many students will spend their lives preparing for these exams, which include not only practical matters such as administration and mathematics, but also study of fundamental works of philosophy (primarily from among the Traditionalist

school) and religion. It is not unknown for students who fail these exams to take their own lives out of shame.

Sects, Clans, and Schools

Despite its outward appearance as a monolithic whole, mythic China is riven by division, in the form of sects, secret societies, clans, and various schools, each of which commands at least a measure of loyalty from its members. The specifics of such sects and societies are left to the game master to determine as part of the creation of his own campaign setting, but some general information and ideas are presented below.

Such organizations, regardless of their origin or function, often have colorful names which may or may not be related to their nature. The game master may use the following tables as inspiration or to come up with suitable names “on the fly.” Roll once for the first part, and again for the second part, of the name. The game master should feel free to adjust plurals or re-roll, as seems appropriate.

TABLE 86: RANDOM ORGANIZATION NAMES

Die Roll (d%)	First Part	Second Part
1	Acid	Apple
2	Almond	Army
3	Amber	Arrow
4	Apple	Axe
5	Azure	Beggars
6	Biting	Blade
7	Black	Blood
8	Blind	Blossom
9	Bloody	Bow
10	Blue	Brotherhood
11	Bright	Calf
12	Bronze	Carp
13	Brown	Castle
14	Cardinal	Cat
15	Closed	Cave
16	Copper	Circle
17	Crimson	Cliff
18	Dark	Courage
19	Diamond	Dancers
20	Dozen	Dawn
21	Dreaming	Demons
22	Dry	Dogs
23	Eastern	Dragons
24	Ebony	Duck
25	Eight	Elephant
26	Elder	Family
27	Emerald	Fan
28	Fallen	Fire
29	Fire	Fist
30	Five	Flower
31	Flaming	Forest
32	Flying	Fox
33	Four	Gate
34	Ghostly	Ghosts
35	Gloomy	Giant
36	Glowing	Halberd
37	Golden	Hand
38	Green	Harmony
39	Grey	Harpy
40	Hateful	Hat
41	Hundred	Heaven
42	Indigo	Hell
43	Iron	Helmet
44	Ivory	Husband

Die Roll (d%)	First Part	Second Part
45	Jade	Island
46	Jagged	Kingdom
47	Knowing	Knife
48	Lame	Lakes
49	Lavender	Leopard
50	Lemon	Lightning
51	Magenta	Lilac
52	Magnificent	Lotus
53	Malachite	Manor
54	Maroon	Metal
55	Mystic	Monastery
56	Nine	Money
57	Northern	Moon
58	Obedient	Mountain
59	Olive	Ox
60	Orange	Palace
61	Pale	Palm
62	Peach	Peacock
63	Pear	Phoenix
64	Pink	Pig
65	Poor	Plum
66	Precious	Poisons
67	Purple	Prawn
68	Red	Rain
69	Resplendent	Raven
70	Rich	Razor
71	Righteous	Rooster
72	Ruby	Rose
73	Russet	Salmon
74	Rusty	Sea
75	Saffron	Serpent
76	Sapphire	Sharks
77	Scholarly	Shield
78	Seven	Silkworms
79	Sharp	Skull
80	Sick	Society
81	Silver	Spider
82	Six	Steeds
83	Southern	Stone
84	Ten	Sun
85	Three	Sword
86	Two	Tassel
87	Twoscore	Temple
88	Unknown	Thunder
89	Unsung	Tiger
90	Varicolored	Triangle
91	Vermilion	Trigrams
92	Vile	Turtle
93	Violet	Valley
94	Western	Venoms
95	Wet	Water
96	White	Wife
97	Winged	Wind
98	Yellow	Wine
99	Young	Wolves
100	Roll on 2nd part of table	Wood

Secret Societies

Mythic China is plagued by secret societies, known variously as tongs or triads. Such societies sometimes have political aspirations or motivations, have explicitly religious connections, often engage in legitimate social functions to support their members (much like a modern fraternal society), and almost

always are not above engaging in criminal and/or violent activity to further their aims.

Sometimes, the nature of such a secret society will change over time. A group that is originally formed to support the restoration of a fallen imperial dynasty, and which focuses its activities towards that goal, may a century later have morphed into a purely criminal enterprise, paying lip service to the original goal but in practice merely interested in expanding their criminal enterprises and enriching their members.

Membership in a secret society will grant definite advantages for a character. Many such societies will have physical infrastructure (buildings, castles, etc.) that can be used as safe houses, bases of operation, and so forth. Many will have political connections that can be leveraged in order to impact court decisions, influence officials to look the other way in the face of improprieties, and the like. Membership costs 1,000 x.p. (plus whatever dues or other requirements the society might have), but joining such a society is not automatic; the player must seek out the society, and undertake any requirements of initiation it might have.

The game master may use the following tables for inspiration, or to design a secret society "on the fly".

TABLE 87: SECRET SOCIETY TYPE

Die Roll (d20)	Type
1	Assassins and mercenaries
2	Clandestine government organization
3	Explicitly criminal organization
4	Explicitly democratic, where every member has a voice
5	Followers of a particularly charismatic leader
6	Hidden: members are disguised as something else (roll again to determine true and cover types)
7	Immigrants from a foreign land or distant province
8	Kung fu practitioners exclusively
9	Members come from a particular locale
10	Open membership organization, but inner workings are kept secret
11	Patriotic society
12	Peasants and other low-born
13	Politically influential and wealthy cabal
14	Scholars and intellectuals
15	Shadow government, set up like imperial system
16	Singers, actors, and performers
17	Students and graduates of the same school
18	Veterans from the same military unit
19	Warrior fellowship
20	Workers of magic: wu, fangshi, and savants

TABLE 88: SECRET SOCIETY GOAL

Die Roll (d20)	Goal
1	Advance scientific knowledge
2	Advance the xia code of benevolence, bravery, loyalty, righteousness, truthfulness, and justice
3	Adventure; members try to outdo one another in telling fantastic but true tales of their travels
4	Advocate a return to a simpler, bucolic life
5	Bring members' fighting prowess to its maximum potential
6	Corrupt the xia code and those who follow it
7	Defend a particular city/village/region
8	Ensure freedom of trade, even to the point of avoiding taxes and tariffs
9	Financial support of other members in distress
10	Further the interests of a particular deity

Die Roll (d20)	Goal
11	Overthrow the current dynasty
12	Personal whims and interests of the head of the society
13	Protect and teach a unique kung fu style
14	Punishing criminals
15	Pure hedonistic pleasure
16	Put ghosts and other undead to rest
17	Recovery of lost treasures and knowledge
18	Restore a deposed dynasty
19	Support and advocate one of the four philosophies
20	Support the current government

TABLE 89: SECRET SOCIETY INITIATION REQUIREMENTS

Die Roll (d12)	Initiation
1	Bring in one new prospective member
2	Drink the blood of other members and himself
3	Further the group's goal in some significant way
4	Kill a random person
5	Kill an enemy of the society
6	Memorization of some sacred or otherwise significant text
7	Pay a one-time fee of 2d10 g.p.
8	Payment of dues (3d6 g.p. per year)
9	Retrieve an object or treasure of particular value to the society
10	Scarring, tattooing, or mutilation (as an identifying mark)
11	Swear a solemn oath of loyalty (failure to maintain the oath will act as a <i>curse</i> against the oathbreaker)
12	Test of endurance; initiate must go for 1d10 days without food, water, or shelter; use the rules for privation from the ADVENTURES DARK AND DEEP™ Game Masters Toolkit

Monastic Traditions

Any given province will have one or more monastic traditions found within it. Such traditions may be associated with one or more of the four philosophies, with specific deities, or simply built on the reputations of their founders. Some will be noted for their mastery of specific styles of kung fu, and may even have kung fu skills unique to them, which can only be learned at one of their monasteries. Often, monasteries will have rival orders which engage in either real warfare or more civilized rivalries fought in public contests, through political maneuvering, and the like.

It is possible for a monastic tradition to have more than one physical monastery, but one (usually the oldest) will always be the location of the head of the tradition. Many traditions will only have a single monastery, however.

Each monastic tradition (and there can be several within a given nation or region, as determined by the game master) has but a limited number of positions available for monks of 8th level or above. There are but three 8th level monks, and one monk of each level thereafter, within each tradition. When a 7th level monk has amassed a number of experience points sufficient for attaining 8th level, he must seek out one of the 8th level monks and defeat him in a formal duel. The nature of this duel will differ depending on the specific monastic school, as specified by the game master, but some possible contests include:

- Formal combat (not necessarily fought to the death, but could be, depending on the monastic tradition involved).
- A test of asceticism; each monk spends his days in meditation and prayer, eschewing food, water, and protection from the elements (use the rules for privation from the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit), and the monk who drops first, loses.

- Philosophical debate. The monks engage in philosophical debate (see p. 14), and the winner either gains, or keeps, the rank.
- A spiritual (or other) quest determined by the next-higher ranked monk within the particular monastic tradition. The one who completes the quest, or completes it first, is the winner.
- A test of wisdom; each monk offers a cryptic verbal riddle which the other must counter with an equally cryptic, but relevant, riddle. Each monk makes a wisdom check for each riddle; if one fails and the other succeeds immediately after, the one who failed his roll has offered a non-relevant riddle and loses the contest.

The loser is reduced to the minimum amount of x.p. for their previous level and must earn new x.p. to have the opportunity to regain his former position through another challenge. The process is repeated for levels above 8th - the loser is reduced to the number of experience points needed for the next-lowest level, and must earn enough x.p. to attempt to regain his former position.

It should be noted that a monk of high level who loses such a duel is considered an outcast and is reduced to wandering the world to regain his honor and reputation (through earning x.p.). This is the only situation in which a given monastic tradition can have more than one individual of higher than 9th level (or more than three of 8th level).

Kung Fu Schools

While there is often significant overlap between the two, there is a difference between a school of kung fu and a monastic tradition, as not all kung fu practitioners are monks, and not all monastic traditions have a distinctive style of kung fu. It's also entirely possible that a school of kung fu will be *sub rosa*, without any large buildings or infrastructure that could be easily approached. Some "schools" may consist entirely of a single master, who carefully selects his students according to his own inscrutable, and often demanding, standards.

When designing a kung fu school, the game master is encouraged to be creative. Not every school should be a reflection of the Shaolin Temple from the 1970's television series *Kung Fu*. The following random tables may be used either as-is, or simply for inspiration when designing new schools.

TABLE 90: KUNG FU SCHOOL LOCATION

Die Roll (d%)	Location
01-10	In an urban area
11-25	In a small village
26-50	In a rural area near a large town or city
51-80	In a remote wilderness
81-90	Multiple locations; roll 1d6 times, ignoring rolls of 81 or higher
91-99	Dispersed; there is no central location, teachers and students have signs of recognition (treat as a secret society; see above)
00	In some normally-inaccessible location (ethereal plane, deep underground, underwater, in a cloud castle, etc.)

TABLE 91: KUNG FU SCHOOL ORGANIZATION

Die Roll (d%)	Organization Type
01-35	One master, many students (may have sub-masters if large enough)
36-45	One master, one student; once the master dies, the student must keep the school's tradition alive by taking another student
46-65	One master, 1d6 students
66-78	A council of 2d6 masters

Die Roll (d%)	Organization Type
79-84	Democracy (votes are weighted by rank within the school, total skill levels of kung fu, skill levels in the particular kung fu styles taught by the school, age, etc.)
85-94	Sponsored by a wealthy merchant, government official, etc., who makes all key decisions
95-00	Religious cult; may or may not admit non-followers, but only followers are in decision-making positions, and pressure to convert is high

TABLE 92: HOW MANY KUNG FU STYLES ARE TAUGHT?

Die Roll (d%)	Styles	Die Roll (d%)	Styles
01-10	1	67-72	7
11-21	2	73-79	8
22-33	3	80-85	9
34-46	4	86-90	10
47-60	5	91-95	11
61-66	6	96-00	12

TABLE 93: WHICH KUNG FU STYLES ARE TAUGHT?

Die Roll (d%)	Style*
01-07	Air Dancer
08-14	Blade Warden
15-21	Blind Wyvern
22-28	Crawling Beast
29-35	Dragon Foot
36-42	Fishing Mantis
43-49	Head of the Hydra
50-56	Mountain Ape
57-63	Serpent's Fang
64-70	Spitting Cobra
71-77	Three Waters
78-84	Turtle's Shell
85-94	A hybrid made up of 1d3+1 different styles
95-00	A unique new style of kung fu that can only be learned at this school (re-roll if you are only using the twelve standard styles).

* Kung fu mastery and qi mastery can only be taught by individual teachers who have at least one skill level higher than the student. They are not ordinary kung fu styles, and are not taught in the same way.

By all means the game master should feel free to invent his own styles of kung fu, and alter the above table appropriately.



TABLE 94: KUNG FU SCHOOL ENTRY REQUIREMENTS

Die Roll (d%)	Requirements for Entry
01-15	All seekers are welcome
16-35	All are welcome, but must pay entry fee of 100 g.p. per highest level of kung fu already learned (min. 100 g.p.)
36-45	Must be sponsored by student already in school
46-55	Must be sponsored by master of school
56-60	Must present letter of introduction from some famous patron, or a friend of a master of the school
61-75	Prospective students must perform some seemingly simple and often menial, but in reality very significant chore
76-85	Prospective students must undertake a quest to recover some treasure, deliver a message to a distant master, etc.
86-90	Prospective students must toil as menial servants for a year before they are given lessons
91-95	Prospective students must run a gauntlet, engaging in one round of combat with some or all other students in the school, from the least skilled to the most
96-00	Students are not accepted "off the street"; the master(s) must select prospective students themselves

Often, masters in kung fu schools will have some defining quirk or other trait that set them apart. The game master may want to roll 1d3 such quirks for masters in his kung fu schools, or use the table below as inspiration.

TABLE 95: KUNG FU MASTER QUIRKS

Die Roll (d%)	Master's Quirk
01-02	Actually the opposite sex in disguise
03-04	Always believes the best of everyone, even when they are demonstrably evil
05-06	Always exacting in his grammar and diction, and corrects those of others
07-08	Always keeps candy on his person, offers it as reward for small kindnesses and great victories
09-10	Always seems to know what's about to happen
11-12	Always speaks in cryptic phrases that may, or may not, contain hidden wisdom
13-14	Ancient and feeble, until he begins fighting, at which time the years seem to fall away in an instant
15-16	Blind
17-18	Boasts about doing things, or being places, where he never was, and never could have been (often contradicting himself)
19-20	Constantly misplacing things
21-22	Dirty old man (or woman)
23-24	Drunkard
25-26	Forgetful
27-28	Gentle and a genuine pacifist
29-30	Genuinely mean
31-32	Great personal rival of another master of the school, or with the master of a nearby school
33-34	Greedy and miserly
35-36	Grossly obese and interested in food, but this does not interfere with his fighting skills
37-38	Grows flowers
39-40	Has an odd pet (elephant, cricket, clam, etc.)
41-42	Has taken a vow of silence
43-44	If in a school with multiple masters, ambitious and scheming to rise to the top; if alone, jealous of students who are too talented
45-46	In disguise, wanted by the authorities for some heinous crime
47-48	Incredibly well traveled, and constantly referring to past adventures

Die Roll (d%)	Master's Quirk
49-50	Is a fraud, and really doesn't know anything more about kung fu than his students, but fakes it well
51-52	Ladies' man (or seductress)
53-54	Laid back and calm (to a distressing degree, sometimes)
55-56	Looks down on those who don't know (or aren't learning) kung fu
57-58	Most of the a time a raving lunatic, but with moments of lucidity that show a keen intellect
59-60	No concept of the value of money
61-62	Obsessed with some hobby
63-64	Occasionally lets it appear as if he is much, much more powerful than he normally seems (a demigod or the like)
65-66	Occasionally lets it appear as if he is much, much older than he normally seems (remembering things centuries past, etc.)
67-68	Plays at being foolish, silly, and even stupid, but the masquerade is set aside when needed
69-70	Plays the flute
71-72	Secretly harbors an old tragedy, sometimes displays great sadness
73-74	Secretly involved at the highest levels of politics
75-76	Secretly married (to a prize student, other master, cook at the school, etc.)
77-78	Seemingly immune to extremes of hot and cold, and unmoved by his students' protests that <u>they</u> are not
79-80	Seemingly senile, with moments of lucidity at exactly the right (or wrong, depending on your point of view) time
81-82	Short-tempered
83-84	Spiteful
85-86	Swears constantly at students, other masters, waiters, anyone in range
87-88	Talks to an invisible companion
89-90	Talks to himself constantly
91-92	Uses trickery, underhanded tactics, obfuscation, and outright cheating
93-94	Vain
95-96	Very generous and charitable
97-98	Wears a mask
99-100	Willing to hurt, or even maim, students to make a lesson stick

Clans

Clans can function as secret societies, monastic traditions, or kung fu schools. The only difference is that membership in a clan is based on blood or marriage. As such, it can be quite difficult to join (or leave!) a clan under most circumstances...

Membership in such clans is up to the game master, who may find that placing one or more PCs in a clan (either the same clan, or different and possibly competing clans) furthers the campaign. Consultation with the players may also be taken into account when planning out such ideas.

Religion

Historically, China had several layers of religion, each being set atop those that had come before. The original "folk religion" of the land was the shamanism of the wu, followed by Daoism, Confucianism, and Buddhism. Over the course of centuries, the shamanistic folk religion of the wu came to be more strictly a lower-class affair, and the wu themselves were seen as charlatans; meanwhile the fangshi gained respectability, or lost it, according to the regard for which their Daoist religion was held by the upper classes.

While it is certainly possible to find individuals and sects which favor strict adherence to one particular source, most Chinese would have practiced an amalgam of the various religious influences. So, too, is the case in a mythic China setting.

Two of the religious traditions in mythic China are linked to the philosophies of Wayism and Traditionalism (see p. 13), plus the folk religion of the wu. Fangshi are linked most closely to Wayism, while wu practice the shamanic folk religion. There is also a State Religion, representing an idealized reflection of the mundane imperial administration, complete with divine ministries which are responsible for various natural phenomena, which can be petitioned in the same way a terrestrial official could be petitioned. The following represent a small sample of some of the various divine ministries:

- Ministry of Time
- Ministry of Thunder and Storms
- Ministry of Waters
 - Dept. of Salt Waters
 - Dept. of Sweet Waters
 - Dept. of Secondary Waters (rivers, springs, lakes, pools, rapids)
- Ministry of Fire
- Ministry of Epidemics
- Ministry of Medicine
- Ministry of Exorcism

Religion in mythic China is also influenced by mundane political matters. It is quite literally the case that an imperial decree can elevate a mortal to the status of a demigod; such a rise in status is quite rare, requiring approvals from the divine ministries, as well as devotions and offerings on the material plane. An emperor can also grant a new portfolio to, or otherwise change the duties of, an existing deity.

The game master is encouraged to develop a full set of deities, divine ministries, and the like for his own campaign.

Mixing Mythic China and Other Settings

The most obvious way to integrate a mythic China setting into another is travel. Just as historically it was possible to travel from Europe to China, as did explorers such as Marco Polo, so too might it be possible for explorers (such as your intrepid PCs) to travel from their familiar lands to mythic China. Such a journey would certainly be arduous, but the potential for a refreshing change to a long-running campaign is obvious.

It should be noted that the reverse is also true. If, after running a campaign set in a mythic China setting for a while, you find your players becoming restless, it might be interesting to have them either encounter NPCs from a distant land, or undertake a journey themselves, perhaps as a diplomatic mission.

Other possibilities abound. The use of magical gates, space-traveling ships that sail from world to world, alternate dimensions, and the like are staples in the fantasy RPG genre. All could take player characters to or from a mythic China setting.

Treasure

For those game masters who prefer to use treasure method II from the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit, which describes specific pieces of treasure rather than abstracting them into a value and weight, the following tables are provided. Note that these tables have been subtly (or in some cases not-so-subtly) altered from their counterparts in the Game Masters Toolkit, to allow for the differences in setting.

TABLE 96: COMPOSITION OF TREASURE (TREASURE METHOD II)

Treasure Type	Sundries	Luxuries	Art	Jewelry	Gems	Coins
I	100%	0%	0%	0%	0%	0%
II	75%	15%	0%	5%	0%	5%
III	50%	25%	5%	10%	5%	5%
IV	25%	35%	10%	15%	5%	10%
V	10%	45%	10%	20%	5%	10%
VI	5%	55%	0%	25%	5%	10%
VII	0%	20%	20%	25%	25%	10%
VIII	0%	20%	30%	25%	15%	10%
IX	0%	20%	40%	10%	5%	25%
X	0%	0%	50%	0%	0%	50%
XI	0%	0%	0%	25%	0%	75%
XII	0%	0%	0%	0%	0%	100%
XIII	0%	0%	0%	0%	100%	0%
XIV	0%	0%	0%	0%	75%	25%
XV	0%	0%	0%	50%	25%	25%
XVI	0%	0%	0%	0%	25%	75%
XVII	0%	0%	0%	50%	50%	0%
XVIII	0%	10%	0%	10%	30%	50%

The table above shows the breakdown, for every given treasure type, of the total value of the hoard by the type of treasure found within it. For example, a bandit has a treasure type of II and a treasure value of 8 g.p. That does not mean he has 8 gold coins in his purse. Looking at the breakdown for treasure type II, we see it is 75% sundries, 15% luxuries, 5% jewelry, and 5% coins. So the bandit in question has sundries worth approximately 6 g.p., along with 24 s.p. of luxuries, and 8 s.p. worth each of jewelry and coins. The exact types should be determined using the sub-tables below, but don't be afraid to toss out results that don't make sense. A bandit is more likely to have a fur pelt than a load of iron ore.

In order to determine the makeup of a given treasure, first consult Table 96: Composition of Treasure (Treasure Method II) above. Figure out how much of the total value of the treasure (approximately) is in each category. Then, going from left to right on Table 96, roll to determine the sundries, luxuries, art, etc. Keep rolling in each category until you have "filled up" the value of that category; if the value you have rolled is greater than the category's maximum, subtract the value from the next category over. If at any time you exceed the total value of the treasure, lower the value of the last item rolled to "top off" the treasure. In this way, your total treasure will never exceed the total value, but it is possible that you will have a few more sundries than indicated, at the expense of luxuries, and so forth.

Naturally, common sense should prevail. If the characters have just defeated a horrible undead lord in his tomb that has not been opened in a thousand years, they are unlikely to find fresh meat as part of his treasure hoard. In such cases, simply re-roll the result.

In the tables below, encumbrance is given in pounds, unless otherwise specified.

TABLE 97: SUNDRIES (TREASURE METHOD II)

Die Roll (d%)	Sundry Type	Value (each)	Encumbrance
01-02	Ale (barrel)	12 g.p.	250
03-04	Armor	See Table 99 below	
05-06	Bamboo strips for writing (quire)	16 g.p.	1.5
07-08	Candle (score)	1 g.p.	10
09-10	Charcoal (bag)	2 g.p.	10
11-12	Cloth (bolt)	12 g.p.	16
13-14	Cotton (short bale)	3 g.p.	22
15-16	Dye (pint)	5 g.p.	2

Die Roll (d%)	Sundry Type	Value (each)	Encumbrance
17-18	Flax (bale)	6 g.p.	80
19-20	Food, bread	1 g.p.	10
21-22	Food, cured meat/fish	3 g.p.	10
23-24	Food, dried vegetables/fruits	2 g.p.	10
25-26	Food, fresh meat/fish	6 g.p.	10
27-28	Food, fresh vegetables/fruits	4 g.p.	10
29-30	Food, rice (bushel)	1 g.p.	50
31-32	Fur pelt, beaver	2 g.p.	1
33-34	Fur pelt, ermine	4 g.p.	1
35-36	Fur pelt, fox	3 g.p.	1
37-38	Fur pelt, marten	4 g.p.	1
39-40	Fur pelt, mink	3 g.p.	1
41-42	Fur pelt, muskrat	1 g.p.	1
43-44	Fur pelt, sable	5 g.p.	1
45-46	Fur pelt, seal	5 g.p.	1
47-48	Hand tool	1 g.p.	3
49-50	Hemp (bale)	5 g.p.	100
51-52	Honey (gallon)	8 g.p.	12
53-54	Incense, common	10 g.p.	1
55-56	Iron ore	10 g.p.	100
57-58	Leather	5 g.p.	25
59-60	Linen (bolt)	18 g.p.	13
61-62	Livestock, bull	20 g.p.	n/a
63-64	Livestock, cow	10 g.p.	n/a
65-66	Livestock, fowl (in cage)	10 s.p.	7
67-68	Livestock, goat	1 g.p.	n/a
69-70	Livestock, horse	25 g.p.	n/a
71-72	Livestock, ox	15 g.p.	n/a
73-74	Livestock, pig	3 g.p.	n/a
75-76	Livestock, sheep	2 g.p.	n/a
77-78	Lumber	2 g.p.	25
79-80	Nails (keg)	20 g.p.	100
81-82	Paper (quire)	22 g.p.	1
83-84	Rope (250')	1 g.p.	37
85-86	Salt	1 g.p.	1
87-88	Spice (common)	3 g.p.	0.5
89-90	Tallow	1 g.p.	1
91-92	Wax	2 g.p.	1
93-94	Weapon	See Table 98 below	
95-96	Wine, gallon	4 g.p.	8
97-98	Wire	9 g.p.	10
99-00	Wool (bale)	12 g.p.	250

TABLE 98: SUNDRIES WEAPON SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Weapon Type	Value (each)	Encumbrance
01-05	Axe, hand	1 g.p.	5
06-10	Battle axe	5 g.p.	7
11-21	Dagger	2 g.p.	1
22-25	Flail	8 g.p.	4
26-29	Hammer	1 g.p.	5
30-33	Knife	1 g.p.	0.5
34	Lance	6 g.p.	15
35-39	Mace	8 g.p.	10
40-41	Morning star	5 g.p.	12
42-53	Pole arm	15 g.p.	15
54	Quarterstaff	3 g.p.	10
55-64	Spear	1 g.p.	5
65-99	Sword	17 g.p.	10
00	Trident	4 g.p.	5

TABLE 99: SUNDRIES ARMOR SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Armor Type	Value (each)	Encumbrance
01-08	Brigandine armor	30 g.p.	20
09-15	Cuirass (leather)	3 g.p.	10
16-17	Furs	2 g.p.	5
18-25	Lamellar (leather)	15 g.p.	15
26-32	Lamellar armor (steel)	35 g.p.	25
33-45	Scale armor (leather)	25 g.p.	40
46-55	Scale armor (steel)	25 g.p.	40
56-63	Cord and plaque	60 g.p.	35
64-80	Cuirass (lamellar)	10 g.p.	7
81-90	Mirror armor	100 g.p.	35
91-93	Mountain pattern armor	300 g.p.	40
94-00	Fabric armor	3 g.p.	7

TABLE 100: LUXURIES (TREASURE METHOD II)

Die Roll (d%)	Luxury type	Value (each)	Encumbrance
01	Alchemical instruments	1d8+2x100 g.p.	Value ÷ 4
02	Astrolabe	250 g.p.	45
03-04	Bell, small bronze	5 g.p.	1
05-06	Bell, small silver	10 g.p.	1
07	Book, illuminated (large)	300 g.p.	100
08	Book, illuminated (medium)	200 g.p.	45
09	Book, illuminated (small)	100 g.p.	6
10-12	Bowl, brass	2 g.p.	1
13-14	Bowl, copper	4 g.p.	1
15	Bowl, gold	14 g.p.	1
16	Bowl, porcelain	11 g.p.	3
17-18	Bowl, silver	9 g.p.	1
19	Box, engraved (large)	100 g.p.	6
20-21	Box, engraved (medium)	50 g.p.	4
22-23	Box, engraved (small)	25 g.p.	2
24-25	Brocade (bolt)	120 g.p.	26
26-27	Candelabra	15 g.p.	10
28-29	Candlestick	3 g.p.	2
30	Chandelier	50 g.p.	25
31	Chirurgian's tools	350 g.p.	15
32-33	Clothing, fine (1 set)	30 g.p.	4
34-35	Comb, silver	10 g.p.	1
36	Crystal ball, non-magical	8 g.p.	3
37-39	Cup, brass	1 g.p.	1
40-42	Cup, copper	2 g.p.	1
43	Cup, glass	10 g.p.	3
44	Cup, gold	15 g.p.	1
45	Cup, porcelain	12 g.p.	3
46-47	Cup, silver	6 g.p.	1
48-50	Ewer, brass	3 g.p.	2
51-52	Ewer, copper	6 g.p.	2
53	Ewer, glass	30 g.p.	5
54	Ewer, gold	45 g.p.	2
55	Ewer, porcelain	36 g.p.	5
56-57	Ewer, silver	18 g.p.	2
58-59	Fur clothing	See Table 101 below	
60-61	Furniture, fine	2d6x100 g.p.	Value ÷ 10
62-63	Gong, bronze	13 g.p.	9
64-65	Hourglass	25 g.p.	4
66-67	Incense	20 g.p.	1
68-69	Incense, rare	50 g.p.	1

Die Roll (d%)	Luxury type	Value (each)	Encumbrance
70-71	Ivory	75 g.p.	25
72	Magnifying lens	15 g.p.	2
73-74	Mirror case, engraved	35 g.p.	1
75	Mirror, large	20 g.p.	12
76-77	Mirror, small	10 g.p.	2
78-79	Musical instrument	See Table 102 below	
80-81	Perfume, rare	10 g.p.	1
82	Royal bee jelly unguent (jar)	1d6+2x1,000 g.p.	1
83	Silk (bolt)	85 g.p.	9
84	Spice, rare	50 g.p.	1
85-86	Stuffed animal, small (taxidermy)	4 g.p.	5
87	Unguent, rare	12 g.p.	1
88-90	Vase, copper	4 g.p.	2
91	Vase, glass	7 g.p.	6
92	Vase, gold	50 g.p.	2
93	Vase, porcelain	40 g.p.	6
94-95	Vase, silver	23 g.p.	2
96	Water clock	500 g.p.	35
97-98	Wine, fine (pint)	4 g.p.	1
99-00	Wood, rare	40 g.p.	25

TABLE 101: FUR LUXURY SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Fur type	Value (g.p.)	Encumbrance
01	Fur cape, bear	300	7
02-05	Fur cape, beaver	200	8
06	Fur cape, ermine	3,600	8
07-11	Fur cape, fox	300	7
12-16	Fur cape, marten	400	7
17	Fur cape, mink	2,700	9
18-23	Fur cape, muskrat	100	7
24	Fur cape, sable	4,500	7
25-30	Fur cape, seal	125	8
31	Fur coat, bear	600	14
32-35	Fur coat, beaver	400	16
36	Fur coat, ermine	7,200	16
37-39	Fur coat, fox	600	14
40-42	Fur coat, marten	800	14
43	Fur coat, mink	5,400	18
44-47	Fur coat, muskrat	200	14
48	Fur coat, sable	9,000	14
49-52	Fur coat, seal	250	16
53	Fur trim, bear	30	2
54-58	Fur trim, beaver	20	2
59-64	Fur trim, ermine	120	2
65-70	Fur trim, fox	30	2
71-76	Fur trim, marten	40	2
77-82	Fur trim, mink	90	2
83-88	Fur trim, muskrat	10	2
89-94	Fur trim, sable	150	2
95-00	Fur trim, seal	25	2

Note that fur trim will be attached to some other garment, such as a tunic, dress, cloak, etc. The value given is for the combined garment.

