

The rules in the preceding chapters described how to make a character with a limited set of abilities and powers. This new character embarks on adventures, overcoming challenges and opponents and furthering the cause of his or her secret society. But sooner or later, players are bound to ask how their characters can become better martial artists or spellcasters. This is done by acquiring experience points (abbreviated xp).

Experience points are a concrete measure of a character's improvement. They represent a host of abstract factors: increased confidence, physical exercise, insight, and on-the-job training. When a character earns enough experience points to advance to the next experience level, these abstract factors translate into measurable improvement in his or her abilities. Just what areas improve and how quickly depend on the character's class.

Experience

Categories of Experience

After a game session is over, it's the DM's job to award experience points to all the players. In *Dragon Fist*, experience comes in three basic kinds.

- **Group experience:** This is an award each player gets for achieving group goals. Usually this relates to the plot of the main adventure played that session.
- **Individual experience:** Every character has his or her own motivations and goals. A Red Tiger, for instance, may have vowed vengeance against a brutal member of the Imperial Guard. On achieving an individual goal, the character should receive an experience award. Note, however, that the DM needn't hand these awards out after every session, but only as players earn them. The group should not assume they'll get bonus points each time they play.
- **Roleplaying experience:** Players also get experience points for portraying their characters well. That's what roleplaying is all about, after all. The more effort a player devotes to getting in character, the greater the reward he or she should receive.

Rating Each Category

At the end of the session, the DM needs to consider how many points to award. The easiest way is to assign a rating to each category of experience.

- **Easy:** Not a challenge. *Examples:* Defeat a villain of lower level (group); just go through the motions (roleplaying).
- **Average:** What is expected. *Examples:* Resanctify a defiled temple (group); avenge a friend's death (individual); create an active and believable character (roleplaying).
- **Challenging:** Exceptional. *Examples:* Kill one of the emperor's eunuch lieutenants (group); restore the honor of your family (individual); *De Niro's got nothing on you* (roleplaying).

Once you have rated each of the categories, consult Table 5-1 below. Cross-referencing the characters' level with the rating determines the experience award. (For group awards, use the average level of the participating characters.)

TABLE 5-1: EXPERIENCE AWARDS

Character Level	Experience Point Rating		
	Easy	Average	Challenging
1–5	500	1,500	2,500
5–7	2,000	4,000	6,000
8–10	5,000	10,000	15,000

The Story Bonus

In general experience should be awarded after each game session. This way, the action is still fresh in the DM's mind so that he or she can give out appropriate awards. Oftentimes, however, adventures don't end neatly at the end of the evening. Longer stories can play out over four or five sessions, and even more in some cases. When such a grand adventure is concluded, it is only natural for players to want some special reward. And if they've succeeded against the odds, they certainly deserve it. This is what the story bonus is for.

A story bonus is appropriate at the conclusion of a multisession adventure if the DM feels the players really deserve it. The amount of this bonus is entirely up to the DM but should generally range from 3,000 to 10,000 xp, depending on the length and difficulty of the adventure and the levels of the characters involved.



Effects of Experience Points

The prowess of player characters is measured in levels, which are earned by accumulating experience points. The description of each character class in Chapter 2: Character Creation contains a table listing the experience points needed per level.

When a character earns enough experience to attain the next level for that class, he or she immediately gains several benefits:

- An additional hit die of the appropriate type, plus bonus hit points equal to the result of a Fortitude stunt.
- One stunt die increase of one die type (for instance, from 1d6 to 1d8).
- A possible improvement to saving throws, as set out in Table 3-1 in Chapter 3: Martial Arts and Combat.
- One or more additional martial arts maneuvers, as set out in the appropriate table for each character class.
- For spellcasters, one or more additional spells, as set out in the appropriate table for each character class.
- For thieves, additional discretionary points to be spent improving thieving skills, as set out in the kit description.

Awarding Experience: An Example

Sam is playing a 6th-level White Lotus, and Jefferson, a 5th-level Great Immortal. They have just finished a **Dragon Fist** adventure in which they foiled an assassination attempt against the Lord Shaman of the White Lotus and killed the eunuch sorcerer responsible.

As DM, I first consider group experience. Since there were only two characters and they faced some tough opposition, I rate the adventure as Challenging. Both characters are between levels 5 and 7, so I award Sam and Jefferson receive 6,000 xp apiece as their group award.

