

BURNING SHAOLIN REDOUX

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CORIOLIS

INTRODUCTION: THE DRAGON AND THE TIGER

Burning Shaolin Redux is an adventure, set in a fantastic version of ancient China, that can be played using either *Pathfinder* (and other F20-based games) or *Feng Shui 2* rules. Like any adventure, it's for the GM's eyes only. It was originally published as *Burning Shaolin* for *d20* and *Feng Shui*.

FORMAT NOTES

The text of this adventure is formatted to allow you to read the bits you need for the game system you're using, and ignore the sections relevant only to the other.

Most of the text is relevant no matter which system you intend to use, and is formatted just like this paragraph here. It's set in this typeface (Caslon), is unboxed, and fills to both margins. Text in this format is for you, the GM.

Boxed text, formatted like a screenplay, is descriptive material meant to be read or paraphrased to your players. It's applicable to users of both game systems.



Paragraphs and sections of interest only to *Feng Shui 2*

GMs are marked with the red and white feng shui symbol. *Feng Shui 2* game statistics are displayed in red sidebars.



Paragraphs and sections of interest only to **F20 users** are preceded by the black and white icosahedron symbol, and presented in red ink. **F20** game statistics and rules material are presented in grey sidebars. This material is defined as **Open Gaming Content**.

Note that we've derived character statistics for each system separately, based on what works for

each game. Do not treat the two sets of stats as the basis for a generally workable conversion system between **F20** and *Feng Shui 2*.

"HEY, WHAT IS THIS FENG SHUI 2, ANYWAY?"

Feng Shui 2 is the game of Action Movie Roleplaying, published by Atlas Games. Inspired by hyper-kinetic Hong Kong genre movies, its rules enable players to dream up outlandish, off-the-cuff stunts to kick bad guy butt.

Feng Shui 2 spans time periods and action genres, allowing you to play a white-suited, ultra-cool killer, a cyborg abomination from the future, along with various other modern and futuristic archetypes, in addition to characters who wouldn't be out of place in a fantasy game. These include determined martial artists, white-bearded old masters, and supernatural creatures. *Feng Shui 2* ties the time periods together with a time-spanning plotline called the Chi War. Characters travel between four distinct eras, which are connected via a weird, timeless realm known as the Netherworld.

This adventure, in keeping with F20's fantasy roots, focuses on the fantasy genre known as wuxia in Hong Kong movie circles. We've included a few hints of the broader secret war setting, but you can ignore them if you prefer to keep your fantasy pure. *Borning Shaolin Redux* can therefore be used in conjunction with Asian-based F20 fantasy products from other publishers.

Game statistics are keyed to a group of 3 to 6 characters from 7th to 9th level; this is the equivalent of beginning *Feng Shui 2* characters.



Compatibility with the *Pathfinder Roleplaying Game* requires the *Pathfinder Roleplaying Game* from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the *Pathfinder Roleplaying Game*. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

If you're playing in *Pathfinder* or another F20 game, your setting probably doesn't use the name "China." Nonetheless, it probably includes a place that is obviously based on China, but is instead called something else: the Silken Kingdom, Lo Shieh, Chaka-Khan, or whatever. In that case, you should obviously use the correct proper names for your setting in place of those given here.

Our fantastic China action putatively takes place in 69 A.D., a time when corrupt eunuch officials undermined the once-great Han Dynasty. This is an artifact from the first edition of *Feng Shui*, which had the Ancient Juncture open at 69 AD. In *Feng Shui 2*, the new Ancient Juncture is 690 AD, in the time of Wu Zetian; certainly, the game's timeline is as ahistorical as the movies it's based on, and this adventure can be plunked down into any era.

"I KNOW THIS FENG SHUI 2, FOR MY FU IS SUPERIOR!"

Hey, secret warriors, you know the shot. Just ignore the F20 sections and you've got a wild-and-woolly, demon-butt-stomping, mook-filled, blows-up-real-good-at-the-end supersize can of whup-ass. It's set entirely in the 69 A.D. juncture (with a brief excursion to the Netherworld), with game statistics keyed to a group of beginning chi warriors — change this to 690 AD if you like, to line up with *Feng Shui 2*. The premise works for characters who don't know bup-squat about the Chi War, so it's suitable as an introductory adventure. Because it's set strictly in the wuxia zone, you can pull the classic trick of having the entire group create ancient-China characters, springing the time-spanning, geomantic-site-grabbing backstory on them midway through.

In fact (and here is where we screech like ancient sorcerers, gloatingly revealing our secret plan for world domination), you may be a would-be *Feng*

Shui 2 GM trying to lure a pack of unsuspecting players away from their PHBs. You can suck in the nervous nellies by running this first adventure F20-style and, then, when you've got 'em salivating for more, confront them with the powerful chi that lurks within the *Feng Shui 2* rulebook.

FADE-IN: LONG AGO IN ANCIENT CHINA

THE PREMISE

Our heroes stumble upon the bloody aftermath of a fight in which the forces of good have fallen prey to a serious whipping. The Crippled Heroes, a band of stalwart martial artists, have been defeated by the demonic sorcerer Kan Kuei. He leaves a horde of faceless minions to finish them off, but, just in case, has also shot them with the dreaded Black Centipede Poison. The Crippled Heroes can be cured, but only if they have the Black Centipede Jar, which is still in Kan's possession.

THE TWIST

Kan finished off the Crippled Heroes because he thought they were getting too close to discovering his sinister plan. He has discovered the whereabouts of a legendary mountain monastery so perfectly situated that it radiates massive quantities of chi energy. By destroying the monastery, he'll gain huge quantities of mystic power for the use of his evil secret society, the Eaters of the Lotus.

THE CLIMAX

The heroes arrive to join a battle already in progress, between the protectors of the monastery (aided by members of those masters of the Confucian smackdown, the Guiding Hand Society) and the unholy forces of Kan Kuei.

ABOUT THE AUTHOR

Writer and game designer Robin D. Laws created the original *Feng Shui* action movie roleplaying game and its shiny new reboot, *Feng Shui 2*. Other work with his longtime collaborators at Atlas Games includes additional setting material for *Over the Edge*, *The Weather the Cuckoo Likes*, the novels *Pierced Heart* and *The Rough and the Smooth*, and the oral history *40 Years of Gen Con*. For more narrative gaming insight, see his acclaimed *Hamlet's Hit Points*. In 2014 his game *Hillfolk* won the prestigious Diana Jones Award and twin Indie RPG Awards for Best Game and Best Support. Other RPG designs include *The Esoterrorists*, *Ashen Stars*, *HeroQuest*, and *The Gaeian Reach*. Fiction projects encompass eight novels, the short story collection *New Tales of the Yellow Sign*, and creative direction duties for Stone Skin Press. He comprises one-half of the ENnie-winning podcast *Ken and Robin Talk About Stuff*, and can be found online at robindlaws.com.

ACT ONE: BLOOD OF THE CRIPPLED HEROES

The adventure begins with the heroes at loose ends in a town or city in ancient China. If this is the start of a campaign, you can just tell the PCs that the action starts here. Otherwise, you'll need a reason to get them there.

風水 Secret warriors might head to ancient China because the Prof, or another contact within the Dragons, has heard that their operatives, the Crippled Heroes, are in trouble. The PCs get no other info than that, because time is critical. When they do arrive in the 69 juncture, they find they're almost too late as it is.

F20 characters, who live to shop, are easy to get to a city. They'll probably seek out the nearest town without any prompting from you. If not, have them hear a rumor that there's a sale on masterwork armor at the town blacksmith's.

EXT. TOWN OR CITY. DAY

From around a corner, you hear terrible groans, like those made by wounded men on the battlefield. You also hear the distinctive, eager noise of blades being drawn from scabbards.

Call for initiative checks. The fastest characters are the first to turn the corner and see the following:

Lying in a bleeding heap, propped painfully up against a shop wall, are five men. It's hard to make out the details, what with the gore and all, but each seems grievously wounded and is clearly helpless.

You see wave after wave of men, wearing the ragged garb of common ruffians and carrying a variety of nastily curved blades, slowly advancing on the five wounded. From their cruel chortling and sinister leers, you can tell they mean to slaughter the injured men and that they're each in severe need of a boot to the head.

風水 *Feng Shui 2* fans, you know what to do. If your players are jaded veterans of the Chi War, an introductory mook-shoot may not be enough for them. Throw in some mid-range named characters, like Snake Men from the rulebook's creature section.

The ruffians constitute a **faceless horde**, a gaggle of opponents designed for the PCs to dispatch in short and spectacular order. This particular faceless horde is neutral evil. This is your first fight of the game, so it's also time to look at some bolt-on rules to bring out the action movie style.

風水 *Feng Shui 2* GMs may also want to up the number of mooks midway through, if the fight has gone too easily for the heroes.

Now, on with the fight. The number of minions in this faceless horde equals the total levels of all party members times two. The



COMBAT MANAGER
APP SCENE LINK

UNNAMED LOTUS MINIONS

MOOKS (5 PER PC)

ATTACK	DEFENSE	SPEED
14	13	5

Sample Dialogue: "In Kan Kuei's name, you die!"
Weapons: Machete (9), bow and arrow (7).

UNNAMED LOTUS MINIONS CR 1/3

XP 135 Human commoner 1
NE Medium humanoid (human)
Init +2; **Senses** Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 4 (1d6+1); faceless horde hp
Fort +1, **Ref** +2, **Will** +0
Weaknesses extra attack vulnerability, feat vulnerability

OFFENSE

Speed 30 ft.
Melee short sword (hits only on natural 19–20) (1d6/19–20)
Ranged shortbow (hits only on natural 19–20) (1d6/X3)
Special Attacks lucky shot

STATISTICS

Str 11, **Dex** 15, **Con** 12, **Int** 8, **Wis** 10, **Cha** 9
Base Atk +0; **CMB** (succeeds only on a natural 19–20); **CMD** 12
Feats Martial Weapon Proficiency (short sword, shortbow)
Skills Acrobatics +3, Climb +4, Swim +4
Languages Common
SQ faceless horde
Combat Gear leather armor

ACT 1: BLOOD OF THE CRIPPLED HEROES

minions come in two waves. The first half is on scene at the beginning of the fight. The second appears as soon as there are fewer members of the first horde than PCs. They run down the street wearing a menacing variation on the classic lion dance costume; it has the head of a centipede, equipped with sickle-like blades representing its mandibles. The first attack made by the first member of this second wave is made with these sickles, and carries a possible damage of 1d12. Then they jump out from underneath the costume and scatter to attack the various PCs.

THINGS THAT CAN HAPPEN DURING THE FIGHT

The “stage set” for this initial battle is a narrow, cobblestone street lined on both sides with vendor’s stalls. Flimsily constructed (and, thus, easily deconstructed in the course of a fight), the walls and roofs of the stalls are made of light fabric loosely stretched across bamboo frames. The tops of the stalls provide an extra level from which characters can leap onto targets below. However, they only support the weight of characters who keep moving. Stopping in the middle of one of these cloth roofs causes the fabric to tear with embarrassing loudness, sending the character plummeting into the middle of the shop. Maybe he can execute some kind of stunt to recover from his blunder.

The contents of the various stalls also provide a wide range of possible stunts.

BUTCHER'S SHOP

- Found weapons: cleavers, knives, pig carcasses, entrails (swung like a rope or cracked like a whip)
- A character can jump into a trough of blood and guts, spilling it all over the street. All F20 characters within 60 feet must make a Reflex save (DC 16) or fall over, wasting their next partial action.

BLACKSMITH'S

- Found weapons: actual real weapons available here. Also, hot pokers and coals, anvils (usable as a thrown weapon for very strong characters), horse shoes.
- Someone can get his head thrust into the fire.
- A horse, there to be shoed, panics and stampedes through the battle zone.

NOODLE SHOP

- Found weapons: chopsticks, chopping knife, bowls.
- As always, someone should get a face full of scalding noodle soup.
- Someone can be dunked into a boiling pot of water.



CHICKEN STALL

- Chickens must get loose!
- Someone can get a cage jammed down onto his head as part of an attack.

FRUIT CART

- Eight words: No fruit cart ever survives a fight scene.
- Spilled oranges knock people over, as per rules for pig guts spillage.
- The fruit stall is also well-stocked with durian, a pineapple-sized fruit with a hard outer coating covered in points like those on a meat tenderizer. This is a classic found weapon of Hong Kong movie fights.
- Someone could get thrown into the pile of durian, with comical harm ensuing.
- Durian are hideously stinky, and if one is broken open, any F20 character within 30 feet must make a Fortitude check (DC 16) or lose his next action while bent over with nausea.

RICE WINE STALL

- Barrels are wonderful things. You can roll them, bowling down opponents. You can throw them, if you're strong enough (the barrels are 100 lbs apiece, requiring an F20 Strength score of 10 to lift one as a heavy load). You can grab their lids and use them as improvised shields or weapons. You can shove an enemy's head inside them.

OTHER STALLS

- Silk Shop: Roll out a bolt of cloth, wait for enemies to run onto it, then yank it out from under them.
- Rope Shop: Rope can be used as an entangling weapon, or just to smack foes in the face.

THE CRIPPLED HEROES

When the fight ends, the heroes can tend to the minions' would-be victims.

Taking a closer look at the unfortunate men the ruffians wanted to kill, you realize that they're not only suffering from fresh wounds: most of them suffer from long-standing injuries. One has two big metal balls where his hands should be. Another wears an iron band across his eyes, and is presumably blind. A third wears an iron mask exposing only his eyes; there is no mouth-hole². The fourth has an iron leg. The fifth displays

NO-THUMBS CHAN

Sample Dialogue: *"True, I have no hands — but soon you'll have no jaw!"*

Use the Big Bruiser archetype from *Feng Shui 2*.