TABLE 102: MUSICAL INSTRUMENT LUXURY SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Musical Instrument	Value (g.p.)	Encumbrance
01	Bronze chimes	80	40
02-05	Datong (& bow)	20	3
06-12	Dizi	16	1
13-19	Drum	4	2
20-23	Erhu (& bow)	30	5
24-29	Gaohu (& bow)	21	17
30-31	Guqin	20	3
32	Guzheng	28	8
33-37	Hulus	12	1
38-43	Konghou	50	3
44-48	Laba	15	8
49-55	Liuqin	50	6
56-59	Paixiao	33	4
60-66	Pipa	35	5
67-71	Ruan	30	4
72-76	Sanxian	45	6
77-81	Sheng	38	21
82-83	Sun	5	1
84-90	Xiao	25	8
91-95	Yangqin	41	7
96-00	Yueqin	30	5

TABLE 103: ART (TREASURE METHOD II)

Die Roll (d%)	Art Type	Value (g.p.)	Encumbrance
01-02	Carving, ivory, large	3d12x20	15
03-05	Carving, ivory, medium	2d12x20	10
06-10	Carving, ivory, small	1d12x20	5
11-13	Carving, wood, large	3d6x20	12
14-17	Carving, wood, medium	2d6x20	7
18-22	Carving, wood, small	1d6x20	2
23-26	Ceremonial shield, bronze	1d4x100	30
27-28	Ceremonial shield, gold	1d4x300	45
29-31	Ceremonial shield, silver	1d4x150	35
32-35	Ceremonial weapon, bronze	1d3x100	20
36-37	Ceremonial weapon, gold	1d3x300	35
38-40	Ceremonial weapon, silver	1d3x150	25
41-42	Painting, large	1d10x100	35
43-46	Painting, small	1d10x30	15
47-51	Rug/carpet (1d4+2 sq. yards)	1d6x10 / sq. yard	10 / sq. yard
52-53	Statue (4'+), jade	4d4x200	200
54-57	Statue (4'+), bronze	3d4x100	500
58-61	Statue (4'+), porcelain	4d4x150	500
62-65	Statue (4'+), stone	3d4x100	400
66-69	Statue (4'+), wood	1d4x100	100
70-71	Statuette, jade	1d4x200	50
72-73	Statuette, gold	1d4x400	40
74-75	Statuette, porcelain	1d4x100	50
76-78	Statuette, silver	1d4x200	30
79-82	Statuette, stone	1d3x50	20
83-86	Statuette, wood	1d3x25	5

Die Roll (d%)	Art Type	Value (g.p.)	Encumbrance
87-92	Tapestry (1d4+2 sq. yards)	1d8x10 / sq. yard	10 / sq. yard
93-94	Vase, jade	2d6x200	15
95-96	Vase, gold	2d6x400	10
97-98	Vase, porcelain	2d6x100	20
99-100	Vase, silver	2d6x200	5

TABLE 104: JEWELRY MATERIAL (TREASURE METHOD II)

Die Roll (d%)	Jewelry material	Value
01-10	Ivory, silver	d10x100
11-20	Silver and gold	2d6x100
21-40	Gold	3d6x100
41-50	Jade	5d6x100
51-70	Silver and gems	1d6x1000
71-00	Gold and gems	2d4x1000

TABLE 105: JEWELRY TYPE (TREASURE METHOD II)

Die Roll (d%)	Jewelry Type
01-04	Anklet
05-08	Armlet
09-12	Belt
13-16	Belly chain
17-20	Bracelet
21-24	Brooch
25-28	Choker
29-32	Cirlet
33-36	Clasp
37-40	Collar
41-44	Comb
45-48	Coronet
49-52	Crown
53-56	Diadem
57-60	Earrings (pair)
61-64	Hair ornament
65-68	Hairpin
69-72	Headdress
73-76	Locket
77-80	Medallion
81-84	Necklace
85-88	Pendant
89-92	Pin
93-96	Ring
97-00	Tiara

Each piece of jewelry is worth 1 lb. towards encumbrance, regardless of type.

TABLE 106: GEM SIZE (TREASURE METHOD II)

Die Roll (d%)	Gem Size
01-25	Very small
26-50	Small
51-70	Average
71-90	Large
91-99	Very large
00	Huge

TABLE 107: GEM TYPE (TREASURE METHOD II)

Die Roll (d%)	Gem Type
01-25	Hardstone (agate, malachite, lapis lazuli, obsidian, turquoise, etc.)
26-50	Semi-precious (bloodstone, jasper, moonstone, onyx, crystal, quartz, etc.)
51-70	Fancy (amber, amethyst, coral, garnet, jade, jet, pearl, etc.)
71-90	Precious (aquamarine, peridot, blue spinel, topaz, etc.)
91-99	Gemstone (opal, emerald, amethyst, sapphire, etc.)
00	Jewel (black sapphire, diamond, jacinth, ruby, etc.)

TABLE 108: GEM VALUE (TREASURE METHOD II)

Size	Hard-stone	Semi-precious	Fancy	Precious	Gem-stone	Jewel
Tiny	1	5	10	50	100	500
Small	5	10	50	100	500	1,000
Average	10	50	100	500	1,000	5,000
Large	50	100	500	1,000	5,000	10,000
Very large	100	500	1,000	5,000	10,000	50,000
Huge	500	1,000	5,000	10,000	50,000	100,000

Each gem is worth 1/10th of a pound towards encumbrance (regardless of size). In the case of very many small gems, feel free to adjust this rule of thumb accordingly.

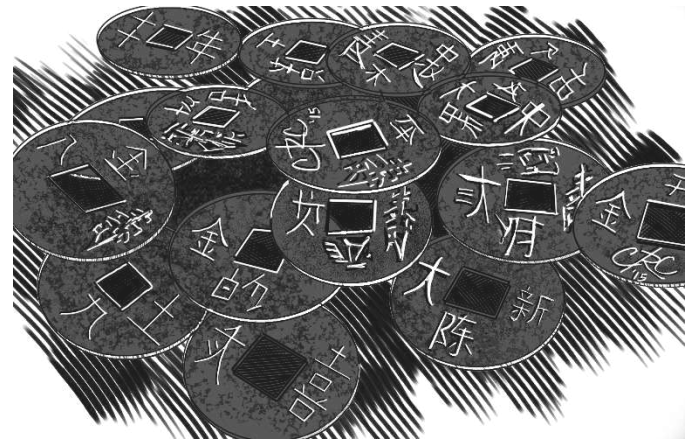


TABLE 109: COIN TYPE (TREASURE METHOD II)

Die Roll (d%)	Coin Type
01-20	10d100 c.p.
21-40	10d100 s.p.
41-60	4d100 e.p.
61-90	1d100 g.p.
91-00	5d100 g.p.

Each coin is worth 1/10th of a pound towards encumbrance (regardless of type). If an indicated number of coins exceeds the total g.p. value of the treasure, simply reduce the number of coins to equal the value of the treasure. If the indicated coins do not equal the g.p. value of the treasure, keep rolling until all of the value is accounted for; if this results in a mixture of different types of coins, all the better.

Example: a 100 g.p. treasure is found, all in coins. The game master rolls and gets a 24, then rolls again and determines there are 400 s.p. (worth 20 g.p.). Since not all of the value of the treasure is accounted for, he rolls again, getting a 97, then rolls and gets a total of 250, indicating 250 g.p. Since that exceeds the total value of the treasure, the game master reduces the number of gold coins to 80, bringing the total value to 100 g.p.

Magic Items

TABLE 110: MAGIC ITEM TYPE

Die Roll (d%)	Magic Item Type
01-15	Armor
16	Book
17-21	Calligraphy, enchanted
22-23	Charm
24-27	Garment
28-32	Jade wand
33-51	Pill, potion, or liquid
52-65	Scroll
66-67	Spell book
68-69	Staff
70-94	Weapon
95-96	Wondrous item (A-E)
97-98	Wondrous item (E-J)
99-100	Wondrous item (K-Z)

Once the general type of magic item has been determined, roll on the appropriate table to determine the exact item.

TABLE 111: MAGIC ITEMS (ARMOR AND SHIELDS)

Die Roll (d%)	Armor or Shield
01-65	Armor, enchanted
66-00	Shield, enchanted

TABLE 112: MAGIC ITEMS (BOOKS)

Die Roll (d%)	Book Type
01-24	Blessed Book
25-27	Book of Contemplation
28-30	Book of the Dragon
31-33	Book of Energy
34-36	Book of Philosophy
37-40	Book of Woe
41-44	Codex of Making Friends and Influencing People
45-48	Libram of Gainful Conjuration
49-52	Libram of Ineffable Damnation
53-56	Libram of Silver Magic
57-60	Manual of Bodily Health
61-64	Manual of Gainful Exercise
65-68	Manual of Golems
69-72	Manual of Puissant Skill at Arms
73-76	Manual of Quickness of Action
77-80	Manual of Stealthy Pilfering
81	Necrophidius Handbook
82-85	Tome of Clear Thought
86-89	Tome of Leadership and Influence
90-93	Tome of Understanding
94-00	Vacuous Grimoire

TABLE 113: MAGIC ITEMS (CALLIGRAPHY, ENCHANTED)

Die Roll (d%)	Calligraphy Type
01-03	Animal friendship
04-06	Attention
07-09	Chameleon power
10-12	Deceit
13-15	Devil repulsion
16-19	Elemental command
20-22	Fanfare
23-25	Feather falling
26-28	Fortunate medicine
29-31	Free action
32-35	Ghost repulsion
36-38	Good fortune

Die Roll (d%)	Calligraphy Type
39-41	Health
42-44	Influence
45-47	Invisibility
48-50	Jumping
51-54	Kung fu
55-57	Mammal control
58-60	Mind shielding
61-63	Protection
64-66	Resisting privation
67-69	Spell storing
70-72	Spell turning
73-75	Sustenance
76-78	Swimming
79-81	Telekinesis
82-84	Truth
85-90	Vampire repulsion
91-94	Warmth
95-97	Water walking
98-00	X-ray vision

TABLE 114: MAGIC ITEMS (CHARMS)

Die Roll (d%)	Charm Type
01-02	Amulet of Inescapable Location
03	Amulet of Life Protection
04-05	Amulet of the Planes
06-10	Amulet of Proof against Detection and Location
11-19	Brooch of Shielding
20-23	Heaven-and-Earth Bracelet
24-26	Medallion of ESP
27-28	Medallion of Thought Projection
29-31	Necklace of Adaptation
32-36	Necklace of Missiles
37-44	Necklace of Prayer Beads
45-47	Necklace of Strangulation
48-49	Periap of Foul Rotting
50-55	Periap of Health
56-66	Periap of Proof Against Poison
67-70	Periap of Wound Closure
71-78	Phylactery of Faithfulness
79-85	Phylactery of Long Years
86-89	Phylactery of Monstrous Attention
90-93	Phylactery of Shortened Years
94-95	Talisman of Pure Good
96-97	Talisman of Ultimate Evil
98-00	Vermilion Amulet

TABLE 115: MAGIC ITEMS (GARMENTS)

Die Roll (d%)	Garment Type
01	Boots of Dancing
02-04	Boots of Levitation
05-07	Boots of Speed
08-10	Boots of Striding and Springing
11-12	Boots of Varied Tracks
13	Boots, Winged
14-15	Bracers of Archery
16	Bracers of Brachiation
17-24	Bracers of Defense
25	Bracers of Defenselessness
26	Circlet of Domination
27-29	Cloak of the Bat
30-31	Cloak of Displacement
32-35	Cloak of Flying
36	Cloak of the Manta Ray
37	Cloak of Poisonousness
38-45	Cloak of Protection

Die Roll (d%)	Garment Type
46	Gauntlets of Ogre Power
47	Girdle of Femininity/Masculinity
48-51	Girdle of Many Pouches
52-53	Gloves of Dexterity
54	Gloves of Fumbling
55	Gloves of Missile Snaring
56	Gloves of Swimming and Climbing
57-59	Gloves of Thievery
60-61	Hat of Difference
62-64	Hat of Disguise
65-66	Hat of Stupidity
67	Helm of Brilliance
68-70	Helm of Comprehension
71	Helm of Opposite Alignment
72	Helm of Telepathy
73	Helm of Teleportation
74	Mantle of Starry Wandering
75-78	Robe of Blending
79	Robe of Eyes
80	Robe of Powerlessness
81-82	Robe of Scintillating Colors
83	Robe of Stars
84-86	Robe of Useful Items
87-88	Robe of Vermin
89-90	Shoes of Wandering
91-92	Slippers of Kicking
93-96	Slippers of Spider Climbing
97-00	Wings of Flying

TABLE 116: MAGIC ITEMS (JADE WANDS)

Die Roll (d%)	Wand Type
01-02	Absorption
03-04	Beguiling
05-06	Cancellation
07-08	Conjuration
09-10	Defoliation
11-13	Earth and stone
14-15	Enemy detection
16-18	Fear
19-20	Fire
21	Fireballs
22-23	Flame extinguishing
24-25	Force
26-29	Frost
30-33	Illumination
34-36	Illusion
37-39	Lightning
40-42	Lightning bolts
43-45	Magic detection
46-49	Metal and mineral detection
50-54	Negation
55-58	Paralyzation
59-62	Passage
63-67	Polymorphing
68	Resurrection
69-75	Secret door and trap detection
76-77	Security
78-82	Size alteration
83-84	Smiting
85-87	Splendor
88-93	Steam and vapor
94-97	Triple-precious Jade Scepter
98-00	Wand of the Seven Treasures

Jade wands will, when found, have 1d20+100 charges, unless otherwise specified. Unless specified below, they will function as their wand or rod counterparts function as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.

TABLE 117: MAGIC ITEMS (PILLS, POTIONS, AND LIQUIDS)

Die Roll (d%)	Pill, Potion, or Liquid Type
01-04	Love Potion
05	Lustral Water
06-07	Oil of Acid Resistance
08-09	Oil of Disenchantment
10	Oil of Etherealness
11-12	Oil of Slipperiness
13	Pill of Dragon Control
14-15	Pill of Glibness
16-17	Pill of Healing
18	Pill of Immortality
19-20	Pill of Invisibility
21	Pill of Longevity
22-23	Pill of Poison Resistance
24	Pill of Resurrection
25-26	Pill of Speed
27	Pill of Undead Control
28	Pill of Undying
29-30	Pill of Vitality
31-33	Pill of Wind Resistance
34-35	Potion of Animal Control
36-37	Potion of Beauty
38-39	Potion of Clairaudience
40-41	Potion of Clairvoyance
42-43	Potion of Climbing
44-45	Potion of Delusion
46-47	Potion of Diminution
48-49	Potion of ESP
50-51	Potion of Extra Healing
52-53	Potion of Fire Breath
54-55	Potion of Fire Resistance
56-57	Potion of Flying
58	Potion of Gaseous Form
59	Potion of Growth
60-63	Potion of Healing
64-65	Potion of Health
66	Potion of Heroism
67	Potion of Human Control
68	Potion of Invulnerability
69-70	Potion of Levitation
71-73	Potion of Life
74	Potion of Liquid Form
75-76	Potion of Madness
77-78	Potion of Persuasiveness
79-80	Potion of Plant Control
81-83	Potion of Poison
84-86	Potion of Polymorph Self
87-88	Potion of Rainbow Hues
89-90	Potion of Stammering and Stuttering
91-92	Potion of Super Heroism
93	Potion of Treasure Finding
94-95	Potion of Water Breathing
96	Potion of Youth
97	Sovereign Glue
98	Sweet Water
99	Tears of the Gods
00	Ultimate Solution

Many pills in a mythic China setting have the same effects as their potion counterparts as described in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit. This does not have any impact on their effects, but they do need to be swallowed in a single dose.

TABLE 118: MAGIC ITEMS (SCROLLS)

Die Roll (d%)	Scroll Type
01-02	Scroll, cursed
03-50	Scroll, protection (see Table 119)
51-00	Scroll, spell

TABLE 119: MAGIC ITEMS (PROTECTION SCROLLS)

Die Roll (d%)	Protection Scroll Type
01-04	Acid
05-07	Breath weapons (dragon)
08-10	Breath weapons (non-dragon)
11-14	Cold
15	Daemons
16-17	Demons
18-22	Devils
23-25	Electricity
26-31	Elementals
32-34	Fire
35-36	Gas
37	Illusions
38-41	Kung fu
42-50	Lycanthropes
51-59	Magic
60	Paralyzation
61-66	Petrification
67-68	Plants
69-70	Poison
71-76	Possession
77	Traps
78-83	Undead
84	Water
85-86	Weapons (blunt)
87-88	Weapons (edged)
89-90	Weapons (magical blunt)
91-92	Weapons (magical edged)
93-94	Weapons (magical missile)
95-96	Weapons (magical piercing)
97-98	Weapons (missile)
99-00	Weapons (piercing)

TABLE 120: MAGIC ITEMS (STAVES)

Die Roll (d%)	Staff Type
01-02	Command
03-14	Curing
15-20	Elemental summoning
21-43	Kung fu
44	Magi
45	Power
46-51	Serpent
52-62	Staff-spear
63-72	Striking
73-77	Swarming
78-79	Thunder and lightning
80-86	Withering
87-00	Woodlands

TABLE 121: MAGIC ITEMS (WEAPON)

Die Roll (d%)	Weapon Type
01-80	Weapon, enchanted
81-00	Weapon (missile), enchanted

TABLE 122: MAGIC ITEMS (WONDROUS ITEMS A-E)

Die Roll (d%)	Wondrous Item Type
01	Alchemy Jug
02-03	Anvil of Ringing
04-05	Anvil of Metal Elemental Command
06-07	Arrow of Direction
08	Bag of Devouring
09	Bag of Holding
10	Bag of Transmuting
11-12	Bag of Tricks
13-14	Beads of Force
15-16	Beaker of Plentiful Potions
17-18	Black Pearls
19	Boat, Folding
20-21	Bowl of Water Elemental Command
22	Bowl of Watery Death
23-24	Box of Darkness
25	Box of Liquefying
26-27	Box of Wood Elemental Command
28-29	Brazier of Fire Elemental Command
30	Brazier of Sleep Smoke
31-32	Broom of Animated Attack
33-34	Broom of Flying
35-36	Candle of Invocation
37	Carpet of Flying
38	Carpet of Sobriety
39	Chime of Hunger
40-43	Chime of Interruption
44-45	Chime of Opening
46-50	Coin Sword
51-52	Crystal Ball
53	Crystal Hypnosis Ball
54-55	Cube of Force
56-58	Cube of Frost Resistance
59-60	Dart of the Hornets' Nest
61-63	Dizi of the Woodlands
64	Decanter of Endless Water
65-67	Dragon Scissors
68-72	Drum of Deafening
73-74	Drum of Panic
75	Dulcimer of Defense
76-79	Dust of Appearance
80-84	Dust of Disappearance
85-86	Dust of Dryness
87-88	Dust of Illusion
89	Dust of Sneezing and Choking
90-92	Dust of Tracelessness
93-94	Efficient Quiver
95	Efreeti Bottle
96-97	Egg of Desire
98-00	Egg of Reason

TABLE 123: MAGIC ITEMS (WONDROUS ITEMS E-J)

Die Roll (d%)	Wondrous Item Type
01-02	Egg of Shattering
03-04	Ever-full Purse
05	Ever-smoking Bottle
06-17	Feather Token
18-20	Fire-crow Gourd
21-23	Five-fire Seven-feathers Fan
24-26	Five-fire Stone
27-30	Fire Fan
31	Flask of Curses
32-33	Flowing Flagon

Die Roll (d%)	Wondrous Item Type
34-36	Flying Cart
37-40	Gem of Brightness
41-43	Gem of Insight
44-46	Gem of Seeing
47	Gourd of Life Trapping
48-54	Guyao Yao Grass
55-56	Head-splitting Helmet
57-58	Handy Haversack
59-62	Healing Ointment
63-64	Helm of Underwater Action
65-66	Horn of Blasting
67-69	Horn of Bubbles
70	Horn of Collapsing
71-72	Horn of Fog
73-74	Horn of Goodness/Evil
75-76	Horseshoes of a Zephyr
77-80	Horseshoes of Speed
81-82	Hulus of Wonder
83-84	Incense of Obsession
85-89	Incense of Spirits
90-92	Ioun Stones
93-95	Iron Fan
96	Iron Bands of Binding
97-98	Iron Flask
99-00	Iron Wand

TABLE 124: MAGIC ITEMS (WONDROUS ITEMS J-Z)

Die Roll (d%)	Wondrous Item Type
01	Jewel of Attacks
02-03	Ko-ai's Bell
04-05	Liuqin of the Elements
06	Liuqin of Might
07	Konghou of Building
08-11	Marvelous Pigments
12	Mirror of Deception
13-14	Mirror of Devil Entrapment
15-16	Mirror of Devil Repulsion
17-18	Mirror of Fortune
19	Mirror of Mental Prowess
20	Mirror of Opposition
21-22	Net of Entrapment
23	Net of Snaring
24	Pearl of Folly
25-26	Pearl of Loss
27-28	Pearl of Light
29	Pearl of Power
30	Pearl of Wisdom
31	Portable Hole
32-33	Projecting Mirror
34-38	Pouch of Accessibility
39-43	Rope of Climbing
44-45	Rope of Constriction
46-47	Rope of Entanglement
48	Rug of Smothering
49-52	Rug of Welcome
53-55	Saw of Mighty Cutting
56-59	Seal of the Ancient Days
60-63	Seal of Earth and Heaven
64	Sheet of Smallness
65-70	Six-demon Bag
71-72	Spade of Colossal Excavation
73-74	Spell Component Case, Enchanted
75-76	Spirit Boat
77-79	Stone Horse

Die Roll (d%)	Wondrous Item Type
80	Stone of Controlling Earth Elementals
81-82	Stone of Good Luck
83-84	Stone of Weight
85-86	Stop-wind Pearl
87	Sustaining Spoon
88-90	Taishi Yao Grass
91	Turn-heaven Seal
92	Umbrella of Plagues
93-94	Umbrella of Shielding
95-96	Whip of Many Blades
97-98	Wind Bag
99-00	Wind Fan

Magic Items

The descriptions that follow, while copious, are only an infinitesimal sample of the possible magic items that could be found in a campaign world. Feel free to use these as samples and examples only, if you wish, and devise new magic items with new and unusual powers, limitations, and side effects, to give to your player characters. In addition, it should be noted that these descriptions only cover those magic items which are unique to a mythic China setting; many of the magic items detailed in the **ADVENTURES DARK AND DEEP™** Game Master Toolkit may also be found in such a setting, as indicated by the magic item treasure tables above. Unless otherwise specified, if a magic item is said to be used by (or has an effect on) a given class, it includes sub-classes of that class as well.

Anvil of Ringing

This is a small metal anvil, weighing 50 lbs. When a metal bar is placed upon it and struck by a hammer, an enormous ringing will sound, stunning all within 20' for 2d4 rounds and deafening them for a day. It is worth no x.p.

Anvil of Metal Elemental Command

This is a small metal anvil, weighing 50 lbs. When a metal bar is placed upon it and struck by a hammer as the proper incantations are spoken, a metal elemental will appear. The summoner must maintain concentration (any sort of movement or damage taken will disrupt concentration) or the elemental will turn on him and attack (75% chance) or simply return to its home plane (25% chance). The elemental will be of the 12 hit die variety, but if the metal placed on the anvil when struck is itself enchanted (such as an enchanted dagger), the elemental will have +1 hit points per hit die (maximum 8 h.p. per hit die). The enchanted item is not harmed by doing so. It takes 1 minute to activate the device, which can only be used by fangshi, and is worth 4,000 x.p.

Black Pearls

This set of matched black pearls will radiate magic if detected for. When thrown with some force, they explode, doing 2d6 h.p. of damage to all within a 5' radius of the point of impact. Those within the area of impact are entitled to a saving throw vs. paralysis; success indicates they take half damage. Between 2 and 8 pearls (2d4) will be found, and each is worth 100 x.p. They are, naturally, destroyed on impact.

Book of Contemplation

This appears as a bundle of bound bamboo strips. It will radiate magic if detected for. If a monk spends a full and uninterrupted week studying its contents, he will automatically gain enough experience points to reach the midpoint of his next experience level. Only one character can read from it at a time. After it has been read, the book will disappear into dust. If a character of any other class reads any part of the book, he must make a saving throw

vs. spells or be driven insane, requiring both a *remove curse* spell and 1 month of rest (a *heal* spell will also suffice). The same character can never benefit from the same sort of book again. It is worth 8,000 x.p.

Book of the Dragon

This appears as a bundle of bound bamboo strips. It will radiate magic if detected for. It is of use only to students of kung fu; anyone who has no kung fu skills at all will be weakened if he reads so much as a single symbol, losing 1d6 points of strength and constitution (but never dropping below 3) until an *atonement* spell can be cast upon him.

If read for one week, uninterrupted, by someone who already has some kung fu skill levels, that person will gain a skill level in a particular kung fu style. Each book is written for a specific style:

TABLE 125: BOOK OF THE DRAGON

Die Roll (d%)	Kung Fu Style
01-09	Air Dancer
10-17	Blade Warden
18-26	Blind Wyvern
27-33	Crawling Beast
34-41	Dragon Foot
42-50	Fishing Mantis
51-58	Head of the Hydra
59-66	Mountain Ape
67-75	Serpent's Fang
76-83	Spitting Cobra
84-91	Three Waters
90-00	Turtle's Shell

If the reader already has three skill levels in the relevant kung fu style, he will gain a skill level in kung fu mastery (even if he doesn't have the required kung fu skill levels he would normally need).

Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 4,000 x.p.

Book of Energy

This appears as a bundle of bound bamboo strips. It will radiate magic if detected for. It is dedicated to the arts of energy work and manipulating qi. Anyone reading this book, uninterrupted, for an entire week will gain one skill level in the qigong secondary skill, determining the specialty randomly:

TABLE 126: BOOK OF ENERGY

Die Roll (d10)	Qigong Specialty
1-2	Combat
3-5	Enlightenment
6-10	Healing

Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 4,000 x.p.

Book of Philosophy

This appears as a bundle of bound bamboo strips. It will radiate magic if detected for. Each is dedicated to the deeper mysteries and intricacies of one of the four philosophies:

TABLE 127: BOOK OF PHILOSOPHY

Die Roll (d4)	Philosophy
1	Wayism
2	Traditionalism
3	Legalism
4	Anti-traditionalism

The book must be read for an entire week, uninterrupted. Anyone reading a *book of philosophy* "opposite" to his own (Traditionalism/Anti-traditionalism, Wayism/Legalism) will permanently lose a point each of intelligence and wisdom at the end of that time. All others will gain one skill level in the philosophy secondary skill, with the appropriate specialty. Anyone reading a *book of philosophy* different than his own will experience a crisis of faith and must make a wisdom check. Failure indicates that he has been converted to the new philosophy.

Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 4,000 x.p.

Book of Woe

This appears as a bundle of bound bamboo strips. It will radiate magic if detected for. Anyone reading so much as a single symbol of this book will be blasted into a coma for 1d3 weeks. Nothing short of a *limited wish* or *heal* spell will wake him prematurely. When he does awaken, he will have lost an experience level, finding himself at the minimum number of experience points for his new level. First level characters who read the book will never emerge from the coma. It is not worth any x.p.

Box of Darkness

This ornately-decorated lacquered box, approximately one foot in length, will cause a zone of *continual darkness* (as per the spell) around the individual who opens it. The zone of darkness can only be removed by a *dispel magic* or *remove curse* spell being cast upon the individual so afflicted. It is not worth any x.p.

Box of Liquefying

This ornately-decorated lacquered box, approximately one foot in length, will, when the lid is opened, cause one individual in front of the now-open box to shrink and be drawn inside the box, whose lid will then snap shut. Once inside, the victim will be reduced to a sludge of blood and water within a matter of 5 minutes. Only one individual can be so slain at a time, and until the lid is opened once more and the slurry poured out, the box cannot be used again. (Emptying the box is safe; the box will not operate after being emptied, until the lid has been shut, and then opened again.) Only creatures within 10' of the box will be affected, and if there is more than one within range, the target should be determined randomly. If the box is opened before the liquefaction process is complete, the victim will tumble out, having lost 20% of his total hit points for every minute spent in the box (which causes exquisite agony during its operation).

Creatures with less than 4 hit dice or levels are automatically drawn into the box. Creatures with between 4 and 8 hit dice or levels are entitled to a saving throw vs. magic. Creatures with 9 or more hit dice or levels are unaffected by the box. It can be used no more than once per day, and is worth 4,000 x.p.

Box of Wood Elemental Command

This ornately-decorated lacquered box, approximately one foot in length, appears to be an ordinary container, but will radiate magic if detected for. If a piece of wood is placed in the box and the proper incantations recited, a

wood elemental will appear. The summoner must maintain concentration (any sort of movement or damage taken will disrupt concentration) or the elemental will turn on him and attack (75% chance) or simply return to its home plane (25% chance). The elemental will be of the 12 hit die variety, but if some sort of magical wooden object (such as an enchanted arrow) is also placed in the box, it will have +1 hit points per hit die (maximum 8 h.p. per hit die). The item so used will not be harmed. It takes 1 minute to activate the device, which can only be used by fangshi, and is worth 4,000 x.p.