Next I look at individual goals. Sam's character had previously sworn an oath to protect the Lord Shaman from danger, and foiling the assassination attempt certainly qualifies. I decide this rates an Average individual award, so Sam gets an additional 4,000 xp. Tonight's adventure didn't involve any of Jefferson's goals, so he gets no individual bonus.

Third, I consider how each of my players roleplayed their characters. Sam did his usual good job, which I rate as Average for 4,000 xp. Jefferson put in quite a performance, though, especially during his magical duel with the eunuch sorcerer. I therefore rate that as Challenging and award him 6,000 xp.

Tonight's adventure was the conclusion of a three-session story, and I feel the boys deserve something special. I award a story bonus worth an additional 5,000 xp for a job well done. Tonight's totals are 19,000 xp for Sam and 17,000 xp for Jefferson—a good night for both of them.

Improving Stunt Dice

Each time a character goes up in level, one of his or her stunt dice increases by one type. Depending on the new level, this improves a Primary, Secondary, or Tertiary ability score. Table 5-2 summarizes this. Note that you always have the choice of which of your Secondary or Tertiary stunts you want to increase.

TABLE 5-2: STUNT DIE INCREASE

New Level	Attribute for Stunt
2	Primary
3	Secondary
4	Tertiary
5	Primary
6	Secondary
7	Tertiary
8	Primary
9	Secondary
10	All

Example: A Red Tiger rises from 5th to 6th level. Although he would like to improve his Might stunt (associated with Strength, his primary attribute), 6th level allows improvements only to stunts based on secondary attributes (in his case, Dexterity and Constitution). He can choose to raise either his Acrobatics or his Fortitude stunt, but not both. Since performing Acrobatics stunts provides a better AC, he opts for defense and raises that stunt die from 1d4 to 1d6.

Characters who reach 10th level become masters. At this level only, all of their stunt dice increase by one type. Their kung fu is strong indeed.

The Benefits of Mastery

Characters who reach 10th level become masters in the World of Martial Arts. Masters are renowned for their skill, and students often seek them out to learn martial arts secrets. As shown in the martial arts maneuvers charts for character classes in Chapter 2: Character Creation, masters gain one maneuver of each rank upon achieving 10th level. Masters also gain these additional benefits:

- A Master of Martial Arts (fighter) can specialize in an additional weapon or in unarmed combat.
- A Master of Magic (wizard) has such power that the targets of his or her spells suffer a -1 penalty to their saving throws.
- A Master of Spirits (shaman) is always protected by local spirits and receives a +1 bonus to all his or her saving throws to represent this beneficence.
- A Master of Trickery (thief) can use two thieving skills each round, instead of one, with the following restrictions. The thief cannot use the same ability twice in the same round (so no double backstabbing), nor can he or she apply a stunt bonus to both abilities (it's one or the other). A Master of Trickery can thus move silently and make a backstab attack on the same round, or pick locks while hiding in shadows.

Magic Items

Enchanted items in Tianguo are rare. Characters who own even one should consider themselves lucky. To most people, such wonders are the stuff of legend.

Magic items in the Heavenly Kingdom are usually created for a reason—there isn't a

smith in Zuyang mass-producing magic swords. Their unique purpose and history should come across in the game. When introducing a magic item into your campaign, try to answer the “five Ws”: Who created this item; what does it do; when and where was it enchanted; and why was it made? Such details make even minor magics seem important and add to the flavor of the campaign. Would you rather have a simple war fan+1 or the War Fan of Chin So, famed abbot of the White Peacock Monastery and renowned slayer of demons?

There are five basic categories of magic items: potions, scrolls, weapons, items of protection, and miscellaneous. Each is detailed below, along with several examples. Don't let this list restrict your creativity when deciding on items to add to your game.

Potions

Potions are enchanted brews with magical effects. They are usually found in flasks or vials containing single or multiple doses. Drinking a potion is a Fast action, but the magic doesn't take effect until the beginning of the following round. Most potions have a duration of 4+1d4 turns.

Before using a potion, it's wise to identify the substance; some vials are labeled, but many are not. Identifying a potion requires that the character take a small taste. This is usually enough to indicate the potion's power, which can be conveyed by appropriate clues. A potion of flying, for example, might make the character float off the ground a couple of inches.