Weapon: Iron ball punch (16)

NO-FOOT LI

Sample Dialogue: *"They cut off my leg — but they could not cut off my thirst for justice!"*

Use the Martial Artist archetype from *Feng Shui 2*.

Weapon: Iron leg kick (13)

NO-TONGUE CHOW

Sample Dialogue: *"Mmmp! Mmmp!"*

Use the Spy archetype from *Feng Shui 2*.

Weapon: Bow and arrows (7)

NO-GUTS MUI

Sample Dialogue: *"No! No! Demons come to eat our flesh!"*

Use the Martial Artist archetype from *Feng Shui 2* with Info: Hideous Methods By Which Demons Will Kill You and the Path of the Drunken Master instead of the skills and fu schticks listed.

NO-EYES LAU

Sample Dialogue: *"See no evil. Smell plenty evil."*

Use the Old Master archetype from *Feng Shui 2*.

no obvious signs of permanent maiming, but is capering about like a grasshopper, babbling madly.

NO-GUTS MUI: *Eeek! They killed us! They killed us! We're all going to die! Hee hee! Die!*

These are the Crippled Heroes, intrepid members of the Dragons, a loose-knit group of do-gooders who battle, in their own disorganized way, for truth, justice, and freedom. (They'll explain this whole story, if asked.) They first joined the Dragons after each of them was horribly maimed by the cruel eunuch magician, Kan Kuei.

- **No-Foot Li** had his leg cut off.
- **No-Tongue Chow** was rendered mute, his face scorched nearly to the bone. Now he hides it behind a mask.
- **No-Thumbs Chan** lost both hands;
- **No-Eyes Lau** was cruelly blinded.

NEW F20 RULE: FACELESS HORDES



Call ‘em mooks, call ‘em thugs, extras, what have you: *faceless hordes* are large groups of opponents for the heroes to bowl quickly through in true action movie style. PCs are meant to slice through faceless hordes like butter, and probably won’t get hurt doing so. Although they largely exist to show how buff the PCs are, they can be dangerous to those who fail to keep an eye on them. They can also provide a tactical challenge to the PCs, making it harder for PCs to get to the truly challenging opponents they really want to smite. They can ring themselves around a magician so PCs can’t interfere with his spellcasting. Faceless hordes can carry off the princess they’re out to rescue, while the primary villains pound on them.

Any type of opponent can make up a faceless horde. You can even have a faceless horde of non-humanoid creatures, from giant toads to floating eyeballs, if that suits your fancy. If you want to make them members of other creature classes, you can give them additional abilities: a faceless horde of zombies might share the usual perks and drawbacks of the undead, for example.

Usually, though, a faceless horde is composed of humans or their close kin. What faceless hordes have in common is a bizarrely unswerving loyalty to their bosses. They’ll wade in, one after another, to fight the heroes, even though dozens of their comrades have already been easily squelched and now lie bleeding or groaning in the dirt.

Roll once for the faceless horde’s Initiative. Roll separately for each member’s attacks.

Faceless hordes follow these modifications to the F20 combat rules:

Special Hit Point Rules: 4 hp only. Every member of a faceless horde goes down after suffering 4 hit points of damage, no matter what. On the other hand, they ignore all damage under 4 points. They’re either up or down. This allows the GM to keep track only of the number of currently active horde members, instead of monitoring individual hit points for each.

Special Attack Rules: Members of a faceless horde only hit on a natural 19 or 20. Even so, their victims may avoid damage by making an Armor check – that is, a roll modified by their total bonus to their Armor Class – against a DC of 25. Characters may not be eligible for this save when helpless, or if they just stand there and allow the hordes to attack them without fighting back. Attacking a non-horde enemy does not disqualify them from making these saves.

Lucky Shot: Whenever a horde member rolls the maximum possible result on a damage die (for example, a result of 6 when rolling a d6), he gets to roll the die again and add the new result to the original total. If the extra die roll is also a lucky shot, he adds it to his total and rolls again, and so on.

Feat Vulnerability: Characters with certain combat feats gain extra benefits against faceless hordes. GMs may choose to update other feats with similar bonuses, as desired.

- *Deflect Arrows:* You may use this feat against ranged attacks from faceless hordes a number of times per round equal to your base attack bonus. Any use of this feat against a faceless horde prevents you from using it against a ranged attack from a standard opponent for that round, however, and vice versa.
- *Dodge:* Your dodge bonus against faceless hordes increases to +2.
- *Cleave:* Against faceless hordes, you can act as if you also have the Great Cleave feat, even when you don’t.
- *Great Cleave:* When you fell one opponent in a faceless horde, you may get to move on to another, even when he is not in the immediate vicinity. Make a Reflex check against a DC of 20; if so, you can move on to any enemy within 15 feet of you. Once you’ve started to bounce from location to location, you must make a successful Reflex check (DC 20) for each new horde member you wish to engage.
- *Power Attack:* If you have this feat, you take down a member of a faceless horde with each hit, rather than when you deal 4 points or more of damage.
- *Whirlwind Attack:* You gain an additional 25 XP for each faceless horde member you fell with this feat.

Extra Attack Vulnerability: When attacking only members of a faceless horde, ignore the general rules for extra attacks. Instead, you get one extra attack for every 4 points of base attack bonus, and all attacks are made at your standard attack bonus.

Ragnulf’s base attack bonus is +9. 4 goes into 9 twice. Ragnulf gets 2 attacks versus the faceless horde, both at +9.

NEW F20 RULE: WUXIA STYLE COMBAT



The following optional rules and style notes allow you to simulate the inventive stunts of Hong Kong martial arts and fantasy movies. We recommend that you use them in *Borning Shaolin Redux*.

STUNTS

Characters gain additional XP when their players describe the method of their attacks in an entertaining way. For example:

“I leap up into the air, slicing at his neck as I jump over him.”

“I kick a cloud of dust into the air, then slash at his exposed neck as he staggers back to clear his eyes.”

The XP bonus equals the character’s level x 10.

The bonus applies only if the stunt description is being used for the first time in the current fight. This includes uses by other players, or even by you, the GM.

The GM is also encouraged to describe the actions of PC opponents in this way. (Each fight scene in this adventure provides examples of things that might happen during the fight.) The idea here is to inspire your players to do the same, by demonstrating how it’s done. Try not to hog all of the good or obvious stunt ideas yourself, though.

PLAYER-CREATED PROPS

Players are not only allowed but encouraged to invent minor features of the set where the fight scene occurs.

“The floor is tiled, so I use my toe to dislodge a tile, and then kick it towards Kan Kuei’s nasty, scaly head.”

“There’s a big coil of heavy-duty rope in the back of the shop. I whirl it around to deflect the incoming arrows.”

The GM is allowed to declare that certain props are not present, and should use this discretion when the player is being utterly unreasonable. You should rule out Uzi sub-machineguns and *rods of smiting*, but not the sorts of props you’ve seen used in movies like *Drunken Master* or *Fong Sai Yuk*.

EXTRA MOBILITY

As if suspended on wires, *wuxia* characters jump, leap and tumble across the scene of a fight, remaining always in motion. Standing in one place and waving a sword is only for characters without benefit of Hong Kong fight choreographers. During combat only, any character’s maximum distance for forward or upward leaps is doubled. In *wuxia* fights, you can make a full attack and still take a full move. This rule does not make the light crossbow any faster to use.

GRAVITY, SCHMAVITY

In a *wuxia* fight, almost any structure is capable of supporting your weight, if you run along it fast enough. Characters can run or leap from treetop to treetop, for example. Any entertaining move should never be ruled out by the requirements of mere physics.

IMPROVISED WEAPONS

Characters rarely finish a fight armed with the same weapons they started out with. But, curiously, the found weapons prove at least as effective as the ones they replace.

Any failed hit that comes within 2 points of the target’s armor class disarms him (assuming he uses a weapon at all; creatures with natural weaponry are exempt from this rule). When you’re disarmed, your weapon travels 20–80 feet (2d4 x 10) in a random direction.

This is more of a cosmetic disadvantage than anything else. Any found or improvised weapon does the same damage as the weapon you lost. This is true whether the new, improvised weapon is a length of rope, a branch, or even a large fish.

However, during a round in which you regain your original lost weapon (or that of another character), you gain a +2 morale bonus to attack and damage with it.

If you lost a magical weapon, and fight a creature only hit by such weapons, your improvised item still works against it. Logic? Why, I oughtta!

NO-THUMBS CHAN

CR 7

XP 3,200

Male human barbarian 8

CG Medium humanoid (human)

Init +3; **Senses** Perception +8

DEFENSE

AC 16, touch 11, flat-footed 13 (+4 armor, +3 Dex, +1 natural, -2 rage)

hp 97 (8d12+40)

Fort +12, **Ref** +5, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/-

OFFENSE

Speed 40 ft.

Melee iron hand +12/+7 (1d12+6), iron hand +12 (1d12+6), bite +9 (1d6+3)

Special Attacks rage (20 rounds/day), rage powers (animal fury, intimidating glare, swift foot +5 feet, unexpected strike)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 13, flat-footed 15; **hp** 81; **Fort** +10, **Will** +3; **Melee** iron hand +10/+5 (1d12+4), iron hand +10 (1d12+4); **Str** 18, **Con** 14; **CMB** +12; **Skills** Climb +9.

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +14; **CMD** 25

Feats Cleave, Exotic Weapon Proficiency (iron hand), Great Fortitude, Power Attack, Run, Two-Weapon Fighting

Skills Bluff +8, Climb +11, Handle Animal +7, Intimidate +9, Perception +8, Ride +8, Stealth +7, Survival +6

Languages Common

SQ fast movement

Combat Gear +1 studded leather, iron hands (2), amulet of natural armor +1, belt of incredible dexterity +2, 575 gp

SPECIAL ABILITIES

Iron Hands (Ex) No-Thumbs Chan has iron hands where his hands would normally be. Because he's become so adept at using them, he gains Exotic Weapon Proficiency (iron hand) as a bonus feat and treats them as light weapons when two-weapon fighting.

NO-FOOT LI

CR 7

XP 3,200 Male human brawler ^{ACG} 8

LG Medium humanoid (human)

Init +3; **Senses** Perception +7

DEFENSE

AC 17, touch 15, flat-footed 13 (+2 armor, +1 brawler, +3 Dex, +1 dodge)

hp 76 (8d10+32)

Fort +8, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft.

Melee iron leg +9/+4 (1d10+3), unarmed strike +9/+4 (1d8+3) or

iron leg +11/+6 (1d10+3)

Ranged heavy repeating crossbow +11/+6 (1d10/X4)

Special Attacks brawler's flurry (Improved Two-Weapon Fighting, Two-Weapon Fighting), brawler's strike (magic), close weapon mastery, knockout (DC 17), martial flexibility (two feats), stunning fist (8/day, DC 14)

STATISTICS

Str 16, **Dex** 16, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +11 (+12 overrun, +15 trip); **CMD** 25 (26 vs. overrun, 29 vs. trip)

Feats Combat Expertise, Deflect Arrows, Dodge, Exotic Weapon Proficiency (iron leg, repeating crossbow), Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist, Two-Weapon Fighting

Skills Acrobatics +14, Climb +14, Heal +8, Knowledge (dungeoneering) +8, Perception +7, Ride +14, Survival +8

Languages Common

SQ brawler's cunning, martial training

Combat Gear leather armor, heavy repeating crossbow, iron leg, belt of mighty constitution +2, cloak of resistance +1, 240 gp

SPECIAL ABILITIES

Iron Leg (Ex) No-Foot Li has an iron leg prosthetic. Because he's become so adept at using it, he gains Exotic Weapon Proficiency (iron leg) as a bonus feat and treats the leg as a monk weapon.

- **No-Guts Mui** was driven mad by horrors the eunuch showed him, when he peeled back the skin between realities and forced Mui to gaze directly into the dread dimension of his demonic masters.



The *Feng Shui 2* universe uses the word “demon” indiscriminately, when describing monstrous denizens of the infernal underworld. It doesn't bother with distinctions between chaos and law, or between demons and devils. Eaters of the

Lotus and their diabolic allies would be considered Lawful Evil in **F20** terms, which would technically make these otherworldly creatures devils. We're going to stick with the term “demon,” though. Note also that these creatures don't necessarily come with all of the standard features of either classic-style devils or demons.