Calligraphy, Enchanted

Enchanted calligraphy consists of special slips of paper which have been inscribed with potent magical prayers (called sutras), which have specific effects when physically attached to an object or individual. They can be created just like scrolls, although their power comes not from special ink but from the inscription itself, which must be attached to the subject somehow (tying, pinning, gluing, nailing, etc.) in order to be effective. Directly applying the inscription to the object (by painting, tattooing, etc.) will not work. They are fragile, however, and once damaged or burned, lose their efficacy. Most emulate the powers of magic rings as described in the **Adventures Dark and Deep™** Game Masters Toolkit, but those which are unique to a mythic China setting are described below.

- **Attention:** Grants a +1 bonus to all surprise rolls.
- **Deceit:** This calligraphy is deliberately designed to appear as some other sort (roll again to determine type), but will in reality cause the wearer or bearer to suffer a -1 penalty to all saving throws.
- **Devil repulsion:** Devils, daemons, and demons (and similar creatures native to the lower planes) of least or lesser rank will not come within 10' of someone presenting this enchanted calligraphy prominently. If they are touched by it, the calligraphy will do them 1d8 h.p. of damage per round, but can be torn and ruined by a single successful hit.
- **Fanfare:** As per the spell, but lasting as long as the calligraphy itself endures. Only applies to the person holding the calligraphy.
- **Fortunate medicine:** Normal healing is made at +1 the usual rate per day.
- **Ghost repulsion:** Gui ghosts will not come within 10' of someone presenting this enchanted calligraphy prominently.
- **Good fortune:** Provides a +1 bonus to all saving throws.
- **Health:** Provides immunity to all normal disease, and a +1 bonus to saving throws vs. magical disease (including leprosy).
- **Kung fu:** Grants a +1 bonus to all kung fu skill checks. Wears out at twice the normal rate for use during combat conditions (i.e., four times the normal rate; see below).
- **Resisting privation:** As per the spell, but lasting as long as the calligraphy itself endures. Only applies to the person holding the calligraphy.
- **Vampire repulsion:** Hopping vampires will not come within 10' of someone presenting this enchanted calligraphy prominently. If the calligraphy is attached to the vampire, the vampire will become instantly paralyzed until the prayer is removed or damaged.

Normal wear and tear will cause the calligraphy to become unusable after 1d20+20 days of normal and semi-continuous use (half that if in continuous use, regularly exposed to combat conditions, etc.). If kept protected, for instance in a locked box or scroll case, such calligraphy can last centuries and still retain its magical properties. If the calligraphy is itself the subject of an attack, the attack is made vs. AC 7 (plus or minus any dexterity adjustments of the wearer), and but a single point of damage from a slicing or stabbing weapon or a bare-hand attack will destroy it.

Carpet of Sobriety

This enchanted carpet is most prized by those who favor grape and grain. Once per day, if someone under the influence of alcohol sits upon it, the carpet will immediately remove all effects of intoxication. Habitual drunkards have been known to install such carpets in the entrances of their homes, to hide their habit from their spouses. It is worth 500 x.p.

Cloak of Flying

This cloak appears to be of ordinary type, made either of leather, wool, or some other natural material. When the command word is uttered, however, it allows the wearer to fly, but only over water, except for short distances (maximum of 60') en route to the water. The cloak enables the wearer to travel at 210' per minute, with average maneuverability, for a maximum of four hours (which will cover approximately ten miles). It is worth 1,000 x.p.

Coin Sword

This curious device has two forms. The first is an innocuous pile of 36 copper coins (coins in a mythic China setting most often have holes in the middle) and red thread. When the command word is spoken, they will instantly form themselves into the shape of a short sword, with the red thread strung in the holes in such a way as to maintain the shape of the weapon. The coin sword can then be used as a *dagger* +2, additionally allowing the wielder to re-roll any strike that misses (once per round). If one or more of the coins are missing, the blade cannot form, but returning the missing coins to the pile will allow it to function normally. It is worth 800 x.p.



Dizi of the Woodlands

This magical flute functions like the *cornamuse of the woodlands*, as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.

Dragon Scissors

This item looks like a pair of metal scissors in the shape of a dragon's jaws. When the command word is uttered, the scissors will fly from the user's hand and attack an enemy of his choosing, striking like a dagger wielded by the user. No further concentration is necessary, and the scissors will function for a maximum of 3 rounds before falling to the ground. The target cannot be changed unless the user picks up the scissors again and sends them forth with the command word. They are worth 1,000 x.p.

Fire-crow Gourd

This appears as an ordinary hollow gourd with a plug (similar to those used to hold water or wine). However, when the plug is removed the fire-crows within will emerge and attack the user's enemies. Each gourd has 1d3 fire-crows when found; when they are dead, the gourd loses all enchantment. The fire-crows cannot be replaced. It is worth 250 x.p. per fire-crow.

Five-fire Seven-feathers Fan

This magical fan can be either an ordinary paper fan (50% of the time) or a metal weapon-like fan (50% chance). In combat, however, it can be used to "fan away" attacks, whether they be hand-to-hand, by weapon, or magical. The fan must be held in one hand (a weapon could be held and used in the other). When used in combat, it provides the wielder with a +2 bonus to armor class and a +2 bonus to all saving throws for magical attacks (this includes area of effect attacks that would affect the wielder). It will not function if the wielder is surprised or attacked from the rear. It is worth 500 x.p.

Five-fire Stone

This enchanted stone will, when the proper command word is uttered, blaze into a great ball of flame, engulfing all those within a 5' radius and causing them 3d6 h.p. of fire damage. The stone can be activated from up to 20' away, and can be recovered and reused. There is, however, a 5% chance per use that the stone will crack and become inert. It is worth 750 x.p.

Fire Fan

This magical fan can be either an ordinary paper fan (50% of the time) or a metal weapon-like fan (50% chance). When waved in the direction of a fire, it will double the fire's size and strength. Thus, a campfire can be made to blaze like a bonfire, a torch will suddenly flare up to twice its normal size, etc. Flaming oil thus affected will do double damage per round. It will not affect magical fires. The *fire fan* is worth 400 x.p.

Flying Cart

This device looks like a regular cart, except that it has winged framework at each end, seemingly as decoration. If hitched to an animal, the device will not function, but if the command word is spoken while it's unhitched, the cart can fly at up to 240' per minute, with poor agility, carrying up to four people and their gear (a maximum of 1,500 pounds). The cart can travel for up to six hours per day before needing to recharge for the next twelve hours. The cart can thus cover approximately 16 miles per 18 hours. It can reach a maximum altitude of 200', and is worth 2,000 x.p.

Gourd of Life Trapping

This appears as an ordinary hollow gourd with a plug (similar to those used to hold water or wine). However, when the plug is removed and the command word spoken, one individual specified will be sucked into the gourd and placed in a sort of suspended animation. The victim must be within 10' of the gourd and is entitled to a saving throw vs. magic. The gourd can hold up to one thousand people; a separate command word will release them, one at a time, in the order in which they were imprisoned. It is worth 5,000 x.p.

Guyao Yao Grass

This magical plant has lush leaves, yellow flowers and tiny green fruit that grows in clusters. When the juice of the fruit is ingested (the juice produced by a single fruiting plant will suffice, approximately 4 ounces), the person drinking the juice will fall madly in love with the first person of appropriate gender seen. This will not result in self-destructive behavior, but the desire to please the object

of affection will be nearly impossible to resist. The plants are very rare, and usually found growing singly. Each is worth 200 x.p.

Head-splitting Helmet

This item was created by the powers of good for the punishment of evil. The enchantment upon it is such that the light metal-banded helmet can never be removed (short of a *limited wish* or similarly-powered spell), and every time the wearer commits an overtly evil and/or wicked act, the helmet will constrict slightly.

- After the first such act, the helmet will feel snug.
- After the second such act, the wearer will feel a constant headache.
- After the third such act, the wearer will be in debilitating pain. Neither combat, hard travel, nor spellcasting will be possible.
- After the fourth such act, the wearer's skull will be crushed.

The headache will dissipate after a week, as the wearer becomes accustomed to the new size of the helmet. The debilitating pain will become a headache after a week, and the headache disappears after another week. The count of wicked deeds is not actually reset though; the skull will still be crushed after four wicked deeds, even if enough time has passed that the headache has dissipated. The helmet is not worth any x.p.

Heaven-and-Earth Bracelet

This metal bracelet allows the wearer to pummel for double damage when punching using a kung fu style. On a natural "to hit" roll of 20, he will also break a defender's limb:

TABLE 128: HEAVEN-AND-EARTH BRACELET
Die Roll (d8)

Die Roll (d8)	Limb	Effect
1-2	Right arm	-4 "to hit"
3-5	Left arm	Cannot use shield
6-8	Leg	One-quarter movement, no kung fu styles relying on kicks will work

Ordinary cure spells (*cure light wounds*, etc.) will not heal broken limbs, but *heal* or a *potion of healing* will. Broken limbs will take 2-4 weeks to heal ordinarily. The bracelet is worth 1,000 x.p.

Hulus of Wonder

This magical flute functions like the *flute of wonder*, as described in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit.

Incense of Spirits

Several (2d4) cones of this normal-appearing incense will be found together. Once a cone is lit, any wu of 5th level or higher will recognize it for what it is. Any wu who burns the incense while meditating for 8 hours will be able to memorize one additional spell per spell level. The extra spells will be lost after 24 hours. It can be used only by wu, and is worth 500 x.p.

Incense of Obsession

Incense of obsession will affect wu exactly the same as it affects clerics.

Iron Fan

This fan always looks like a typical metal fan, such as those used in combat. When the proper command word is spoken while fanning, one of the following effects can be produced. Only one such effect can be produced per round.

- Ordinary fires will be put out within 20', up to campfire size.
- A *gust of wind* (as per the spell) will be created in the direction of the fanning.
- A small burst of rain (as per a *precipitation* spell) will be generated within 30', in the direction of the fanning.

It is worth 600 x.p.

Iron Wand

This magic wand is made of iron, with a gold band at either end. It allows the caster to turn any creature invisible by touch, which uses up one charge and lasts for up to 1d6x10 minutes (or until ended by attack, etc.). In addition, the wand can, upon utterance of other command words, either extend to a pole up to 10' in length, or shrink down to the size of a needle. When first discovered, it will have 1d20+100 charges, and can be recharged by the spell *invisibility*, as long as the last charge has not yet been expended. It is worth 2,000 x.p.

Ko-ai's Bell

This large (3' tall, but nearly weightless) bronze bell is engraved with images of a beautiful young girl with one shoe. When struck, a maiden's agonized voice can be heard crying out in despair a single word, "shoe". All those within 60' of the bell when it is struck who fail a saving throw vs. spells will be sunk into a pit of deep despair, lasting 2d6 hours. During that time, they will either slink away quietly (50%) or simply stand in place, weeping (50%). Any commands to surrender will be obeyed unless a further wisdom check is made. The bell is worth 4,000 x.p.

Konghou of Building

This magical lyre functions like the *lyre of building*, as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.

Konghou of the Elements

This magical lyre functions like the *lyre of the elements*, as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.

Liuqin of Might

This magical mandolin functions like the *mandolin of might*, as described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.

Lustral Water

This potion, when sprinkled on an individual or item, acts as a *dispel magic* spell cast by a 10th level caster. If sprinkled on a spellcaster who has no spells active on his person, the spellcaster will forget 1d4 memorized spells (chosen at random). It is worth 200 x.p. and its creation requires the scale of a yellow dragon.

Manual of Golems

This tome is a variation on the *manual of golems* described in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit. It functions in all ways as the manual described therein, but the following additional types are to be found in a mythic China setting:

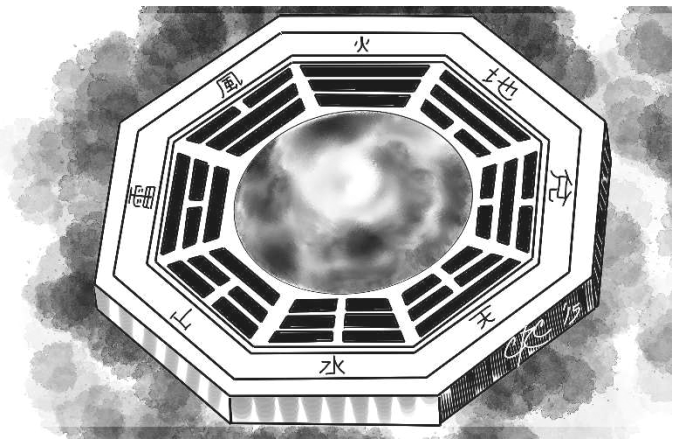
TABLE 129: MANUAL OF GOLEMS

Die Roll (d20)	Golem Type	Time to Create	Materials Cost
1-5	Clay	1 month	65,000 g.p.
6-17	Terracotta	2 months	75,000 g.p.
18-19	Stone	3 months	80,000 g.p.
20	Jade	4 months	120,000 g.p.

Manuals for the creation of flesh and iron golems will not ordinarily be found in a mythic China setting. Wu are able to create clay golems, while fangshi are able to create golems of the other types. Such a manual is worth 3,000 x.p.

Mirror of Deception

This enchanted mirror appears as a round pane of silvered glass, whose octagonal wooden frame is inscribed with mystical trigrams, and it will radiate magic if detected for. It is indistinguishable from other magical mirrors of the same general type. Anyone touching it must make a wisdom check. Failure means he becomes convinced the mirror is one of the other, beneficial, types and will try to use it in that capacity. Even though it will not work, that will not break the owner's firm belief in the magical properties of the mirror. In reality, all saving throws within 10' of the mirror are made at a -1 penalty.



Mirror of Devil Entrapment

This enchanted mirror appears as a round pane of silvered glass, whose octagonal wooden frame is inscribed with mystical trigrams, and it will radiate magic if detected for. It is used to trap the spirits and material forms of devils, demons, and other creatures from the lower planes. Any such creature within 30' of the mirror, upon seeing its reflection in the mirror, must make a saving throw vs. magic (a separate check for magic resistance is also allowed, if applicable). Failure means it is trapped within the mirror. If the mirror is broken, or the command word spoken, the creature(s) trapped within will be immediately freed (and outraged). The command word will free all the creatures within. The mirror can store up to twelve least devils, six lesser devils, three greater devils, or one arch-devil (if the mirror is capable of entrapping beings of such rank). If there is no room inside the mirror to trap a particular devil, it will simply not function. To determine the highest ranked devil that can be entrapped by the mirror, roll randomly:

TABLE 130: MIRROR OF DEVIL ENTRAPMENT

Die Roll (d%)	Mirror Can Trap...	X.P. Value
01-20	Least devils	2,500
21-75	Least and lesser devils	5,000
76-99	Least, lesser, and greater devils	10,000
00	All devils (including arch-devils)	20,000

Note that the mirror will work on demons, daemons, etc. from the lower planes; use the equivalent ranking for such creatures, where applicable.

Mirror of Devil Repulsion

This enchanted mirror appears as a round pane of silvered glass, whose octagonal wooden frame is inscribed with mystical trigrams, and it will radiate magic if detected for. If displayed prominently, demons, devils, daemons, and similar creatures of least or lesser rank must make a saving throw vs. magic to approach within 10'. It is worth 1,750 x.p.

Mirror of Fortune

This enchanted mirror appears as a round pane of silvered glass, whose octagonal wooden frame is inscribed with mystical trigrams, and it will radiate magic if detected for. If displayed openly, all individuals within 10' get a +1 bonus to their saving throws.

Pearl of Light

This large pearl (worth 500 g.p. for the gem alone) will, when the command word is spoken, radiate a light equal to a torch (roughly a 30' radius, but can be seen from afar). When another command word is uttered, the pearl will be extinguished, but can be re-lit indefinitely. It is worth 200 x.p.

Pill of Dragon Control

This pill allows the swallower to convince any one dragon that he is a trusted friend who should be protected and well-treated. The dragon so charmed is not a mindless automaton; it will act like a friend, not a slave, and any overtly hostile act against the target will negate the effect instantly. The type of dragon that the pill controls is determined randomly:

TABLE 131: PILL OF DRAGON CONTROL

Die Roll (d%)	Dragon Type	X.P. Value
01-07	Carp	500
08-15	Coiled	500
16-22	Earth	500
23-30	Heavenly	500
31-45	Rain	500
46-61	River	500
62-71	Sea	500
72-77	Typhoon	500
78-88	Yellow	500
89-94	Evil (any)	1,000
95-98	Neutral (any)	1,000
99-00	Good (any)	1,000

The pill's effect will last 5d4 minutes. The target creature must be within 60', and is entitled to a saving throw vs. spells, with a -2 penalty. It requires the brain of the appropriate type of dragon to create.

Pill of Healing

When ingested, this pill will heal 3d6 h.p. of damage, as well as healing disease or blindness. It is worth 300 x.p. and requires the foot of a poisonfeather bird to create.

Pill of Immortality

The *pill of immortality* is quite literally the goal of every fangshi, and is for obvious reasons highly sought-after by emperors and peasants alike. In its

perfect form, the one who swallows it stops aging and cannot be slain by anything less than the act of a god.

Many have sought the formula for this pill, and only a handful have ever truly succeeded. That does not mean that less-than-successful attempts are not constantly made, and even those in possession of the correct formula are apt to fail to correctly follow it, resulting in a flawed final product. If a pill of immortality is discovered as part of a treasure hoard, roll on the following table to determine the actual effect:

TABLE 132: PILL OF IMMORTALITY

Die Roll (d%)	Effect
01-10	Poison (automatic death)
11-18	Insanity (roll 1d3 types of insanity)
19-20	Crippled (each statistic is reduced by 1d4; if any is lowered to 0 or lower, death results)
21-29	Extended lifespan (maximum lifespan is increased by 3d20 years, but aging still takes place, losing 1 point each of strength, dexterity, and constitution for every 10% excess over maximum racial lifespan)
30-38	Youth (chronological age is reduced by 3d20 years; if reduced to 0 or below, non-existence results)
39-48	Temporary youth (chronological age is reduced by 3d20 years, but only lasts for 1d4 years; afterwards, normal age is regained plus an additional 1d20 years)
49-57	Life costs life (swallower stops aging, but must bathe in the blood of a virgin of the opposite gender to maintain true immortality; starts off lasting twenty years, but duration shortens by 50% every time, until daily treatments are required)
58-65	Frail youth (swallower stops aging, but cannot heal naturally, and magical healing only works at 50% efficiency, rounded down)
66-72	Youthful appearance (swallower looks like a youth of 25, but still suffers all the normal effects of aging)
73-79	Immortal spirit (once the body dies normally, swallower will turn into a gui ghost; determine type according to circumstances of death, or randomly, as appropriate)
80-86	Time stops (swallower does not age, but cannot earn any new x.p., nor learn new secondary skills)
87-93	Vulnerable immortality; swallower has true immortality, but if he comes in contact with one of the five elements (wood, water, metal, fire, or earth - choose which element randomly), he will instantly collapse into dust
94-00	Temporary immortality (true immortality, but the effect only lasts for 1d20 years; only another pill will sustain the effect, subtract one year per time this is repeated)
101+	True immortality (aging stops, cannot be killed by anything short of a lesser deity)

If the level of the fangshi who created the pill is known, add the experience level to the roll. Naturally, once a fangshi has created such a pill, he will have no way of knowing whether he has been totally successful. The Game Master should roll secretly to determine the real outcome, and a roll should be made for each pill that is created.

Pill of Poison Resistance

When ingested, this pill is proof against all poisons and venoms. If swallowed after a person has been poisoned, the swallower is entitled to another saving throw vs. poison, with a +4 bonus. It lasts for 1d4x10 minutes and is worth 400 x.p. Its manufacture requires the venom from a giant snake.

Pill of Resurrection

This special sort of pill acts as a *resurrection* spell when forced between the lips of a corpse that has been dead for no more than 100 years. It is worth 1,000 x.p. Its manufacture requires the dust from the tomb of an emperor.

Pill of Undead Control

This pill allows the swallower to convince a number of undead that he is a trusted friend who should be protected and well-treated. The undead so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the effect instantly. The type of undead that the pill controls is determined randomly:

TABLE 133: PILL OF UNDEAD CONTROL

Die Roll (d%)	Type of Undead Controlled
01-06	Ghost, corner
07-10	Ghost, fire
11-14	Ghost, hill
15-22	Ghost, hungry
23-28	Ghost, marsh
29-32	Ghost, meadow
33-34	Ghost, midden
35-36	Ghost, water
37-40	Ghoul
41-42	Ghast
43-46	Skeleton
47-48	Spectre
49-56	Wight
57-64	Wraith
65-75	Vampire, hopping
76-00	Zombie

The potion's effect will last 5d4 minutes. The target creature must be within 60'. Up to 16 hit dice total of undead can be affected, and those with intelligence are entitled to saving throws vs. spells. It is worth 700 x.p. and requires either the dust of a specter, a hopping vampire brain, or ectoplasm from a ghost to create.

Pill of Undying

When ingested, this pill will prevent the swallower from dying. If wounded, he will remain at -9 h.p. indefinitely. If aged, he will never succumb to infirmity or disease. If drowned, he will pass out, but will be resuscitated once air is available once more. The effect is not perpetual, however, and will end once one of the following conditions are met:

- The swallower is brought back from -9 h.p. to 1 h.p.
- Ten years have passed

It is said that the formula of its creation is one of the highest and most closely-guarded secrets of the fangshi's art. It cannot be created by a wu, but could be used by someone of any class. It is known that the creation requires the heart of a heavenly dragon. Note that the pill does not prevent aging. It is worth 5,000 x.p.

Pill of Wind Resistance

The swallower of this pill can't be moved or harmed by wind of any kind, up to and including hurricane force (although he could be harmed by something else propelled by wind). It will even allow for flying creatures to be stable in high winds, although it does have the side effect that "tail winds" will not help such creatures, either. It lasts for 1d4x10 minutes and is worth 300 x.p. Its manufacture requires the leaf of a tree demon.

Projecting Mirror

This silvered glass is some two feet on a side, in an ornate frame. Its reflection shows true sight (as per the spell *true seeing*) as well as *x-ray vision* (as per the ring). However, due to the awkwardness of viewing things through a mirror, anyone attempting to fight or cast spells based on what is seen in the mirror will do so with a -3 penalty. It is worth 3,500 x.p.

Scroll of Protection from Elementals

This scroll will create a circle of protection 10' in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attacks, physical and magical, from up to 24 hit dice worth of the indicated type of elemental creature (16 hit dice if the scroll is effective against all sorts of elementals). The circle of protection will move with the reader; it will be broken if pressed against an elemental in a circumstance where it cannot retreat. The protection will last for 5d6 minutes. The exact type of scroll is determined randomly:

TABLE 134: SCROLL OF PROTECTION FROM ELEMENTALS

Die Roll (d%)	Type of Elemental Affected
01-10	Wood (including aerial servants, djinni, etc.)
11-20	Fire (including efreeti, salamanders, etc.)
21-30	Earth (including xorn, etc.)
31-40	Metal
41-50	Water (including tritons, etc.)
51-00	All (including jann)

The scroll takes 36 seconds (6 segments) to read. It is worth 1,500 x.p.

Scroll of Protection from Kung Fu

This scroll will create a circle of protection 5' in diameter, through which no kung fu attack can pass, whether it be armed or unarmed. This also applies to missile attacks that are made using kung fu skills. Note that kung fu attacks made with magical weapons will penetrate the circle of protection. The effect lasts for 1d6+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Lycanthropes

This scroll will create a circle of protection some 10' in radius around the reader. The circle will prevent movement across its boundary, and provide complete protection against all attacks, physical and magical, from up to 49 hit dice worth of the indicated type of lycanthrope. The circle of protection will move with the reader. If pressed against a lycanthrope in a circumstance where it cannot retreat, the circle will be broken. The protection will last for 5d8 minutes. The exact type of scroll is determined randomly:

TABLE 135: SCROLL OF PROTECTION FROM LYCANTHROPES

Die Roll (d%)	Type of Lycanthrope Affected
01-02	Nanauus
03-07	Werebears
08-12	Wereboars
13-22	Wererats
23-24	Wereseals
25-29	Werespiders
30-44	Werewolves
45	Werewolves, marine
46-98	All lycanthropes
99-00	All shape changers (jackalweres, those under <i>polymorph</i> spells, etc.)

The scroll takes 24 seconds (4 segments) to read. Note that the form which protects against all shape changers will not protect against deities. It is worth 1,000 x.p.

Scroll of Protection from Undead

This scroll creates a 5' radius circle, through which no undead can move or make any physical attack. Magical attacks are not prevented by this circle. The circle will move with the reader. Up to 35 hit dice of undead will be protected against. The effect will remain for 10d8 minutes. The type of undead protected against is determined randomly:

TABLE 136: SCROLL OF PROTECTION FROM UNDEAD

Die Roll (d%)	Type of Undead Affected
01-03	Ghost, corner
04-05	Ghost, fire
06-07	Ghost, hill
08-11	Ghost, hungry
12-14	Ghost, marsh
15-16	Ghost, meadow
17	Ghost, midden
18	Ghost, water
19-20	Ghoul
21	Ghast
22-23	Skeleton
24	Spectre
25-28	Wight
29-32	Wraith
33-41	Vampire, hopping
42-50	Zombie
51-00	All undead

The scroll takes 1 minute to read. It is worth 1,500 x.p.

Scroll, Spell

Very often, magic scrolls containing spells will be discovered as part of treasure hoards. Such scrolls (like others) are usually protected by scroll cases of leather, wood, or bone. The spell *read fangshi magic* must be used to determine what spells a particular scroll has written upon it, but once it is used initially by a fangshi or other spellcaster, it need not be used again.

At the game master's discretion, scrolls may have a chance up to 30% to fade if their nature is not immediately discerned upon their discovery.

Scrolls with spells will usually be of a single type, but will very rarely be mixed:

TABLE 137: SCROLL SPELL TYPE

Die Roll (d%)	Scroll Spell Type
01-20	Wu
21-34	Mystic
35-89	Fangshi
90-99	Savant
00	Mixed (roll twice, ignoring further rolls of 00 and duplicates)

The number of spells on each scroll, as well as the possible level of each spell, is determined randomly:

TABLE 138: SCROLL SPELL LEVEL

Die Roll (d%)	# of Spells	Fangshi Spell Level	All Others Spell Level
01-17	1	1d4	1d4
18-27	1	1d6	1d6
28-32	1	1d8+1	1d6+1
33-40	2	1d4	1d4
41-45	2	1d8	1d6
46-53	3	1d4	1d4
54-58	3	1d8+1	1d6+1
59-65	4	1d6	1d6
66-70	4	1d8	1d6
71-77	5	1d6	1d6
78-82	5	1d8	1d6
83-87	6	1d6	1d6
88-90	6	1d6+2	1d4+2
91-95	7	1d8	1d6
96-98	7	1d8+1	1d6+1
99-00	7	1d6+3	1d4+3

(If of mixed type, roll once for each type, re-rolling results over 90.) Once the number of spells has been determined, simply roll the appropriate die for each spell to determine level, then reference the spell lists in the **ADVENTURES DARK AND DEEP™** Players Manual to determine which spells are on the scroll. Roll separately for level for each spell on the scroll. Once cast from a scroll, the spell disappears forever.

It is possible for a spellcaster to cast a spell from a scroll that is of higher level than he would ordinarily be able to cast. There is, however, a risk that doing so will cause the spell to fail or, worse, backfire on the caster. Determine the difference in the minimum level usually needed to cast the spell and the experience level of the caster, and then roll to determine the result. If the spell is one that the caster could normally cast, success is automatic.

TABLE 139: SCROLL SPELL RESULT

Difference in Levels Needed to Cast	Spell Success	Spell Failure	Spell Backfire
1	01-95	96-99	00
2	01-90	91-99	00
3	01-85	86-99	00
4	01-80	81-97	98-00
5	01-75	76-96	97-00
6	01-70	71-95	96-00
7	01-65	66-91	92-00
8	01-60	61-90	91-00
9	01-55	56-89	90-00
10	01-50	51-82	83-00
11	01-45	46-81	82-00
12	01-40	41-79	80-00
13	01-35	36-67	68-00
14	01-30	31-65	66-00
15	01-25	26-62	63-00
16	01-20	21-44	45-00
17	01-15	16-40	41-00
18	01-10	11-37	38-00
19	01-05	06-33	34-00
20	-	01-30	31-00

Where applicable, each spell scroll should be assumed to have been written by a spellcaster 1 level greater than the minimum he would need to be to cast the spell himself. Thus, the spell *fireball* cast from a scroll would function as if it were cast by a 6th level caster.

Scrolls with spells are worth a number of experience points equal to their total spell levels times 100, but such should only be awarded to those characters actually able to use the spells.

Seal of the Ancient Days

This leaden seal, engraved with mystical signs, is a powerful magic item. When the proper incantation (engraved on the seal itself) is recited, it can be used to compel a creature native to those planes other than the material to enter a container such as a box, bottle, jug, etc. Anything hard and with a definite shape and unbroken surface will do; a burlap sack or cage will not. The target is entitled to both a saving throw vs. magic, and any magic resistance that may apply. The seal must be used to stopper the container within one round or the target creature will escape and be very angry indeed. It can be used only by clerics, mages, or sub-classes thereof, and is worth 4,000 x.p.

Seal of Earth and Heaven

This leaden seal, engraved with mystical signs, allows the user to call forth the very powers of heaven and earth, when the correct magical formulae (engraved on the seal) are read. The user can call forth each power once per day, but may not employ them simultaneously:

- *Earthquake* (as per the spell) once per day.
- *Heavenly beam* once per day; a golden light comes down from the sky, striking all within a 10' radius centered on a point no more than 30' distant from the user. All those within the beam's area of effect must save vs. spells, taking 6d6 h.p. of positive energy damage if they fail, or half that if they succeed. Undead are not entitled to a saving throw. Can only be used outdoors, where the sky is visible.

The seal is worth 2,000 x.p. and can only be used by clerics, mages, or sub-classes thereof.

Six-demon Bag

The six-demon bag is a small leather pouch, tightly bound. It contains both wind and fire that can be unleashed at the behest of the owner of the bag, who must utter the proper command word while opening the bag (which requires both hands).

If the first command word is spoken, a whirlwind is unleashed, some 5' in diameter, which will travel at 20' per minute in a straight line from the opening of the bag (user gets to choose the course). Open flames will be extinguished, small items will be tossed around, etc. Any creature caught in the whirlwind will find speech and combat difficult (requiring a wisdom and strength check, respectively, to be able to cast spells and avoid a -4 penalty "to hit"). The whirlwind will last for three rounds, and no concentration from the caster is required.