Elixir of Harmonious Purification

This potion cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

Alchemist's Elixir of Youth

Drinking this rare and potent elixir will reverse aging, although it will not grant the immortality that so many crave. Taking the full potion at once reduces the imbiber's age by 1d4+1 years. Taking just a sip first reduces the potency of the liquid so that it reduces age by only 1d3 years. Supposedly, some of those who have made it to the Isle of the Immortals used a variation of this elixir. Even if that is true, though, no copies of that formula are known to exist.

Wings of the Dragon

Drinking this potion allows the imbiber to fly, exactly as the 3rd-level shaman spell earth to heaven. (See Chapter 4: Magic.)

Potion of Healing

These potions are fairly common and, sadly, always in great demand. Drinking down the whole bottle heals 2d4+2 hit points of damage. A more potent version, the potion of extra healing, restores 3d8+3 hit points.

Scrolls

Magical scrolls reveal the magical formulas needed to cast wizard spells. A read magic spell must be cast on a scroll before the wizard can discern its contents. Once a scroll has been read, there is no need to cast read magic again to invoke its magic.

Scrolls usually contain one or more spells and can be used in two ways. A wizard of the appropriate level can cast a spell by reading the words directly from the scroll. This is in addition to the spells the wizard is normally allowed to cost that day. However, using the scroll this way erases the text as soon as the spell is cast. A wizard can also choose to copy the spells from the scroll into his or her spell book. This also erases the scroll, but gives the wizard permanent access to the spell(s).

Art of the Tattoo

This scroll was written by the famed tattoo artist and wizard Gao Chunlei [GO TSEUN-LAY]. It includes a practical manual on tattooing, as well as the spells scales of the lizard, kiss of the toad, and scuttle of the centipede.

A Treatise on Needlework

No author has taken credit for this scroll. It details some very strange theories on needle magic and refers to several spells that are now unknown. While it may have once contained more spells, now it includes only rain of needles and needle's puppet.

Weapons

Most magical weapons are rated from +1 to +5, and this bonus adds to rolls to hit and do damage. Some are specially enchanted against a particular type of foe: These weapons get extra bonuses only when fighting that kind of creature. For instance, a war sword+1, +3 vs. undead provides the +3 bonus only when fighting creatures such as hopping vampires and skeletons.



The Spears of Yang

The Yang family has a long tradition of loyalty to the empire. Many centuries ago, magical spears were made for the five sons of the elder Yang, most of whom were later treacherously slain. Three are known to survive to this day. These spears are normally of +2 enchantment but are +4 against opponents of a chaotic alignment.

The Abbot's Staff

This was a gift from Emperor Baoxin to the abbot of the Huang Ren Monastery. It is a lacquered staff of exceptional beauty, topped with a golden dragon head. All shaman spells cast by its wielder are treated as though the shaman were 1 level higher; for example, a 3rd-level shaman casting lash of fire would deal 1d4+8 damage rather than 1d4+6. It is a +3 weapon and can be wielded only by those of good alignment.

Flying Phoenix Sword

This sword was forged for the bodyguard of Empress Peiyan [PAY-YEN] in 1060 N.Z. After his death the sword was stolen, shaming his family and causing his son to kill himself. It is said that the descendents of any who wield this sword will come to a bad end. The flying phoenix sword increases the wielder's Might stunt by two die types (to a maximum of 1d12). It can also be thrown to a range of 30 feet, with the same chance to hit as the wielder, and returns to his or her wielder's hand the following round.

Items of Protection

These items generally increase the wearer's Armor Class. They include things like rings, bracers, and even boots. This category also includes magical armor, though such items are usually worn only by NPCs, since armor prevents the use of martial arts. Items of protection either provide a bonus of +1 to +5 to a character's existing AC, or grant a particular AC outright. Some may also add to saving throws.

Shell of the Ancient Tortoise

Many wizards and martial artists have sought the key to invulnerability. This rare amulet is made from dragon's hide, tiger's teeth, and the feathers of a phoenix. While it doesn't grant total immunity to weapons, it does provide the wearer with a base AC of 18. This can be modified by Acrobatics stunts as normal, but the protection conferred by other magical devices cannot be combined with that of the amulet.