Enduring an excruciatingly difficult series of training sequences, the five Crippled Heroes managed to relearn their fighting styles in order to

NO-TONGUE CHOW

CR 7

XP 3,200 Male human rogue 8
CG Medium humanoid (human)
Init +7; **Senses** Perception +16

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +3 Dex, +1 dodge)
hp 63 (8d8+24)
Fort +4, **Ref** +10, **Will** +5
Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.
Melee mwk short sword +11/+6 (1d6/19-20)
Ranged shortbow +9/+4 (1d6/X3)
Special Attacks sneak attack +4d6

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8
Base Atk +6; **CMB** +6; **CMD** 21
Feats Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Toughness, Weapon Finesse, Weapon Focus (short sword)
Skills Acrobatics +14, Appraise +13, Craft (alchemy) +13, Diplomacy +10, Disable Device +18, Disguise +10, Escape Artist +14, Knowledge (arcana) +6, Perception +16, Sense Motive +13, Stealth +14, Swim +7
Languages Common (can't speak)
SQ rogue talents (combat trick, fast stealth, finesse rogue, stand up), trapfinding +4
Combat Gear acid (2), alchemist's fire (8), tanglefoot bag (2); **Other Gear** +2 leather armor, mwk short sword, shortbow, *cloak of resistance +1*, *ring of protection +1*, 20 gp

NO-GUTS MUI

CR 7

XP 3,200 Male human fighter 8
CG Medium humanoid (human)
Init +3; **Senses** Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 natural)
hp 64 (8d10+16)
Fort +8, **Ref** +6, **Will** +4 (+2 vs. fear)
Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.
Melee improvised weapon +11/+6 (1d6+4)
Ranged improvised weapon +12 (1d6+4)
Special Attacks weapon training (thrown +1)

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 8
Base Atk +8; **CMB** +11; **CMD** 25
Feats Catch Off-Guard, Combat Expertise, Combat Reflexes, Dodge, Improvised Weapon Mastery, Mobility, Skill Focus (Perception), Spring Attack, Throw Anything, Whirlwind Attack
Skills Climb +12, Disable Device +9, Handle Animal +10, Knowledge (nobility) +6, Perception +12, Stealth +5
Languages Common
SQ armor training 2
Combat Gear scale mail, *amulet of natural armor +1*, *belt of mighty constitution +2*, *cloak of resistance +1*, 750 gp

NO-EYES LAU

CR 7

XP 3,200 Male human cleric 4/monk 4
LG Medium humanoid (human)
Init +3; **Senses** blindsight 30 ft.; Perception +12

DEFENSE

AC 20, touch 18, flat-footed 17 (+2 armor, +1 deflection, +3 Dex, +1 monk, +3 Wis)
hp 40 (8d8+4)
Fort +9, **Ref** +11, **Will** +12; +2 vs. enchantments
Defensive Abilities evasion **Weaknesses** blind

OFFENSE

Speed 40 ft.
Melee mwk kama +10/+5 (1d6+2) or mwk kama flurry of blows +9/+9 (1d6+2)
Special Attacks channel positive energy 4/day (DC 13, 2d6), flurry of blows, stunning fist (5/day, DC 17)
Domain Spell-Like Abilities (CL 4th; concentration +7) 6/day-fire bolt (1d6+2 fire) 6/day-icicle (1d6+2 cold)
Cleric Spells Prepared (CL 4th; concentration +7) 2nd-*bull's strength*, *fog cloud*D, *hold person* (DC 15), *spiritual weapon*
1st-*bless*, *bless water*, *burning hands*D (DC 14), *protection from evil*, *shield of faith*

0 (at will)-*create water*, *detect magic*, *light*, *stabilize*
D domain spell; **Domains** Fire, Water

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 8, **Wis** 16, **Cha** 12
Base Atk +6; **CMB** +9; **CMD** 26
Feats Alertness, Combat Casting, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Diplomacy), Stunning Fist, Weapon Focus (kama)
Skills Craft (alchemy) +4, Diplomacy +15, Intimidate +8, Knowledge (religion) +4, Perception +12, Sense Motive +5, Spellcraft +6
Languages Common
SQ fast movement, maneuver training, ki pool (5 points, magic), slow fall 20 ft.
Combat Gear mwk kama, *bracers of armor +2*, *cloak of resistance +1*, *ring of protection +1*, 5 pounds of powdered silver (worth 25 gp), 473 gp

SPECIAL ABILITIES

Blindsight (Ex) Although No-Eyes Lau is blind, his four senses are so well developed that he gains the blindsight ability, taking no penalties from being blind or from invisibility or darkness



accommodate their disabilities. No-Tongue Chow is now a master of stealth; No-Thumbs Chan strikes with his devastating Wrecking Ball Strike. Even No-Guts Mui has learned to fight again, allowing his gibbering terror to propel him across the battlefield in a crazy, unpredictable pattern that keeps his foes gasping in surprise.

But now they lie desperately wounded, struck down by the Black Centipede Poison. They can barely move, and writhe in wracking agony. Soon they will die, unless they are cured by a little-known Taoist ritual. No-Eyes Lau, their spokesman, knows the ritual and can give instructions allowing the PCs to cast it. Inconveniently, it requires the use of the original Black Centipede Jar used to poison them, and the evil Kan Kuei still has that. In order to save them from imminent death, the PCs must retrieve the jar from Kan Kuei. Also, the eunuch is engaged in some kind of plan to take over the world, and it would be nice if the PCs stopped that, while they're at it.

It goes without saying that "take over the world" means "take over China." Everyone knows that when you speak of the world, you mean China, as there is nothing of any real interest outside China's borders.



If your **F20** characters are on the greedy side, No-Eyes might need to point out

that Kan Kuei has doubtless loaded himself down with mighty magical artifacts, which should surely be stripped from him, so they can be used for good instead of evil.

The Crippled Heroes don't know where Kan Kuei is. They've been hunting him for years; the last thing they expected was for him to ambush them. They were, however, on their way to meet an ally, Johnny Ko, who has discovered the location of the eunuch's hideout. Now that they're paralyzed, they can't meet him, so the PCs will have to go instead.

It's unlikely that you'll need game statistics for the Crippled Heroes for *Borning Shaolin Redux*, but, since successful groups cure them at its end, you may want them to use them in sequels.

MAP TO THE NETHERWORLD

***NO-EYES LAU:** The one you seek is called Johnny Ko. He dwells in a strange place between worlds. Be careful while you are there, and do not allow yourself to be distracted by its mysteries. And, whatever you do, do not anger the giant babies.*

No-Foot Li gives the group directions to a cave in a forested area about half a day's walk outside the city. Struggling to hold the brush, No-Tongue Chow draws the PCs a map showing them where to go once they've entered the cave.

It shows a network of tunnels leading from the cave, including only the specific route the heroes are to take through the tunnels; it doesn't show where various branches and wrong turns lead. At the end of the route is a door he marks with an X, explaining that this is where Johnny Ko will be waiting for them.

Members of the group may have other questions for the Crippled Heroes. Here are answers for the likeliest ones.

Q: Can Johnny Ko help us against Kan Kuei?

A: "No, he cannot turn his back on our society's other foes."

Q: How long do we have before the Black Centipede Poison kills you?

A: "It is hard to say; time is short, we will try to meditate and slow the poison's flow through our veins."

Q: Can we find other allies, in Johnny Ko's realm, or elsewhere?

A: "So little time! And it is hard to know who to trust. A war rages in the world of martial arts. There are many factions, some whose motives are beyond comprehension."

Q: What can you tell us about Kan Kuei's abilities?

A: "He is a wielder of mighty magics, attended by demons. Some say he is a demon himself."

Q: What do you know about his plans?

A: "They are no doubt sinister. As to what they are, we can only guess. But it is well known that he and his kind often seek to gain power by taking over or destroying places of great inherent power, called feng shui sites. Perhaps he aims to attack such a site."

Q: What more can you tell us about this strange place where Johnny Ko dwells?

A: "It is complicated, so little time, you must get the Black Centipede Jar!"

Maintain a sense of urgency during this scene. Every second the heroes stand around talking to the Crippled Heroes is one in which their life forces slip inexorably away. When you want to bring the scene to a close, city folk begin to stream from their houses, confident that the battle has ended. They clearly recognize the Crippled Heroes, and come

to their sides with blankets and hot soup. They help the heroes to their feet and take them towards their homes.

NO-EYES LAU: Go! Do not tarry! These people know us, and will care for us well while await your return!

THE CAVE

Don't bother detailing their trip to the cave. Just go there.

CUTTO: EXT. CAVERN ENTRANCE. DUSK.

The sun has disappeared behind the horizon, and the air is filling with the blue of night. You stand in front of the small cavern entrance, which is blocked by a very large boulder. From a deep furrow in the ground, you can see that this stone has been moved back and forth on more than one occasion.



To move the boulder, call for a Strength Check vs. Difficulty 10. Alternately, you could use Demolitions to blast the rock away, the sorcerer's Movement schtick to toss it aside, or a fu master's Flying Windmill Kick (with Martial Arts used for the Task Check). All of these are Difficulty 10, except for Demolitions, which would be Difficulty 7.



Moving the boulder requires a Strength score of 15 (the boulder weighs 900 lbs, so this would be enough to push it out of the way as a heavy load). Should the PCs prove unable to move the boulder with sheer muscle power, some more ingenious method will be required. They might set up a rope-and-pulley system to yank it over (Use Rope, DC 25). The boulder is close enough to being a wall that spells like *passwall* or *phase door* will work on it. Other more destructive magics could also be used to get rid of the boulder.

The cave is small and not all that impressive. Characters over 5' 6" tall have to stoop down to move through it. At the back of the cave is a metal door. To characters unfamiliar with the modern era, the workmanship is remarkable: the surface of the door is completely smooth, and is made of some gleaming, unknown metal.



The descriptions here assume beginning characters from the 69 A.D. juncture. For modern or experienced secret warriors, you can drop the pretence and describe bank vault doors, automated flame-throwers with infrared sensors, and so on.

NETHERWORLD RABBLE

CONSTANTINE THE APOSTATE CR 4

XP 1,200 Male human rogue 5
N Medium humanoid (human)
Init +3; **Senses** Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 31 (5d8+5)
Fort +2, **Ref** +8, **Will** +3
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.
Melee rapier +6 (1d6+1/18-20)
Ranged +1 *shortbow* +8 (1d6+1/X3)
Special Attacks sneak attack +3d6

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 17
Feats Blind-Fight, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (shortbow)
Skills Acrobatics +9, Climb +7, Disable Device +3, Disguise +10, Escape Artist +9, Intimidate +10, Perception +9, Perform (oratory) +10, Sense Motive +9, Stealth +9
Languages Common
SQ rogue talents (fast stealth, finesse rogue), trapfinding +2
Combat Gear chain shirt, +1 *shortbow*, rapier, *cloak of resistance* +1

JUAN & PONCE, THE EVIL TWINS CR 4

XP 1,200 Male human fighter 5
NE Medium humanoid (human)
Init +6; **Senses** Perception +5

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 52 (5d10+20)
Fort +7, **Ref** +5, **Will** +1 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee mwk greataxe +10 (1d12+4/X3)
Ranged mwk shortbow +8 (1d6/X3)
Special Attacks weapon training (axes +1)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +7; **CMD** 19
Feats Cleave, Great Cleave, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Weapon Focus (greataxe)
Skills Craft (alchemy) +6, Knowledge (arcana) +3, Knowledge (nature) +3, Knowledge (religion) +3, Perception +5, Stealth +4, Swim +4
Languages Common
SQ armor training 1
Combat Gear mwk chainmail, mwk greataxe, mwk shortbow, recently lost their magic gear and currency in a poker game

HROTHGAR THE SLAYER CR 4

XP 1,200 Male human barbarian 5
N Medium humanoid (human)
Init +1; **Senses** Perception +9

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, +1 Dex, -2 rage)
hp 68 (5d12+30)
Fort +9, **Ref** +4, **Will** +4
Defensive Abilities improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.
Melee mwk greataxe +11 (1d12+6/X3)
Ranged shortbow +6 (1d6/X3)
Special Attacks rage (15 rounds/day), rage powers (no escape, powerful blow +2)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 58; **Fort** +7, **Will** +2; **Melee** mwk greataxe +9 (1d12+3/X3); **Str** 14, **Con** 16; **CMB** +7; **Skills** Climb +7, Swim +7.

STATISTICS

Str 18, **Dex** 13, **Con** 20, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +9; **CMD** 18
Feats Cleave, Lightning Reflexes, Power Attack, Weapon Focus (greataxe)
Skills Acrobatics +6, Climb +9, Perception +9, Ride +6, Swim +9
Languages Common
SQ fast movement
Combat Gear +1 *flaming arrows* (3), *elixir of fire breath*; **Other Gear** +1 *breastplate*, mwk greataxe, shortbow, 152 gp





The Netherworld sequence contains a number of references to modern and futuristic technology. In the *Feng Shui 2* game, the Netherworld is a surreal place where different time periods collide. However, the descriptions here are keyed to the perceptions of fantasy-genre characters, so that modern items seem like weird magic. If you don't want any hint of technology in your game, tweak or omit descriptions of things the players will recognize as modern.

The door is locked, with a complex and peculiar mechanism you haven't seen before.



Intrusion vs. Difficulty 10 to open the lock quietly; **Demolition** or the **Blast schtick vs. Difficulty 7** to blow the door. Allow other sufficiently inventive ideas for opening the door: a supernatural creature might corrode the lock off with **Foul Spew**, for example. Blowing the door may attract enemy combatants, depending on how interested you are in a gratuitous fight scene.



Open Lock (DC 30) to open the lock quietly. To bash off the lock, deliver 30 points of damage to it (it has a **Hardness of 10**, and an **AC of 11**). On each hit to the lock with a weapon, a loud clanging noise reverberates down the tunnel on the other side of the door. Damage delivered by other means, like spells, makes no significant noise.

For each audible hit, there is a 25% chance of attracting the unwanted attention of Netherworld Rabble. These are refugees from various time periods which are no longer accessible from the Netherworld.

NETHERWORLD PASSAGEWAYS

INT. NETHERWORLD CORRIDOR. DAY? NIGHT?

The Netherworld is a strange-looking place indeed. At first, the walls of the small tunnel are lined with this peculiar, bright yellow substance which is hard, like metal, but feels like something else entirely. It is not cold to the touch, and its surface is slightly rough.



Modern characters recognize this as some kind of plastic surfacing.

The heroes keep going through the twisting tunnels specified on No-Tongue's map. Every hundred feet or so, the appearance of the tunnels changes, or some other weird thing happens.

NETHERWORLD RABBLE

MOOKS (NO MORE THAN 4 PER PC)

ATTACK	DEFENSE	SPEED
8	13	5

Sample Dialogue: "We kill you, then take your stuff!"

Weapons: Sword (10), Colt Detective Special (9)

- A very peculiar sort of music, so cacophonous it barely counts as music at all, reverberates down the corridors. The closer the heroes get to the endpoint of their journey, the louder this noise becomes.



Modern characters can identify this music as Cantonese hip-hop. Very bad Cantonese hip-hop.

- The walls are covered in a crudely painted mural, not in the accepted Chinese style. It depicts a bunch of strange, long-nosed people in peculiar outfits.



The people depicted are Caucasians in 19th-Century garb.