If the second command word is spoken, a burst of flame will emerge from the opening of the bag, in a cone 20' long and 5' wide at the base. Any creature caught within it will take 2d8 points of fire damage (save vs. breath weapon for half damage).

Each function of the bag can be used once every ten minutes. It is worth 3,000 x.p. Where are the other four demons? Where is the universe?

Spirit Boat

This ordinary-looking small boat is fully functional as a means of transportation. However, as the proper prayer is chanted, the spirits who dwell in the boat

will begin an unearthly drumming. All devils within 60' of the boat must make a saving throw vs. spells; failure means they become enthralled with the music, not moving, except as needed to stay with the boat. Those affected will stop all combat, ignore commands from other devils, and simply stare at the boat in rapt attention.

Spirit Chariot

When the proper command word is spoken, this ordinary-looking two-person wooden chariot will become ethereal, along with its driver and passenger, horse, and any gear stowed aboard. (See *ethereal spell* and the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details on ethereal travel.) It can remain ethereal indefinitely, or until the proper command word is used to return it to materiality. It can only pass into the material and ethereal planes. The chariot is worth 4,000 x.p.

Staff of Elemental Summoning

This magical staff (usable only by fangshi) will allow the user to conjure one of the five major types of elementals from their respective planes: wood, fire, earth, metal, and water. Such conjured elementals will have 8 hit dice. The type of elemental to be conjured must be chosen before the staff is used.

The elemental thus summoned can be controlled by the caster 95% of the time (check at the beginning of the third, and each following, minute) as long as he maintains his concentration. Control can be exercised at a range of 30'. Failure to concentrate, such as is caused by being successfully attacked, will mean that the elemental will turn on the caster (75% of the time) or return to its home plane (25%). The elemental will remain on this plane until it is destroyed, but note that water elementals cannot survive when more than 60' away from a suitably large source of water such as a river, well, or large pool.

When found, the staff will have a number of charges equal to 26 minus 1d6. It cannot be recharged, and is worth 9,000 x.p.

Staff of Kung Fu

This magical staff (usable only by someone with at least one skill level in kung fu) will provide the user with the following effects while he holds it:

- +1 bonus to all kung fu skill checks
- Additional "defend" combat action in every round (does not count against other combat actions)
- Wielder can stand the staff on one end and hop atop it on one foot, for one round (counts as his action for the round, unless he also has kung fu mastery, in which case can be combined with other actions, as appropriate)



Stop-wind Pearl

When this large (500 g.p. value) pearl is held aloft and the command word spoken, all wind within a 30' radius is immediately stopped. The effect will last for one hour, or until the user wishes. Once used, it cannot be used again for another hour. It is worth 750 x.p.

Taishi Yao Grass

This magical plant looks like a sundew plant with white flowers and black fruit. When the juice of the fruit is ingested (the juice produced by a single fruiting plant will suffice, approximately 4 ounces), the person drinking the juice will be able to automatically detect illusions without need of a saving throw. They may then make a saving throw vs. spells in order to see through the illusion to the reality beneath. The plants are very rare, and usually found growing singly. Each is worth 200 x.p.

Tears of the Gods

This potion will cure the effects of poison or venom, if imbibed within 1 round after the poison. It will even work against death-causing poisons and venoms, again assuming it is poured down the victim's throat within a minute. It is worth 300 x.p.

Triple-precious Jade Scepter

This scepter made of jade is covered with intricate carvings, including three faces at the top. It can be used three ways in combat:

- It can strike at enemies in melee as if it were a *club +3*.
- It can be hurled at enemies up to 30' away, causing 1d8+2 h.p. of damage and getting a +2 bonus "to hit". It must be manually recovered, however.
- It can be used to automatically block one incoming melee attack from the front or flank. The user gets to choose which attack is blocked, but must do so prior to the attacker rolling "to hit".

It is usable only by fighters, thieves, and monks, and is worth 800 x.p.

Turn-Heaven Seal

This leaden seal, engraved with mystical signs, allows the user to call forth the very power of heaven, when the correct magical formula (engraved on the seal) is read. Once per day, the user can call forth a *heavenly beam*; a golden light comes down from the sky, striking all within a 10' radius centered on a point no more than 30' distant from the user. All those within the beam's area of effect must save vs. spells, taking 6d6 h.p. of positive energy damage if they fail, or half that if they succeed. Undead are not entitled to a saving throw. The seal can only be used outdoors, where the sky is visible.

The seal is worth 1,000 x.p. and can only be used by clerics, mages, or subclasses thereof.

Vermilion Amulet

This magical amulet allows the wearer to turn undead and creatures from the other planes as if he were a cleric of 7th level. It can be used three times per day, and is worth 600 x.p.

Umbrella of Plagues

This seemingly ordinary umbrella will, when opened, spread disease in its wake. It can be used in one of two ways:

- Murrain: a pestilence on a herd of animals, usually cattle, pigs, goats, or sheep, but also operative on horses and other domesticated animals. The affected animals will become gaunt and sick, completely worthless as food or for labor, but will not die unless they are not fed and watered. Up to 30 animals will be affected, as long as they are within 20 yards as the open umbrella passes by.
- Plague: a wasting disease on the first person that the umbrella holder passes within 20' of. The victim will lose 1 h.p. and one point of strength per day thereafter; once the victim reaches a strength of 3 or a number of hit points equal to 10% of his original total, he will be weak and completely helpless, and will die 24 hours later.

A *remove curse*, *cure disease*, or *heal spell* will undo the umbrella's effect, and the victim(s) will recover at twice the speed they became ill. The umbrella can only be used once per day. It is not worth any x.p.

Umbrella of Shielding

This seemingly ordinary umbrella will, when opened, give its bearer the effects of a *protection from normal missiles* spell. It does require that the bearer hold it in his hand, so casting spells with gestures, using two-handed weapons or shields, etc., is not possible when using the umbrella. It is worth 500 x.p.

Wand of the Seven Treasures

When the command word is spoken aloud, this magic wand will transform into a shield made of lotus blossoms. When used in combat, it will block any single attack from the front or flank, and shatter any non-magic weapon. The enemy to be thus engaged must be selected before "to hit" rolls are made. Magic weapons will be blocked (although they will still hit on a natural roll of 20), but will not shatter. It is worth 800 x.p.

Weapon (Melee), Enchanted

While the vast majority of enchanted weapons found will be swords, other types are certainly possible. The game master should adjust these percentages based on his campaign world (a campaign set in something approximating Earth's Neolithic period, for instance, would most likely have enchanted spears as the foremost type, rather than swords). It is also possible for a weapon to have more than one enchantment, and certain special types are also possible. First, determine the type of weapon discovered:

TABLE 140: WEAPON TYPE SUB-TABLE

Die Roll (d%)	Type of Weapon
01-05	Axe, hand
06-10	Battle axe
11-21	Dagger
22-27	Fang
28	Iron fan
29-32	Knife
33-34	Monk's cudgel
35-36	Pole arm (see below)
37-40	Spear
41-44	Staff (see below)
45-82	Sword (see below)
83-99	Twin weapon (see below)
00	Whip chain

TABLE 141: POLE ARM TYPE SUB-TABLE

Die Roll (d%)	Pole Arm Type
01-11	Dagger-axe
12-22	Guando
23-33	Halberd
34-44	Ji
45-50	Military fork
51-55	Monk's spade
56-66	Pole axe
67-78	Pudao
79-89	Suan tou-fang
90-00	Zhua

TABLE 142: STAFF TYPE SUB-TABLE

Die Roll (d%)	Staff Type
01-15	Bo stick
16-31	Jo stick
32-75	Quarterstaff
76-00	Staff, iron

TABLE 143: SWORD TYPE SUB-TABLE

Die Roll (d%)	Sword Type
01-20	Dao
21-31	Sword, butterfly
32-65	Sword, curved
66-00	Sword, straight

TABLE 144: TWIN WEAPON TYPE SUB-TABLE

Die Roll (d%)	Twin Weapon Type
01-11	Dagger, twin
12-22	Emei piercers
23-33	Mandarin coin blades
34-44	Mandarin duck blades
45-55	Sword, butterfly
56-66	Sword, curved, twin
67-78	Sword, straight, twin
79-89	Tiger head hooks
90-00	Wind and fire wheels

Once the weapon type has been determined, roll to determine the primary quality of the weapon:

TABLE 145: WEAPON PRIMARY QUALITY

Die Roll (d%)	Quality	X.P. Value
01-50	+1	400
51-73	+2	800
74-81	+3	1,400
82-87	+4	2,000
88-92	+5	3,000
93-00	Cursed	0

Quality refers to the bonus received in melee combat, on both the "to hit" and damage rolls when using the weapon. In addition, 33% of all randomly-discovered non-cursed magic weapons will have an additional quality, as determined below:

TABLE 146: WEAPON SECONDARY QUALITY

Die Roll (d%)	Secondary Quality	X.P. Value
01	Alertness	5,000
02	Dancing (+1 only)	4,000
03-04	Defender (+2 minimum)	1,000
05-11	Detection	600
12-13	Devil subdual	650
14-15	Disruption	1,350
16-19	Dragon slayer	100

Die Roll (d%)	Secondary Quality	X.P. Value
20-24	Flame tongue	500
25-28	Frost brand	200
29	Life stealing	4,200
30-35	Lycanthrope bane	300
36-41	Magic scourge	200
42-43	Nine lives stealer	800
44-52	Quickness	200
53-55	Scalefoe	400
56	Sharpness (bladed only)	6,000
57-62	Short-mower	400
63	Solar	2,200
64	Speed	2,200
65-73	Submission	850
74-79	Summoning	200 per spell number
80-86	Tall-reaper	600
87-88	Thunderbolts	1,100
89-97	Trollslayer	400
98-99	Venom (non-crushing only)	1,200
00	Wounding (non-crushing only)	4,400

Experience point values are cumulative. The descriptions of the various secondary qualities are as follows:

- **Devil Subdual:** This weapon can force devils to cease attacking and even to follow the orders of the wielder. This effect has a range of 30', and is automatic against least devils. Lesser devils get a saving throw vs. magic with a -2 penalty, and greater devils get a saving throw with a +2 bonus. Failure indicates the devil will obey the orders of the wielder for 1d12+12 hours, until the wielder agrees to free the devil, or until the wielder loses consciousness (including falling asleep). Instructions will be followed to the letter, with devilish cunning used to pervert the intention of the wielder whenever possible.
- **Dragon Slayer:** This weapon will have an additional bonus of +2 when used against any true dragon. In addition, the weapon will do triple damage against a single type of dragon, determined randomly:

TABLE 147: WEAPON OF DRAGON SLAYING

Die Roll (d%)	Dragon Type
01-03	Carp
04-12	Coiled
13-20	Earth
21-22	Heavenly
23-51	Rain
52-74	River
75-81	Sea
82-91	Typhoon
92-00	Yellow

- **Summoning:** This weapon allows the wielder to cast one of the monster summoning spells once per day. The spell that can be cast should be determined randomly:

TABLE 148: WEAPON OF SUMMONING

Die Roll (d%)	Summoning Spell	X.P. Value
01-30	Monster Summoning I	200
31-50	Monster Summoning II	400
51-65	Monster Summoning III	600
66-75	Monster Summoning IV	800
76-89	Monster Summoning V	1,000
90-98	Monster Summoning VI	1,200
99-00	Monster Summoning VII	1,400

See also: *coin sword* (p. 62), *dragon scissors* (p. 62).

Weapon (Missile), Enchanted

Missile weapons fall into two broad categories: those which are hurled (such as spears and javelins) and those which are fired (bow and arrow, crossbow and bolt, etc.). Some weapons that can be either hurled or used in melee are included in both lists, but the secondary qualities generated are different, and will thus indicate whether the weapon is intended to be used in hand-to-hand combat or hurled at an enemy.

Generally speaking, ammunition, such as arrows, bolts, and sling bullets, is single-use. Once the missiles hit, they are destroyed, and even if they miss, there is a 50% chance that they will still be destroyed. As with melee weapons, it is also possible for a missile weapon to have more than one enchantment, and certain special types are also possible. First, determine the type of weapon discovered:

TABLE 149: MISSILE WEAPON TYPE

Die Roll (d%)	Weapon Type
01-14	Arrow (dozen)
15-23	Axe (hand)
24-35	Bolt/quarrel (score)
36-37	Bow
38-48	Bullet (score)
49-50	Crossbow (90% light, 10% heavy)
51-71	Dagger
72-79	Dart (half-dozen)
80-87	Javelin
88	Sling
89-00	Spear

TABLE 150: BOW TYPE SUB-TABLE

Die Roll (d%)	Bow Type
01-15	Composite
16-85	Long
86-00	Short

Once the weapon type has been determined, roll to determine the primary quality of the weapon:

TABLE 151: MISSILE WEAPON PRIMARY QUALITY

Die Roll (d%)	Quality	X.P. Value
01-49	+1	400
50-76	+2	600
77-96	+3	1,200
97-99	+4	1,800
00	Cursed	0

In addition, 15% of all non-cursed missile weapons will also have a secondary quality:

TABLE 152: MISSILE WEAPON SECONDARY QUALITY

Die Roll (d%)	Secondary Quality	X.P. Value
01-10	Accuracy	500
11-20	Distance	1,000
21-25	Fireburst	500
26-30	Great number (ammunition only)	500
31-45	Homing	500
46-55	Impact	300
56-70	Seeking	100
71-80	Silence	500
81-90	Speed	1,100
91-00	Throwing (no fired weapons or ammunition)	300

- **Great number:** Missile weapons of great number will be singular when launched, but will immediately multiply into 3d6 missiles, each of which capable of striking a different opponent, as long as all targets are within a 30' radius. Those potentially hit will be determined randomly among potential targets in the radius of effect. They may be used only once.
- **Silence:** Weapons of silence will prevent any noise from being made in a 20' radius from its point of impact. If that point happens to be in an enemy, then the radius of silence will move with the weapon (and the target), if applicable. It may be re-used.

Whip of Many Blades

This potent magic item, usable only by fighters or those with at least two levels of kung fu skill (whether it's both in one style, or split between two), allows the wielder to grab multiple weapons and wield them against enemies, thus greatly multiplying his combat effectiveness. The number of weapons that can be wielded will vary:

TABLE 153: WHIP OF MANY BLADES

Die Roll (d%)	Max. Weapons	X.P. Value
01-50	2	1,500
51-75	3	2,500
76-90	4	3,500
91-00	5	4,500

Only one-handed weapons can be wielded by the whip, and the whip will require a full round to pick up all the weapons (whose handles and grips it must loop around) before it can be used to attack.

The wielder of the whip need not be proficient in whip, but must be proficient in the weapons wielded by the whip, or he will suffer the usual non-proficiency penalty when attacking with them. All weapons wielded by the whip attack on the same segment, and each may be used on a different opponent as long as they are all within 10' of the wielder and each other.

Wind Bag

This ordinary-looking leather bag is tied with a very special and difficult knot. When opened, the winds magically trapped in the bag are released:

TABLE 154: WIND BAG

Die Roll (d%)	Speed	Effect
01-24	10 mph	Light breeze; torches and candles are difficult to keep lit.
25-49	20 mph	Light wind; missile weapons have -1/-2/-3 "to hit", depending on range. Equivalent to <i>gust of wind</i> spell.
50-74	30 mph	Strong wind; small flying creatures cannot fly, missile weapons are near-impossible to use, sailing ships move at 125% speed.
75-89	45 mph	Gale; medium flying creatures cannot fly, some ship damage, sailing ships move at double speed.
90-99	60 mph	Storm; nothing can fly, small trees uprooted, roofs destroyed, sailing ships move at triple speed but cannot maintain course.
00	75+ mph	Hurricane; destroys all but the strongest stone buildings, ships cannot maintain course.

The wind will be felt in a radius equal to the wind speed x 10 (in feet); thus, a storm will be felt in a radius 600' around the bag. It will remain in effect for ten minutes or until the bag is closed, whichever comes first. Once the wind within has been released, the bag can only be refilled by retying the knot while a wind is blowing, in which case the wind will disappear and re-emerge when the bag is opened once more. The bag is worth 1,500 x.p.

Bestiary

Although many of the creatures found in the **ADVENTURES DARK AND DEEP™** Bestiary can also be found in a mythic China setting (for example orcs, which are called “pig-men”), there are a number of creatures native to the mythic China setting that are unlikely to be found in the more Eurocentric setting described in the Bestiary.

It is worth noting that dragon horses and ki-rin are more properly viewed as being indigenous to a mythic China setting, even though they appear in the **ADVENTURES DARK AND DEEP™** Bestiary.

The game master is reminded that intelligent creatures are likely to have one or more levels of kung fu skills. In some cases specific styles are named in the descriptions below, but the game master should feel free to give any intelligent creature a level or two of kung fu skills, and use them appropriately against (or on behalf of) the PCs. In such cases, the x.p. value of the monster should be increased as if a minor power had been added (see the **ADVENTURES DARK AND DEEP™** Bestiary, Appendix A: Modifying and Creating New Monsters).

Ape, Long-Armed

Number	1d4+2
Morale	+4
Hit Dice	5d10
Armor Class	6
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/1d6
Defenses	None
Attacks	Rend, throw stones, scream
Weaknesses	None
Size	M (6')
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	225 + 6/h.p.

General: Long-armed apes dwell in forested mountains. They are aggressive creatures, and will defend their territory against intruders. They are clever enough to sense when an enemy is beyond their ability, however.

Combat: Long-armed apes attack with their claws and bite. As the name implies, their arms are inordinately long, and they can strike enemies as far away as seven feet. They can also hurl stones at enemies with great precision, getting a +1 bonus “to hit” and doing 1d6 h.p. of damage, with a maximum range of 60’.

Finally, the long-armed ape makes a raucous cry as it fights, which will cause any creature within 20’ who hears it to save vs. paralyzation. Those who fail their saving throw will act as if they are under a *fear* spell, fleeing in a random direction for 1d3 rounds, and having a 50% chance of dropping any item held in their hands. Creatures with 4 or more levels or hit dice are immune to the scream.

Appearance: Long-armed apes are gray in color, and have arms some six or seven feet long. Older males will sport black stripes running down the back.

Armless People

Number	1d4 (or 3d10)
Morale	-1
Hit Dice	1d8
Armor Class	10 (7)
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	None
Attacks	None
Weaknesses	None
Size	M (6')
Intelligence	10
Alignment	Neutral
Treasure Type	Individuals XV, community II
Treasure Value	Individuals 1d8, community 3d20x100
Magical Treasure	1 item (5%)
X.P. Value	10 + 1/h.p.

General: Armless people tend to live in isolated communities in thickly forested regions, or dense mountains. They live by subsistence farming, hunting, and gathering, and are generally considered innocuous, except when one of their own is attacked, which can provoke the entire community to violence.

Combat: Armless people attack by kicking. They do not use weapons.

Appearance: Armless people have humanoid torsos and heads, but have long legs growing from their shoulders rather than arms. They generally wear nothing but loincloths, but warriors will wear furs in battle.



August Rooster

Number	1d2
Morale	+3
Hit Dice	5d8
Armor Class	3
Move	30'/min., 240'/min. flying (perfect)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d6/1d6
Defenses	+1 (or better) weapon to harm
Attacks	None
Weaknesses	None
Size	M (5' tall)
Intelligence	15
Alignment	Lawful neutral
Treasure Type	XV (in nest only)
Treasure Value	1d6x1,000
Magical Treasure	1 item
X.P. Value	130 + 5/h.p.

General: The august rooster ("august" in this context referring to exalted, not to the month) is a special enchanted bird that dwells in high mountains, but will migrate to peaceful locales if necessary in its nesting season, during spring. They are peaceful creatures, and anyone coming within 60' of one without hostile intent will be *blessed* (as per the spell) for the next 24 hours.

Combat: August roosters attack with their beak and talons. They can be harmed only by weapons with a +1 or greater enchantment.

Appearance: An august rooster has the head of a golden pheasant, the body of a mandarin duck, the tail of a peacock, a crane's legs, the beak of a parrot, and the wings of a swallow. Its plumage is usually shades of red, yellow, or orange, but specimens with green bodies and orange or yellow wings have also been reported. They speak their own language.

Clam, Cunning

Number	1d3
Morale	n/a
Hit Dice	6d8
Armor Class	0
Move	0
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Illusion
Attacks	Illusion, clamp
Weaknesses	None
Size	L (6' diameter)
Intelligence	9
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	300 + 6/h.p.

General: Cunning clams are related to giant clams, but have a cruel intelligence and the ability to project illusions, both to draw in prey and to discourage predators. They are found in both fresh and salt water, preferring warmer climes.

Combat: Cunning clams attack by clamping their shells on enemies who get too close. Once closed, the shell of a cunning clam cannot be opened until the creature is slain. Creatures that are captive will take 1d4 h.p. of damage each

round. Note that most fish will perish in 1d4+1 rounds, and other creatures may run the risk of drowning. The clam's most powerful ability, however, is to cast an *improved phantasmal force* spell at will, as if it were a 6th level spellcaster. This power could be used to create the illusion of a treasure chest, to lure in intelligent prey, or the image of a lazy shoal of fish on a sandy bank, to lure in less intelligent victims.

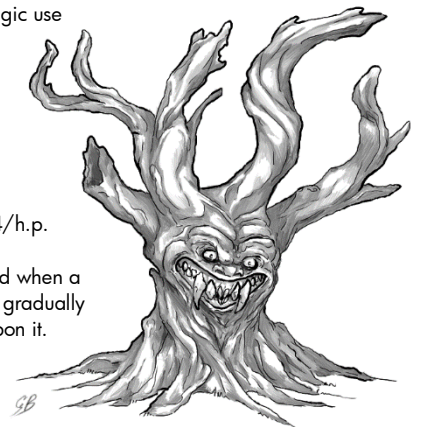
Appearance: When their true form is revealed, cunning clams are merely large versions of their ordinary cousins. The shells can be found in a variety of different shapes and colors, and they generally rest on the bottom of the ocean with their shells open, waiting for prey to swim inside.

Demon

See the **ADVENTURES DARK AND DEEP™** Bestiary for more details on demons and their inherent powers.

Tree Demon (Lesser Demon)

Number	1
Morale	+8
Hit Dice	8d12
Armor Class	2
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/2d6
Defenses	Immune to fire, +1 (or better) weapon to harm
Attacks	Tongue, magic use
Weaknesses	Holy water
Size	L
Intelligence	12
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	1,350 + 14/h.p.



General: A tree demon is formed when a demonic spirit possesses a tree, gradually working its malevolent magic upon it.

Combat: Tree demons attack with swipes from their gnarled limbs and their bite. In addition, they have long, prehensile tongues that can strike opponents up to 20' away. On a successful roll "to hit", the target will be dragged towards the tree demon's mouth, and will be subject to a bite attack on the following round. The tongue will also do 1d4 h.p. of constriction damage per round. It can be severed by inflicting 15 h.p. of damage from a slicing weapon upon it (attack against AC 0). Creatures can attempt a successful bend bars roll to avoid being dragged towards the tree's mouth for a round, but will still be subject to constriction damage and will be dragged next round, unless a second bend bars roll is successful. In addition, tree demons have the following magic powers:

- *Darkness 10' radius* at will
- *Telekinesis* (200 lbs.) at will
- *Charm person* three times per day
- *Charm monster* once per day

They are unharmed by non-magical weapons and fire. Holy water will inflict 1d6 h.p. of damage per vial.

Appearance: Tree demons appear as baleful-looking trees, devoid of greenery, with a leering demonic face made out of boles and knots; this can be made to disappear with cunning skill, as the tree demon wishes, in order to disguise its true nature. In such cases, it appears as simply a dead tree.

Devil

Devils inhabit the plane of the Nine Hells, and are the champions of the lawful evil ethos. They are regimented both collectively and individually, with the infernal society being formed of specific castes and hierarchies, membership in which is determined by raw power and cunning. By becoming more powerful, one is able to move up within the hierarchy, and thus devils are constantly scheming to do so.

Devils are able to move among the layers of the Nine Hells (although doing so requires authorization from the upper echelons of the infernal command structure), as well as Gehenna, Acheron, and Hades. They are able to travel into the astral plane, but rarely do so. They cannot enter other planes, including the material plane, without some sort of magical means, such as a gate.

A devil killed in the material or astral plane is not truly slain; it merely returns to the Hells, where it reforms in 90 years (during which time it suffers as a lemure). An arch-devil so slain does not endure lemure status, but cannot leave its own domain within the Hells for a decade (not to mention the loss of face within the infernal dominions as a whole). It will most certainly seek vengeance at that time.

All devils are able to attack multiple opponents in a round, as long as they have more than one attack listed. All devils possess the following powers and abilities:

- *Animate dead* once per round
- *Charm person* once per round
- Half damage from cold-based attacks
- Half damage from gas attacks
- *Illusion* once per round
- Immune to fire-based attacks, both magical and mundane
- *Infravision* (constant)
- *Know alignment* once per round
- *Suggestion* once per round
- *Telepathy* used to converse with any intelligent creature
- *Teleport without error* once per round

Silver weapons will harm all devils, including those only normally affected by enchanted weapons.

All devils speak the Infernal tongue as well as having telepathic powers, as described above.

Many devils are able to summon others of their kind when in distress, as described below. Note that most will be hesitant to do so, for it places them under an obligation to those who respond to the call for aid. Such summoning counts as the devil's action for that round, while those who are summoned (if any) are fully able to function on the following round. Devils so summoned, may, of course, summon others of their kind...

A pentagram will keep most sorts of devils at bay, with the exception of arch-devils.

All arch-devils have the powers of lesser deities, as listed in Appendix E, in addition to those powers listed herein. Those individuals noted as dukes of Hell have the powers listed for demigods, as well as those listed below.

Infernal Pact

All devils save the least sort are able to enter into an infernal pact with a mortal. Even the arch-devils are able to do so, but rarely do, as their time is much more valuably spent in pursuits other than legal wrangling over a single soul. But most other devils on the material plane will seek out mortals in order to tempt them into such a pact. Normally, these mortals will be in some sort of distress, whether it be mental, financial, emotional, etc. Note that those of lawful evil alignment will never be offered such a pact, as their souls are already destined to descend to the Hells once they die.

It is also possible for some wicked (or desperate) individual to actually summon or seek out a devil for the purposes of forming such a pact. No matter where the impetus comes from, the game master should strictly enforce the rule that entering into such a pact is an inherently lawful evil act, and will cause an immediate shift in alignment, with all the consequences thereof.

The Hells maintain legions of lawyers whose sole job it is to continuously perfect the language of such pacts, making them airtight and legally binding in every jurisdiction in the multiverse. In essence, the mortal bargains for some worldly, material gain in exchange for his soul upon death. When the bargain is made with a lesser devil, the benefit will take the form of, and be subject to the strictures of, a *limited wish* spell. When made with a greater devil or above, the pact can fulfill a full *wish*. An actual contract is signed with the blood of the mortal in question, and copies are stamped and sequestered in a special section of one of the many palaces in the Hells.

Getting out of such a pact is difficult in the extreme, and doing so successfully is the stuff of legend and song. Only the most clever of mortals are able to actually deceive or otherwise trick a devil in matters regarding an infernal pact. Once the pact is signed, it should be remembered that the mortal no longer has any leverage, and so challenges to contests of skill or wit, etc., are not going to have any sway. Only if the condemned can get some sort of power over the devil that entered into the pact with him, or can otherwise make an offer of greater value than his own soul, will the devil even consider revoking the pact.

Talismans

All types of devils save those of the least status have a specific talisman which they guard very carefully, for if another gains possession of the talisman, that being will have power over the devil in question.

- Lesser devils will be forced to serve the possessor of the talisman for nine days, and no devil of that type can harm the possessor during that time.
- Greater devils are forced to serve for nine hours, and devils of that type are prevented from harming the possessor for that time.
- Arch-devils can be compelled to perform a single service, and are prevented from harming the possessor for nine minutes.

In order to use a devil's talisman, one must perform a human sacrifice (including humanoid or demi-human), which is an inherently evil act. If a talisman falls into the hands of a non-devil, the relevant arch-devil will instantly become aware of the problem and will dispatch appropriate forces to recover it.

Talismans can also be used to summon the specific type of devil for which they are designed. In fact, there is a 10% chance that even scrutinizing such a talisman will inadvertently summon the type of devil attuned to it. Bear in mind that the protective qualities of the talisman are not automatically activated.

Devils in Mythic China

The arch-devil King Yan rules over damned souls native to mythic China, but he himself swears fealty to the Lord of the Hells, Asmoday. He rules over a vast swath of the sixth level of Hell, called Diyu, which was granted to him as an exclusive demesne by Asmoday. Because of this, Baalzebul and King Yan hold great enmity and loathing for one another. King Yan's domains are further divided into ten courts, each ruled over by its own Yama king, who holds the rank and power equivalent to a Duke of Hell:

Qinguang	Biancheng
Chujiang	Taishan
Songdi	Dushi
Wuguan	Pingdeng
Yanluo	Zhuanlun

King Yan rules over this region from his capital city of Youdu, wherein the souls of the damned are judged according to the severity of their sins. As part of an aeons-old agreement with the chief deity of the pantheon, all souls who have sinned at all during their lives must come into his domain, but souls brought here only rarely stay for all eternity; most are allowed to reincarnate once they have received suitable punishment for their sins. This arrangement (the cleverness of which it is said even Asmoday admires) has multiplied Yan's power within the infernal hierarchy many times, and earned him many jealous rivals. It does seem, however, that the bureaucratic processes of the Hells aren't at their most efficient when processing souls for release...

This is not to say that daemons, demons, and the other denizens of the Lower Planes, as described in the ADVENTURES DARK AND DEEP™ Bestiary, aren't active in a mythic China setting, but the Hells have a particular affinity for this land, probably owing to its more lawful and centralized government.



Devil, Emo (Lesser Devil)

	Blue	Green	Red
Number	1d8	1d4	1d2
Morale	+1	+3	+5
Hit Dice	3d8	5d8	7d8
Armor Class	6	6	6
Move	90'/min.	90'/min.	90'/min.
Magic Resistance	D	D	D
No. of Attacks	1	1	1
Damage	Per weapon type	Per weapon type	Per weapon type
Defenses	Magic use	Magic use	Magic use
Attacks	Magic use	Magic use	Magic use
Weaknesses	Holy water	Holy water	Holy water
Size	L (7')	L (7')	L (7')
Intelligence	12	13	14
Alignment	Lawful evil	Lawful evil	Lawful evil
Treasure Type	None	None	None
Treasure Value	n/a	n/a	n/a
Magical Treasure	None	None	None
X.P. Value	80 + 3/h.p.	210 + 5/h.p.	600 + 12/h.p.
Turn as Type	XIII	XIII	XIII

General: Emo devils are the primary enforcers of punishments in Diyu, with the blue types being the lowest ranking, the green being their officers and organizers, and the red being in charge of large groups and departments. They are noted for their single-mindedness and sadism, and take great glee in meting out the punishments they are assigned. They also form the bulk of the great legions that occasionally clash with those of Baalzebul.