Rings of Fan Xianli

Wizards are especially enamored of these items and do their utmost to acquire them. Legend has it that these rings were made from the tears of the Goddess of Mercy. The most common provides +2 to AC and saving throws. Rarer forms give +3 to AC and saving throws, and +4 to AC but only +2 to saving throws.

Heavenly Sandals

These magical sandals increase the wearer's base Move by 60 feet per round. They also add +2 to the wearer's AC whenever he or she performs Acrobatics stunts. They are said to have been stolen from a spirit of the wind.

Miscellaneous

This category includes everything that doesn't fit in the preceding categories, including things like rods, robes, books, and so on. The potential effects are nearly limitless; the examples provide some useful ideas.

Dust of Immobility

This rare powder is made from crushed jade and pearl that has been taken to the top of one of the Five Sacred Mountains. It is usually found in vials containing 1d4 doses. As a major action, a character can blow some of this dust into the face of a single opponent. The target must make a saving throw vs. paralyzation or become immobile for 1d10+1 rounds.

Flute of the Snake

This flute is said to be a gift of one of the Dragon Kings, who are the lords of scaly creatures. Its player can make a Charm stunt to summon up deadly snakes that follow his or her commands. Each snake can make one attack at +2 to hit that inflicts 1d8 points of damage (half on a successful saving throw vs. poison) as the summoning character directs. If the character makes a TN of 15, a number of snakes equal to the result of the stunt die appear; on a TN of 20, the number of snakes is the result of the stunt die multiplied by five. This power can be used twice a day.

Snake: AC 14; HD 2; Move 90; Att/round 1; To hit +2; Damage 1d8; Special Attack: poison; Stunts: none.

Mirror of Truth

The Black Lotus created this magical mirror centuries ago. It shows the true appearance of any creature, so it is of great use in dealing with demons. It works against spells, demonic powers, and even the magic of spirits. The Black Lotus have since lost the mirror and suspect a demonic plot. They would give much to get this item back.

Pearls of Li Baibin

These magical pearls are said to have been made by Li Baibin [LEE BIE-BEEN], the Goddess of Magic herself. The goddess gives them to mortals on rare occasions, when she feels her aid is needed. Each one can be thrown up to 40 feet and explodes on impact. Anyone within 20 feet of the explosion must make a saving throw vs. spell or take 7d6 points of damage. The pearls are destroyed by the explosion and cannot be used again.

Cursed Items

Sadly, not all magic items are beneficial. Demons, wicked sorcerers, and malevolent spirits all have a nasty tendency to let loose cursed items on an unsuspecting mortal populace. These are usually very difficult to get rid of. Sometimes a simple dispel magic spell will work, but

more often a specific condition must be met before the cursed item can be removed. A cursed ring that makes its wearer hideous, for example, might only be removable after the wearer has been kissed by a beautiful woman.

The Five Legendary Weapons of Tianguo

All magic items in *Dragon Fist* are special, but the Five Legendary Weapons are rivaled only by the weaponry of the gods. Everyone in Tianguo has heard tales of the weapons and their famous wielders, and the folklore surrounding each one could fill volumes. The Five Legendary Weapons are an example of how to do *Dragon Fist* magic right: These are items with a purpose and a history, and they are part of the fabric of Tianguo's society. While you needn't come up with a backstory as elaborate as this for every magic item, this kind of detail for objects of special importance adds a whole new layer of richness to your campaign.

The Origin of the Five Legendary Weapons

When Zu, the first emperor of Tianguo, felt death approaching, he determined to find someone worthy to succeed him. His family expected to inherit the throne, but Zu chose instead to look among all the people of Tianguo for a benevolent and righteous nature. He eventually found Shao, a peasant whose strength of chi was outmatched only by his humility. Despite the protests of his family, Zu made Shao his heir. When the first emperor died, Shao succeeded him. Zu's family, though distraught, feared the wrath of his angry spirit and did nothing to hinder Shao's ascension to the throne.

Three years later the twin children of Zu's youngest brother came of age. The nephew was named Chongze [CHUNG-TZUH] and the niece, Jinghui [JEEN-TSWEE]. The twins had grown up at court and learned the arts of war and diplomacy. Despite his high standing, Chongze resented Shao for taking the rulership of Tianguo away from his family, and he began a plot to assassinate the emperor. He tried to recruit his sister but was vehemently rebuffed. Convinced that Jinghui would now report him, Chongze abandoned his plot and fled the palace. Jinghui, furious at her brother's besmirching of their family honor, took it upon herself to find Chongze and bring him back to the capital for justice.