- Now the walls are covered in proper tiles, but they've been defaced by some kind of writing which is definitely not acceptable calligraphy.
- Our heroes cross through a high-ceilinged chamber covered with polished tiles. Twelve feet up on one of the walls, a circle has been cut into the wall, covered with thick wires arranged in a circular pattern. Behind the wires is a strange device shaped like a metal clover leaf. It's attached to a mechanism that causes it to slowly turn. The mechanism is brightly illuminated from behind, shining a green spotlight into the middle of the floor, the clover leaf's shadow gently revolving in its center.



It's a fan. Whoever shaped this section of the Netherworld obviously put it there just because it looks cool.



Investigating this item is time-consuming and pointless. A character can suffer 1d4-1 damage if he's foolish enough to stick his fingers into the mechanism. A character destroying it may take 2d6 electrical damage, unless he makes a **Reflex save DC 25**, at your discretion.

- From a corridor not marked on the map, very loud sounds of infant burbling can be heard.

THE SLIDE

The heroes reach a point on No-Tongue's map marked with the notation "Use Slide Here." They see a square, made of the same kind of metal as the door in the cave, and set into the wall, which here is roughly-hewn rock shot through with speckles of fool's gold. The metal square is about four and a half feet across and three feet high. It's set into the wall about two feet from the floor. A large, U-shaped handle juts out from it.

The door is not trapped in any way. If pulled open, it turns out to be a big tray (think morgue) large enough even for a very large man to lie down on. When a person gets onto the tray and the door is closed, an automatic mechanism sends the tray firing forward, shooting him onto a spiraling slide that sends him hurtling a couple of stories down in a matter of seconds.

The tray door can be closed from the inside, so that the last PC down can still use the slide.

The point of this scene is just to freak the players out. It plays on our fear of surrendering control to the unknown. Nothing really bad happens to PCs who use the slide. However, players may waste time (and, in F20, resources) trying to find a more reassuring way down to the lower level. Feel free to slap them with consequences ranging from injury

to equipment damage if their attempts at ingenuity fail in an especially egregious way.



Some CR 7 wandering monsters might be in order at this point, especially for parties who waste too much time here.

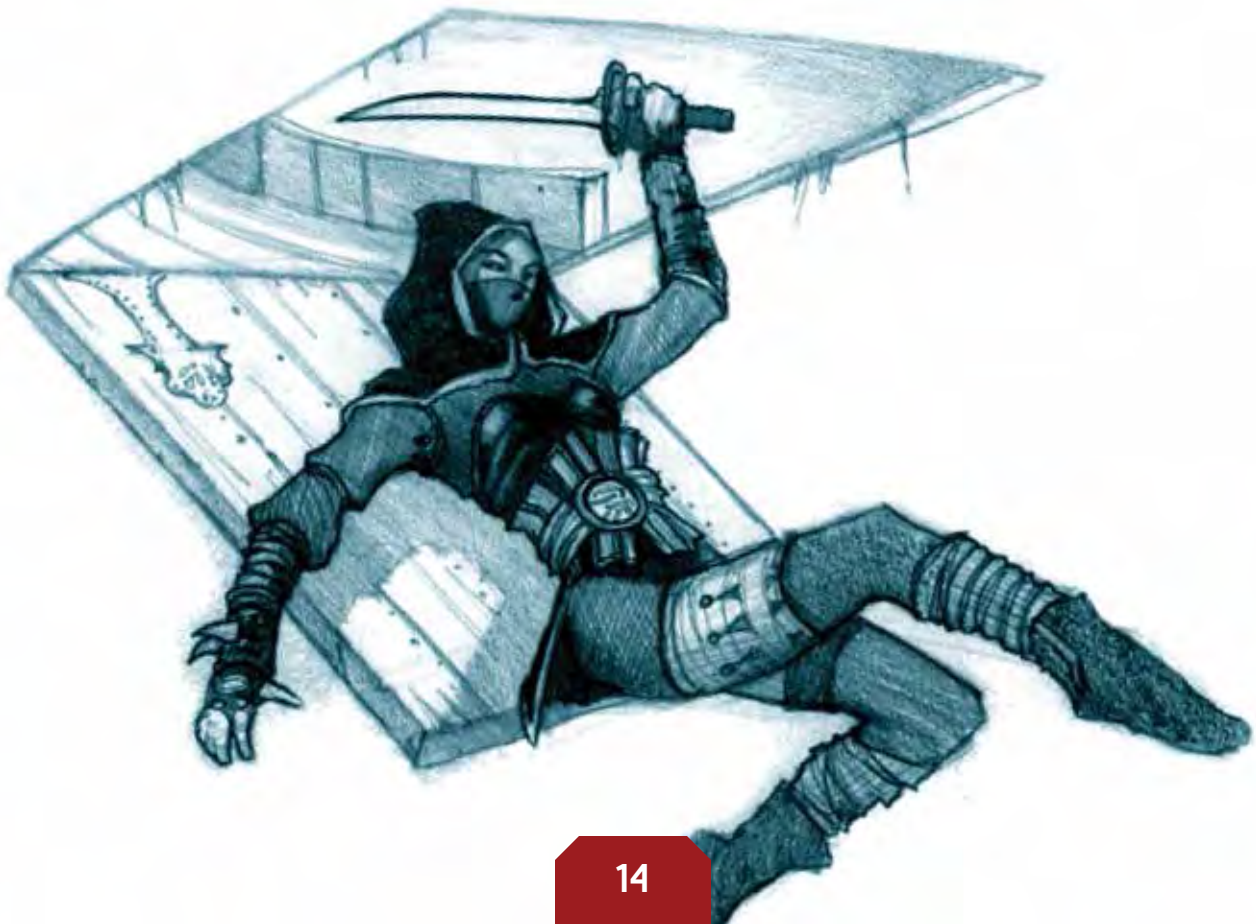
MUSHROOM MEN

At the bottom of the slide, the heroes find a bunch of peculiar creatures. They're about six inches high, ghost-white, and vaguely human-like. They have big round heads, goggling eyes, and are completely hairless. They rock on their heels or slowly move their heads from side to side, and emit the occasional odd tootling noise. There are about six dozen of the things. Close inspection reveals that their skins have a texture similar to a mushroom or toadstool. They give off a pleasingly loamy aroma.


These little mushroom people cannot communicate and pose no threat to our heroes, so long as they're left alone. If touched gently, they skitter away, gathering in a corner and making alarmed-sounding noises. If hit or roughly interfered with, a mushroom man explodes. Harm ensues.



The character closest to the exploding mushroom man is hit with a Damage Value of 20. Everyone else is hit with a DV of 10.



Subtract Toughness as per usual to determine Wound Points.


 Treat the entire encounter with the mushroom people as a CR 3 trap, but characters only gain XP if they successfully navigate the room *without* triggering any mushroom men. Exploding mushroom men cause 5d6 damage in a 25-foot radius burst. Take half damage only on a successful Reflex save DC 16. Characters within 5 feet of the mushroom man make the save at +10 to the DC.


When one mushroom man is about to explode, the others sprint outside the blast radius, so unless the PCs go out of their way to engineer it, there is no chain reaction effect, with one exploding mushroom man triggering the others.

JOHNNY KO'S CRIB

From the slide room, the PCs follow a circuitous passageway until they reach another metal door. This one is embossed with small, regularly-spaced diamond shapes, arranged in a diagonal pattern. On the wall beside the door is a metal box, with a big red button protruding from it.


An attentive character notices a small, square peephole cover above the box, placed at about eye level for the average human.


 To spot this: Intrusion or Notice (Difficulty 10); Detective or Police (Difficulty 13).

 Make a Spot check (DC 20) to see the peephole.


When the button is pushed, the peephole slides open automatically. A large tube zips out of the device, pointing itself at the button-pusher's face. It slides from its position with a definite metallic clack. The tube is attached to a swiveling mechanism and can follow a moving subject around the room. As soon as it clacks into position, a flap appears on top of the tube, and another mechanism, like a tiny periscope, whirs into view. It beams a green light into the button-pusher's eyes.


The device scans for one of two things: retinal patterns matching those of the Dragons' known enemies, and signs of fear. Presumably none of the PCs match Johnny's database. So all the button-pusher has to do is show no fear.

 Check Intrusion or Notice (Difficulty 10.)


 Make a Will check (DC 20) to avoid triggering the mechanism.


If the check fails, or if the button-pusher turns away from or interferes with the device, it reveals its true nature: it's a flame-thrower.

 All characters check best Defense (Difficulty 16 for button-pusher, 13 for everyone else) or take 15 Damage.

 5d6 fire damage. Reflex saves (DC 16; button-pusher at +3 to DC) to take only half damage.

To successfully disable Johnny's device before it belches flames at you:

 Check Intrusion (Difficulty 20).


 Disable Device (DC 30); certain spell effects may disable it at your discretion.


A failed disarm attempt activates the flame-thrower.

JOHNNY APPEARS

Whether or not the flame-thrower goes off, Johnny will eventually open the door and look out into the corridor.

A strangely-garbed man leans against the doorframe. He wears a long, unembroidered outer jacket made of some shiny, thick white material. His tunic is black and hugs with peculiar tightness to his well-muscled chest. His leggings are of a tough blue fabric, and are also oddly tight. His long hair hangs down to his shoulders. Leather straps crisscross his chest, undoubtedly holding scabbards for weapons of some kind. You can't see them too clearly, but they look like elaborate wands, maybe.

 Modern characters understand Johnny's sartorial choices as a knee-length white leather jacket, black T-shirt, and jeans. The "wands" in the bandolier are great big guns.

 Again, feel free to ease back on the modern references if you're uncomfortable with them. You can make him a sage who speaks without resorting to contemporary slang.

JOHNNY KO

Sample Dialogue: "Sorry buds. No admittance to the Nerve Center."

Use the Full Metal Nutball archetype from *Feng Shui 2*, adding Signature Weapon for his twin E.T. Series One Laseraims (13/3/5), Info: Science 10, and Info: Kinky Anime 15.

JOHNNY KO

CR 9

XP 6,400 Male human gunslinger^{UC} 10

CG Medium humanoid (human)

Init +9; **Senses** Perception +7

DEFENSE

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +3 dodge, +1 natural)

hp 99 (10d10+40) **Fort** +11, **Ref** +10, **Will** +2

Defensive Abilities nimble +3

OFFENSE

Speed 30 ft.

Melee machete +13/+8 (1d6+3/19-20)

Ranged mwk automatic pistol +15/+10 (1d8+3/X4) or mwk automatic pistol +13/+13/+8 (1d8+3/X4)

Special Attacks grit (1), gun training (automatic pistol, revolver, +3), automatic pistols

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +13; **CMD** 30

Feats Great Fortitude, Gunsmiting^{UC}, Improved Initiative, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Toughness, Weapon Focus (automatic pistol)

Skills Acrobatics +15, Bluff +8, Climb +15, Disable Device +12, Disguise +5, Escape Artist +7, Intimidate +8, Perception +7, Sense Motive +4

Languages Common

SQ deeds (dead shot, deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, startling shot, targeting, utility shot), gunsmith

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +1 kevlar vest, machete, mwk automatic pistols (2), *amulet of natural armor* +1, *ring of protection* +1

SPECIAL ABILITIES

Automatic Pistols (Ex) Johnny Ko's guns deal 1d8 points of bludgeoning and piercing damage, have a critical multiplier of X4, have a range of 20 feet, misfire on a 1, and have a capacity of 10 bullets. These guns have the automatic quality (*Technology Guide*), meaning that when the wielder takes a full-attack action, he can fire as many shots in a round as he has attacks, provided he has enough bullets to make all of the attacks. The user can instead fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range, or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 bullets.

Johnny's first order of business is to decide whether these schmuckos bashing away at his door need to be blown away or what. Make the players work harder to win him over if they triggered or, worse, tried to disable, his precious flame-thrower. Eventually, though, Johnny sees their good intentions and gives them the information they seek. His comrades in the Dragon Society are a motley lot who tend to leave a lot of chaos and destruction in their wake, so he's willing to overlook a little well-meaning property destruction.

THE INFO

JOHNNY KO: Sure, I know where that screechy-voiced, narrow-assed, lizard-sucking, no-jewels-in-the-jewel-box, centipede-lovin' son of a pus demon hides out. Who wants to know?

Once he realizes that the adventurers are only hip to the ancient era (assuming this is the case, of course), he adjusts his lingo to suit them, or tries to, anyway.

Johnny says that he managed to get an agent to plant a bug, er, that is, a scrying device on one of Kan Kuei's main lackeys. Triangulating the signal that, is meditating on the chi power of the you know, whatever, he hit the jackpot. Kan Kuei's lair is inside a dormant volcano. Johnny can print up uh, have his spirit familiars inscribe a map to the location.

THE NERVE CENTER

Under no condition will Johnny allow anyone he doesn't know, including the PCs, past the doorway into his top secret sanctum sanctorum, which he refers to as the "nerve center." If the PCs somehow force or wrangle their way into his hideout, all they see is a cramped cubbyhole outfitted like the typical modern security guard's watch station. Discarded food containers encircle his work chair; occasionally a mutated rat scurries out to make off with a moldy or desiccated morsel. Dozens of computer and TV monitors roost precariously on battered metal shelving units. Fantasy-era characters should interpret these as peculiar scrying devices. From the nerve center, Johnny receives transmissions from informants and collects data from countless listening devices. Johnny never leaves the nerve center, but you can use him as a deliverer of plot hooks should the characters choose to stick with his organization of do-gooders at the end of this adventure.

OTHER QUESTIONS

Johnny will answer questions to the best of his ability. Likely questions, and their answers, are as follows.

Q: What can you tell us about this Kan Kuei?

A: "He's a sorcerer; belongs to a conspiracy of eunuchs who control your Emperor from behind the throne. These Eaters of the Lotus are pretty simple to understand. They want power, power, domination, and more power. If you find the mofo, kill him. If you kill him and he gets back up, kill him again."

Q: What else should we know about this hideout?