Combat: Emo devils attack with their weapons, which are usually either spears or tridents. In addition, they have the following magical powers:

- *Hold person* once per round
- *Produce flame* once per round (red emo devils only)
- *Summon* another emo devil every 10 minutes (25%), determine type randomly:

Die Roll (d6)	Result of Summoning
1-3	Blue
4-5	Green
6	Red

Appearance: Emo devils are humanoid in appearance, with great bulging eyes, large noses, and great fangs in their mouths. The tops and backs of their heads are bald, with tufts of thick coarse black hair growing behind their ears. They generally wear loincloths, occasionally with white trousers. Some will also wear cloaks of varying colors.

Devil, Equine (Greater Devil)

Number	1 (see below)
Morale	+6
Hit Dice	7d10
Armor Class	-1
Move	360'/min.
Magic Resistance	K
No. of Attacks	1 or 2
Damage	Per weapon type (+4 to damage) or 1d6/1d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	14
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	725 + 10/h.p.

General: Equine devils are sometimes referred to as horse-face devils, found in great numbers in Diyu, since they are one of the two types of devil used to guard transported souls. It is their duty to protect all souls transported in and out of Diyu from the depredations of other devils, who either resent or do not comprehend the exclusive franchise that King Yan enjoys. They are always found paired with a tauran devil (see below), and are on occasion used to torment the souls of the sinners or on special missions. As a rule, they are not found within the ranks of the armies of King Yan unless on such a mission.

Combat: Equine devils attack with a massive wolf teeth club, or their fists. In addition, they have the following magical powers:

- *Polymorph self* once per round (only into the form of a horse and back)
- *Invisibility* at will
- *Detect magic* once per round
- *Tongues* once per round
- *Charm devil* once per round (as *charm monster*, but effective only on devils up to and including greater rank)
- *Pyrotechnics* once per round
- *Summon* another pair of equine and tauran devils once every ten minutes (30% chance of success; failure means the devil must wait ten minutes before trying again)
- *Ice storm* once per day
- *Easy travels* once per day

Appearance: Equine devils look like large muscular humanoids with the heads of horses. They wear full sets of clothing, often gaily colored.

Devil, Tauran (Greater Devil)

Number	1 (see below)
Morale	+6
Hit Dice	7d10
Armor Class	-1
Move	180'/min.
Magic Resistance	K
No. of Attacks	1 or 3
Damage	Per weapon type (+4 to damage) or 1d6/1d6/1d4
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	14
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	725 + 10/h.p.

General: Tauran devils are sometimes referred to as bull-face devils, found in great numbers in Diyu, since they are one of the two types of devil used to guard transported souls. See above for more details about their duties. They are always found paired with an equine devil. They have an affinity for yaomo devils (see below).

Combat: Tauran devils attack with a great trident, or their fists and horns. In addition, they have the following magical powers:

- *Polymorph self* once per round (only into the form of a bull and back)
- *Invisibility* at will
- *Detect magic* once per round
- *Tongues* once per round
- *Charm devil* once per round (as *charm monster*, but effective only on devils up to and including greater rank)
- *Pyrotechnics* once per round
- *Summon* another pair of equine and tauran devils once every ten minutes (30% chance of success; failure means the devil must wait ten minutes before trying again)
- *Ice storm* once per day
- *Easy travels* once per day

Appearance: Tauran devils look like large muscular humanoids with the heads of bulls. They are often mistaken for minotaurs, and wear full sets of clothing, often gaily colored.



Devil, Mogui (Greater Devil)

Number	1d3
Morale	+12
Hit Dice	10d12
Armor Class	0
Move	150'/min.
Magic Resistance	K
No. of Attacks	2
Damage	1d6+6/1d6+6
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (10')
Intelligence	14
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	3,950 + 18/h.p.



General: These fearsome creatures are the elite of Yan's armies, and are charged with inflicting the worst of torments on the sinners who are brought to Diyu. Only rarely are they sent abroad on missions for King Yan, but when they are, they are accompanied by a retinue of emo devils (2d4 blue, 2d3 green, and 1d4 red). All will be mounted on nightmares.

Combat: Mogui attack with their claws, and their great strength (equivalent to a STR value of 18/00) makes them particularly fierce opponents. They also regenerate 1 h.p. per round. In addition, they have the following powers:

- *Detect invisibility* once per round
- *Detect magic* once per round
- *Fear 20' radius* (constant, but saving throw vs. wands applies)
- *Hold person* once per round
- *Polymorph self* once per round
- *Summon* other devils once every three rounds:

Die Roll (d%)	Result of <i>Summoning</i>
01-25	Fails
26-65	Blue emo
66-85	Green emo
86-95	Red emo
96-00	Yaomo

- *Wall of stone* once every five minutes
- *Psychic strike* three times per day
- *Symbol of fear* once per day

Appearance: Mogui are heavily-muscled humanoids, with ogre-like faces, blue skin, two rounded horns, and bristly yellow hair on their head. Their eyes protrude, and they have tusks that add to their fearsome visage. They wear brightly-patterned loincloths. The uninformed occasionally mistake them for blue emo, but doing so will positively enrage a mogui (and terrify a blue emo if the opposite mistake is made, in case a mogui happens to be within earshot!).

Yan (Arch-devil)

Number	Unique
Morale	+20
Hit Dice	20d12 (185 h.p.)
Armor Class	-6
Move	120'/min., 180'/min. (flying - average)
Magic Resistance	O
No. of Attacks	2
Damage	Per weapon type, +8
Defenses	Magic use
Attacks	Magic use
Weaknesses	Holy water
Size	L (9')
Intelligence	20
Alignment	Lawful evil
Treasure Type	VIII
Treasure Value	2d4x10,000
Magical Treasure	1d6 items (70%), 1 scroll (85%)
X.P. Value	49,000 (material form), 490,000 (permanently slain)

General: King Yan, King of the Ten Courts of Hell, enjoys a special status within the hierarchy of the Nine Hells: he holds the favor of Asmodey on account of the special arrangement he has with the deities of the mortal lands over which he holds sway, and has earned many enemies because of it. Asmodey admires his audacity and cunning in getting the gods to agree to give him exclusive rights to the judgment and torment of all sinners, regardless of alignment, and protects King Yan as a vassal with special privileges. That in no way means that King Yan is weak on his own; he is as adept at the many-layered machinations of infernal politics as he is at judging the souls of those who come before him, and he is one of the most formidable figures in the Nine Hells. Few who underestimate him ever survive for long.

Combat: As a rule, King Yan eschews violence, preferring the grinding gears of the Infernal legal system to outright combat. When pressed, however, he wields a great pole axe. In addition, he has the following magical powers:

- *Detect lie* (always)
- *Charm person* once per round
- *Dispel magic* once per round
- *Fly* once per round
- *Hold person* once per round
- *Hold monster* once per round
- *Polymorph self* once per round
- *Rulership* (as per the rod) once per round
- *Summon* devils once every round:

Die Roll (d%)	Result of <i>Summoning</i>
01-25	Fails
26-50	Green emo
51-70	Red emo
71-85	Equine devil
86-00	Tauran devil

- (Fulfill another's) *wish* once every ten minutes
- *Psychic strike* ten times per day

- *Restoration* once every ten minutes
- *Unholy word* once per day

Appearance: King Yan appears as a large man with a scowling red face, bulging eyes, and a long beard. He wears traditional robes and a judge's cap or a crown which bears the character for "king". He can change his form at will, however, and sometimes appears as a huge blue ogre with three eyes and great white tusks; in that form he will *cause fear* to all within a 20' radius (as per the spell).



Devil, Yaomo (Lesser Devil)

Number	2d6
Morale	+11
Hit Dice	10d12
Armor Class	1
Move	180'/min.
Magic Resistance	J
No. of Attacks	4
Damage	1d6/1d3/1d6/1d6
Defenses	Magic use
Attacks	Magic use, fire, trample
Weaknesses	Holy water
Size	L (7' high at shoulder)
Intelligence	8
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,750 + 18/h.p.

General: The yaomo are the great flaming bull-devils whose job it is to torment those who in life tortured animals. In addition, they serve in the armies of King Yan as cavalry and shock troops, and are occasionally sent abroad on other missions. They are dull and brutish, but able to follow orders well.

Combat: Yaomo attack with their horns, bite, and hooves. In addition, if both hooves successfully attack an enemy, they will do an additional 1d10 h.p. of trampling damage. Random parts of their bodies erupt into flame at random intervals; any creature within 5' of a yaomo has a 1 in 6 chance of suffering 1d4 h.p. of fire damage on any given round. In addition, they have the following magical powers:

- *Speak with animals* at will
- *Charm animals* once per round
- *ESP* once per round
- *Fear 5' radius* once per round
- *Pyrotechnics* once per round

- *Summon* another yaomo devil once every ten minutes (50% chance of success; failure means it must wait ten minutes to try again)

Appearance: Yaomo devils appear as great yellow oxen with flames randomly appearing about their bodies, and great bulging eyes. Their black horns face forward.

Devil Queller

Number	1
Morale	+4
Hit Dice	8d8
Armor Class	0
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	Etherealness, +1 (or better) weapon to harm
Attacks	Yang blast
Weaknesses	Unholy water
Size	M
Intelligence	18
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	550 + 10/h.p.

General: Devil quellers are benevolent spirits of those scholars who died prior to passing the national exams for civil service. They are non-corporeal undead with ties to the positive (yang) plane.

Combat: Devil quellers are armed with *swords +1 / +2 vs. devils*. In addition to attacking with it normally, once every other round, a devil queller can use the sword to send out a blast of pure yang energy that will do 2d8 h.p. of damage to all devils, demons, and evil undead or extra-planar creatures within a 20' radius. Devils get no saving throw, but all other affected creatures are entitled to a saving throw vs. magic for half damage. Devil quellers can become *ethereal* at will.

Appearance: Devil quellers are semi-translucent figures with large eyes and bushy beards, wearing the robes and caps of civil servants.

Draco-lion

Number	1d4
Morale	+3
Hit Dice	5d10
Armor Class	4
Move	120'/min., 180'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/1d10
Defenses	None
Attacks	None
Weaknesses	None
Size	L (6')
Intelligence	6
Alignment	Neutral
Treasure Type	XII
Treasure Value	3d6x10
Magical Treasure	None
X.P. Value	225 + 6/h.p.

General: Draco-lions are distant cousins of such creatures as sphinxes, dragonnes, and the like. They can be found in most climates, but usually away from civilization, as they eat gold and silver and as such are not normally welcome in civilized regions. They can smell such metals from up to 500 yards away, and have been known to inadvertently kill travelers and merchants in order to get to the gold in their purses.

Combat: Draco-lions attack with their claws and bite. They will not bite enemies while in mid-air, however.

Appearance: Draco-lions have draconic heads, the bodies of lions, and large eagle-like wings. They are covered with light gray fur. The males sport a single antler on their head, while the females have two such horns.

Dragon

There are various types of "true" dragon, and as a race they vary widely in terms of strength and alignment. Unlike their European counterparts, dragons

TABLE 156: DRAGON CHARACTERISTICS

Die Roll (d8)	Age	Hit Die Type	Morale Modifier	Dragonfear Saving Throw Bonus	Chance of Spellcasting	Spellcaster Level	Treasure Modifier
1	Very young (1-5 yrs.)	d4 (1 h.p. per die)	-2	n/a	0%	n/a	10%
2	Young (6-15 yrs.)	d4	±0	n/a	10%	1d3	25%
3	Sub-adult (16-25 yrs.)	d6	+2	n/a	20%	1d6	50%
4	Young adult (26-50 yrs.)	d8	+4	n/a	40%	2d4	100%
5	Adult (51-100 yrs.)	d10	+8	+5	80%	2d6+2	100%
6	Old (101-200 yrs.)	d12	+12	+3	100%	3d6	100%
7	Very old (201-400 yrs.)	d12 (re-roll anything below 7)	+16	+1	100%	3d6+3	150%
8	Ancient (401+ yrs.)	d12 (re-roll anything below 9)	+20	±0	100%	4d6	200%

The treasure modifier is used both to determine whether or not a dragon has any treasure at all, and to calculate how much treasure it has. Thus, a sub-adult dragon has a 50% chance of having 50% of the listed treasure in its horde.

All dragons have the following powers and abilities:

- Detect invisibility or hidden creatures (10' range per age group)
- Infravision (60' range)
- Inspire dragonfear when charging or overflying

Dragonfear: When a dragon of adult age or older charges or flies overhead, it inspires what is known as dragonfear. The effect of the dragonfear will depend on the hit dice of the creature (or the level of the character) affected.

TABLE 157: DRAGONFEAR EFFECT

Hit Dice	Character Level	Dragonfear Effect
1d4-1d6	Commoner	Flee in blind panic for 4d6x10 minutes.
1d8-3d6	1-2	Save vs. magic or be paralyzed with fear (50% chance) for 10d6 minutes; otherwise flee in blind panic 4d6x10 minutes.
3d8-6d6	3-5	Save vs. magic or have a -1 penalty "to hit" and to damage.
6d8+	6+	No effect

Adult and older dragons are also themselves immune to magical fear of any sort.

In addition, all mythic China dragons have the following powers:

- Never sleep

in mythic China are not universally driven by greed and the desire to accumulate treasure.

Size: All dragons have three size categories; this determines how many hit dice they have (each entry has three numbers listed: one for small, one for average, and one for large specimens). If necessary, determine size randomly:

TABLE 155: DRAGON SIZE

Die Roll (d8)	Size
1-2	Small
3-7	Average
8	Huge

Most characteristics of the dragon are determined by its age:

- ESP continually in effect (range equals 5' per age die roll, i.e., 5'-40')
- Invisibility at will

Mated pairs: If more than one dragon is encountered, they will consist of a mated pair, and any dragons after the first two will be their young (adjust age rolls appropriately). Dragons will protect their mates and young; if they see them under attack, they will immediately use their breath weapons and then attack with claws, tails, and teeth with a +2 bonus "to hit" and damage.

Spellcasting: All but the very youngest dragons have a chance to cast spells, as indicated above. If a given dragon is a spellcaster, roll to see what level caster the dragon is. The type of spellcaster will depend on the type of dragon; see the individual dragon type descriptions for details. Due to their innate magical natures, dragon spellcasters do not need or use spell books or material components, even if they cast spells as mages or their sub-classes. All dragons are able to polymorph self twice per day (once into the chosen form - for a duration of 12 hours maximum - and once back to dragon form).

Treasure: All dragons amass treasure. The treasure multiplier in the table above refers only to the treasure value for the creature, not the chance or number of any magical items that might be present in its hoard.

Combat: Unless otherwise noted, a dragon's breath weapon (if any) does a number of points of damage equal to the dragon's current hit point total (targets are entitled to a saving throw vs. breath weapon to take half damage, rounded up). Dragons may use their breath weapons as often as they wish.

In the air, dragons can attack with either their bite or claws, not both. They can, however, breathe and then attack with tooth or talon in the same round.

All dragons are able to speak their own tongue, which is understood by all dragonkind. They are also able to speak the Imperial tongue, but sometimes only haltingly.

Flight: While most mythic China dragons have no wings, they can still fly by means of a magical organ in their brains.

Experience: Unfortunately, due to the high number of variables, it is impossible to give a standard experience point (x.p.) value for dragons. The game master must use the formula in the **ADVENTURES DARK AND DEEP™** Bestiary Appendix A to calculate the value of each individual dragon. *Detect invisible objects* counts as a minor power, while *dragonfear*, spellcasting ability, and the dragon's breath weapon count as major powers. You should also add any applicable bonuses, for such things as the maximum damage the dragon can inflict, its armor class, etc.

Carp Dragon

Number	1d4
Morale	See above
Hit Dice	5-7
Armor Class	3
Move	60'/min., 180'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d4/1d4/2d8
Defenses	None
Attacks	None
Weaknesses	None
Size	L (18')
Intelligence	7
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	See above

General: Carp dragons are unique among the dragons found in mythic China, as they are actually an immature form of the other dragon types. Upon reaching the age of 101, they will transform into one of the other dragon types. It is not the case, however, that carp dragons are simply the adolescent form of the other dragons, as they are known to have "true" offspring of their own. The exact relationship remains uncertain, but there does not seem to be any prejudice among dragonkind regarding the carp-born as opposed to the true-born. They dwell in water, and can only breathe water, but can come on land if they wish for up to one hour.

Combat: Carp dragons attack with their claws and bite. They have no breath weapon and are unable to fly, *polymorph* themselves into other forms, or become *invisible* as other dragons can.

Appearance: Carp dragons have a draconic head and arms, and the body and tail of a great carp. Their heads have a small ridge down the middle, and they have beards.

Coiled Dragon

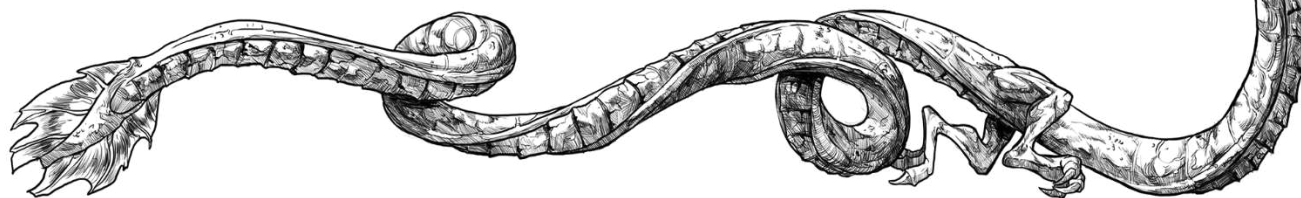
Number	1d4
Morale	See above
Hit Dice	6-8
Armor Class	2
Move	120'/min. (walking, swimming, and flying - clumsy)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/2d8
Defenses	None
Attacks	Magic use, <i>dragonfear</i> , constriction
Weaknesses	None
Size	L (54' long)
Intelligence	13
Alignment	Chaotic neutral
Treasure Type	XVIII
Treasure Value	4d6x10,000
Magical Treasure	2d6 items (15%), must include 2 potions and 2 scrolls
X.P. Value	See above

General: Coiled dragons dwell in marshes, swamps, and shallow lakes, and can breathe both air and water. Those coiled dragons that are spellcasters do so as if they were fangshi.

Combat: Coiled dragons attack with their foreclaws and bite. A successful hit with their bite means they can latch on to the prey, doing an automatic 1d8 hit points of biting damage and 2d8 h.p. of constriction damage with their long tail, each round. They have no breath weapon, but have the following innate magical powers:

- *Charm monster* three times per day
- Scaled aquatic creatures will not attack
- *Command* 1d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw
- If in physical contact with water, can create a *watery aura* at will that looks like blue-green flames enveloping the dragon, which does 1d6 h.p. to any creature whom it touches (except dragons); dispelled by being touched with real fire for 2d6x10 minutes

Appearance: Coiled dragons look like slender reptiles with four limbs and frilled heads with "whiskers" on the sides of their mouths. They are usually blue, green, or some combination thereof. They share a language with rain dragons.



Earth Dragon

Number	1d4
Morale	See above
Hit Dice	7-9
Armor Class	4
Move	90'/min., 240'/min. (flying - clumsy), 60'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/1d20
Defenses	Immune to earth-based attacks
Attacks	<i>Earthquake, dragonfear</i> , possible spell use
Weaknesses	None
Size	L (18' long)
Intelligence	9
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), must include 1 potion and 1 scroll
X.P. Value	See above

General: Earth dragons are unique among mythic China dragons in that they are the only ones to actually have wings. They dwell underground, and are strong swimmers, even though they do not breathe water. They can dig through rock at a rate of 10' per minute, and through softer earth at 60' per minute. Those earth dragons that are spellcasters do so as if they were wu.

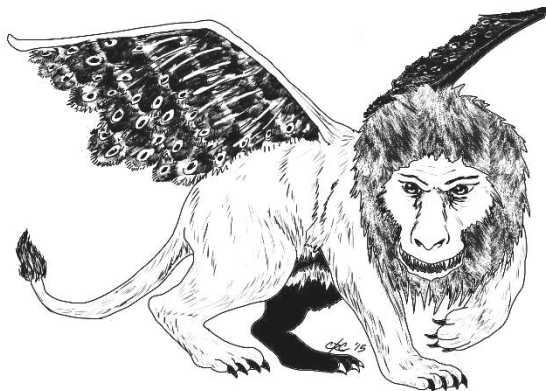
Combat: Earth dragons attack with their foreclaws and bite. They have no breath weapon, but can produce an *earthquake* (as per the spell), with an area of effect that depends on their age:

TABLE 158: EARTHQUAKE SIZE

Age	Earthquake Area of Effect
Very young (1-5 yrs.)	10' x 10'
Young (6-15 yrs.)	20' x 20'
Sub-adult (16-25 yrs.)	30' x 30'
Young adult (26-50 yrs.)	40' x 40'
Adult (51-100 yrs.)	50' x 50'
Old (101-200 yrs.)	60' x 60'
Very old (201-400 yrs.)	70' x 70'
Ancient (401+ yrs.)	80' x 80'

They themselves are immune to the effects of earthquakes and all other earth-based attacks, including those of earth elementals.

Appearance: Earth dragons have the body of an enormous lion and the head of a dragon with human-like features. They have feathered wings resembling the feathers of a peacock. They speak their own language.



Heavenly Dragon

Number	1
Morale	See above
Hit Dice	11-13
Armor Class	-2
Move	90'/min., 480'/min. (flying - poor), 60'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/4d10
Defenses	None
Attacks	Breath weapon, <i>dragonfear, control weather</i>
Weaknesses	None
Size	L (48')
Intelligence	16
Alignment	Lawful neutral
Treasure Type	XVIII
Treasure Value	4d6x10,000
Magical Treasure	2d6 items (15%), must include 2 potions and 2 scrolls
X.P. Value	See above

General: Heavenly dragons dwell in the cold reaches of the upper atmosphere, in clouds (they know the secret art of solidifying clouds so as to allow construction of castles, digging of caves, and so on), atop high mountains, etc. Those who cast spells do so as fangshi.

Heavenly dragons consider opals and pearls a delicacy, and mortals who bring them such will be well-regarded.

There is a 50% chance that all heavenly dragons who are old, very old, or ancient will have 1d6 wind walkers as attendants and courtiers. These wind walkers are fanatically loyal and immune to *charm* magic of all sorts.

Combat: Heavenly dragons attack with their foreclaws and bite. They can also breathe fire in a cone 90' long and 30' wide at the base, and can cast *control weather* a number of times per day based on their age:

TABLE 159: CONTROL WEATHER SPELLS PER DAY

Age	Can Cast Control Weather
Very young (1-5 yrs.)	2 times per day
Young (6-15 yrs.)	4 times per day
Sub-adult (16-25 yrs.)	6 times per day
Young adult (26-50 yrs.)	8 times per day
Adult (51-100 yrs.)	10 times per day
Old (101-200 yrs.)	12 times per day
Very old (201-400 yrs.)	14 times per day
Ancient (401+ yrs.)	16 times per day

Heavenly dragons also have the astrology skill (very young to sub-adults have 1 skill level, young adults to old have 2 skill levels, and very old and older have 3 skill levels).

Appearance: Heavenly dragons are long and sinewy, with two antlers on their heads. They have four limbs and a small crest running down their back and tail. Their heads are large, have a many-fringed crest facing towards the dragon's rear, and are bearded.

Rain Dragon

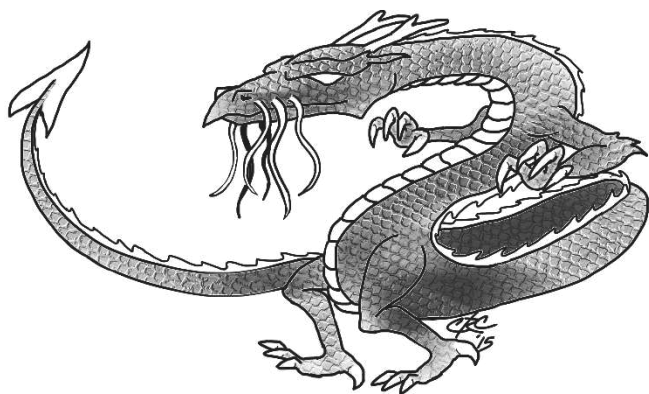
Number	1d4
Morale	See above
Hit Dice	9-11
Armor Class	1
Move	120'/min. (walking and flying - clumsy), 90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	4
Damage	1d4/1d4/2d12/1d8
Defenses	Magic use, immune to poison and lightning
Attacks	Magic use, <i>dragonfear</i>
Weaknesses	Double damage from fire
Size	L (48')
Intelligence	13
Alignment	Chaotic neutral
Treasure Type	XVIII
Treasure Value	3d4x10,000
Magical Treasure	1d6 items (15%), must include 1 potion and 1 scroll
X.P. Value	See above

General: Rain dragons dwell in rivers and lakes, and are capable of breathing both air and water. Those who can cast spells do so as savants.

Combat: Rain dragons attack with their foreclaws, bite, and tail spike. They have no breath weapon, but have the following magic powers:

- *Control weather* three times per day
- *Ice storm* three times per day
- *Bless* once per day
- *Curse* once per day
- Insects, spiders, etc., will not approach within 60'
- Scaled aquatic creatures will not attack
- *Command* 2d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw
- If in physical contact with water, can create a *watery aura* at will that looks like blue-green flames enveloping the dragon, which does 2d6 h.p. to any creature whom it touches (except dragons); dispelled by being touched with real fire for 2d6x10 minutes

Appearance: Rain dragons appear as long reptiles with four limbs, a spaded tail spike, and a small fringe running down the spine, and will often rear up on their hind legs, giving them a bipedal gait. Their heads have two small horns and their mouths are framed by "whiskers". They speak their own language, that of river dragons, and the Imperial tongue.

**River Dragon**

Number	1-2
Morale	See above
Hit Dice	10-12
Armor Class	2
Move	120'/min., 180'/min. (flying - clumsy), 240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d6/1d6/3d12
Defenses	See below
Attacks	Breath weapon, <i>dragonfear</i> , magic use
Weaknesses	None
Size	L (60')
Intelligence	17
Alignment	Lawful neutral
Treasure Type	XVIII
Treasure Value	1d8+3x1000
Magical Treasure	5 items (10%), no weapons, must include 1 scroll and 1 potion
X.P. Value	See above

General: River dragons dwell in rivers and lakes, in magically hidden palaces demonstrating great wealth. These buildings are ensorcelled in such a way that any valuables stolen from a river dragon's lair become worthless once removed from the water, but items given by the river dragon as gifts will retain their value. When in their palace, river dragons prefer to assume human form. They can breathe both water and air, and enjoy the company of erudite scholars. Those who cast spells do so as savants.

While in their castles, river dragons will be attended by 1d6 rain dragons (young adult through old) and will have 2d4 children around them. Their daughters are attracted to handsome human males, and marriages between the two are not unknown, although they seldom end happily, as the dragon eventually seeks to return to the water, where her mate cannot follow.

When encountered outside their lairs, river dragons will be accompanied by either 1d2 rain dragons (40% chance) or 1d3 nixies and 1d3 nymphs *polymorphed* to disguise their true nature (60% chance).

Combat: While in dragon form, river dragons attack with their foreclaws and bite. In human form they will wield a *sword +5* that is so heavy that ordinary mortals must make a successful bend bars roll simply to lift it. Their breath weapon is a raincloud that can be sent anywhere within a ten mile radius to produce ordinary rain. In addition, they have the following magical abilities:

- *Polymorph self* at will
- *Bless* once per round
- *Curse* once per round
- *Portent* once per round
- *Dispel evil* once per round
- *Control weather* once per round
- *Remove curse* once per round
- *Lower water* (range one mile per age category) once per round
- *Major creation* once per day
- Create a tsunami once per year

River dragons also have the astrology skill (very young to sub-adults have 1 skill level, young adults to old have 2 skill levels, and very old and older have 3 skill levels).

Appearance: River dragons are very long and thin with four limbs ending in webbed digits. Their tails end in delicate fish-like fans, and they have a billowy dorsal ridge down their spine. Their heads are typically draconic, with

“whiskers” and a beard, but no horns. They are typically green with a yellow belly. River dragons speak their own language, that of rain dragons, all human languages, and can communicate with all fish.

Sea Dragon

Number	1
Morale	See above
Hit Dice	11-13
Armor Class	0
Move	30'/min., 90'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d12/1d12/6d6
Defenses	None
Attacks	Breath weapon, <i>dragonfear</i>
Weaknesses	None
Size	L (30')
Intelligence	11
Alignment	Neutral
Treasure Type	XVIII
Treasure Value	4d6x10,000
Magical Treasure	2d6 items (15%), must include 2 potions and 2 scrolls
X.P. Value	See above

General: Sea dragons dwell in the ocean, and are believed to be relatives of the dragon turtle (q.v.). They are capable of breathing either water or air, but are exceptionally clumsy on land. Those who cast spells do so as wu.

Combat: Scaled dragons attack with their foreclaws and bite. Their breath weapon is a cloud of steam 100' long and 50' wide at the base. In addition, they have the following powers:

- Scaled aquatic creatures will not attack
- *Command* 4d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw

Appearance: Sea dragons look like great turtles with draconic heads. They have “whiskers” and a ridge from the tops of their heads to the napes of their necks. They speak their own language.

Typhoon Dragon

Number	1
Morale	See above
Hit Dice	10-12
Armor Class	-1
Move	90'/min., 480'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/2d10
Defenses	Immune to water- and wind-based attacks
Attacks	Typhoon, <i>dragonfear</i>
Weaknesses	None
Size	L (70')
Intelligence	9
Alignment	Chaotic evil
Treasure Type	XVIII
Treasure Value	1d8+3x1000
Magical Treasure	5 items (10%), no weapons, must include 1 scroll and 1 potion
X.P. Value	See above

General: Typhoon dragons are greatly feared due to their awesome power to devastate entire coastlines, which they are wont to do out of sheer malice, for

sadistic pleasure. They dwell in great well-hidden castles beneath the sea, and will have 3d6 sahuagin and 1d4 scrags as servants and guards, as well as a 25% chance of 1d2 deep goliaths. Those who cast spells do so as wu.