Chongze wandered the empire for many years, seeking allies for his cause. Although he had a few successes, most of Tianguo's powerful remained loyal to Emperor Shao. Driven to despair, Chongze turned to the last refuge of the desperate: Hell. With the help of a black-hearted shaman, he contacted the demon lord Kunqing [KWUN-SHEEN]. Chongze was whisked off to Hell, where he learned at the feet of his new master. Meanwhile, Jinghui searched Tianguo in vain, her commitment unwavering.

Six months later Chongze emerged from Hell a changed man. His hair was long and white, and he was suffused with a dark power. With a band of outcasts and demons about him, Chongze cut a bloody swath through the empire. Jinghui relentlessly hunted Chongze's followers wherever she found them. At last she tracked down her brother, finding him in a field strewn with the freshly murdered corpses of his own followers. Sitting atop a huge, batlike creature, Chongze mocked Jinghui. "You are too late, sister," he cackled. "I already have the power I need." With that, he launched into the air, leaving his sister alone with the dead.

With Chongze gone, Jinghui could do little else but give the dead a proper burial, so they would at least not come back to haunt the mortal world. When she was finished, an old man approached Jinghui. He praised her for such respect to the dead and asked if there was any way he could help. "Only if you can fly, grandfather," she said. The old man laughed and urged Jinghui to climb onto his back. She declined, politely pointing out that she'd likely hurt him. "I'm afraid I must insist—and you wouldn't want to be impertinent to an elder," said the old man. Jinghui relented and gingerly climbed on his back. When she was in place, the old man transformed into a sinuous dragon with scales of gold. "I am Yunbo [YEUN-BWA]," the dragon roared, "and we must hurry if we are to stop your brother!"

The two flew through the air, searching the Heavenly Kingdom for Chongze. From far above Chongze unleashed his magical power, and the sun was blotted from the sky. “No light will shine on Tianguo,” he screamed, “until I sit on the throne.” Below, every city and village in the Heavenly Kingdom was plunged into darkness, and the people shook with fear. The only light in the sky was the dragon Yunbo as he scoured the firmament for the traitor Chongze.

After seven days of darkness, Jinghui and Yunbo found Chongze flying above Huang Ren Mountain. When Yunbo saw Chongze’s monstrous mount, he realized it was none other than the demon lord Kunqing, summoned from the very depths of Hell. With the righteous fury of Heaven, Yunbo flew to the attack. The mighty dragon and the demon lord met above the sacred mountain and tore at each other with deadly claws. Jinghui poured arrows into the deformed bat shape of Kunqing, while Chongze tried to scorch his sister with dark magic. After a vicious exchange, Kunqing turned and fled. Yunbo pursued but could not catch the swift demon. Knowing it was her last chance, Jinghui unleashed an arrow of jade that flew straight and true into the demon lord’s heart. Fatally pierced, Kunqing fell from the sky, taking Chongze to his death on the rocks below.

Even with the traitor and his master dead, Yunbo continued his flight above the empire. The wounds he had sustained in the battle bled openly, but the dragon would not slow. With failing strength, he flew to each of the Five Sacred Mountains of Tianguo. As his blood fell on each one, a ray of light pierced the gloom. At last he returned to Huang Ren Mountain, at the very center of the empire, and collapsed on its peak. The magical darkness was instantly banished. Sunlight once again shone on the Heavenly Kingdom.

“I am dying now,” Yunbo said to Jinghui, “so you must make one promise to me before I return to Heaven.” Jinghui, her eyes wet with tears, could only nod in agreement. “When I am dead, you must travel to the Five Sacred Mountains. Where my blood fell you will find a red ore in the earth. You must use it to forge weapons of power. One day another great evil will threaten the Heavenly Kingdom, and the righteous will need weapons such as these if Tianguo is to survive.”

Jinghui readily swore to follow the instructions. Yunbo smiled one last time and died. The emperor erected a shrine in his honor on peak of Huang Ren, while Jinghui did as she was asked and forged what became known as the Five Legendary Weapons. She then recruited others to help her maintain watch over the Heavenly Kingdom. This group, which became known as the Demon Slayers, operated in secret as both guardians of the empire and custodians of the Five Legendary Weapons.