A: "All I know for sure is its location and the fact that it's in a volcano. And that the volcano is probably not going to erupt any time soon. On the other hand, you can assume that it's crawling with evil demonic minions. Expect to find dozens if not hundreds of Lotus lackeys. It might be a little tough to get through them all, but don't worry: there are five of you."

(Obviously this last line needs to be changed to reflect the actual number of party members present.)

Q: Can you come with us?

A: "I'd love to, but my job is here, at the nerve center."

Q: What about other possible allies?

A: "All of our guys are tied up with other things. And if you run into somebody along the road who

seems to be a friend, take care. This is a game with more than two players, and your enemy's enemy isn't necessarily your friend."

Q: What sorts of things can we expect from his lackeys?

A: "They'd fall into three categories. Your human sorcerers, your demon sorcerers, and your human-demon hybrid sorcerers. Personally, I think Kan Kuei's got a bit of demon in him, himself."

Q: Tell us about the lackey you planted the scrying device on.

A: "Name's Chien Chieh. You can't miss him. Little weaselly guy with a big hairy mole on the left side of his nose. I doubt you'll lay eyes on him, though; he's a dedicated preserver of his own life, and he'll probably run for the hills the second a fight breaks out. If you do catch him, he'll grovel for his life. Don't cap the guy; he's a total scumbag, but he can come in handy sometimes."

Q: The Crippled Heroes said Kan Kuei's planning something. Have you found out what?

A: "No idea. But whatever he's trying to do, stop him. Especially if you find out he's trying to take over or destroy some interesting or unusual location."

Q: What's this business with interesting and unusual locations?


A: "It's complicated. Don't you think you better get going, and collect that jar, before No-Eyes and the rest of them die horribly?"



ACT TWO: MOUTH OF THE DEMON

The journey to the volcano lair is an arduous one, taking five days over mostly rocky terrain.

風水 Do not treat the trip as a break in the action. Instead, describe it as a montage sequence with the heroes slugging it up a rocky hill, sweating under a hot sun, and so on. The heroes do not return to 0 Wound Points.

 Only on the first day is the traveling light enough to permit natural healing. Otherwise, the group will have to rely on spells, potions, and so on to recover any hit points lost to exploding mushroom men, flame-throwers and the like.

We recommend that you skip over the journey quickly. Don't bother with the usual routine of asking the adventurers for their watch schedule each night, then telling them on each separate day that the journey went without incident. Just tell them that it's a tough slog for five days, ask them if there's anything they want to accomplish during the journey. When those matters are taken care of, announce that they've arrived.

You stand at the bottom of a large, rounded hill, corresponding to the point marked on Johnny's strangely precise map. It's steep on all sides. Once you get up top to the lip of the volcano, you imagine that you'll be able to peer down into what is presumably Kan Kuei's hideout.

Kan Kuei knows that the Dragons might be coming. He has evacuated this site, having sent his forces off to attack the Shaolin monastery. Although the volcano is a feng shui site and funnels corrupt power to the Eaters of the Lotus, Kan Kuei figures, perhaps overconfidently, that none of the eunuch's foes will bother with it during his brief absence. He has left behind only a small contingent of hybrid demon-human monks to ambush any of the Crippled Heroes' would-be saviors.

The demon monks are the offspring of a special breeding plan, in which human women loyal to the Lotus have allowed themselves to be impregnated by denizens of the Underworld. They grow extremely quickly, and seem like ideal lackeys: powerful yet unquestioningly obedient. They never surrender, always fighting to the death.


Start the fight with two demon monks. Throw in three latecomers if the battle seems one-sided in favor of the PCs; for *Feng Shui 2*, the names of these extra demons are Sung Tai, Sung Yu and Sung Pi.


The demon monks hang out under the lip of the volcano, waiting for enemies to appear. When they hear approaching voices, they wait for their foes to get closer, peering down over the lip into the crater below. Then, they fly/levitate into view, attacking with surprise.



It's likely that the PCs will head right up to the lip of the volcano without help from you. Otherwise, do something to lure them there. (For example, one of the playtest characters was a **F20** cleric with a religious interest in fire creatures. Accordingly, I described little fire demons flying about the volcano mouth, motivating him to rush there without taking precautions.)

風水 Not that surprise means anything under *Feng Shui 2* rules. Just describe it as a typical movie moment, when scary monsters suddenly jump into the frame, making the audience jump out of their seats.

 In **F20**, surprise has a game effect, so the players should get a shot at avoiding it. The demon monks are too well concealed to see with an ordinary Spot check, but various supernatural perceptual abilities might help here. To cite one example, *sense evil* can zero in on the murderous anticipation of the lurking demons.

 The demon monks soften up the party with their *fireballs*, then unleash their *acid arrows*, before closing to fight hand-to-hand.

THINGS THAT CAN HAPPEN DURING THE FIGHT

風水 *Feng Shui 2* GMs should not trouble themselves unduly with the map provided. The **F20** guys need that square grid for blast radiuses and the like. Avoid showing the players the map. Be prepared to move things around according to the immediate demands of the action scene.

- Large, carrion-eating birds perch on a ledge under the volcano's lip. Midway through the fight, they can get up and begin to circle around the most-wounded PC. An especially bold bird might even take a nip at this unfortunate character.

THE DEMON MONKS

SUNG CHIEN AND SUNG KEN

FEATURED FOES

ATTACK	DEF	TOU	SPEED
15	13	8	8

Sample Dialogue: “*We knew you would come — to die!*”

Weapons: Nunchaku (12)

Creature Powers: Blast, Flight, Steel Hide

Foe Schticks: Energy Drain, Furious Wrath



The pecking bird has an Attack of +2 and does only 1d4-2 points of damage if it hits. It’s a mistake for a PC to waste any attacks or actions on it. It has an AC of 10 and goes spiraling down into the crater on a single hit, leaving a trail of black feathers in its wake. After that, the other carrion birds fly slightly higher, waiting until their prospective meals stop moving.

- Sharp, leafless branches protrude from the inner surface of the volcano wall. Someone can rip out a branch for use as a found weapon.
- Or a character might toss a demon monk into a branch, in hopes of impaling him on it.
- A demon monk and his PC opponent might grapple one another, rolling down the volcano’s interior slope.
- The floor of the crater is alive with black, glistening snakes, insects, and centipedes. Vividly describe the crunching and squishing noises that occur when a PC falls and lands on them. Keep mentioning the gooey bug juice that coats the unfortunate hero.
- Although the green, phosphorescent goop of the ichor pool is mother’s milk to the demon monks, it’s highly acidic to normal characters. A demon monk might also try to hold a PC’s head down in the goo, drowning him in it.



Mechanically, attempts to throw PCs into the pool, or drown them in it, are treated as just another improvised weapon attack. The point is not to alter the amount of damage they’re likely to suffer, but to make descriptions of the harm being done to combatants more varied.

- The monks might direct their Blasts into the pool, spraying ichor in an attempt to hit the PCs with the backwash.

DEMON MONK

CR 9

XP 6,400 Demon monk 4

LE Medium outsider

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 21, touch 17, flat-footed 17 (+4 Dex, +1 monk, +2 Wis, +4 natural)

hp 105 (14 HD; 10d10+4d8+32)

Fort +9, **Ref** +15, **Will** +13; ; +2 vs. enchantments

Defensive Abilities evasion, non-standard demon

OFFENSE

Speed 40 ft.

Melee +2 *nunchaku* +20/+15/+10 (1d6+4) or

+2 *nunchaku* flurry of blows +18/+18/+13/+8 (1d6+4) or

unarmed strike +17/+12/+7 (1d8+2) or

unarmed strike flurry of blows +16/+16/+11/+6 (1d8+2)

Ranged mwk longbow +18/+13/+8 (1d8/X3)

Special Attacks flurry of blows, stunning fist (6/day, DC 14)

Spell-Like Abilities (CL 6th; concentration +11)

At will—*feather fall*, *levitate*, *spider climb*

3/day—quicken *acid arrow* (DC 17)

1/day—*fireball* (DC 18)

STATISTICS

Str 14, **Dex** 19, **Con** 14, **Int** 12, **Wis** 15, **Cha** 20

Base Atk +13; **CMB** +18 (+20 grapple); **CMD** 32 (34 vs. grapple)

Feats Agile Maneuvers, Blind-Fight, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Quicken Spell-Like Ability (acid arrow), Stunning Fist, Weapon Finesse, Weapon Focus (*nunchaku*)

Skills Acrobatics +21 (+25 when jumping), Climb +19, Craft (alchemy) +18, Knowledge (arcana) +7, Perception +19, Spellcraft +8, Stealth +14, Swim +19; **Racial Modifiers** +4 Acrobatics when jumping

Languages Abyssal, Common

SQ fast movement, maneuver training, ki pool (4 points, magic), slow fall 20 ft.

Combat Gear +2 *nunchaku*, mwk longbow, 1,373 gp

SPECIAL ABILITIES

Non-Standard Demon This demon doesn’t use the default traits or alignment for a normal demon. It doesn’t count as a demon for spells or effects that have a greater effect on demons or affect only demons.

- The buildings below are pretty flimsy. Somebody should get thrown through a roof. (This might be a good way to reveal the plight of Chien Chieh, described below.) Also, a character thrown into the ichor processing building (see below) could then use the pans or jars as found weapons.

FIGHT AFTERMATH/ EXPLORING THE COMPLEX

When the fight is over (assuming for the moment that they win), the heroes can prowl around the site, looking for clues. Obviously Kan Kuei and his vast force of minions are absent. So where have they gone?


Remember that the floor of the volcano is covered with snakes, bugs, and centipedes. Make the players roll occasionally, as if to avoid being bitten. The creatures underfoot are not actually poisonous, just creepy.


THE UNINTERESTING STUFF FIRST

The barracks buildings (6) house the vast minion horde usually found here. Each of these is one big room, covered with mats and reeking of stale sweat. The demon monks get their own quarters (5), with actual floor space between mats, and a whiff of brimstone mixed in amongst the stench of perspiration. The latrine (8) is self-explanatory.


ICHOR PROCESSING


The ichor processing building (3) is a large, narrow one full of metal pans, each connected to the other in a sort of terraced arrangement. (If you've ever seen an old-fashioned maple syrup shack, it looks like that, except with demon slime.) Dozens of glazed, ceramic jars line the shack walls. In each jar is a quantity of concentrated demonic ichor, which Lotus sorcerers use in their ceremonial rituals.

 If you taste the ichor, check Toughness (Difficulty 7) or take 1 Wound Point. Supernatural creatures are immune to this effect in fact, they find the ichor kind of tasty, like very sweet pudding.

 Although not used primarily for this purpose, the distilled ichor is mildly poisonous if consumed.


DEBRIS


 In the time-honored tradition of dungeon trash, this refuse pile contains a tiny amount of treasure and a bunch of nasty poisonous creatures. Well-gnawed human bones make up a large percentage of the refuse. For every ten minutes any given character spends handling the trash, he must make a Fortitude save (DC 20) or suffer 1d2 Constitution modifier loss. It lasts for 24 hours per failed save. Sorting through takes an hour, so one character can do all the work, making all six saves, or two characters can make three saves each, and so on. Naturally, there is nothing to prevent characters from abandoning the attempt in mid-search. They find 1d6 gp worth of saleable junk for every ten minutes they spend rooting through the pile.

 *Feng Shui* 2 characters are too busy looking cool and badass to root through trash for spare change.

KAN KUEI'S TREASURE

Kan Kuei's personal quarters (2) are richly appointed. Ghoulish wall paintings of demonic hosts devouring impertinent warriors provide the most notable feature. They'd be worth something if their subject matter weren't so obviously evil and hideous.

 If the PCs rip through the wooden floorboards of this building (which takes two hours), they find a chest, wrapped in cloth, buried in the ground below. The elaborately carved chest is about three feet high, five feet wide, and two and a half feet deep. It's made of wood coated with red lacquer, and has brass fittings, and is locked: Open Lock DC of 35. When hefted, it seems like there's something in it. It contains some blankets, which are of good quality but no great value.

 Although the PCs may be tempted to bash the thing open, an Appraise Check (DC 15) reveals that the chest itself is the treasure—a precious work of art worth 3500 gp. Do not make the Appraise Check unless asked to do so by a player. The chest has a Hardness of 5, 10 hp, AC of 6, and breaks on a Str roll DC 20. The chest

NEW POISON: DISTILLED DEMON ICHOR

TYPE	FORT DC	ONSET	FREQUENCY	EFFECT	CURE	PRICE
Ingested	20	10 min.	1 minute	1d2 Dex and 1d2 Con	2 saves	30gp

 Each jar contains one dose of poison and weighs half a pound. The jars are fragile, with a Hardness of 0 and 1 hit point apiece.

weighs a hundred pounds and is awkward to carry. Use Rope (DC 25) is required to set up a pulley system to haul it out of the volcano.

TORTURED IN THE TEMPLE

The Temple of Infernal Meditation (4) is the place where Kan Kuei and visiting eunuch worthies conduct obscene rituals, torture wayward lackeys, and contact their demonic collaborators in the Underworld. A gigantic ceramic statue of a fanged, goggle-eyed, sword-wielding demon is the room's most notable feature.

Splayed out on an iron rack is an unconscious man clad only in a loincloth. He's been horribly tortured and is caked with drying blood. His tongue protrudes from his mouth, impaled on a long, sharp knitting needle. A tiny metal device of some sort has been tied to the top of the needle with golden yarn.

This is Chien Chieh, the Lotus lackey on whom Johnny Ko planted his bugging device. If the PCs wipe his face, they'll find the hairy mole Johnny named as his distinguishing feature. The device on the needle is Johnny's bug. By removing the needle and splashing his face with water, the PCs can revive Chien Chieh.

At first, he reacts in panic.