Combat: Typhoon dragons attack with their foreclaws and bite. They possess no breath weapon, but do have the ability to create a typhoon once per week, with a duration of 6d4 hours. The radius of the storm is dependent on the age of the typhoon dragon, but will always be centered upon him:

TABLE 160: TYPHOON SIZE

Age	Typhoon Radius
Very young (1-5 yrs.)	5 miles
Young (6-15 yrs.)	10 miles
Sub-adult (16-25 yrs.)	15 miles
Young adult (26-50 yrs.)	20 miles
Adult (51-100 yrs.)	25 miles
Old (101-200 yrs.)	30 miles
Very old (201-400 yrs.)	35 miles
Ancient (401+ yrs.)	40 miles

Within the area of the typhoon, hurricane force winds and driving rain are the norm. The following will occur within the typhoon's area of effect:

- Small ships are destroyed, and large ships have a 70% chance of capsizing
- Tree trunks have a 70% chance of breaking, and smaller limbs are automatically broken
- Loose items, and even some secured ones, are blown away
- Flight and missile fire are impossible
- Melee can be done only with a -8 penalty “to hit”
- Structures suffer 1d10 points of damage per hour
- Every ten minutes, creatures suffer 1d10 points of damage; they also have a 70% chance of being knocked down, as well as a 40% chance of being blown back 1d4x10 feet, suffering 1d6 points of damage per 10'
- All movement on land is done at 25% speed

Appearance: Typhoon dragons have thick, whale-like bodies covered in brilliant turquoise and red scales. They have four limbs ending in massive claws, and two trumpet-like ears on their bullet-shaped heads. Their mouths are like those of a shark, and they have beards.

Yellow Dragon

Number	1-3
Morale	See above
Hit Dice	10-12
Armor Class	-2
Move	120'/min., 300'/min. (flying - clumsy)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d8/1d8/6d6
Defenses	None
Attacks	Breath weapon, <i>dragonfear</i> , magic use
Weaknesses	None
Size	L (54')
Intelligence	18
Alignment	Lawful good
Treasure Type	XVIII
Treasure Value	4d4x10,000
Magical Treasure	1d6 items (15%), 2d4 potions (40%), 1d4 scrolls (50%)
X.P. Value	See above

General: Yellow dragons dwell in caves or castles of stone, often near rivers. They feed on gems and pearls, and can be approached with such to attain a favorable hearing. All yellow dragons can use spells, as noted in the table below. Their spells can be of any sort, be it wu, mystic, fangshi, or savant. Fangshi and savant spells will be stored in spell books, however.

TABLE 161: SPELLS KNOWN BY LEVEL

Age	Spells Known by Level
Very young (1-5 yrs.)	1x1st
Young (6-15 yrs.)	2x1st
Sub-adult (16-25 yrs.)	2x1st, 2x2nd
Young adult (26-50 yrs.)	2x1st, 2x2nd, 2x3rd
Adult (51-100 yrs.)	2x1st, 2x2nd, 2x3rd, 2x4th
Old (101-200 yrs.)	2x1st, 2x2nd, 2x3rd, 2x4th, 2x5th
Very old (201-400 yrs.)	2x1st, 2x2nd, 2x3rd, 2x4th, 2x5th, 1x6th
Ancient (401+ yrs.)	2x1st, 2x2nd, 2x3rd, 2x4th, 2x5th, 2x6th

The game master should determine the exact spells known, but they will always be of the most useful type.

Combat: Yellow dragons attack with their foreclaws and bite. In addition, they have two separate breath weapons they can use: a cone of fire 90' long and 30' at the base, or a cloud of chlorine gas 50' long, 40' wide, and 30' tall. In addition, they can use their *polymorph self* ability three times per day.

Appearance: Yellow dragons are long and sinuous, with four limbs and a slight mane down their spines. Their heads are large and reptilian, with both a beard and "whiskers". They speak their own language.

Dragon Kings

All of the oceans of the world are divided up between the four dragon kings. Each maintains a court at the bottom of the sea, in which at any given time, they will be attended by fish, turtles, and seagoing reptiles of all sorts. There is also a chance for the following to be attendance as guards, courtiers, and supplicants:

TABLE 162: ATTENDANTS PRESENT

Creature	Number	Chance Present
Carp dragon	2d4	35%
Crab men	3d6	60%
Dolphin	3d6	45%
Giant crab	1d4	50%
Giant mantis shrimp	1d2	30%
Giant sea turtle	1d2	90%
Hippocampus	1d2	65%
Nixie	2d4	25%
River dragon	1d2	50%
Salt-water crocodile	1d6	70%
Sea dragon	1d4+1	70%
Sea Lion	1d4	65%
Triton	3d8	95%

All four dragon kings have the powers of demigods (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details), but are not worshipped per se and cannot grant spells. All have the following powers in common:

- *ESP* at will
- *Control weather* once per round
- *Summon wind* once per round
- *Create water* once per round
- *Destroy water* once per round
- *Remove curse* once per round
- *Curse* once per round
- Create rain anywhere within 20 miles of his sea

All also have four levels of the astrology skill, and will never fail in their skill check.

Ao Guang, Dragon King of the East Sea

Number	Unique
Morale	+20
Hit Dice	17d12 (133 h.p.)
Armor Class	0
Move	90'/min., 180'/min. (flying - average), 240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/4d8
Defenses	Immune to water- and wind-based attacks
Attacks	Breath weapon, <i>dragonfear</i> , magic use
Weaknesses	None
Size	L (60')
Intelligence	18
Alignment	Neutral good
Treasure Type	IX
Treasure Value	4d4x10,000
Magical Treasure	2d4 items (50%), 1d8 potions (40%), 1d4 scrolls (50%)
X.P. Value	37,800 x.p.

General: Au Guang, dragon king of the east sea and first among the dragon kings, dwells in a magnificent castle of crystal at the bottom of the ocean, protected by gates of jade and coral. All dragonkind, and most aquatic creatures, within his realm pay him homage and will come to his aid if summoned. His children, 1d4 river dragons and 1d4 rain dragons, will also be present.

Au Guang is a 10th level mystic and a 16th level wu.

Au Guang has a magic drum and bell which can be used to summon his three brothers. Despite the differences in their alignments, all four dragon kings get along well, and will support one another against common enemies.

Combat: Au Guang attacks with his foreclaws and bite. His breath weapon is a jet of water 100' long and 30' wide at the base. He is immune to all water- and wind-based attacks. In addition, he has the following powers:

- *Lightning bolt* five times per day
- *Limited wish* once per day
- Scaled aquatic creatures will not attack
- *Command* 10d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw
- If in physical contact with water, can create a *watery aura* at will that looks like blue-green flames enveloping him, which does 4d6 h.p. to any creature whom it touches (except dragons); dispelled by being touched with real fire for 2d6x10 minutes

Appearance: Ao Guang appears as a large rain dragon of majestic bearing and great wisdom, with scales of sparkling vibrant blue. He speaks all languages.

Ao Qin, Dragon King of the South Sea

Number	Unique
Morale	+20
Hit Dice	17d12 (133 h.p.)
Armor Class	0
Move	90'/min., 180'/min. (flying - average), 240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d6/2d6/3d10
Defenses	Immune to water- and wind-based attacks
Attacks	Breath weapon, <i>dragonfear</i> , magic use
Weaknesses	None
Size	L (55')
Intelligence	18
Alignment	Neutral evil
Treasure Type	IX
Treasure Value	4d4x10,000
Magical Treasure	1d8 items (45%), 1d8 potions (40%), 1d4 scrolls (50%)
X.P. Value	37,800 x.p.

General: Ao Qin is the dragon king of the south sea. His castle of black coral is said to be impossible to escape without his personal leave to do so. All dragonkind, and most aquatic creatures, within his realm pay him homage and will come to his aid if summoned. He is noted for his quick temper and readiness to fight when he perceives an insult. Among the courtiers in his castle, the tritons and the dolphins are replaced by sahuagin and sharks, respectively. His children, 1d2 typhoon dragons and 1d6 sea dragons, will also be present.

Ao Qin is a 14th level wu and a 12th level savant.

Combat: Ao Qin attacks with his foreclaws and bite. His breath weapon is a stream of sodium that reacts with seawater and creates a cloud of superheated gas and vapor some 30' in diameter, which travels 20' per round and lasts for 1d4+5 rounds. It will dissipate if it hits a solid object such as a wall or boulder. He is immune to all water- and wind-based attacks. In addition, he has the following powers:

- *Telekinetic sphere* three times per day
- *Limited wish* once per day
- Scaled aquatic creatures will not attack
- *Command* 7d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw
- If in physical contact with water, can create a *watery aura* at will that looks like blue-green flames enveloping him, which does 3d6 h.p. to any creature whom it touches (except dragons); dispelled by being touched with real fire for 2d6x10 minutes

Appearance: Ao Qin appears as a large rain dragon of cunning aspect, with scales of purple so dark as to appear black. He speaks all languages.

Ao Run, Dragon King of the West Sea

Number	Unique
Morale	+20
Hit Dice	17d12 (133 h.p.)
Armor Class	0
Move	90'/min., 180'/min. (flying - average), 240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d4/2d4/4d6
Defenses	Immune to water- and wind based attacks
Attacks	Breath weapon, <i>dragonfear</i> , magic use
Weaknesses	None
Size	L (60')
Intelligence	18
Alignment	Chaotic neutral
Treasure Type	IX
Treasure Value	4d4x10,000
Magical Treasure	2d4 items (50%), 1d8 potions (40%), 1 weapon (15%)
X.P. Value	37,800 x.p.

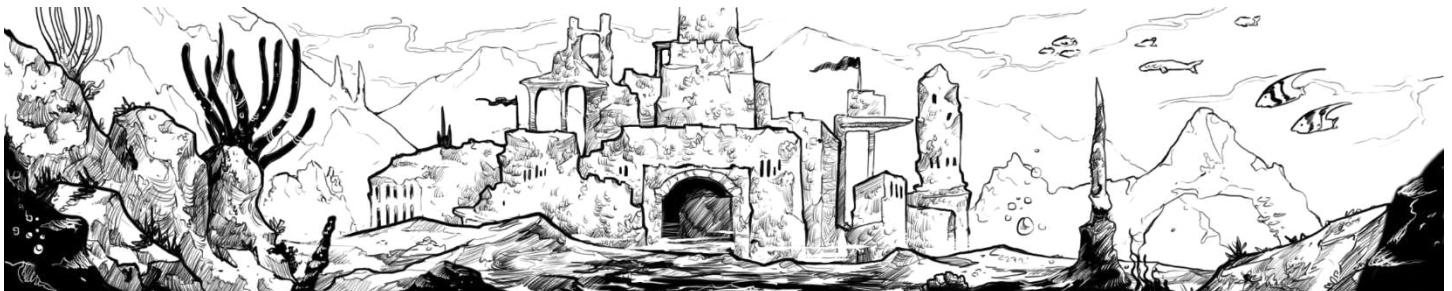
General: Ao Run, dragon king of the west sea, resides in a castle of living seaweed which is said to be as strong as iron. He is known to be somewhat of a rebel and positively mischievous for a dragon king. All dragonkind, and most aquatic creatures, within his realm pay him homage and will come to his aid if summoned. Among the courtiers in his castle, the tritons are replaced by locathah. His children - 1d2 river dragons, 1d3 rain dragons, and 1d4 sea dragons - will be there as well.

Ao Run is a 12th level wu and a 12th level fangshi.

Combat: Ao Run attacks with his foreclaws and bite. His breath weapon is a forked lightning bolt 5' wide that will go 30' and then fork in two directions, if he wishes, each traveling an additional 40'. Each fork will do damage equal to half his total hit points, but can be combined into a single, full-damage, bolt of lightning if he so desires. In addition, he has the following magical powers:

- *Prismatic wall* three times per day
- *Limited wish* once per day
- Scaled aquatic creatures will not attack
- *Command* 6d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw
- If in physical contact with water, can create a *watery aura* at will that looks like blue-green flames enveloping him, which does 2d12 h.p. to any creature whom it touches (except dragons); dispelled by being touched with real fire for 2d6x10 minutes

Appearance: Ao Run appears as a river dragon with scales of tan and orange. He speaks all languages.



Ao Shun, Dragon King of the North Sea

Number	Unique
Morale	+20
Hit Dice	17d12 (133 h.p.)
Armor Class	0
Move	90'/min., 180'/min. (flying - average), 240'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	3
Damage	2d3/2d3/5d6
Defenses	Immune to water-, cold-, and wind-based attacks
Attacks	Breath weapon, <i>dragonfear</i> , magic use
Weaknesses	None
Size	L (74')
Intelligence	18
Alignment	Lawful neutral
Treasure Type	IX
Treasure Value	4d4x10,000
Magical Treasure	2d6 items (40%), 1d4 potions (40%), 1 armor (20%)
X.P. Value	37,800 x.p.

General: Ao Shun, dragon king of the north sea, dwells in an enormous iceberg palace whose full size is only hinted at from the small portion that shows above the water. He is known for his large family, to whom he is particularly loyal; he is even willing to risk his own position to assist one of his relatives in distress. All dragonkind, and most aquatic creatures, within his realm pay him homage and will come to his aid if summoned. Among the courtiers in his castle, the tritons are replaced with selkies. In addition, his children will be there, 3d4 sea dragons and 2d6 river dragons.

Ao Shun is a 10th level wu and a 13th level savant.

Combat: Ao Shun attacks with his foreclaws and bite. His breath weapon is a globe of cold which will freeze the water in front of his mouth in a sphere some 20' in diameter. Any creature caught in the sphere will take 10 h.p. of cold damage per round, as well as possibly suffocating. In addition, Ao Shun has the following magical powers:

- *Wall of ice* three times per day
- *Limited wish* once per day
- Scaled aquatic creatures will not attack
- *Command* 5d10 scaled aquatic creatures once per day, half mile radius, 2d6x10 rounds duration, no saving throw
- If in physical contact with water, can create a *watery aura* at will that looks like blue-green flames enveloping him, which does 3d10 h.p. to any creature whom it touches (except dragons); dispelled by being touched with real fire for 2d6x10 minutes

Appearance: Ao Shun appears as a river dragon with scales of white and pale blue. He speaks all languages.

**Elemental**

Elementals are the primary inhabitants of the five elemental planes of existence: wood, fire, earth, metal, and water. They can be brought to the material plane through a number of different magical means: spells, devices, staves, etc., and the way the elemental was brought to the material plane will often determine how powerful the elemental is (spells bring 16d10 hit die meta-elementals, staves bring ones with 8d10 hit dice, and other devices bring 12d10 hit die meta-elementals).

Elementals brought to the material plane will resent being so summoned, and will actively seek to escape. Thus, the one summoning the elemental must concentrate on controlling it. Failure to do so will mean the elemental has broken free and will turn on the one who summoned it 25% of the time (or 75% of the time if summoned with a magic item), otherwise simply returning to its plane of origin.

Dispel magic can be used to take over a controlled elemental, if the caster explicitly states he is using the spell to disrupt the conjurer's control rather than affect the elemental itself. If he fails, however, the elemental in question will become aware of the attempted takeover and will always seek out that caster if it becomes uncontrolled. The elemental in question will also be boosted in power to 10 h.p. per hit die.

Note that fire, earth, and water elementals are detailed in the **ADVENTURES DARK AND DEEP™** Bestiary.

All elementals are immune to poison.

See also: the elemental planes (p. 34), meta-elemental (p. 95), and quasi-elemental (p. 98).

Metal Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	5d6
Defenses	+2 (or better) weapon to harm
Attacks	Absorb metal
Weaknesses	Weight
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Metal elementals are native to the elemental plane of metal. They are quite dense and heavy, and will sink in any sort of soft surface such as mud, sand, etc., moving at half speed in such footing. They will sink in water, as well, and must move by walking across the bottom of any large body of water.

Combat: Metal elementals attack with their mighty fists. When striking an opponent wearing metal armor or shield, or when struck by a metal weapon, the metal elemental can make a saving throw vs. polymorph. If the saving throw is successful, the elemental will absorb the metal into its own body, healing 1d6 h.p. of damage, and of course destroying the object absorbed. Magic items with a +2 bonus or greater are immune to the effect.

Appearance: Metal elementals are vaguely humanoid in shape, formed of various types of metal flowing into one another, some parts of their bodies being hard and sharp, others being rounded and flowing. Their bodies move with an audible grating sound.

Wood Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	5d6
Defenses	+2 (or better) weapon to harm
Attacks	Animate wood
Weaknesses	Fire
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Wood elementals are native to the elemental plane of wood. They float in water (unless made entirely of waterlogged wood), and can cross lakes and rivers and the like, but salt water will cause 1d6 h.p. of damage per round they are exposed to it (sustained immersion or near-immersion is required).

Combat: Wood elementals strike with their arm-like limbs. If struck by a weapon made of wood, such as a spear or pole-arm, the elemental can control the weapon and cause it to bend, striking back at the one holding it as if wielded by a 10d8 HD monster. Wooden missile weapons, such as arrows or crossbow bolts, can be similarly hurled back by the elemental in addition to its normal attack. If dropped, wooden weapons will attack anyone who comes into range, but cannot move on their own beyond that range. Wood elementals get a -2 penalty to all saving throws involving fire, and fire-based attacks re-roll all 1's when calculating damage.

Appearance: Wood elementals look like walking trees with humanoid faces formed out of boles and knots, and are often (75%) mistaken for tree-men.

Endsquare Bird

Number	2d4
Morale	-1
Hit Dice	2d6
Armor Class	7
Move	180'/min. (flying - expert)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4
Defenses	None
Attacks	Poison
Weaknesses	None
Size	S (3' high)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	45 + 1/h.p.

General: Endsquare birds are found in marshy areas where they feast on venomous snakes and reptiles. Because of this diet, their own bite has become poisonous. They are aggressive and territorial, and will attack if their territory is invaded or they are startled.

Combat: Endsquare birds attack with their beaks. If struck, victims must make a saving throw vs. poison or die.

Appearance: The endsquare bird looks like a crane with one foot. It has feathers of green and scarlet, and a white beak.

Enlightened One

Number	1
Morale	+10
Hit Dice	10d6
Armor Class	0
Move	90'/min.
Magic Resistance	D
No. of Attacks	1
Damage	Per weapon type
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	M
Intelligence	18
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magical Treasure	1d4 items (70%), 2d6 potions (65%), 1d4+1 scrolls (50%)
X.P. Value	1,200 + 12/h.p.

General: Enlightened ones are human sages who have so perfected the arts of meditation and asceticism as to have become physically and spiritually immortal. They live simply and alone, moving through life with an effortless grace and seeming lack of care. They are at least 18th level fangshi, have a wisdom of 18, and subsist on dew and sunlight.

Combat: Enlightened ones resist physical confrontation, but if forced will attack with whatever weapon is at hand (usually a staff) or by hand-to-hand combat. Enlightened ones will have the kung fu powers of qi mastery (2), kung fu mastery (2), and at least six levels in other kung fu styles. In addition, they have the following magical powers:

- Become *ethereal* three times per day
- *Control weather* three times per day
- *Psychic strike* three times per day
- *Heal* once per day
- *Comprehend languages* at will
- *Detect invisibility* at will
- *Detect lie* at will
- *Resist cold* at will
- *Resist fire* at all

Appearance: Enlightened ones appear as wizened humans, but with a child-like quality to their features, which are unencumbered by any sort of care. They wear simple robes.

Fire Crow

Number	2d4
Morale	+2
Hit Dice	1d10
Armor Class	4
Move	30'/min. 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d4+2
Defenses	Never surprised
Attacks	Flame
Weaknesses	Cold
Size	S (2'-4' wingspan)
Intelligence	6
Alignment	Neutral evil
Treasure Type	XIII
Treasure Value	2d4x100
Magical Treasure	None
X.P. Value	60 + 4/h.p.

General: Fire crows are native to the elemental plane of fire, but can come to the material plane through natural temporary gates that form in such phenomena as forest fires, volcanic eruptions, and the like. They share their mundane cousins' love of "sparklies", specifically coveting gemstones.

Combat: Fire crows attack with their sharp beaks. In addition, they will do 1 h.p. of heat damage to all creatures within 10', and any flammable items within that radius must make a saving throw vs. fire or be set ablaze. Cold-based attacks do double damage to fire crows.

Appearance: Fire crows appear as crows whose bodies are made entirely of flame.

Fox Spirit

Number	1d3
Morale	+1
Hit Dice	3d8
Armor Class	6
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Magic use
Attacks	Magic use
Weaknesses	None
Size	S
Intelligence	16
Alignment	Chaotic evil
Treasure Type	IX
Treasure Value	1d6x100
Magical Treasure	1 item (10%)
X.P. Value	95 + 3/h.p.

General: Fox spirits are magical creatures with knowledge of many different magical feats. While most are simply mischievous, some can be positively cruel, or even despotic, using their shapeshifting ability to gain power in human lands and establish tyrannies among them.

Combat: Fox spirits attack with their bite. In addition, they can do the following:

- *Polymorph self* twice per day
- *Augury* three times per day

- *Phantasmal force* three times per day
- *Teleport* once per day
- *Burning hands* three times per day (flames come from its nine tails, not its hands)

Appearance: Fox spirits appear as ordinary red foxes, except for having nine tails.

Ghost, Gui

Gui ghosts are differentiated from their European counterparts in many ways. Their form depends on many different factors; many are able to take on material form to the point that they may be mistaken for living beings. There are many different types of gui ghosts, and their powers manifest in many different ways, rather than just aging or possessing victims.

It should be noted that humans and most demi-humans have several different souls. Some of these components of the soul-complex are reincarnated, some ascend (or descend) to the outer planes, and some remain in the "otherworld" for an indeterminate amount of time. Specifics are difficult to come by, and often contradictory.

Those parts of the soul that become gui ghosts dwell on the ethereal plane, whence they are able to look in on, and interact with, the material plane. Their undead status is a punishment for sins perpetrated in their previous life or lives, or for their relatives not performing the customary offerings and rituals for their maintenance in the afterlife.

Fireworks: As a rule, gui ghosts are not fond of loud sudden noises, such as firecrackers, and will be momentarily stunned when one or more goes off near them (+1 penalty to initiative). In great quantities, such fireworks can even drive off ghosts entirely; the exact quantities and frequency needed are left to the game master's discretion, but should be based not only on the strength of the ghost, but the specific circumstances as well.

See also The Ethereal Plane (p. 34) for information on the "otherworld" where gui ghosts dwell.

Ghost, Corner

	Northeast	Northwest
Number	1d3+2	1d3+2
Morale	-1	-1
Hit Dice	1d8	1d8
Armor Class	8	8
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	2
Damage	1d4	1d3/1d3
Defenses	Immune to mind-altering magic	
Attacks	Leaping	Flurry of blows
Weaknesses	Holy water	Holy water
Size	M	M
Intelligence	8	8
Alignment	Neutral evil	Chaotic evil
Treasure Type	XII	XII
Treasure Value	1d4x10	1d6x10
Magical Treasure	None	None
X.P. Value	18 + 1/h.p.	18 + 1/h.p.
Turn as Type	II	II

General: Corner ghosts inhabit abandoned buildings and man-made chambers beneath the ground. As their names imply, northeast corner ghosts will come from the northeast corner of such places, and northwest corner ghosts

will come from the northwest corner. Each can materialize once per day for a maximum of 1d4+3 rounds.

Combat: Northeast ghosts attack by kicking, and can leap up to 20' to do so. A successful hit means the target must make a strength check; failure means the target is pushed back 5'.

Northwest ghosts attack by punching, and on a "to hit" roll that is five points or more higher than the minimum required to hit, or on a roll of a natural 20, will land a flurry of blows enabling them to attack four times in the round rather than two. Example: A northwest ghost is attacking someone with AC 10, and therefore needs a roll of 9 to hit. The ghost rolls a 17, which is more than 5 over the minimum needed to hit, and therefore is allowed to attack with a flurry of blows. Northwest ghosts can only attack one target per round, even if they get four attacks due to the flurry of blows.

Appearance: Corner ghosts appear as normal humans. They are generally indistinguishable from regular mortals, until they de-materialize, or are slain.

Ghost, Fire

Number	1d3
Morale	+4
Hit Dice	5d8
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Immune to mind-affecting magic, fire
Attacks	Heat
Weaknesses	Double damage from cold-based attacks
Size	M
Intelligence	13
Alignment	Lawful evil
Treasure Type	XI
Treasure Value	2d6x10
Magical Treasure	None
X.P. Value	130 + 5/h.p.
Turn as Type	VI

General: Fire ghosts dwell in stoves, ovens, kilns, furnaces, and other places where fire is a constant, or near-constant, companion. They have a complex dual role, acting as both guardians and punishers. In their first aspect, they will guard over the home, shop, etc., in which they dwell, protecting it against intruders, robbers, and the like. However, should the proper propitiatory rites not be maintained by their descendants, they will exact their revenge by starting fires, causing burns, etc. They can materialize three times per day, for a total of 1d6+10 minutes.

Combat: Fire ghosts attack with their fists. Their touch will also do an additional 1d6 h.p. of heat damage, and can set flammable objects such as oil, parchment, dry wood, etc., alight. They are immune to fire-based attacks, but cold-based attacks against them will do double damage.

Appearance: Fire ghosts appear as humans with skin burned black, usually wearing red clothing. Their hands will burst into flame when they are using their heat attack.

Ghost, Hill

Number	1d2
Morale	+6
Hit Dice	7d8
Armor Class	0
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	Immune to mind-affecting magic
Attacks	Paralyzation
Weaknesses	Holy water
Size	M
Intelligence	14
Alignment	Lawful evil
Treasure Type	VII
Treasure Value	1d4x100
Magical Treasure	1 item (10%), 2d3 scrolls (65%), 1d6 potions (50%)
X.P. Value	400 + 8/h.p.
Turn as Type	XI

General: Hill ghosts inhabit lonely tombs and remote hillsides, dwelling in deep resentment of the living who have omitted the required offerings because of some grudge or other ill-feeling. They are rarely found alone; a hungry ghost (in a tomb) or 2d4 wolves (outdoors), will usually be encountered with them, all too ready to finish off those victims who fall prey to the hill ghost's paralyzing touch. Hill ghosts can materialize four times per day, each time for 3d6 minutes.

Combat: Hill ghosts attack with their clawed hands. Anyone touched by a hill ghost must make a saving throw vs. paralyzation or be paralyzed for 4d4 minutes.

Appearance: Hill ghosts appear as they did in life, but their skin is a pasty blue-white and their eyes are all white.

Ghost, Hungry

Number	2d6
Morale	+2
Hit Dice	3d8
Armor Class	7
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	Immune to mind-affecting magic
Attacks	Fear
Weaknesses	Holy water
Size	M
Intelligence	9
Alignment	Neutral evil
Treasure Type	XI
Treasure Value	2d4x10
Magical Treasure	None
X.P. Value	50 + 3/h.p.
Turn as Type	III

General: Hungry ghosts are the spirits of those who either were stingy in life, or had descendants that, for whatever reason, failed to make the appropriate offerings on their behalf. They are always hungry and thirsty, to the point of anguish. What little food they put in their mouths cannot be swallowed, as their throats are as small as the eye of a needle. Water they attempt to drink

turns to mud as soon as it reaches their tongue. They can become material once per day, for a maximum of 2d6 rounds.

Combat: Hungry ghosts attack with their fists, in rage at their situation. Anyone struck by their attack must make a saving throw vs. magic or flee in fear for 1d6 rounds, with a 30% chance of dropping anything carried in the hand.

Appearance: Hungry ghosts appear as they did in life, but their skin is a filthy blue, black or yellow. Their clothing is similarly dirty and tattered.



Ghost, Marsh

Number	1d4
Morale	+2
Hit Dice	4d8
Armor Class	3
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/1d4
Defenses	Immune to mind-affecting magic
Attacks	Wasting disease
Weaknesses	Holy water
Size	L (7')
Intelligence	7
Alignment	Chaotic evil
Treasure Type	XI
Treasure Value	1d8x10
Magical Treasure	None
X.P. Value	125 + 4/h.p.
Turn as Type	V

General: Marsh ghosts dwell in swamps, marshes, and wetlands, where they await travelers. They themselves are the spirits of those who died by drowning within sight of land. They can become material three times per day for 2d4 minutes each time.

Combat: Marsh ghosts attack with their clawed hands, but are much more feared for their gaze, which if met can cause a wasting disease in those afflicted. Any creature meeting the gaze of the marsh ghost must make a saving throw vs. petrification; failure indicates the wasting disease will take hold. The victim will immediately feel ill and require bedrest, and will lose one point of constitution per day until either healed (by means of a *cure disease* spell or equivalent magic) or their constitution score reaches zero, in which case they will perish. The gaze of the marsh ghost extends into the ethereal plane, even when it has materialized.

Appearance: Marsh ghosts are very large; as wide around as a carriage wheel and taller than a normal man. They usually wear purple robes and red hats, and are extraordinarily ugly.

Ghost, Meadow

Number	1d4
Morale	+3
Hit Dice	6d8
Armor Class	3
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	Immune to mind-affecting magic
Attacks	Gaze causes insanity
Weaknesses	Holy water
Size	M
Intelligence	14
Alignment	Chaotic evil
Treasure Type	XII
Treasure Value	2d4x100
Magical Treasure	1d4 potions (25%), 1d4 scrolls (25%)
X.P. Value	275 + 6/h.p.
Turn as Type	X

General: Meadow ghosts are fearsome creatures, all the more so because of the idyllic natural surroundings in which they are usually found. Meadow ghosts can materialize four times per day for 3d6 minutes each time.

Combat: Meadow ghosts attack with weapons, and are usually (75%) armed with swords; otherwise they will be armed with pole arms of some sort. However, they are most known for their fearsome gaze attack, which will cause insanity unless a successful saving throw vs. paralyzation is made (the game master should make the saving throw roll in secret). If insanity results, roll to determine type:

TABLE 163: TYPE OF INSANITY

Die roll (d20)	Madness
1-5	Unstoppable rage. Victim will immediately begin screaming, flailing around, attacking whomever or whatever is nearest. Will last 2d4 hours or until knocked unconscious.
6-7	Catatonia. Victim will collapse into a fetal position and be completely unresponsive to external stimuli for 1d8 hours.
8-10	Hallucinations. Victim will "see" enemies and dangers all around, and will react to them in preference to reality. Lasts for 1d4 hours.
11-20	Permanent insanity. It should appear that the character has successfully made his saving throw, but in secret he will be afflicted with one of the more subtle forms of permanent insanity listed in the ADVENTURES DARK AND DEEP™ Game Masters Toolkit.

