



QUEST FOR THE GOLDEN PANDA

金熊猫

A FIASCO PLAYSET BY JENN WONG

JWOI QUEST FOR THE GOLDEN PANDA

CREDITS

Written by Jennifer Wong

Edited by Jason Morningstar and Steve Segedy

Cover art by Jason Morningstar

BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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If you'd like to create your own playset or other Fiasco-related content, we'd like to help. Write us at info@bullypulpitgames.com.



"When you play, play *hard*." - Theodore Roosevelt

THE SCORE

A TIME OF MYTH

In the world of mythic China, the elders told tales in great detail about dragons and pandas, fighting and love, fortunes and fables to the children of the villages. In these mystical times anything could happen and everything could be a sign from the ancestors. One such myth was the tale of the Golden Panda. You loved it as a child - but now you have come to find that is true. Will you seek the Golden Panda? Are you up to the task?

You live in interesting times. One must be ever wary of Shaolin monks or errant swordsman dashing through bamboo screens to attack you. This secret is too important to be left by the wayside - a course of action that would bring you shame and the disdain of your ancestors. Never give up and stay true to who you are. Let the spirits guide you in your quest for the Golden Panda.

MOVIE NIGHT

Kung Fu Panda, Avatar: Last Airbender, Mulan, The Emperor's New Groove, Five Deadly Venoms, 36 Chambers, Crippled Avenger, Ong Bak 1, Master of the Flying Guillotine, Six String Samurai, Legend of the Drunken Master, Legend of the Seven Golden Vampires, Hero

RELATIONSHIPS...

1 CLAN

- ☐ ◦ In-law and son or daughter-in-law
- ☐ ◦ Twins born under an inauspicious star
- ☐ ◦ Parent and child
- ☐ ◦ Cousins
- ☐ ◦ Grandparent and unwanted grandchild
- ☐ ◦ Astrologically-linked distant relatives

2 FRIENDSHIP

- ☐ ◦ Bitter enemies forced to maintain a veneer of friendship
- ☐ ◦ Hunting buddies
- ☐ ◦ Benefactor and concubine
- ☐ ◦ Manipulator and victim
- ☐ ◦ Friendly rivals in all things
- ☐ ◦ Best friends and loyal compatriots

3 VILLAGE

- ☐ ◦ Outdoorsman and city-dwelling tenderfoot
- ☐ ◦ Old wise elder and curious child
- ☐ ◦ Warrior returning from war and spouse/child
- ☐ ◦ Social adversaries
- ☐ ◦ Village head and lowly peasant
- ☐ ◦ Guardian and temple sweeper

4 ROMANCE

- Divorced by Imperial edict
- ◻ Youthful sweethearts
- ◻ Lovers from opposing clans
- ◻ Incestuous family members
- ◻ Current spouses
- ◻ Unhealthy obsession

5 WORK

- Farmers
- ◻ Artisan and patron
- ◻ Monk and disciple
- ◻ Clandestine collaborators
- ◻ Master and apprentice
- ◻ Merchant and customer

6 THE PAST

- Village rivals
- ◻ Grew up together as competitors - and more
- ◻ Descendants from the same hallowed ancestor
- ◻ Mutual keepers of an ominous secret
- ◻ Neighbors once, now again
- ◻ Trained warriors

...IN MYTHIC CHINA

NEEDS...

1 TO GET RICH

- ☐ ... through blackmail
- ☐◦ ... through the theft of something - or someone - precious
- ☐◦◦ ... through murder
- ☐◦◦◦ ... through a misplaced treasure map
- ☐◦◦◦◦ ... through fraud and trickery
- ☐◦◦◦◦◦ ... through the written bequest of a long-lost ancestor

2 TO GET AWAY

- ☐ ... from the mysterious villains who pursue you
- ☐◦ ... from a debt, before the clock strikes midnight
- ☐◦◦ ... from those who'd take your share of the prize
- ☐◦◦◦ ... from a crappy job
- ☐◦◦◦◦ ... from an obligation you cannot honor
- ☐◦◦◦◦◦ ... from the ritual

3 TO GET RESPECT

- ☐ ... from your peers, by finally fulfilling your sacred oath
- ☐◦ ... from your would-be lover, by proving yourself
- ☐◦◦ ... from your honored ancestors
- ☐◦◦◦ ... from your ex-best-friend, who doesn't believe you any more
- ☐◦◦◦◦ ... from an overbearing master
- ☐◦◦◦◦◦ ... from the world, by showing the world who you really are

4 TO GET EVEN

- ... with those backstabbing liars
- ◻ ... with a rival you hate - and love
- ◻ ... with a family member
- ◻ ... with the Celestial Emperor's delegate
- ◻ ... with your "friend"
- ◻ ... with this stupid village and everyone in it

5 TO GET THE TRUTH ABOUT

- ... your past, and the secret your father kept from you
- ◻ ... the curse that was cast upon your family
- ◻ ... the golden poppy flower that was left on your doorstep
- ◻ ... the map that was ripped in half
- ◻ ... the object that changed all of your friends
- ◻ ... the disappearance of the missing panda

6 TO DISCOVER

- ... the meaning of life
- ◻ ... the one you are destined to be with forever
- ◻ ... a new and better life
- ◻ ... why she was murdered
- ◻ ... the true object you are seeking
- ◻ ... what the mystic ritual really entails

...IN MYTHIC CHINA

LOCATIONS...