CHIEN CHIEH: *No, beloved Kan Kuei! Do not torture me further! I am no traitor! I will find the accursed Dragons who planted this scrying device on me, and I will back-stab them cruelly, I swear it!*

He changes his tune the moment he realizes that the people standing over him are Kan Kuei's adversaries.

CHIEN CHIEH: *Oh, illustrious Dragons! Praise to the goddess of mercy that you have rescued me! I was loyal to Kan Kuei before, until he unkindly tortured me, but now I know it is you who are right and just, and, if you heal me, you will treasure my eternal loyalty.*

As the PCs might suspect, Chien's loyalty is strictly situational. As Johnny Ko may have told them, he's a cunning individual driven purely by greed and an instinct for self-preservation. He will provide the party with information in exchange for healing. After a little arm-twisting, he'll even accompany them to the scene of the climactic battle.



Chien Chieh is at 35 Wound Points and suffers 2 points of Impairment.



In this first scene, Chien Chieh is Disabled (0 hit points). Though his condition has stabilized, his position on the rack prevents him

CHIEN CHIEH

FEATURED FOE

CREATURE POWERS	DEF	TOU	SPEED
12	12	5	8

Sample Dialogue: *"Please do not further pierce my oh-so-delicate flesh!"*

Weapons: Punch (7), Bow & arrows (7/5/-)

Skills: Deceit 15, Detective 10, Driving 8, Info/Occult 10, Intrusion 12, Sabotage 12

Sorcery: Divination.

Creature Powers: Inevitable Comeback.

CHIEN CHIEH

CR 4

XP 1,200 Male human cleric 2/rogue 2

NE Medium humanoid (human)

Init +7; **Senses** Perception +9

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 21 (4d8) **Fort** +3, **Ref** +6, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft. **Melee** unarmed strike +3 (1d3+1)

Special Attacks channel negative energy 2/day (DC 10, 1d6), sneak attack +1d6

Domain Spell-Like Abilities (CL 2nd; concentration +4)

At will—lore keeper (19)

5/day—copycat (2 rounds)

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—bane (DC 13), *disguise self*^D, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*, *detect poison*, *light*

D domain spell; **Domains** Knowledge, Trickery

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 14, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 17

Feats Dodge, Improved Initiative, Silent Spell

Skills Acrobatics +10, Bluff +6, Diplomacy +6, Disable Device +9, Knowledge (arcana) +9, Knowledge (religion) +9, Perception +9, Spellcraft +9, Stealth +10

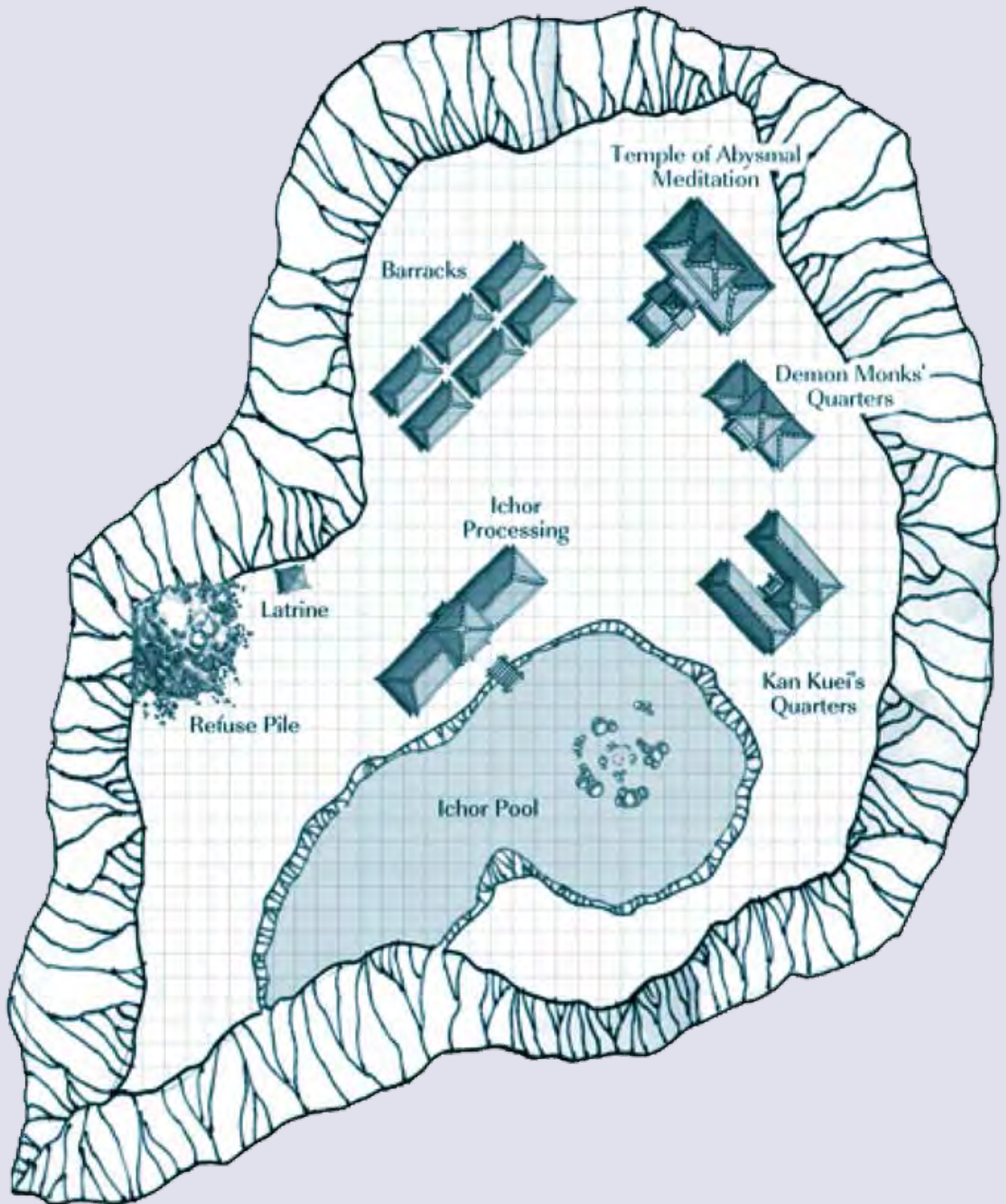
Languages Common **SQ** trapfinding +1

from healing naturally. Further, he's been hit with the *rod of lingering agony* (see at right), so that the PCs must dole out 4 points of magical healing to cure each point of the damage he's suffered.

Chien Chieh continues to pester the PCs for additional healing until he's in the pink of health (**FS2:** 0 WP; **F20:** 14 hit points). He'll answer questions, but will not volunteer information. Keep in mind that this

Kan Kuei's Volcano Lair

1 square = 20 feet



Q&A format is meant to be paraphrased, depending on what the players actually ask.

Q: Where's Kan Kuei?

A: "He's taken his forces to the Shaolin temple at Bountiful Mirror Lake."

Q: What does he intend to do there?

A: "Burn the temple down, obviously."

Q: Why would he want to do that?

A: "To gain corrupt mystic power from its destruction, of course! Doesn't anyone tell you anything?"

Q: Where's the jar?

A: "On his ineffable person, naturally."

Q: What's that thing on the end of the needle?

A: "A scrying device. It must have been placed there by an agent of that perfidious Johnny Ko. Perhaps back in that noodle house! I swear, I will break his bones and feed the marrow to the dogs!"

Q: Hey, Johnny Ko is a friend of ours.

A: "Ah, ah, I meant it only jokingly! That Johnny Ko, a fine fellow he is. I'm sure it is all a large misunderstanding."

Q: So why did Kan Kuei torture you?

A: "His magics detected the scrying device, and he oh so uncharitably accused me of having deliberately brought it here. Or of failing to show proper vigilance, an equally ludicrous and unwarranted charge."

Q: Can you take us to this Bountiful Mirror Lake?

A: "Even better, I can draw you a map, and then get out of your way. I would not want to impede your progress."

Q: What if we don't trust you, and don't want to let you out of our sight?

A: "I protest most strenuously that is, what I mean to say is: of course, that is most logical, from your point of view. This most unworthy fellow would be delighted to accompany you."

Q: What sorts of forces should we expect him to have with him?

A: "Dozens of fanatical warriors, both human and demon. But of course he himself is the most dangerous of them all."

NEW MAGIC ITEM: ROD OF LINGERING AGONY



Price 2500gp; **Slot** none; **CL** 9th;
Weight 5 lbs; **Aura** strong (necromancy)

DESCRIPTION

A victim touched with this rod becomes resistant to magical healing. For every four points of magical healing (whether from spells, potions, or other sources) directed towards him, he gains the benefit of only one point. Round fractions to the nearest whole number. One use of the *heal* spell heals only 25% of the victim's lost hit points. Four *heal* spells cast in sequence return him to normal. The effect remains active until the victim returns (naturally or otherwise) to his full hit point value.

To use the rod during combat, the wielder must succeed with a melee attack against his target. It acts as a +1 *light mace* that deals no damage.

CONSTRUCTION REQUIREMENTS

Cost 1250 gp; **Feats** Craft Rod, Craft Magic Arms and Armor, contagion

Q: How long do we have until he gets there?

A: "His unholy forces must travel by cover of darkness, and through forests and other places where they will not be seen. It will take him two more nights to get there. But if we travel by proper roads, during the day, we can beat him there by several hours, even though he has a head start on us."

Q: Why are you suddenly being so generous, to tell us about this easier route?

A: "If we get there first, I can make a graceful exit in advance of his arrival."

Q: What if we don't trust you, and want you to stick around until he does get there?

A: "Then I would be most saddened by your churlishness, my newfound friends."

Chan Chieh emphasizes the need to depart with haste. He desperately wants to get them to the monastery in time to escape another run-in with Kan Kuei.



However, **F20** characters may feel that there's always time to hunt for treasure. Hidden in a secret compartment in the base of the demon statue (Spot vs. a DC of 25), is a magic item, the *rod of lingering agony*.

THE ICHOR POOL

The most obvious point of interest in the entire crater is a large pool of bright green, bubbling, acidic ichor, which burbles up into this reality directly from the demonic Underworld. This spot is important to the Lotus because it allows them to harvest demon ichor, an important element in many of their rituals. It is one of the two main ingredients in Black Centipede Poison, for example. (The other being, naturally, black centipedes.)



Direct contact with the ichor has a Damage Value of 10.



Outside of combat, contact with the ichor deals damage as if the victim has been hit by the *acid arrow* spell.

This site's twisted geomantic power emanates from the pool of demon ichor at the bottom of the crater. It will corrupt any foes who try to tap into its power. Kan Kuei isn't worried that his enemies will simply destroy it. The ichor pool bubbles up from the Underworld itself. How could the stupid and pathetic worms who foolishly impede his inevitable triumph possibly damage it? Why the very thought is laughable. Laughable!

Although the heroes aren't expected to destroy the ichor pool, you can reward them for coming up with a suitably ingenious method of doing so.



A few measly grenades won't do the trick. But who knows what experienced *Feng Shui 2* characters might have up their sleeves? If they do succeed, Kan Kuei's chi is disturbed, and he suffers 1 point of Impairment in the upcoming battle.



If the pool is destroyed, Kan Kuei suffers a decrease in power, and a +2 to the DC of all rolls during the big fight sequence.

IF THE HEROES LOSE

The above assumes that the heroes win against the demon monks. However, you'll notice that we've cleverly arranged things so that the timing of the fight at Bountiful Mirror Lake is fungible. No matter when the heroes find Chien Chieh, the battle is always two days away. This means that the PCs can lick their wounds after a defeat by the demon monks, gather their strength, and come back to even the score. Then they can continue the adventure as planned. They should be able to prevail simply by knowing what to expect and hatching a clever plan. In the unlikely event that

ATTUNING TO THE ICHOR POOL



It is dangerous for our Dragon heroes to try to attune to the ichor pool, or even to burn it for power. Any character making an Info/Occult or Sorcery Check (Difficulty 7) knows this.

If they burn it, each beneficiary must check Fortune (Difficulty 10) to avoid forging an unwanted mystical connection to the Underworld. Characters who fail do not get the usual bonus XP; instead, they gain a new supernatural creature power. This power is chosen by the GM, not the player. Each failed character should get a different power, just for variety's sake, but in each case the power should be obvious, ugly, and inconvenient. Further, whenever the character is faced with an opportunity to harm the interests of the Lotus, he must make a Difficulty 7 Will Check. If he fails, he loses control of his actions just long enough to aid the Lotus and screw up the Dragons. The GM decides what exactly he does, depending on the situation. She should also eventually create a plot hook for the character, in which he can free himself from the demonic taint – losing the creature power in the process – by performing some heroic act involving plenty of explosions.

In the unlikely event that characters attune to the site, nothing obviously bad happens – at first. But when the Lotus come back to reclaim it, each character must make a Will Check, with a Difficulty equal to 7 plus the number of XP he has so far gained from the attunement. If he fails, he gains a supernatural creature power, but then becomes a glassy-eyed servitor of the Lotus, willingly performing whatever evil acts his eunuch masters demand of him. The effect is not momentary, but permanent until countered. If a player loses control of his character, allow him to temporarily play a different one, while the group struggles to free his primary PC from the grip of the Lotus. The replacement might be a newly generated PC, a GMC related to the original character's melodramatic hook, or even a supporting character from the series, like Johnny Ko. As above, the creation of a plot hook to justify the character's return to normal is left as an exercise for the GM.

In either case, if the PC is already a supernatural creature, add 3 to the Difficulties of any checks to resist Lotus influence.

they need to recruit allies to help them take out the demon monks (for example, if one or more players fails to show up for the subsequent session), create game statistics for some tough-as-nails bandits who frequent the local countryside. The Lotus have scared off the caravans they normally prey upon, and they want things back the way they were.

JOURNEY TO BOUNTIFUL MIRROR LAKE

Generally speaking, the trip to the next fight scene should be relatively uneventful.