Appearance: Meadow ghosts appear as normal mortals, but their eyes are inherently and inexplicably disturbing. Animals will show terror (birds squawk, horses shy, etc.) when they come within 10'.

Ghost, Midden

Number	1d2
Morale	+5
Hit Dice	8d8
Armor Class	0
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d8/1d4
Defenses	Immune to mind-affecting magic
Attacks	Disease, constriction
Weaknesses	Holy water
Size	M
Intelligence	17
Alignment	Neutral evil
Treasure Type	XIII
Treasure Value	2d6x100
Magical Treasure	1 ring (10%), 1d4 potions (20%), 1d4 scrolls (25%)
X.P. Value	650 + 10/h.p.
Turn as Type	XII

General: Midden ghosts are among the most feared type of gui ghost, as they are not only extremely powerful in combat, but their touch carries disease due to their habitat. They are found in middens, trash heaps, and other refuse dumps, and can materialize 3 times per day for up to an hour each time.

Combat: Midden ghosts attack with their fists and prehensile tongue that can stretch up to ten feet in length. If the tongue hits, it will wrap around the target and constrict it like a snake, doing 1d4 h.p. of constriction damage automatically. Only a successful bend bars roll can break the tongue's hold; it cannot be cut.

In addition, anyone touched by a midden ghost (including its fists or tongue) must make a saving throw vs. poison. Failure indicates the victim has contracted a disease (see the random disease table in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit).

Appearance: Midden ghosts appear as filthy humans dressed in rags. Their skin is pocked with lesions and scabs, and their eyes run with pus. They could be mistaken for diseased humans.

Ghost, Water

Number	3d6
Morale	-1
Hit Dice	3d8
Armor Class	7
Move	90'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d4/1d4
Defenses	Immune to mind-affecting magic, water-based attacks
Attacks	Water stream
Weaknesses	Holy water
Size	M
Intelligence	7
Alignment	Chaotic evil
Treasure Type	Jewelry (100%)
Treasure Value	1d4x10 each
Magical Treasure	None
X.P. Value	50 + 3/h.p.
Turn as Type	III

General: Water ghosts appear in or near water, whether ocean, lake, or river. They are the spirits of the drowned whose bodies were never recovered. They can materialize twice per day for 1d4+4 minutes each time.

Combat: Water ghosts attack with their clawed hands. In addition, once per round they can shoot forth a rushing gout of water from their mouths and nostrils, 1' wide and 30' long, which will do 1d8 h.p. of damage to the first creature it hits and push it back 10'. Targets are entitled to a saving throw vs. breath weapon to only take half damage, and a further strength ability check to avoid being pushed back (if the first saving throw is successful, the strength check gets a -2 bonus). They themselves are immune to all water-based attacks.

Appearance: Water ghosts appear pale and bloated, always dripping water, with worms crawling over their flesh.

Giant, Imperial

	Male	Female
Number	1d4	See below
Morale	+12	+10
Hit Dice	17d12	15d12
Armor Class	2	3
Move	180'/min.	180'/min.
Magic Resistance	Standard	Standard
No. of Attacks	1	1
Damage	6d8	5d8
Defenses	Catch rocks	Catch rocks
Attacks	Hurl rocks	Hurl rocks
Weaknesses	None	None
Size	L (40')	L (37')
Intelligence	8	9
Alignment	Chaotic evil	Neutral evil
Treasure Type	III	III
Treasure Value	2d4+2x1,000	2d4+2x1,000
Magical Treasure	1d3 items (15%)	1d3 items (15%)
X.P. Value	8,000 + 35/h.p.	6,500 + 30/h.p.

General: Imperial giants are the mightiest of all true giantkind; although they lack the magical abilities of some of their kin, their physical stature more than makes up for such deficiencies, and they are but one step lower than titans themselves. They tend to dwell in forbidding mountain ranges, and are rare indeed. The women are less reckless than the males, as well as being more intelligent, and will sometimes be able to channel their mate's rages in more cunning directions. Even so, they deeply resent any attempt at commanding them, and thus cannot be used as troops in armies, outside of the most extraordinary circumstances.

If two giants are indicated, they will be a mated pair. If a third giant is present, there is a 50% chance it will be another female, and a 50% chance it will be a half-strength child. If four giants are present, they will be two mated pairs (25% chance) or a mated pair and two children (75% chance).

Due to their huge size, they cannot tunnel, but can dig pits or trenches at a rate of 30 10'x10' blocks per hour in soft soil, 20 such blocks in soft rock, and 10 such blocks in hard rock.

Combat: Imperial giants strike with their massive fists. In addition, they can hurl enormous boulders at foes for 4d10 h.p. of damage, with a range of up to 350'. Such missiles will cause 50 h.p. against wooden structures, 30 against soft stone or brick, and 20 against hard stone. They can catch such missiles 40% of the time. They themselves can inflict 40 h.p. against wooden structures each round, 20 against soft stone or brick, and 10 against hard stone. They have an effective strength of 25 (+7 "to hit", +14 damage).

Appearance: Imperial giants have teeth like a saw, massive hooked claws for nails, and large protruding eyebrows. Their skin is pale yellow to brown.

Golem, Greater

Golems are magical constructs, created by clerics or mages with access to special spells, materials, and the specific knowledge necessary to do so. Golems have a set number of hit points, but hit dice are given below in order to properly calculate things such as melee "to hit" rolls and saving throws. Being mindless, all golems are immune to mind-affecting spells such as illusions, charms, etc. Golems also never need to make morale checks. They are incapable of speech.

All golems can understand and will obey simple commands from their creators, and can be set to wait until a particular event triggers an instruction (e.g., "Wait in this room until someone touches that altar. Destroy the one who does so.").

Jade Golem

Number	1
Morale	n/a
Hit Dice	16d10 (70 h.p.)
Armor Class	4
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d12
Defenses	+2 (or better) weapon to harm, spell immunity
Attacks	Blindness
Weaknesses	None
Size	L (10')
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	9,750

General: Jade golems are created by fangshi of 16th level or higher, or those with access to the appropriate *manual of golems*. Without such a manual, creation of a jade golem requires the following:

- 70,000 g.p. for materials, which are used to create a jade statue in the form of a large human
- Casting a *geis* spell
- Casting a *polymorph any object* spell
- Casting a *cause blindness* spell
- Casting a *wish* spell

All of the spells must be cast in succession, after the body of the golem has been created from the jade (a process that takes ten weeks of uninterrupted work). Once completed, the golem will be under the complete command of its creator. If the creator of the golem is himself slain, the golem will follow whatever instructions were last given to it.

Combat: Jade golems attack with their powerful fists, and can only be harmed by weapons with a +2 or greater enchantment. Every third round, a successful hit from a jade golem will *cause blindness* in the victim (as per the reverse of the spell *cure blindness*) unless a successful saving throw vs. spells is made. They are immune to most magic, with the following exceptions:

- *Elemental transformation* will repair all damage to the golem
- *Move earth* will *slow* the golem for one round

Appearance: Jade golems are enormous human statues seemingly carved out of a single chunk of jade (this is actually untrue; the jade used to create the statue is in fact joined together during the process of creation).

Terracotta Golem

Number	1 (or 1d100x20)
Morale	n/a
Hit Dice	3d10 (25 h.p.)
Armor Class	7
Move	90'/min.
Magic Resistance	D
No. of Attacks	1
Damage	Per weapon type +2
Defenses	See below
Attacks	Fear 30' radius
Weaknesses	Blunt weapons do maximum damage
Size	M
Intelligence	0
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	205 + 5/h.p.

General: Only fangshi of 14th level or greater who have learned the specific art of terracotta golem construction can undertake the process. *Manuals of terracotta golems* exist in mythic China, but in their absence, creation of a terracotta golem requires the following:

- 10,000 g.p. for materials
- Casting a *limited wish* spell
- Casting a *polymorph any object* spell
- Casting a *geis* spell
- Casting a *cause fear* spell

A terracotta golem is able to understand commands of limited complexity and length, and will always obey the instructions of its creator. If its creator is slain, it will obey the last instructions given to it. In mythic China, vast numbers of such golems are often used to protect the tombs of emperors, and all are explicitly instructed to protect and serve the emperor. Thus, if the dead emperor were brought back to life as an undead creature, such golems would be compelled to obey him, even though he was not their direct creator. They are sometimes created for more mundane duties, like any other golem.

Combat: Terracotta golems attack with their weapons (which can be of any type appropriate for a warrior), with an effective strength of 18 (giving them a +1 bonus "to hit" and a +2 bonus to damage). If unarmed, they do 2d6+2 h.p. of damage with their fists. All radiate an aura of *fear* in a 30' radius (which functions as per the spell). They are only harmed by enchanted weapons, and blunt weapons (such as maces, clubs, etc.) with a +2 or greater enchantment will inflict maximum damage upon the golem. As all golems, they are completely immune to mind-affecting magic such as *sleep*, charm, hypnosis, etc. Fire- and cold-based attacks do them no harm; they are also immune to electrical attacks.

Appearance: Terracotta golems are formed in the shape of human warriors, painted in realistic colors. Despite this, there is no mistaking them for actual living persons except at extreme range. Even those found in great numbers will all possess individualized features and will vary slightly in appearance, height, dress, skin tone, etc.

Headless People

Number	1d4+1 or 3d6x20
Morale	±0
Hit Dice	1d8
Armor Class	9
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	Rear attacks
Size	M (5')
Intelligence	12
Alignment	Chaotic Neutral
Treasure Type	II
Treasure Value	1d6x100
Magical Treasure	None
X.P. Value	10 + 1/h.p.

General: Headless people are semi-barbarians, inhabiting out-of-the-way wildernesses such as mountains and dense forests. They are a good-natured folk unless threatened, and it is said that "their bellies are full of wisdom".

Combat: Headless people fight with weapons, and almost always carry shields and battle axes; 10% of those encountered will carry a quiver of javelins as well. When attacking a headless person from the rear, attackers get an additional +1 bonus "to hit". Headless people are, however, immune to all head-based attacks, including those which would ordinarily decapitate someone.

Appearance: Headless people are humanoid in appearance, but have no heads; their faces are on their chests. They wear furs or loincloths, and speak their own language.

K'un

Number	1
Morale	+20
Hit Dice	20d12
Armor Class	0
Move	360'/min. (swimming)
Magic Resistance	Standard
No. of Attacks	1
Damage	3d12
Defenses	None
Attacks	Swallow whole, capsize ships
Weaknesses	None
Size	L (100' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,000 + 35/h.p.

General: K'un (the term is singular as well as plural) are enormous fish that dwell in deep northern oceans. They are usually relatively harmless unless disturbed, but when they surface they can accidentally capsize ocean-going vessels. To facilitate its annual migration from north to south, a k'un can transform itself into a peng (q.v.), and in that form can fly the many hundreds and thousands of miles much quicker than it could swim the distance. The transformation from k'un to peng takes but a single round, and the creature can (and does) use the ability to defend itself from aggressors.

Combat: K'un attack with their bite, but on a roll of natural 20, or a roll 5 or more greater than the roll needed to hit, the k'un will swallow whole any prey 10' high or smaller. Once inside, victims will take 20 h.p. of damage per round, and will die automatically in 3 rounds of asphyxiation. Only short weapons (3' in length or less) can be used while inside a k'un. Attacks from outside will not harm those swallowed by the k'un, due to its enormous size.

If it surfaces beneath a sailing ship that is less than 30' long, a k'un will capsize it automatically. This is almost always done accidentally.

Appearance: K'un look like enormous catfish with long whiskers, although they are not bottom feeders, nor are they found in fresh water. They are green in color with ruddy golden fins.

See also: peng (p. 97).

Long-Armed People

Number	1d8x10
Morale	±0
Hit Dice	1d8
Armor Class	7
Move	240'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	L (35' tall)
Intelligence	9
Alignment	Neutral
Treasure Type	II
Treasure Value	2d6x100
Magical Treasure	1 item (20%)
X.P. Value	10 + 1/h.p.

General: Long-armed people dwell on remote shorelines and islands, where they subsist largely on fishing and harvesting other bounty from the sea. They are on good terms with, and often (75%) encountered along with, long-legged people (see below), and sages suggest the two races are related. Aside from the disproportionate side of their limbs, they are otherwise like most humans in terms of culture and so forth.

For every ten long-armed people encountered, there will be a 2nd level fighter. For every twenty long-armed people, there will be a 4th level fighter and a 2nd level wu. If forty or more are encountered, there will be a 6th level fighter and a 3rd level fangshi. Villages will always have a 6th level fangshi.

Combat: Long-armed people attack with weapons, and will be armed as follows:

TABLE 164: LONG-ARMED PEOPLE EQUIPMENT

Number Encountered	Weapons	Armor
10-30	Spear, short bow	Leather lamellar
31-40	Sword, crossbow	Brigandine and shield
41-70	Spear, dagger	Steel lamellar and shield
71+	Sword, battle axe	Steel lamellar and shield

Thus, if thirty-five long-armed people are encountered, the first thirty will be armed with spear and short bow, and the remaining five will be armed with sword and crossbow.

When pummeling, long-armed people automatically get a +3 “to hit” bonus on all kicks. They can attack enemies in melee up to 15’ away.

Appearance: Long-armed people look like normal humans, but their legs and arms are both 30’ or so in length. They are otherwise like humans, and wear clothing (appropriately sized, of course), dwell in homes, and so forth. They speak the Imperial tongue.

Long-Legged People

Number	1d10x10
Morale	±0
Hit Dice	1d8
Armor Class	7
Move	240’/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	Per weapon type
Defenses	None
Attacks	None
Weaknesses	None
Size	L (35’ tall)
Intelligence	9
Alignment	Neutral
Treasure Type	III
Treasure Value	1d12x100
Magical Treasure	1 item (15%)
X.P. Value	10 + 1/h.p.

General: Much like their cousins, the long-armed people, the long-legged people dwell on isolated coasts and islands, and the two races will often (75%) be found together. Often they will wade into the sea together, with the long-armed people taking harvest from the sea floor, and the long-legged people scooping up fish from near the surface.

For every ten long-legged people encountered, there will be a 2nd level fighter. For every twenty long-legged people, there will be a 4th level fighter and a 2nd level fangshi. If forty or more are encountered, there will be a 6th level fighter and a 3rd level wu. Villages will always have a 6th level wu.

Combat: Long-legged people attack with weapons, and will be armed as follows:

TABLE 165: LONG-LEGGED PEOPLE EQUIPMENT

Number Encountered	Weapons	Armor
10-25	Spear, short bow	Leather lamellar
26-40	Sword, crossbow	Brigandine and shield
41-70	Spear, dagger	Steel lamellar and shield
71-80	Sword, battle axe	Steel lamellar and shield
81+	Crossbow	Mountain pattern armor

Thus, if thirty long-legged people are encountered, the first twenty-five will be armed with spear and short bow, and the remaining five will be armed with sword and crossbow.

When pummeling, long-armed people automatically get a +3 “to hit” bonus on all kicks. They can attack enemies in melee up to 15’ away.

Appearance: Long-legged people look like humans with legs that are 30’ long. The rest of their bodies are of normal human proportions. They speak the Imperial tongue.

Lycanthrope

Lycanthropes are humans, demi-humans, and occasionally humanoids that are afflicted with lycanthropy: a disease and curse all in one that allows (or forces) them to assume the guise of an animal.

Most of the lycanthrope entries in the **Adventures Dark and Deep™** Bestiary have tables describing damage taken during the transformation to animal form due to armor worn. In cases where the armor type worn is not listed in those tables, use the following equivalencies:

TABLE 166: LYCANTHROPE ARMOR EQUIVALENT

Armor	Equivalent to...
Fabric	Furs
Cuirass (lamellar)	Scale armor (steel)
Cord and plaque	Lamellar armor (steel)
Mirror armor, mountain pattern armor	Plated armor +1 damage

Lycanthropy

Lycanthropy works exactly the same as described in the **ADVENTURES DARK AND DEEP™** Bestiary, under the entry “Lycanthrope”. Full details can be found there, but bear in mind that player characters who are afflicted with lycanthropy do not earn any x.p. while in animal form.

Werespider

Number	1
Morale	+2
Hit Dice	6d8
Armor Class	4
Move	90’/min., 240’/min. (in web)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	None
Attacks	Venom, web
Weaknesses	None
Size	M
Intelligence	13
Alignment	Chaotic evil
Treasure Type	VIII
Treasure Value	2d6x100
Magical Treasure	1d4 potions (10%)
X.P. Value	225 + 6/h.p.

General: Werespiders are cunning and vicious predators who are always female. In human form, a werespider appears as a beautiful and seductive young woman, and will attempt to lure handsome men into her grasp, at which point she strikes, paralyzing her victim and encasing him in a web for later feeding by either the werespider herself or her young.

Note that a werespider may take damage if the human form is wearing armor when the transformation to animal form takes place. The amount of damage depends on the armor being worn:

TABLE 167: ARMOR DAMAGE

Armor	Damage
None, fabric, furs	0
Cuirass (leather)	1d2
Lamellar (leather), brigandine armor, scale armor (leather)	1d3
Cuirass (lamellar), scale armor (steel)	1d4
Lamellar armor (steel), cord and plaque	1d4+1
Mirror armor, mountain pattern armor	1d4+2

Combat: In human form, werespiders attack with weapons, usually nothing more than a dagger or knife. In spider form, they attack with their vicious bite, which injects a venom that paralyzes the victim for 1d6 days unless a saving throw vs. poison is successful. In spider form the werespider can cast the equivalent of a *web* spell once every three rounds indefinitely, while in human form she is limited to doing so but twice a day.

Appearance: In human form, werespiders appear as lovely young women. In spider form they will appear as any sort of spider, but grown to enormous size, about five feet across.

Meta-Elemental

Meta-elementals hail from the five meta-elemental planes: ember, magma, ore, quicksilver, and muck, which are found between the five elemental planes (wood, fire, earth, metal, and water). They can be brought to the material plane through a number of different magical means: spells, devices, staves, etc., and the way the elemental was brought to the material plane will often determine how powerful the meta-elemental is; spells bring 16d10 hit die meta-elementals, staves bring ones with 8d10 hit dice, and other devices bring 12d10 hit die meta-elementals.

Meta-elementals can be summoned by the same means as elementals native to either of the adjoining planes. Thus, a *staff of summoning fire elementals* could also be used to attempt to summon either a magma or ember meta-elemental. When someone attempts to summon a meta-elemental, there is a 5% chance per level of the summoner that the attempt will be successful. Otherwise, the regular elemental usually summoned by such means will come instead (if applicable, he must declare which sort of elemental will come in place of the meta-elemental, should the attempt fail).

Like regular elementals, meta-elementals brought to the material plane will resent being so summoned, and will actively seek to escape. Thus, the one summoning the meta-elemental must concentrate on controlling it. Failure to do so will mean the meta-elemental has broken free and will turn on the one who summoned it 25% of the time (or 75% of the time if summoned with a magic item), otherwise simply returning to its plane of origin.

Dispel magic can be used to take over a controlled meta-elemental, if the caster explicitly states he is using the spell to disrupt the conjurer's control rather than affect the meta-elemental itself. If he fails, however, the elemental in question will become aware of the attempted takeover and will seek out that caster if it becomes uncontrolled. The meta-elemental in question will also be boosted in power to 10 h.p. per hit die.

Note that magma elementals are detailed in the **ADVENTURES DARK AND DEEP™** Bestiary.

All meta-elementals are immune to poison.

See also: the elemental planes (p. 34), elemental (p. 86), and quasi-elemental (p. 98).



Ember Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d12
Defenses	+1 (or better) weapon to harm, resistant to heat
Attacks	Heat
Weaknesses	Water
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Ember meta-elementals are native to the meta-elemental plane of ember. They can be summoned by any means usually used to summon fire or wood elementals. For reasons that remain unknown, they harbor an intense hatred of bears, werebears, and other ursine creatures, and will attack such creatures to the exclusion of all others (if possible given their instructions).

Combat: Ember meta-elementals attack with their fists. Their bodies radiate heat, and will do an additional 1d4 h.p. of heat damage if they hit, as well as set fire to flammable objects after one round of continued contact. They are vulnerable to water, however; a simple bucket of water will cause 1d6 h.p. of damage to an ember meta-elemental, and water-based magical attacks against them will re-roll all 1's on damage dice. Wind actually heals them; a *gust of wind* spell will heal 1d8+1 h.p., winds (both natural and those created by magic such as *control wind* or *control weather*) will heal 1 h.p. per round for every 5 mph, and attacks by creatures from the elemental plane of air will heal rather than harm ember meta-elementals.

Appearance: Ember meta-elementals appear as crude humanoid forms made of blackened wood that glows orange from deep within.

Muck Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d12/1d12
Defenses	+1 (or better) weapon to harm, resistant to fire and cutting/piercing weapons
Attacks	Suffocation
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Muck meta-elementals are native to the meta-elemental plane of muck. They can be summoned by any means usually used to summon water or wood elementals.

Combat: Muck meta-elementals attack with pseudopods extruded from their bodies. If two pseudopods hit the same target in the same round, they will hold him in place and force themselves down the throat of the victim, suffocating him. Death will come in 2d4 rounds unless the muck elemental releases its prey or is destroyed before then. Cutting and piercing weapons do half damage, and fire does a maximum of 2 h.p. per damage die rolled.

Appearance: Muck meta-elementals are great pools of waterlogged vegetation that can undulate across solid surfaces and form appendages as needed.

Ore Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	+1 (or better) weapon to harm, immune to electrical and water-based attacks, fire attacks strengthen
Attacks	None
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Ore meta-elementals are native to the meta-elemental plane of ore. They can be summoned by any means usually used to summon metal or earth elementals. They resent mineral quasi-elementals, who look down on them as inferiors, but they look down on earth elementals, whom they (in turn) view as inferior.

Combat: Ore meta-elementals attack with their fists. They take no damage from electrical or water-based attacks, and when hit by a fire-based attack they will actually grow stronger. For every five points of fire damage the meta-elemental has taken in the last 24 hours, it will gain a +1 bonus to damage, to a maximum of +5. Such attacks still inflict damage on the meta-elemental, however.

Appearance: Ore meta-elementals appear as vaguely humanoid figures made of various pieces of metal and stone in striated seams across their bodies.



Quicksilver Meta-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	4
Damage	1d6/1d6/1d6/1d6
Defenses	+1 (or better) weapon to harm, immune to piercing weapons
Attacks	Always has initiative of 0
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 15/h.p.

General: Quicksilver elementals are native to the meta-elemental plane of quicksilver. They can be summoned by any means usually used to summon water or metal elementals.

Combat: Quicksilver meta-elementals strike with pseudopods formed from their own bodies. They do not roll initiative; quicksilver meta-elementals are always considered to have an initiative of 0. Attacks from piercing weapons are ineffective against them.

Appearance: Quicksilver elementals are completely fluid in appearance, and are made of shining silvery liquid metal. They can assume any shape as long as it is no more than approximately 8' in height/diameter, although they always have the same mirror-like surface.

Nine-headed Bird

Number	1d4
Morale	+2
Hit Dice	4d8
Armor Class	5
Move	240'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	9
Damage	1d3
Defenses	None
Attacks	None
Weaknesses	None
Size	M (8' wingspan)
Intelligence	13
Alignment	Lawful evil
Treasure Type	IX
Treasure Value	3d6x100
Magical Treasure	1d3 potions (20%), 1 scroll (25%)
X.P. Value	125 + 4/h.p.

General: Nine-headed birds are noted for their cunning and duplicity, and when one settles into an area, it will begin to hunt the local inhabitants at night until it is driven out or killed. They are not fond of dogs.

Combat: Nine-headed birds attack with their sharp beaks. All nine heads can attack a single target, or three each can attack three separate targets as long as they are in range.

Appearance: Nine-headed birds resemble large roosters with long tails and nine vulture-like heads on long necks. Their plumage runs from black to bronze, and their tails are red, black, and white.

Nian

Number	1d4
Morale	+3
Hit Dice	8d10
Armor Class	3
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	3
Damage	1d3/1d3/2d6 (males), 1d4/1d4/1d8 (females)
Defenses	None
Attacks	None
Weaknesses	Sound
Size	L (5' high at shoulder)
Intelligence	6
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	600 + 12/h.p.

General: Nian are aggressive beasts that dwell in mountainous regions. If two nian are encountered, they will be a mated pair; any further nian after two will be half-strength offspring. They dwell in caves, and are nocturnal, preferring moonless nights to hunt. They are fond of human flesh, and will avoid the color red if possible.

Combat: Nian attack with their mighty bite. They are vulnerable to sound-based attacks, however, and must make an additional saving throw vs. spells or flee in fear for 2d6 rounds if damaged by a sound-based magical attack. Mundane sounds can also repel them, but only if they are particularly loud, and even then the nian gets a +2 bonus to its saving throw.

Appearance: Male and female nian differ somewhat in appearance, although both have heavily-muscled bodies, like those of horses, covered with scales. Males have cloven hooves and serpentine heads with horns, while females have great paws and leonine heads.

Ogre, Chisel-Tooth

	Warrior	Chieftain
Number	2d8	1
Morale	+3	+4
Hit Dice	3d10	5d10
Armor Class	5	5
Move	90'/min.	90'/min.
Magic Resistance	Standard	Standard
No. of Attacks	2	2
Damage	1d10 (or per weapon type +2) / 1d6	
Defenses	None	None
Attacks	None	None
Weaknesses	None	None
Size	L (9')	L (9')
Intelligence	6	7
Alignment	Chaotic evil	Chaotic Evil
Treasure Type	XII	XII
Treasure Value	1d8x10	1d8x10
Magical Treasure	None	None
X.P. Value	60 + 4/h.p.	150 + 6/h.p.

General: Chisel-tooth ogres are related to regular ogres, and are similar in temperament. They dwell in remote caves in forests and badlands, sometimes raiding nearby settlements or harassing travelers.

In addition, in their lair there will be 1d8 females and 1d6 young. There is also a 30% chance that 2d4 prisoners will be in the lair; these will be kept as slaves 25% of the time, or as food 75%.

Chisel-tooth ogres can tunnel 150' per 8-hour shift in very soft rock, 100' in soft rock, and 50' in hard rock. This assumes a shaft 10' wide.

Combat: Chisel-tooth ogres can bite with the great projecting tooth which gives them their name, as well as attack either with their fists or with a weapon (they favor spears and axes).

Appearance: Chisel-tooth ogres are massive humanoids with yellowish hides and dark greasy hair. They tend to wear skins and furs. They are noted for the single huge tooth which projects from their lower jaw, which is used in combat to deadly effectiveness.

Spellcasters: Chisel-tooth ogre shamans can rise as high as 3rd level.

Peng

Number	1
Morale	+20
Hit Dice	20d12
Armor Class	0
Move	360'/min. (flying - poor)
Magic Resistance	Standard
No. of Attacks	1
Damage	2d8
Defenses	None
Attacks	Wing buffet
Weaknesses	None
Size	L (100' wingspan)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	8,000 + 35/h.p.

General: Peng (the term is singular as well as plural) are the enormous, magically transformed, bird-form of the k'un (q.v.). They are usually encountered on their long migratory flights from northern to southern waters, although the peng/k'un can transform in but a single round if it finds itself needing to do so to fend off an enemy (which are few and far between, owing to the peng's size and power). They are not normally aggressive, however.

Combat: Peng attack with their great beaks. In addition, their wings can generate a wind of such strength that smaller flying creatures (up to 100' away) are buffeted as if by fifty mile per hour winds. These winds can also disrupt spellcasting; anyone in range of the wing buffet winds must make an intelligence check when casting a spell; failure means the spell is ruined and is lost.

Appearance: Peng appear as vast sinuous birds with wings like that of a great heron. They are ruddy gold in color with green head, legs, and tail.

See also: k'un (p. 93).

Poisonfeather Bird

Number	1
Morale	+2
Hit Dice	2d10
Armor Class	3
Move	300'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	3
Damage	1d2/1d2/1d4
Defenses	None
Attacks	Poison
Weaknesses	None
Size	M (7' wingspan)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	105 + 3/h.p.

General: Poisonfeather birds are one of the most poisonous animals found in nature. They get this poison from their diet of venomous vipers, which do them no harm but which infuse every part of their bodies with the most deadly poison. Their feathers are said to be highly coveted by assassins, who will dip them in a drink in order to render it deadly. They will pay 100 g.p. for a whole specimen (dead).

Combat: Poisonfeather birds attack with their talons and beak. Their bite is not venomous, but any touch of the bird's flesh or feathers requires a saving throw vs. poison. Failure indicates instant death. Those wearing armor with a base value of AC 5 or worse get a +2 bonus to their saving throw, while those wearing heavier armor get a +4 bonus to their saving throw. Helmets do not count for this purpose.

Appearance: Poisonfeather birds look like long-necked eagles, with a purple abdomen and green-tipped feathers. They have a scarlet beak and copper-colored head.

Pygmy

Number	1d4+6
Morale	-5
Hit Dice	1d4
Armor Class	9
Move	30'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1
Defenses	Hiding
Attacks	None
Weaknesses	None
Size	S (9")
Intelligence	9
Alignment	Neutral good
Treasure Type	XVII
Treasure Value	2d10x10
Magical Treasure	None
X.P. Value	1 + 1/h.p.

General: Pygmies dwell in rough regions, constructing grass huts that look at first glance to be ants' nests. While some work as farmers, many spend time crafting precious metals and gems, the results of such work are highly prized because of the incredibly fine detail. They are skittish creatures, and travel in groups for protection (mostly against birds, some of which find pygmy a

delicacy). If in any sort of vegetation, pygmies can hide with 90% effectiveness.

Combat: Pygmies employ small swords (treat as daggers) and short bows (treat as having half range, and arrows only do half damage).

Appearance: Pygmies are human in form, although with heads that are disproportionately large for their diminutive bodies. They tend to wear red, and the men are bearded.