It has been some 1,100 years since the founding of the Demon Slayers, and most doubt that they still exist. As the tyranny of Emperor Jianmin grows, however, many thoughts turn to the Five Legendary Weapons. Surely this is the dark time prophesied by Yunbo so long ago. But if that is so, where are the Demon Slayers—and what has become of their charges?

Using the Five Legendary Weapons

These powerful artifacts are the ultimate magic items of *Dragon Fist*. They are not giveaways, but badges of honor that need to be earned. Investigating the fate of the Demon Slayers and tracking down the weapons could very well turn into a campaign in its own right. The players should work hard to achieve even one of the Legendary Weapons, and collecting all five should be the prelude for the final showdown with the emperor.

Axe of the Tiger

This weapon is a imposing, twin-bladed axe with a haft of enchanted birch. It is a large weapon that requires two hands to use but strikes twice per attack, inflicting a base damage of 1d10/1d10. The Axe of the Tiger is a +2 weapon, but its bonus improves to +4 when the wielder charges in combat. Such ferocity has a price, however. When in combat, the wielder is so overcome by the spirit of the tiger that retreat is not an option. A character who wishes to leave combat for any reason must first make a successful saving throw vs. spell. Failure means the character fights on, though further attempts to break off can be made each round.

Bow of Jinghui

Although this bow is counted as one of the Five Legendary Weapons, only its arrows were forged from the magical ore. The bow itself belonged to Jinghui and was used to slay the demon lord Kunqing. Although only a +1 weapon, it counts as +3 for the purpose of striking certain types of creatures that are otherwise invulnerable. If the wielder's modified roll to hit is 20 or more, the base damage of an arrow fired from the bow increases to 2d6. A character using the Bow of Jinghui must fire at demons in preference to all other targets.

Jinghui made the arrows and sealed their magic by dipping them in her own blood. Only twenty exist, and they are carried in a quiver made of Kunqing's hide. Each arrow is +1 to hit and damage, and has an additional +3 to hit when making called shots. The arrows never break and return to the quiver a turn after firing.

Spear of the Dragon

This green-tasseled spear features a three-pronged blade mounted on a long shaft of flexible bamboo. The deadly center blade is flanked by two secondary blades that are useful for parrying and disarming. The Spear of the Dragon is a +2 weapon, +4 vs. demons, and its base damage is 1d6+1/2d6 per attack. It also allows the bearer to fly three times per day as per the 3rd level shaman spell earth to heaven. (The spellcaster's level is considered to be 10 for purpose of duration.)

Due to the honored place of dragons in the Celestial Hierarchy, only characters of lawful good alignment can wield this weapon. Its bearer is incapable of attacking those of good alignment, whatever the circumstances.

Sword of the Phoenix

This elegant double-edged sword was the weapon that took Jinghui the longest to forge. She is said to have spent a year tempering its blade, and two more completing its enchantment. The Sword of the Phoenix is a +2 weapon, +4 vs. flying creatures. When Jinghui's name is said aloud by its wielder, the blade bursts into flame. This illuminates the area as brightly as a torch and adds +1 to the sword's damage. Repeating her name extinguishes the flames. Furthermore, the bearer receives a +2 bonus to all saving throws vs. yang magic.

The phoenix is known for bringing prosperity to the virtuous. Should the bearer of this weapon ever commit an evil act, all the sword's bonuses turn into penalties until the bearer receives the forgiveness of his or her ancestors. The bearer can relinquish the sword but can never pick it up again (even if forgiven).

War Fan of the Tortoise

This heavy fan is made entirely of metal, colored black and deeply attuned to yin magic. Like its namesake, it brings good fortune and protects the bearer from harm. The War Fan of the Tortoise is a +2 weapon, and also provides a +2 bonus to the wielder's Armor Class. Whenever the wielder is targeted by a spell that inflicts damage, he or she can make saving throw vs. spell to negate all damage regardless of the spell's normal rules (very useful against fireball, for example). Furthermore, spells of 1st and 2nd level that specifically target the wielder and are successfully saved against are reflected back at their casters.

The tortoise, though wise, is never hasty. Because of this, the wielder of the War Fan of the Tortoise can never charge into combat.