The trip takes place over roadways and counts as light travel for the purpose of natural healing.

Chien Chieh should make a half-hearted escape attempt or two, but make sure he's not so good at escaping that he gets away entirely and leaves the heroes without directions to the monastery.

In some circumstances, you may find yourself wanting to extend the adventure a little. For example, you might have ended the last session with exploration of the Lotus hideout. In that case, you should add some scenes to this sequence, to make sure that the climactic fight occurs nearer to the session's end. Here are some ideas for scenes that you could insert:

- More Lotus demons, having tracked the heroes from the volcano, attack the heroes on a roadway. Nearby is a raging river and a waterfall.
- Some of the characters' past enemies could show up to cause trouble.



You could also plunk in a challenge arising from a character's melodramatic hook.

- Our heroes meet a troupe of traveling players, readying themselves for a performance of the Monkey King legend. It turns out that they're members of a secret society known as the Obstructors of the Way. They believe that mankind needs to be freed from the tyranny of chi flow, and want to destroy all sites with powerful feng shui. This could be strictly a scene of interaction, investigation, and diplomacy, or could erupt into mayhem. If they learn of the heroes' mission, they might try to trail them to Bountiful Lake to battle the weakened victors.



The "Obstructors of the Way" is the term Jammers use for their organization when dealing with ancient-era characters.



ACT THREE: TEMPLE ON FIRE

The Shaolin monastery at Bountiful Mirror Lake is encircled by a lush bamboo grove, and sits on the edge of a perfectly circular lake. It enjoys unusually clear weather, so the lake reflects gorgeous blue sky almost every day of the year. Thus it radiates powerful chi energy, which Kan Kuei is determined to harness to his own, sinister ends.


風水 Yeah, yeah, 69 A.D. is at least four centuries too early for an actual Shaolin temple. But hey, this is **Feng Shui**, and we'll put history in a blender for the sake of a fun adventure. If this really bugs you, you can account for it by saying that the Guiding Hand have brought the Shaolin doctrine to this juncture from the 1850s. Or you can use the 690 AD date from *Feng Shui 2* and everything is copacetic.

The monks who run the temple believe in strict decorum and discipline, and will look on the typical group of **FS2** Dragon sympathizers or **F20** treasure seekers as being almost as noxious as the demonic Lotus. In order to best aid in the temple's defense, the heroes will have to convince temple leaders of their worthiness.

WINNING OVER THE OLD MASTER

The temple's leader is its senior master, Chung Fu Tui. He's a shrunken-looking, frail old man with a long, snowy beard. He carries himself with great formality and frowns on any hint of levity or disorder. Although he's a man of great enlightenment, he's a bit narrow-minded, and the heroes will have to work hard to earn his trust.

風水 It's probably best to leave the process of winning him over to roleplaying interaction. You could resort to a Difficulty 10 Leadership Check for a group less comfortable with this sort of thing.

 You know better than us if your group prefers roleplaying or skill checks to resolve situations like this. In the latter case, a Diplomacy vs. Diplomacy check is the most obvious choice. A fast-talking sort could use Bluff, or possibly Innuendo, to sound like a properly devout follower of the Shaolin way; Chung Fu Tui opposes such attempts with Sense Motive.

If talk fails, the Superior Man resorts to head-butting. The group can also prove their worthiness

in combat, against Chung Fu Tui's top student, Wu Wang. They must think of this solution; the monks will not propose it. Chung Fu Tui specifies that any martial demonstration involve the dealing only of non-lethal damage. The fight continues until one combatant is knocked out. (**F20**: only subdual damage allowed; **FS2**: specify non-lethal result.)

Wu Wang is a slim, handsome fellow with the shaven head and orange robes typical of the monks here. He moves with grace and humility. As we'll discover in a moment, he has a dark secret, but for the battle against the group's champion, he plays it straight. (He doesn't want to tip his hand early.)

FIGHT PREPARATION

The temple is surrounded by a bamboo grove on three sides. To the south lies a rocky ridge a hundred feet above the level of the temple and lake. Show it to the players and let them plan, along with Chung Fu Tui and Wu Wang, how to prepare for the battle.

風水 The map on p. 27 is so big and broad in scope that it's okay to show it even to *Feng Shui* players.

The most obvious line of attack is through the bamboo woods; they're dense and easy to sneak through. The ridge seems the most dangerous place from which to stage an attack, but, as Chien Chieh will affirm if asked, Kan Kuei prefers to surprise his enemies with attacks they'd never think possible.

There are about a hundred combat-worthy young monks at the temple right now, but aside from Chung Fu Tui and Wu Wang, none of its mighty martial artists are present. They've gone off to defend another temple the Shaolin believed to be in imminent danger of attack. Chien Chieh can explain that this was a diversionary scheme on Kan Kuei's part.

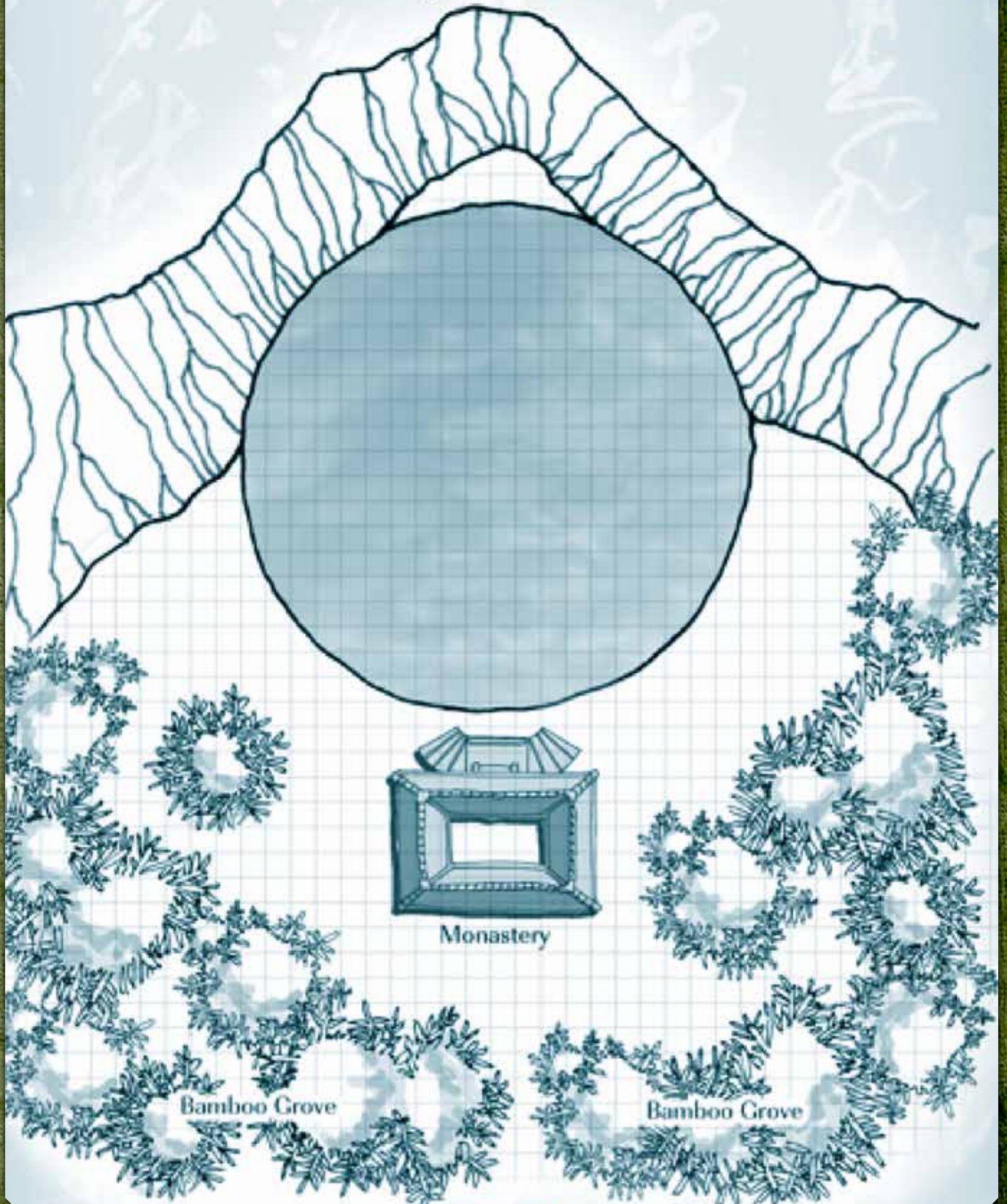
Let the players devise a favored plan for defense of the temple. If they persuade Chung Fu Tui to adopt it (**FS2**: Leadership, Difficulty 7; **F20**: oppose a PC's Diplomacy check against his), they get to place young monks and named characters as they wish. Otherwise, Chung Fu Tui deems their plan foolish and does the opposite.

KAN KUEI'S PLAN

Kan Kuei does indeed plan to attack in a surprising way. Burrowing, earth-eating demons will burst through the southern cliff at three different points,

Bountiful Mirror Lake

1 square = 20 feet





disgorging a faceless horde of Lotus minions and ravening spawn of the Underworld. They'll split up, charging around both sides of the lake, hoping to reach and burn the temple. Meanwhile, Kan Kuei will fly over the ridge towards the lake and temple, ready to personally engage the toughest shaolin defenders. He'll have the Crippled Heroes with him, imprisoned in magical, flying, crystal coffins, which he can use as weapons against the PCs. The coffins are translucent, so the PCs will have no trouble realizing who's inside them.

⚔ Prior to his appearance in combat, Kan Kuei casts the defensive spells listed under his AC value, plus *mirror image*. He can only suck up the chi energy of the temple if he's within 30 ft. of it when it begins to burn. Otherwise, the heroes would have no chance of stopping him from leveling the place with a *fireball* cast from afar.

The Crippled Heroes have been further tortured and are all at **half hit points (F20)** or 25 Wound



COMBAT MANAGER
APP SCENE LINK

CHUNG FU TUI

FEATURED FOE

ATTACK	DEF	TOU	SPEED
16	13	5	7

Sample Dialogue: "When crossing the great water, the Superior Man perseveres."

Weapons: Punch (10)

Skills: Info/Calligraphy 10, Info/ShaoLin Buddhism 15, Leadership 15

Fu Powers: Crane Stance, Wing of the Crane, Beak of the Crane, Talon of the Crane, Flow Restoration, Corners of the Mouth, Healing Chi, Point Blockage, Prodigious Leap

WU WANG

FEATURED FOE

ATTACK	DEF	TOU	SPEED
15	12	6	8

Sample Dialogue: "Attentively I watch my master's back."

Weapons: Punch (7), sword (10)

Skills: Info/ShaoLin Buddhism 11, Leadership 7

Fu Powers: Bite of the Dragon, Breath of the Dragon, Prodigious Leap

Points (FS2). Kan Kuei keeps the coffins high up, to force the PCs to waste time plucking the heroes out of the air when they're broken. (For the purposes of this *wuxia* adventure, ignore physics; as long as you catch a falling person while they're still in the air, they suffer no impact damage whatsoever.)

Until they're disposed of, Kan Kuei fights with the crystal coffins. If they're destroyed, but he still looks like he has a chance of winning, he uncorks *the ice storms, fireballs, acid arrows, and magic missiles*. If it looks like he's going to lose he attempts either *gaseous form* or *expeditious retreat*, as circumstances warrant.

THINGS THAT HAPPEN DURING THE FIGHT

- All one hundred Lotus minions start the battle at the rocks. Where the shaolin monks start is up to the players.
- PCs worth their *wuxia* merit badges will use the coffins as jumping-off points on their way to attack Kan Kuei. He in turn might send a coffin rocketing up into the air, then flip it over in an attempt to buck the PC off, sending him hurtling to the ground.

CHUNG FU TUI

CR 10

XP 9,600 Male venerable human monk 11
LG Medium humanoid (human)

Init +0; **Senses** Perception +5

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 dodge, +2 monk, +2 Wis)

hp 86 (11d8+33)

Fort +8, **Ref** +7, **Will** +11; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 60 ft.

Melee nunchaku +10/+5 (1d6+1) or

flurry of blows +10/+10/+5/+5/+0 (1d10+1) or
unarmed strike +9/+4 (1d10+1)

Ranged composite longbow +8/+3 (1d8+1/X3)

Special Attacks flurry of blows, stunning fist (11/day, DC 17)

STATISTICS

Str 12, **Dex** 10, **Con** 12, **Int** 13, **Wis** 15, **Cha** 11

Base Atk +8; **CMB** +12 (+14 trip); **CMD** 24 (26 vs. trip)

Feats Combat Reflexes, Crane Ripose^{UC}, Crane Style^{UC}, Crane Wing^{UC}, Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Iron Will, Skill Focus (Perception), Stunning Fist, Toughness, Weapon Focus (nunchaku)

Skills Acrobatics +14 (+37 when jumping), Craft (calligraphy) +15, Diplomacy +11, Heal +13, Knowledge (arcana) +12, Knowledge (religion) +9, Perception +5, Sense Motive +11; **Racial Modifiers** +23 Acrobatics when jumping

Languages Common

SQ fast movement, maneuver training, ki pool (7 points, cold iron/lawful/magic), slow fall 50 ft., high jump, wholeness of body (11 hit points)

Combat Gear nunchaku, composite longbow (+1 Str), *belt of physical perfection* +2, 148 gp

- Something or someone should end up hurtling into the lake. (In playtest, a PC surfed across it on a plummeting coffin after Kan Kuei's demise.)
- As soon as the fight commences, Wu Wang betrays Chung Fu Tui, shooting him with a blow-dart containing a dose of Black Centipede Poison. This puts the old master out of commission and allows Wu Wang to join the fight against the PCs. If the PCs for some reason suspect this will happen, and manage to prevent it, give Chung Fu Tui's character stats (see above) to the player best able to handle a character in addition to his own. That saves you the trouble of running characters on both sides of the fight.
- Chien Chieh is justifiably terrified of Kan Kuei, and flees at full speed the moment the fight starts.