1 PRIVATE PLACES

- Meng Yo's private pagoda
- ◻ Feng shui koi ponds
- ◻ Bench in the sheltered bamboo gardens
- ◻ The Kin Xi suspended silt house - with a trap door
- ◻ Atop the drum tower that warns of invaders
- ◻ Chamber in the Dragon Temple

2 PUBLIC PLACES

- An ancient temple hewn out of solid rock
- ◻ The expensive and discrete tea house
- ◻ Imperial panda reserve, off limits to all
- ◻ Ba Se Inn, among brocade silk pillows
- ◻ The Green Market Place
- ◻ Dragon Temple training field

3 THE WILDERNESS

- Clearing in the Malao Forest
- ◻ Secluded hut near Ying Creek
- ◻ Dock on the river skirting the village
- ◻ A long-abandoned shrine haunted by a ghost
- ◻ Falling Lotus Waterfall
- ◻ An abandoned rice patty field where the Demon Snake lives

4 HANGING COFFIN GORGE

- ◻ Freshly dug grave in the Lost Soul Cemetery
- ◻◦ Deserted camp left by rampaging barbarians
- ◻◦ The Yang Rope Bridge crossing over the gorge
- ◻◦◦ Dirt road along The Niao River
- ◻◦◦ Spiked rocks lining the edge of the gorge cliff
- ◻◦◦◦ A bronze Shang sword stuck in hardened rock

5 THE SNOWY MOUNTAINS

- ◻ Secret cave with a hidden wooden box
- ◻◦ Lone tree on the highest peak
- ◻◦ Deserted town within the rock
- ◻◦◦ Remote ridge overlooking the gorge
- ◻◦◦ Tall temple nestled within the trees on the face of the mountain
- ◻◦◦◦ A goat farm at the base of the mountain

6 THE ESTATE OF SHANG LEE

- ◻ The vintage armor room
- ◻◦ A small powder room with a secret passage
- ◻◦ Inside the private bed chambers
- ◻◦◦ Prayer room with burning incense sticks
- ◻◦◦ Long hallway lined with water-ink paintings
- ◻◦◦◦ Kitchen with a wood burning stove in the corner

...IN MYTHIC CHINA

4 WEAPONS

- ◻ An empty scabbard
- ◻◻ Pair of Shaolin war-fans
- ◻◻◻ Lucky fighting staff
- ◻◻◻◻ Wagon-load of gunpowder-filled rockets
- ◻◻◻◻◻ Treasured ancient bronze axe
- ◻◻◻◻◻◻ Wooden bow and arrow set

5 MEMORIES

- ◻ A silk-lined box filled with calligraphy ink
- ◻◻ A box of ceramic moveable print
- ◻◻◻ Two puzzle pieces that form a whole
- ◻◻◻◻ Silver locket with a hidden picture
- ◻◻◻◻◻ Compass made from a bowl of water and a needle
- ◻◻◻◻◻◻ Painting of a child eating from a decorated rice bowl

6 VALUABLES

- ◻ An ivory “doctor’s doll”
- ◻◻ A scroll about a mysterious new martial arts style
- ◻◻◻ An ancestor’s locket, stolen from their coffin
- ◻◻◻◻ Satchel filled with golden coins
- ◻◻◻◻◻ Dragon statue made out of jade
- ◻◻◻◻◻◻ Green porcelain vase from the Shang Dynasty

...IN MYTHIC CHINA

AN ANCIENT CHINESE INSTA-SETUP

RELATIONSHIPS IN MYTHIC CHINA

For three players...

- * Village: Warrior returning from war and spouse/child
- * Romance: Youthful sweethearts
- * The Past: Grew up together as competitors - and more

For four players, add...

- * Clan: Astrologically-linked distant relatives

For five players, add...

- * Friendship: Benefactor and concubine

NEEDS IN MYTHIC CHINA

For three players...

- * To get rich: ... through the theft of something - or someone - precious

For four or five players, add...

- * To get away: ... from a debt, before the clock strikes midnight

OBJECTS IN MYTHIC CHINA

For three or four players...

- * Necessities: Red silk scarf

For five players, add...

- * Valuables: Green porcelain vase from the Shang Dynasty

LOCATIONS IN MYTHIC CHINA

For three, four or five players...

- * Estate of Shang Lee: A small powder room with a secret passage

OPTIONAL RULE

STUNT DICE: GOLDEN PANDA STYLE

This variant was first suggested by Jenn Wong and is included in the *Fiasco Companion*. The idea here is to apply a little extra structure to your Act One and Act Two dice - they become not just positive or negative outcomes, but also suggest specific attributes for the scenes in which they are invoked. Confused yet? Hold on.

Let's say you're in a four-player game. Instead of eight white and eight black dice, you've got six white, six black, two golden panda and two shadow panda dice (of course you can also vary the number of panda dice to taste). A panda die is a positive or negative scene outcome as usual, but when it is chosen the player whose scene it is immediately initiates some special effect.

The stock special effect is the confessional - the player initiates a confessional monologue for their character, interrupting the scene and having a moment in the spotlight, reality TV style. **In *this* playset, Jenn suggests that if you pick the dark special dice, someone dies in the scene. If you pick the light special one, someone is born or reincarnated.**

The same special effect property of the panda dice could work to create spontaneous flashbacks (or flash-forwards, if you are feeling adventurous), smash cuts to parallel scenes, or whatever your group thinks would be interesting and fun. Perhaps you could decide in advance on certain events that are triggered by the selection of a panda die. For example, "when the final panda die is chosen, Big Jack dies". Since the dice are a finite pacing mechanism, you know this is going to happen, and as players you can collectively control when the signature event happens.

If you lack panda dice, there are other ways to make this work. You could use two new colors, or mark some black and white dice with paint markers, or just keep the special dice separate on the table.