Quasi-Elemental

Quasi-elementals hail from the ten quasi-elemental planes: charcoal, radiance, mineral, magnetism, steam, rot, ash, dust, rust, and salt. Each quasi-elemental plane is adjacent to either the positive or negative energy plane and one of the five elemental planes (wood, fire, earth, metal, and water). Quasi-elementals can be brought to the material plane through a number of different magical means: spells, devices, staves, etc., and the way the elemental was brought to the material plane will often determine how powerful the quasi-elemental is: spells bring 16d10 hit die quasi-elementals, staves bring quasi-elementals with 8d10 hit dice, and other devices bring 12d10 hit die quasi-elementals.

Quasi-elementals can be summoned by the same means as elementals native to the adjoining elemental plane. Thus, a *staff of summoning fire elementals* could also be used to attempt to summon either a radiance or ash quasi-elemental. When attempting to summon a quasi-elemental, there is a 5% chance per level of the summoner that the attempt will be successful. Otherwise, there is a 50-50 chance that either an entropoid or extropoid (as appropriate to the sort of quasi-elemental being summoned), or the regular elemental usually summoned by such means will come instead.

Example: A 11th level mage is attempting to conjure a salt quasi-elemental using the spell *conjure elemental*. He has a 55% chance of success. He rolls a 76, and fails to summon the salt quasi-elemental. The game master then rolls to determine whether an entropoid or water elemental appears in its place. Note that extropoids and entropoids are not subject to control by the same sort of magic that summons and controls elementals.

Like regular elementals, quasi-elementals brought to the material plane will resent being so summoned, and will actively seek to escape. Thus, the one summoning the quasi-elemental must concentrate on controlling it. Failure to do so will mean the quasi-elemental has broken free and will turn on the one who summoned it 25% of the time (or 75% of the time if summoned with a magic item), otherwise simply returning to its plane of origin.

The spell *dispel magic* can be used to take over a controlled quasi-elemental, if the caster explicitly states he is using the spell to disrupt the conjurer's control rather than the quasi-elemental itself. If he fails, however, the elemental in question will become aware of the attempted takeover and will seek out that caster if it becomes uncontrolled. The quasi-elemental in question will also be boosted in power to 10 h.p. per hit die.

Note that ash, dust, mineral, radiance, salt, and steam quasi-elementals are detailed in the **ADVENTURES DARK AND DEEP™** Bestiary, as are entropoids and extropoids.

Quasi-elementals are immune to poison.

See also: the elemental planes (p. 34), elemental (p. 86), and meta-elemental (p. 95).

Charcoal Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	3d8
Defenses	+1 (or better) weapon to harm, heat heals
Attacks	Gout of flame
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Charcoal quasi-elementals are native to the quasi-elemental plane of charcoal. They can be summoned by the same means that are used to summon a wood elemental, but if the attempt fails an extropoid could arrive instead.

Combat: Charcoal quasi-elementals attack with their fists. Heat attacks actually heal them (up to their full hit point total) if they are wounded. Any excess hit points can then be released on the next round in a gout of flame 30' long and 3' in width. Any creatures in the path of the flame must make a saving throw vs. breath weapon or take full damage (successful saving throw means half damage). The gout of flame must be released on the following round.

Example: A charcoal quasi-elemental starts with 40 hit points. It takes 25 points of damage from ordinary attacks, and then is hit by a fireball, which would normally do 30 hit points of damage. The quasi-elemental is first healed of the 25 points of damage it took, and can then inflict 5 h.p. of flame damage on the next round by shooting forth the gout of flame.

Appearance: Charcoal quasi-elementals appear as humanoids formed out of many-faceted lumps that are riven with cracks. They are a dark gray color, and are surprisingly light for their size.

Magnetism Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6
Defenses	+1 (or better) weapon to harm, immune to all wooden weapons
Attacks	Magnetic attraction
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Magnetism quasi-elementals are native to the quasi-elemental plane of magnetism. They can be summoned by the same means that are used to summon a metal elemental, but if the attempt fails an extropoid could arrive instead.

Combat: Magnetism quasi-elementals attack with bands of pure magnetic force that strike at the iron in the blood of living creatures. Creatures without such iron, such as stone golems, many undead, non-corporeal creatures, etc., are immune to their attacks. They can also use their magnetic attraction to seize any sort of metal within 20' as if it were being grabbed by a creature with a strength of 18/50. Thus, creatures wearing metal armor can be tossed around (as if overborne or grappled), weapons can be torn from one's grasp and wielded (as if by a fighter of an experience level equal to the number of hit dice the quasi-elemental possesses), loose metal objects hurled at enemies (use rules for improvised weapons), etc. Note that this ability only works on metals affected by magnetic fields; precious metals such as gold and silver are immune. Attacks from wooden weapons do not harm magnetism quasi-elementals at all.

Appearance: Magnetism quasi-elementals are invisible and without form, but stray bits of metal will tend to be swept up inadvertently by them, moving slowly in a figure-eight loop around a central point where the elemental itself has manifested.

Rot Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	2d6/2d6
Defenses	+1 (or better) weapon to harm
Attacks	Rotting infestation
Weaknesses	Acid does maximum damage
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Rot quasi-elementals are native to the quasi-elemental plane of rot. They can be summoned by the same means that are used to summon a wood elemental, but if the attempt fails an extropoid could arrive instead.

Combat: Rot quasi-elementals attack with their crude appendages, but their truly feared attack comes after those appendages have touched an enemy. Every successful hit from a rot quasi-elemental requires the victim to make a saving throw vs. poison. Failure indicates the quasi-elemental has infected the victim with a swiftly-spreading rotting infestation that will cause skin and eventually muscle and bone to putrefy and rot away to a gangrenous slush, leaving the victim to die in exquisite agony. The victim will lose 1d4 h.p. per round until dead; these hit points cannot be recovered with any of the cure spells (*cure light wounds*, etc.). Only a *heal* spell will recover hit points lost to the rotting infestation, although a *cure disease* spell will halt the spread of the rotting and no more hit points will be lost. If 20% of a victim's total hit points are gone, a limb should be considered lost (roll randomly to determine which). At that point only a *regeneration* spell will restore a lost limb.

Appearance: Rot quasi-elementals appear as masses of stinking, rotting vegetation in hues of dark greens, browns, and black. They move about with a sickening undulating motion.

Rust Quasi-Elemental

Number	1
Morale	+3
Hit Dice	8d10 - 16d10
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	2d4
Defenses	+1 (or better) weapon to harm
Attacks	Rust
Weaknesses	None
Size	L
Intelligence	6
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	5,850 + 15/h.p.

General: Rust quasi-elementals are native to the quasi-elemental plane of rust. They can be summoned by the same means that are used to summon a metal elemental, but if the attempt fails an entropoid could arrive instead.

Combat: Rust quasi-elementals attack with their fists. Any creature wearing metal armor who is struck by a rust quasi-elemental will find it instantly corroded and fallen to pieces. They can, if they wish, attack an enemy's weapon specifically, if it is metal, attacking it as if it were AC 10 and achieving the same result if the weapon is hit. Magical armor and weapons get a saving throw of 10% per "plus" of enchantment.

Appearance: Rust quasi-elementals appear as vaguely humanoid collections of ochre-colored sand and flakes of rusted metal. When they move, they make an audible screeching sound, like two old metal plates rubbing against one another.

Rainbird

Number	1d4
Morale	-1
Hit Dice	2d6
Armor Class	7
Move	240'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d2
Defenses	None
Attacks	Rain
Weaknesses	None
Size	S (1')
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	14 + 1/h.p.

General: Rainbirds are highly sought-after by farmers and the like, as their power to bring rain has obvious uses for crops and irrigation. Adult specimens can fetch up to 40 g.p. each, while eggs or hatchlings are worth 10 g.p. each.

If more than one is encountered, they will be a mated pair, with any additional birds being hatchlings. Hatchlings must grow for at least a year before they can produce the same rain effects as adults. They tend to nest on the banks of shallow rivers, amongst the thick reeds.

Combat: Rainbirds can peck with their tiny beaks, but their true power comes from their magical ability to create rain. An adult rainbird can cause *precipitation* (as per the spell) three times per day, or a *cloudburst* (again, like the spell) once per day. If startled, they will tend to cause rain and then flee, unless they are protecting their nest, in which case they will fight.

Appearance: Rainbirds look much like large robins with blue and white feathers. They are notable for only having one leg, however.

Snake

The following special types of snake are found in a mythic China setting. Of course, other sorts, as described in the **ADVENTURES DARK AND DEEP™** Bestiary, can be found there as well.

Bashe

Number	1
Morale	+12
Hit Dice	9d12
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	2
Damage	1d6/2d6
Defenses	None
Attacks	Swallow whole, constrict
Weaknesses	None
Size	L (150' long)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	2,850 + 16/h.p.

General: Bashe are giant snakes large enough to swallow an elephant whole. They dwell in marshland and forests.

Combat: Bashe attack by their bite and can also constrict other creatures that are medium or larger (they cannot get a good grip on small creatures). When biting, if they get a natural 20 on their "to hit" roll, they will swallow the prey, which will die automatically in 1d4 rounds unless the bashe is slain and then cut open. While inside, only small weapons (2' or less in length) can be used, and the person swallowed gets a -2 penalty "to hit".

If a bashe makes a successful constriction attack against a victim, no further "to hit" rolls are required; constriction damage will be automatic each round thereafter. The bashe can constrict a maximum of two victims at one time, and cannot move faster than 30'/min. while constricting a victim.

Appearance: Bashe are enormous snakes with green and yellow scales.

Snake, Jointed

Number	1 (3)
Morale	+4
Hit Dice	9d10 (3d10 each segment)
Armor Class	5
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1 (3)
Damage	1/1d4 (1/1d2 each segment)
Defenses	None
Attacks	Separation, constriction
Weaknesses	None
Size	L (6' each segment)
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	900 + 14/h.p. (60 + 4/h.p. each segment)

General: Jointed snakes live in forests and jungles, where they dwell in the trees, waiting to drop down on unsuspecting prey. They have the ability to separate into three individual snakes, each of which can attack a different enemy, and then recombine at will. Experience points should be awarded based on how the snake is encountered in combat; if it is chiefly separated, then award the x.p. for three individual segments. If it is largely fought intact, the higher award should be granted.

Combat: Jointed snakes are constrictors, and will loop their coils around their victims. A successful hit will indicate both a bite and a constriction; further "to hit" rolls are unnecessary. Creatures with a combined strength of 64 can cooperate to remove a single segment in one round, or the combined jointed snake in 1d4+1 rounds.

Appearance: Much like ordinary constrictors, jointed snakes are thickly muscled and can be found in a variety of different colors.

Snake, Nine-headed

Number	1d3
Morale	+6
Hit Dice	6d12
Armor Class	4
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	9
Damage	1d2
Defenses	Poisonous blood
Attacks	Venom
Weaknesses	None
Size	L (25')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	650 + 10/h.p.

General: Nine-headed snakes are giant venomous snakes which dwell in most climates and terrains except the coldest.

Combat: Nine-headed snakes attack with their many bites. Every head is capable of striking a different opponent, as long as they are in range. Each bite is extremely poisonous; the victim must make a saving throw vs. poison or

take an additional 1d6 h.p. and be incapacitated for 1d6 days. The blood of a nine-headed snake is poisonous as well; any unarmored person within 5' when the snake is struck with a slashing or piercing weapon must make a saving throw vs. poison or take 1d4 h.p. from the splashed blood.

Appearance: Nine-headed snakes are giant versions of vipers, with nine heads. Their scales range from brilliant emerald to tan to black.

Snake, Winged

Number	2d6
Morale	+1
Hit Dice	1d8
Armor Class	6
Move	120'/min., 180'/min. (flying - average)
Magic Resistance	Standard
No. of Attacks	1
Damage	1d3
Defenses	None
Attacks	Venom
Weaknesses	None
Size	S (4')
Intelligence	1
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	45 + 1/h.p.

General: Winged snakes are a pestilence that can be found in almost all climates and terrains. They are greatly feared because they hunt in flocks, and their venom is deadly.

Combat: Winged snakes attack with their bite, which carries venom. Anyone bitten by a winged snake must make a saving throw vs. poison. Failure means the victim takes an additional 3d4 h.p. of damage.

Appearance: Winged snakes are usually bright orange in color with bands of green, black, and yellow. Their wings are feathered, and are yellow with green, red, and black tips.

Tomb Guardian

Number	2
Morale	+3
Hit Dice	8d8
Armor Class	2
Move	120'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	By weapon type
Defenses	Immune to mind-affecting magic
Attacks	See below
Weaknesses	See below
Size	M
Intelligence	16
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	550 + 10/h.p.

General: Tomb guardians are magical creatures which are always found in pairs. They roam the ethereal plane looking for unguarded or imperiled resting places for the dead; when they find one, they will assume material

form and settle in to provide the necessary protection. There are five types of tomb guardians, and each pair will consist of two different types. All can transit between the material and ethereal planes up to three times per day. The types of tomb guardians present in any given locale should be determined randomly:

TABLE 168: TOMB GUARDIAN TYPE

Die Roll (d10)	Type
1-2	North
3-4	South
5-6	East
7-8	West
9-10	Center

Combat: Tomb guardians fight with weapons; the exact weapon type depends on the type of tomb guardian. Each also has magical powers, as described below.

Northern tomb guardians bear umbrellas; these can strike for 1d6 h.p. of damage, and, when opened, can cause a strong stream of water which will do 1d4 h.p. of damage per round and require all creatures to make a strength check or be pushed back 10' per round. Northern tomb guardians are vulnerable to earth; earth-based attacks re-roll 1's on all damage dice.

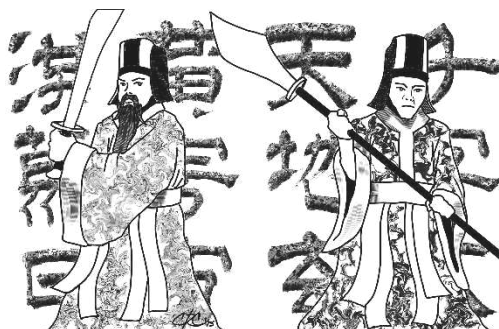
Southern tomb guardians are armed with swords; they do 1d12 h.p. of damage. By waving the sword, a southern tomb guardian can create a *wall of fire* (as per the spell, as if cast by a 8th level spellcaster). They are vulnerable to water; water-based attacks against them will re-roll all 1's on damage dice.

Eastern tomb guardians are armed with pipas, which can strike for 1d6 h.p. of damage. By playing the pipa, a tomb guardian can cast a *mass charm* spell, which will be used to dissuade intruders from looting the tomb, if effective. They are vulnerable to metal; metal attacks against them (including attacks by metal weapons) will re-roll all 1's on damage dice.

Western tomb guardians are armed with red cords; these can strike for 1d4 h.p. of damage, or can be hurled at enemies and turn into venomous snakes (with maximum hit points). The poison of such snakes will kill unless a saving throw vs. poison is made. They are vulnerable to fire; fire-based attacks against them will re-roll all 1's on damage dice.

Central tomb guardians are armed with monk's spades; they can strike for 1d6 h.p. Those struck by the weapon must make a saving throw vs. spells or be *slowed* for 1d4 rounds. They are vulnerable to wood; wood-based attacks (including attacks by wooden weapons) will re-roll all 1's on damage dice.

Appearance: Tomb guardians are human in appearance, with voluminous robes and large square hats. Northern guardians wear robes of black, southern ones shades of red, eastern ones robes of green, western ones shades of white, and central ones wear yellow.



Unicorn, Shaggy

Number	4d6
Morale	+2
Hit Dice	5d8
Armor Class	7 (body), 3 (head)
Move	150'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d12
Defenses	None
Attacks	Charge for 3d6+1d4
Weaknesses	None
Size	L (6' at shoulder)
Intelligence	3
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magical Treasure	None
X.P. Value	350 + 8/h.p.

General: Shaggy unicorns are similar to yaks in most respects, with the exception of the single horn on their head, which is used in combat. They are aggressive herd animals, and will move as a group to counter predators and other intruders.

Combat: If shaggy unicorns attack as a herd (75% chance) they will charge and trample enemies, doing 3d6+1d4 h.p. of damage each. Otherwise, they will use their horns to attack.

Appearance: A shaggy unicorn looks like a yak with a single spiral horn atop its forehead.

Vampire, Hopping

Number	1
Morale	+16
Hit Dice	8d10
Armor Class	1
Move	60'/min.
Magic Resistance	Standard
No. of Attacks	1
Damage	1d6+4
Defenses	+1 (or better) weapon to harm, spell immunity, poison immunity
Attacks	Level drain, <i>telekinesis</i>
Weaknesses	Mirrors, holy symbols, vinegar
Size	M
Intelligence	16
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d10x1,000
Magical Treasure	1d3 items (10%), 1d6 potions (50%)
X.P. Value	3,800 + 12/h.p.

General: Hopping vampires are distant cousins of their more well-known European counterparts, but with some noticeable differences. First, it is impossible for such creatures to be mistaken for living beings, as their aspect is quite fearsome and their bodies stiffened by rigor mortis. Someone slain by a hopping vampire will themselves become one in 3 days unless the body is burned.

Combat: Hopping vampires attack with their fists, and have the equivalent of 18/76 strength (+2 "to hit" bonus and +4 damage). Two consecutive hits from a hopping vampire means the vampire has caught the victim in its embrace,

and it will drain one level or hit die per round, until the victim is dead or the grapple has been broken. Hopping vampires can also use *telekinesis* once per round, with a 500 pound maximum. Note that hopping vampires will often have kung fu skills (although not ones that rely on kicks) and will be able to employ them in combat.

Hopping vampires can *jump* three times per day (as per the spell). They also regenerate 2 h.p. per round. Vinegar causes 1d6 h.p. of damage to a hopping vampire, and they will avoid eight-sided mirrors and holy symbols if they are prominently displayed. They are not harmed by sunlight, but will mostly be found at night.

Appearance: Hopping vampires appear as rotting corpses with stiffened limbs. Their arms are usually raised in front of them, and they travel by hopping, as their hips can no longer bend. They will usually wear faded and tattered robes befitting long-ago nobility. Although filled with malevolent cunning, they do not speak, but can understand the Imperial tongue.



Appendices

Appendix A: Unarmed Combat

Because of the prevalence of kung fu styles that provide bonuses and modifiers in unarmed combat, the unarmed combat rules from the **ADVENTURES DARK AND DEEP™** Players Manual are presented here for reference. They are, of course, compatible with most old-school rule systems, and can certainly be used in settings outside of mythic China.

There are three kinds of hand-to-hand combat: pummeling (punching, kicking, etc.), overbearing (trying to knock someone down), and grappling (trying to grab hold of someone). Initiative is handled normally, with the person (or people) engaging in hand-to-hand combat having an effective weapon speed of 0. If someone without a weapon is attempting to attack someone with a weapon, the person without a weapon gets an initiative penalty of +1.

In addition to any other modifiers, any character attempting hand-to-hand combat against a creature of different size gets a modifier "to hit":

TABLE 169: HAND-TO-HAND SIZE "TO HIT" MODIFIERS

		Defender Size		
		Small	Medium	Large
Attacker Size	Small	±0	-2	-4
	Medium	+2	±0	-2
	Large	+4	+2	±0

Damage Done in Unarmed Combat

Note that damage done by pummeling, overbearing, and grappling is special; if the opponent is brought to 0 or fewer hit points, he will be rendered unconscious for a number of minutes equal to 20 minus his constitution score (although he can be revived sooner by use of smelling salts, cold water in the face, etc.). Once he revives, all damage inflicted by hand-to-hand combat will be healed except for 1d4 hit points, which are treated as normal damage and heal at the normal rate. Under ordinary circumstances, it is not possible to kill people in this way (although once they are unconscious, it is certainly possible to simply kill them normally). However, if the target is brought from consciousness and positive h.p. to -10 h.p. in a single round, he will die as a result of his injuries.

If the victim does not pass out, the damage inflicted will begin to heal after the end of the combat, and will take 20 minutes minus his constitution score to be completely healed, except for 1d4 hit points. "The end of combat" for this purpose is defined as any consecutive 5-minute period in which the character is neither attacked, makes an attack (including casting spells), or runs.

Pummeling

Pummeling involves punching and kicking with the intention of trying to do damage to the target. You can pummel someone who is in melee or who is prone (kicking is pummeling, too). Bear in mind that someone with a weapon can still attack you with it, even though you're pummeling them. Roll "to hit" as normal, with the following modifiers due to armor type (not armor class):

TABLE 170: PUMMELING/GRAPPLING MODIFIERS

Armor Type (Worn by Attacker)	Modifier "To Hit"
Cuirass (leather), fabric armor, furs	-1
Cuirass (steel), gambeson, lamellar (leather), brigandine armor, scale armor (leather)	-2
Lamellar armor (steel), ring armor, scale armor (steel)	-3
Cord and plaque, cuirass (lamellar)	-4
Mirror armor	-6
Mountain pattern armor	-8

If the hit is successful, damage done is 1d4, with the appropriate bonuses for strength.

Overbearing

Overbearing involves attempting to knock over the target (making them "prone"), but not necessarily trying to do any damage (that can come later). You can't overbear someone who is already prone; to keep an enemy prone, you must successfully grapple. Roll "to hit" as normal, with the following modifiers based on the strength of the character doing the overbearing and the character being overborne:

TABLE 171: OVERBEARING/GRAPPLING MODIFIERS

Attacker's Strength Minus Defender's Strength	Modifier "To Hit"
-6 or less	-10
-3 to -5	-6
-1 to -2	-2
0	±0
1 to 2	+2
3 to 5	+6
6 or greater	+10

If the hit is successful, the defender has been knocked prone, and will be prone for the rest of the round and the beginning of the next round (with a 50% chance of dropping any objects held, such as a wand, sword, etc.). If you successfully hit with 4 or more points to spare, the enemy is prone but you are not (unless you choose to be). The defender will also take 1-2 h.p. of damage, plus strength bonus (if any).

A character who is knocked prone can only pummel, grapple, or attempt to stand up; does not gain any armor class bonus for dexterity; and those attacking him who are not prone get a +4 bonus "to hit." If he is successfully overborne again, or grappled, he remains prone. Otherwise, he gets up, but has lost his action for that round.

Grappling

Grappling involves wrestling, holding, pinning, etc. You can grapple someone when they are in melee or prone (but in order to grapple someone who is prone, you must be prone yourself). Of course, when you attempt to grapple someone, he is able to attack you with a weapon, if he has one. Roll "to hit" as normal, and apply both the pummeling modifiers for armor type (Table 170, above) and the overbearing modifiers for strength (Table 171, above). If the defender is already pinned (see below), the attacker gets a bonus of +3 "to hit."

If the hit is successful, the attacker has "pinned" the defender: wrapped his arms and/or legs around the defender, successfully preventing him from rising (if prone), pummeling, or attacking with a weapon. The defender also takes 1-2 hit points of damage, plus strength bonus. The pinned character must himself make a successful grappling attack in order to become unpinned. If the pinning

character fails to successfully pin in the next or subsequent rounds, the pinned character is automatically free.

Unarmed Combat with Non-humanoid Creatures

Inevitably, some player character will want to pummel a dragon, or attempt to overbear a camel. The game master should always let common sense prevail in such cases, granting the dragon the equivalent of banded mail for its tough hide, or giving the camel a bonus due to its size, strength, and multiple legs (-2 for an attacker “to hit” for every pair of legs beyond the first). You should usually err on the side of allowing the player characters to do the unexpected (as opposed to simply saying “you can’t do that”), but that doesn’t mean you have to make it easy for them to succeed.

Appendix B: Weapon Adjustments vs. Armor Type

For those game masters who prefer the verisimilitude of having different weapons be more effective against different types of armor, the following optional table is presented.

TABLE 172: WEAPON ADJUSTMENTS PER ARMOR TYPE

Attacker's Weapon	Armor Type of Defender							
	Mountain Pattern Armor	Mirror Armor	Scale Armor/Lamellar (steel)	Cord and Plaque, Cuirass (lamellar)	Brigandine Armor	Fabric, Furs, Cuirass/Lamellar/Scale (leather)	Shield Only	None, Helmet Only
Axe, battle	-2	-1	0	-1	0	+1	+1	+2
Axe, hand	-2	-2	0	-1	0	+1	+1	+1
Axe, throwing	-3	-2	-1	-1	0	0	0	+1
Blowgun	-8	-6	-2	-4	-1	-1	+1	+2
Bo stick	-1	0	+1	0	+2	+2	+3	+3
Bow, composite, long	-3	-1	+1	0	+2	+2	+2	+3
Bow, composite, short	0	0	+2	+1	+3	+3	+3	+3
Bow, long (gong)	-4	-1	0	0	+1	+2	+2	+2
Bow, short	-8	-6	-2	-4	-1	-1	+1	+2
Caltrop	-5	-4	-2	-3	-1	0	+1	+2
Club (hurled)	-5	-3	-1	-2	-1	-1	0	0
Club (melee)	-4	-3	+1	-2	-1	0	0	+1
Crossbow, hand	-1	0	0	0	+1	+2	+2	+3
Crossbow, light	-1	0	+1	0	+2	+3	+3	+3
Crossbow, repeating	-1	0	+1	0	+2	+3	+3	+3
Dagger (hurled)	-4	-3	-1	-2	-1	0	0	+1
Dagger (melee)	-3	-2	0	-2	0	+1	+1	+3
Dagger, twin	-4	-3	-1	-3	-1	0	0	+2
Dagger-axe	2	2	0	0	0	0	0	-1
Dao	-1	0	+1	+1	+1	+1	0	0
Dart	-4	-3	-1	-2	0	+1	0	+1
Emei piercers	-10	-8	-5	-6	-4	-3	-3	+1
Fang	0	0	0	0	+1	+1	+1	0
Fighting chain	-1	-1	-1	0	0	0	+1	0
Flail, footman's	+2	+1	+1	+2	+1	+1	+1	-1
Flying claw	-3	-2	-2	-2	-1	-1	-1	+2
Flying guillotine	+2	+2	+1	+1	0	0	-2	+1
Garrote	0	0	0	0	0	0	0	0
Guandao	-1	0	0	0	0	0	0	0
Halberd	+1	+1	+2	+2	+2	+1	+1	0
Harpoon	-3	-2	0	-1	0	0	0	+1
Improvised weapon (hurled)	-5	-3	-1	-2	-1	-1	0	0
Improvised weapon (melee)	-4	-3	1	-2	-1	0	0	+1
Iron fan	-3	-2	-2	-2	0	+1	+1	+3
Javelin	-4	-3	-1	-2	0	+1	0	+1
Ji	-2	-1	0	-1	0	0	0	-1
Jo stick	-6	-4	-2	-1	0	+1	0	+2
Knife (hurled)	-5	-4	-2	-3	-1	0	0	+1
Knife (melee)	-4	-3	-1	-2	0	+1	+1	+3
Mandarin coin blade	-3	-2	0	-2	0	+1	0	+3
Mandarin duck blade	-3	-2	0	-2	-1	+1	+1	+3
Meteor hammer	-5	-4	-2	-3	-1	0	0	0

TABLE 172: WEAPON ADJUSTMENTS PER ARMOR TYPE

Attacker's Weapon	Armor Type of Defender							
	Mountain Pattern Armor	Mirror Armor	Scale Armor/Lamellar (steel)	Cord and Plaque, Cuirass (lamellar)	Brigandine Armor	Fabric, Furs, Cuirass/Lamellar/Scale (leather)	Shield Only	None, Helmet Only
Military fork	-2	-1	0	0	+1	+1	0	+1
Monk's cudgel	+1	0	0	0	0	0	0	0
Monk's spade	-1	-1	+1	+2	+2	+1	+1	+1
Pole axe	+1	1	+2	+2	+2	+1	+1	0
Pudao	-2	-1	0	-1	0	0	+1	+1
Quarterstaff	-5	-3	0	-1	0	+1	1	+1
Rope dart	-4	-3	-1	-2	0	+1	0	+1
Sap	-10	-8	-5	-6	-4	-3	-2	0
Scythe	-1	0	+1	0	+1	2	+2	+3
Sickle	-2	-1	0	-1	0	0	+1	+1
Spear (hurled)	-3	-2	-1	-2	0	0	0	0
Spear (melee)	-1	-1	0	-1	0	0	0	0
Staff, iron	-5	-3	-1	-1	-1	0	+1	+3
Suan tou-fung	1	0	0	0	0	0	+1	-1
Sword, butterfly	-5	-3	-1	-2	-1	0	0	+1
Sword, curved	-2	-2	0	-1	0	+1	+1	+3
Sword, curved, twin	-3	-3	-1	0	-1	0	0	+2
Sword, straight	-1	0	0	0	0	0	+1	+2
Sword, straight, twin	-2	-1	-1	-1	-1	-1	0	+1
Tiger fork	-2	-1	-1	0	+1	+1	0	+1
Tiger head hooks	-3	-3	-2	-1	-1	0	0	+2
Trident	-3	-2	-1	0	0	+1	0	+1
Whip	-8	-6	-2	-4	-1	+1	0	+3
Whip chain	+2	+1	+2	+1	+1	+1	+1	-1
Wind and fire wheels	-5	-3	-2	-2	-2	+1	0	+1
Wolf teeth club	+1	+1	+1	+1	+1	+1	+2	+2
Yue	-1	0	+1	0	+1	+2	+2	+3
Zhua	-3	-3	-3	-2	-2	-1	0	+2

Appendix C: Inspirational Sources

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Yu, Anthony (tr.). *The Journey to the West* (revised ed.). University of Chicago Press, 2013

Film

Circle of Iron (1978), directed by Richard Moore.

Crouching Tiger, Hidden Dragon (2000), directed by Ang Lee.

Dragon Gate Inn (1967), directed by King Hu.

Five Deadly Venoms (1978), directed by Chang Cheh.

Hero (2002), directed by Zhang Yimou.

House of Flying Daggers (2004), directed by Zhang Yimou.

The Invincible Fist (1969), directed by Chang Cheh.

Journey to the West (2013), directed by Stephen Chow.

Last Hurrah for Chivalry (1979), directed by John Woo.

New Dragon Gate Inn (1992), directed by Raymond Lee.

Reign of Assassins (2010), directed by Su Chao-pin and John Woo.

The Swordsman Trilogy:
The Swordsman / Laughing and Proud Warrior (1990), directed by King Hu,
Swordsman II / The Legend of the Swordsman (1992), directed by Ching Siu-tung,
Swordsman III / The East is Red (1993), directed by Ching Siu-tung and Raymond Lee.

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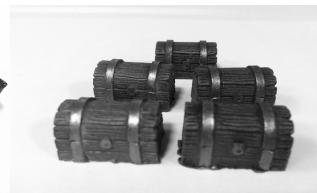
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