WU WANG

CR 8

XP 4,800 Male human barbarian 3/monk 6
LE Medium humanoid (human)

Init +6; **Senses** Perception +15

DEFENSE

AC 16, touch 15, flat-footed 14 (+1 armor, +1 deflection, +2 Dex, +1 monk, -2 rage, +3 Wis)

hp 88 (9 HD; 3d12+6d8+33)

Fort +10, **Ref** +8, **Will** +11; +2 vs. enchantment

Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** disease

OFFENSE

Speed 60 ft.

Melee +1 nunchaku +14/+9 (1d6+6) or

+1 nunchaku flurry of blows +13/+13/+8 (1d6+6) or
unarmed strike +12/+7 (1d8+5) or

flurry of blows +12/+12/+7 (1d8+5)

Ranged mwk shortbow +10/+5 (1d6/X3)

Special Attacks flurry of blows, rage (8 rounds/day), rage powers (guarded stance [+1 dodge vs. melee]), stunning fist (6/day, DC 17)

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 17, flat-footed 16; **hp** 76; **Fort** +8, **Will** +9; **Melee** +1 nunchaku +12/+7 (1d6+4), or +1 nunchaku flurry of blows +11/+11/+6 (1d6+4), or unarmed strike +11/+6 (1d8+3), or flurry of blows +10/+10/+5 (1d8+3); **Str** 16, **Con** 10; **CMB** +12; **Skills** Climb +15.

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 13, **Wis** 17, **Cha** 8

Base Atk +7; **CMB** +14 (+16 trip); **CMD** 27

Feats Blind-Fight, Combat Expertise, Deflect Arrows, Greater Trip, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Focus (nunchaku)

Skills Acrobatics +14 (+32 when jumping), Climb +17, Craft (alchemy) +10, Disable Device +8, Disguise +5, Perception +15, Stealth +14; **Racial Modifiers** +18 Acrobatics when jumping

Languages Common

SQ fast movement, fast movement, maneuver training, ki pool (6 points, magic), slow fall 30 ft., high jump

Combat Gear +1 nunchaku, mwk shortbow, *belt of giant strength* +2, *bracers of armor* +1, *ring of protection* +1, 418 gp

- Allow the players to direct the movements of unengaged monks during the battle.
- There are about as many Lotus minions as young monks. Both are treated as unnamed characters (**FS2**)/*faceless hordes* (**F20**). They charge into battle with one another, screaming and dying as a backdrop to the PC's fight. Don't bother rolling for them, except where PCs are choosing to engage Lotus minions. They're more an

KAN KUEI

BOSS/UBER-BOSS

SORCERY	DEF	TOU	SPEED
18	14*	7	7

* 15 if he has a coffin active.

Sample Dialogue: “Fall down and tremble before my transcendent corruption!”

Weapons: Blast (12), flying coffin (highest hero Damage Value +1)

Skills: Deceit 15, Info/Demonology 15, Intimidation 12, Leadership 12

Resistances: Notice 15

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Sorcery: Blast, Fertility, Movement, Summoning

Flying Coffins: For each flying coffin he currently has active, add 3 to Kan Kuei’s Initiative checks. Rules-wise, each coffin attack is just a blast attack with a cool description, with a bit of extra kick in the damage department. A coffin can take 9 points of damage before shattering. Any damage beyond that carries over to the victim inside.

exciting background element to describe every so often in the course of the battle than a set of characters whose game statistics you need to carefully track. Occasionally throw in a bit of vivid description — the cries of the wounded, the clash of swords on the battlefield, and so on — to remind the players that their fight with Kan Kuei is part of a bigger battle. Kan Kuei will flee the battle if reduced to 10 hit points (F20) or taken up to 30 WP (FS2). If he flees or is killed, all of his minions rout. Wu Wang is willing to fight to the death as long as Kan Kuei is still around; otherwise, he flees, too.

- If the temple is set on fire, the blaze can be contained by monks who disengage from the battle. Five of them must do so for every one fire set by the Lotus. After six separate fires have been set, the Lotus minions will stop trying to set more, and will instead try to engage the firefighters, allowing the blaze to spread. If the PCs thought to set up buckets of water around the temple ahead of time, only 2 monks per blaze are needed.
- Although the burrowing demons, which have centipede bodies and big, snakelike heads, look dangerous, they’re tired and in no mood for a fight. They’ll retreat back into their holes and disappear at the first opportunity.

KAN KUEI

CR 14

XP 38,400 Male human magus^{UM} 15

LE Medium humanoid (human)

Init +8; **Senses** Perception +16

DEFENSE

AC 26, touch 18, flat-footed 21 (+4 armor, +3 deflection, +4 Dex, +1 dodge, +4 shield)

hp 109 (15d8+38) **Fort** +13, **Ref** +12, **Will** +15

Defensive Abilities blur, displacement

OFFENSE

Speed 30 ft.

Melee +2 *light mace* +18/+13/+8 (1d6+4)

Ranged +1 shortbow +16/+11/+6 (1d6+1/X3)

Special Attacks greater spell combat, improved spell combat, spell combat (–2 attack, +2 concentration, double bonus), spellstrike

Magus Spells Prepared (CL 15th; concentration +19)

5th—maximized *acid arrow*, *acidic spray*^{UM} (DC 19), *interposing hand*

4th—*dimension door*, extended *displacement* (already cast), *fire shield*, *ice storm*, maximized *magic missile*

3rd—*dispel magic*, *fireball* (DC 17), *lightning bolt* (DC 17), *ray of exhaustion* (DC 17), *vampiric touch* (2)

2nd—*acid arrow*, *blur* (already cast), *darkness*, *mirror image*, *scorching ray* (2)

1st—*expeditious retreat*, *magic missile* (2), *shield* (already cast), *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *ray of frost*

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 18, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +11; **CMD** 29

Feats Craft Wondrous Item, Dodge, Extend Spell, Improved Initiative, Iron Will, Maximize Spell, Scribe Scroll, Toughness, Weapon Finesse, Weapon Focus (light mace), Weapon Specialization (light mace)

Skills Bluff +15, Craft (alchemy) +22, Diplomacy +15, Intimidate +18, Knowledge (arcana) +22, Knowledge (planes) +14, Perception +16, Spellcraft +22

Languages Abyssal, Common

SQ arcane pool (11 points, +4), fighter training (fighter level 7), heavy armor proficiency, improved spell recall, knowledge pool, magus arcana (close range, concentrate, hasted assault, pool strike +6d6, reflection) medium armor proficiency

Combat Gear +2 *light mace*, +1 *shortbow*, *belt of incredible dexterity* +4, *bracers of armor* +4, *cloak of resistance* +3, *ring of protection* +3, *black centipede jar*, 365 gp

- If the PCs are winning too handily, demon monks pour out of the tunnel to join the fray. Use the game statistics on p. 19.
- The Black Centipede Jar dangles from Kan Kuei's belt. A PC might want to grab it in mid-fight, just to make sure they get it. It detects as magic, naturally. If Kan Kuei is slain in the air, he plummets to the ground. Remind the players that they might want to intercept the jar before it breaks.



Any number of stunts might separate Kan Kuei from his jar prematurely.



A successful touch attack, followed by a DC 15 Sleight of Hand check, can get the jar away from Kan Kuei.

FADE OUT: DENOUEMENT

Ideally, the heroes drive off or kill Kan Kuei, at the same time rescuing the Crippled Heroes, seizing the jar, and saving the monastery. No-Eyes Lau directs the party's most effective wielder of magic in the ritual required to free them, and Chung Fu Tui, from the grip of the Black Centipede Poison.

The surviving Crippled Heroes declare their undying friendship and promise to help them find more battles against the Lotus and other forces of tyranny and oppression. Chung Fu Tui likewise affirms the eternal gratitude of the Shaolin.



He gifts the party with rare spices and silks worth 4,500 gp per party member.

SEQUELS: COMING BACK FOR MORE

Here are some ideas for follow-up adventures.

REVENGE OF THE LOTUS

Kan Kuei is just one member of a large and powerful organization. Eventually they'll get around to a reprisal attack to punish the PCs for their effrontery.

CHUNG FU TUI'S OTHER SIDE

Although the monks of the Guiding Hand society seem noble and heroic, they want to change the world in a way that your PCs might not like. If they seize enough sites, the world will become placid, unchanging, and intolerant of disorder of any kind. It won't be an evil place, but it won't be much fun,

NEW MAGIC ITEM: FLYING COFFIN



This sarcophagus of translucent rock makes an impressive weapon, provided you have a victim of 6th level (character level, not class level) to put inside it. You must render the victim helpless by some other means. He must be alive but unable to escape from the coffin.

With a victim inside, any arcane spellcaster of 7th level or above can make the coffin fly through the air (speed 60 ft.). It can be used to batter opponents. Each coffin you control has a melee attack bonus of +9 and a damage of 1d4 + the trapped victim's level. Neither number is modified by your own statistics. You may control up to five coffins at one time, striking up to five times per round. Striking with one or more coffins counts as your full action for the round. Typically, a single Medium-sized target can be attacked by no more than two coffins during the same round.

The coffin's maximum altitude is 70 ft above the ground.

Though seemingly fragile, the coffins take no damage when used as weapons. However, they can be damaged by opponents: they have a Hardness rating of 2 and 20 hit points apiece. If you are clever, you can ensure that the coffin is high above the ground when destroyed, so that your victim plummets towards the ground, facing grave injury unless rescued on his way down.

The coffins are sized to fit Medium-sized victims.

either. Maybe the next time they meet him, the PCs will be fighting the venerable monk to stop him from taking over a feng shui site.

CHIEN CHIEH

He knows his run as a Lotus minion is now over, and will do his best to make himself appear invaluable to the PCs — until a better offer presents itself. Then, he'll probably try to betray them to some other faction.

MORE SITES IN PERIL

The Crippled Heroes, or Johnny Ko, may throw more adventures to the PCs. Evildoers are constantly trying to destroy or take over places with bountiful chi, and the Dragons can always use more help in putting them down.



For more on the background behind the secret war for feng shui sites, check out the *Feng Shui 2* game and its various supplements. Even without **F20** stats, you'll find plenty of character and plot ideas to steal for your Asian-based campaign.

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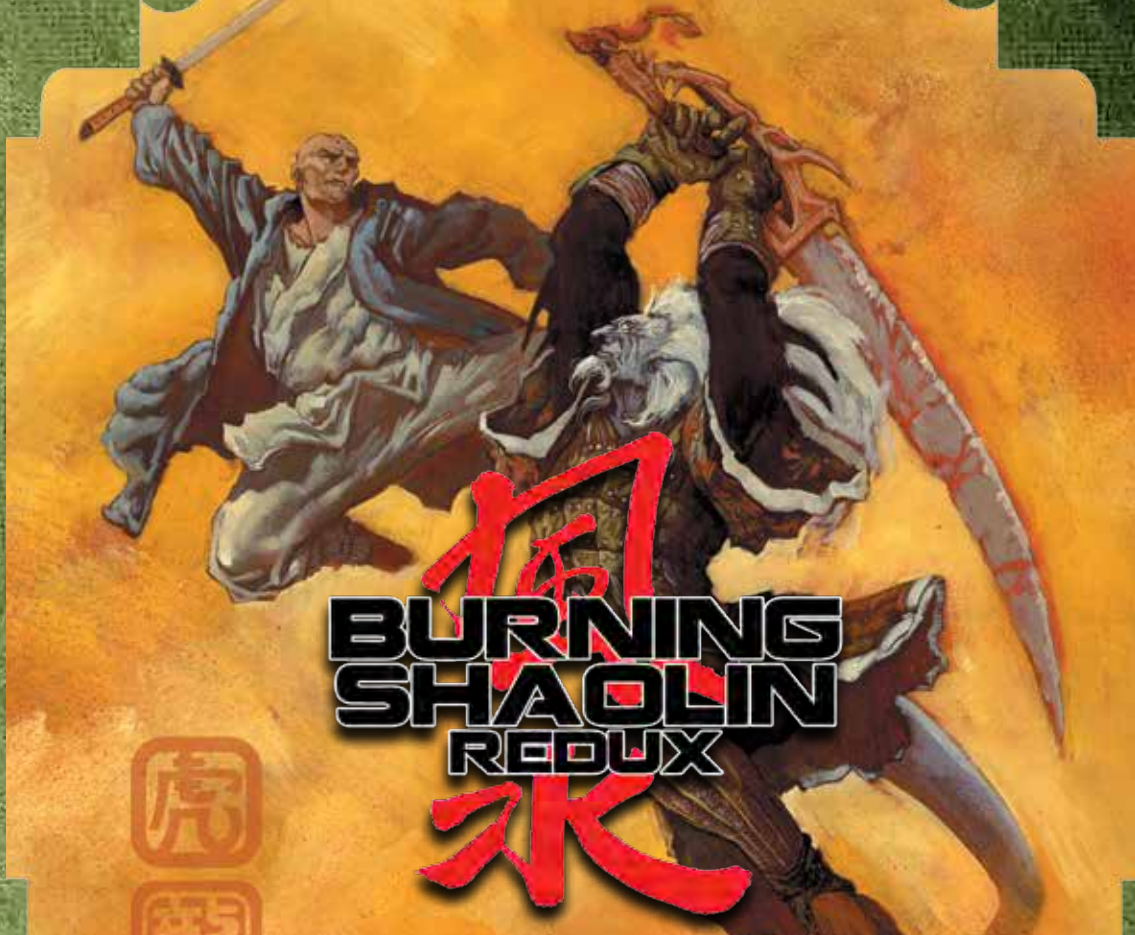
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