



A Feng Shui Adventure

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Editor's Note: This article originally ran in *Valkyrie* issue #17.

The Premise: The PCs find a map in 1850 China that leads to hidden Ming Dynasty treasure.

The Twist: The real map has been replaced by a forgery that leads the PCs and members of the Guiding Hand into an Ascended trap.

The Climax: The PCs and the Hand clash in the ruins of an ancient pagoda. Then a Manchu army shows up . . .

Backstory

The Manchus invaded China in 1644, and by 1681 had succeeded in completely deposing the Ming Dynasty. Even after the Manchus were ensconced in power, rebellious groups continued to spring up, many set on reviving the Ming Dynasty and ousting the foreign Manchus. For the next two centuries, rumors of hidden Ming treasure ran rampant, but the truth of this rumor always seemed in doubt. Until now.

In China in 1850 a notorious pirate named Big Cannon Kung acquired a map purporting to show the location of hidden Ming treasure. Unfortunately for Big Cannon, he has a rather large mouth and word spread all over the docks of Shanghai. Agents of the Prof picked up the rumor, as did members of the Guiding Hand and the Ascended. All three factions are keen to acquire the treasure, if it really does exist.

The Ascended Plot

The local leadership of the Jade Wheel Society realized that Big Cannon Kung had handed them a golden opportunity to root out some of their enemies. Rather than

simply killing Kung and taking the map, they came up with an altogether more sinister plan. They had a forgery of the map made and used one of their agents to steal the real map and plant the fake one aboard Big Cannon's ship. The fake map leads to the ruins of the Pagoda of Six Harmonies in Hangchow and a large Manchu force awaits there to ambush any Secret Warriors who show up. If all goes to plan, the Ascended will not only get the treasure, but also eliminate members of the Guiding Hand and/or the Dragons.

Involving the PCs

The easiest way to get the PCs involved is through the Prof. This assumes, of course, that the PCs have joined the Dragon cause and are working, at least occasionally, with the Prof or Kar Fai. If that is the case, the setup is easy enough. The Prof sends word to the PCs to meet her at the Junkyard ASAP. When they arrive she gets right to the point.

"Our agents in Shanghai in 1850 have picked up an interesting rumor," she begins. "Supposedly, the pirate captain Big Cannon Kung has recently acquired an old map said to lead to hidden treasure of the Ming Dynasty. I don't need to tell you how much it would help us to get our hands on that treasure. The money we could generate is potentially staggering. So, I want you to go to Shanghai, find this Big Cannon Kung, and get the map from him. Follow it if you can and secure the treasure."



"You should go as soon as possible. And remember, if our agents heard about it, you can bet that the Jade Wheel Society has heard about it too. Watch your ass out there."

If the PCs are not involved with the Dragons, then lure them to Canton with a red herring. While they are investigating, the PCs hear the rumor about Big Cannon Kung and his map. When they realize that their original mission is pointless, they may decide to follow up on the rumor. Even heroes need money sometimes, right?

The Docks of Shanghai

The Prof gives the PCs directions to a nearby portal that leads to Shanghai in 1850. They emerge into a dark and narrow alley in the Chinese section of town (sections of the city are controlled by the British and other Europeans in the wake of the Opium War). The streets here are a maze, and the PCs best bet is to hire a local to guide them to the docks on the Huangpu River. PCs from the contemporary juncture who make no attempt to disguise themselves are bound to attract attention. Feel free to sic some constables on those who insist on sticking out in the crowd.

Once at the docks, it is easy enough to find Kung's ship. As mention previously, Big Cannon Kung has a big mouth and everyone knows where to find him. The PCs locate his ship as the sun goes down. Unbeknownst to them, a Jade Wheel agent has just switched the maps on Kung's junk.

The ship is a two mast junk with a high stern and Big Cannon's namesake in the prow. When the PCs arrive, only eight members of the crew are aboard. Big Cannon and his girlfriend "Little Dove" have just returned from carousing and are relaxing in his cabin. The PCs have a couple of options at this point. They can simply storm the ship with guns blazing, or they could try the sneaky approach. Since Kung is in his cabin and the map is with him, the sneaky approach will only take them so far. Also note that Little Dove has Hair-Trigger Neck Hairs. Eventually, it's going to turn into a big ole fight on the junk.

Big Cannon and Little Dove

Big Cannon is a notorious pirate, but since he bribes the right people he can dock in Shanghai. He is not the savviest of men, but he more than makes for that with his casual brutality. Due to his successes on the high seas, he has an unshakable faith in his own prowess. If the PCs whoop his ass, he should either go down fighting or jump into the river and escape to plot his revenge.

Little Dove is Big Cannon's girlfriend and partner in crime. She acts as his second in command on the ship and her shooting skills have saved the crew on more than one occasion. She also has smarts and tries to temper Big Cannon's worst excesses. It is only because of her that they have steered clear of British ships, which has no doubt saved them from the fate of many other local pirates. Little Dove also knows when to retreat and will do so if the situation onboard becomes untenable.

Big Cannon Kung

Sample Dialogue: "I will feed your entrails to the sharks!"

Attributes: Bod 7, Chi 0 (Fu 2), Mnd 5 (Cha 7), Ref 6

Skills: Drive/ Junks 13, Guns 12, Info/Pirate Gangs 13, Intimidation 12, Leadership 13, Martial Arts 14

Unique Schtick: Big Cannon suffers no penalties for fighting aboard ships, no matter what the conditions.

Schticks: [Fu Powers]: Prodigious Leap

Weapons: fist (8), kick (9), sword (11), black powder pistol (7/3/1)

Little Dove

Sample Dialogue: "Don't let my name deceive you!"

Attributes: Bod 5, Chi 0 (For 2), Mnd 6, Ref 7

Skills: Deceit 14, Guns 14, Info/Shanghai 12, Martial Arts 12

Schticks: [Gun Powers]: Fast Draw (x2), Hair-Trigger Neck Hairs, Signature Weapon (Pepper-Box Pistol with gold-inlaid lion designs)

Weapons: fist (6), kick (7), knife (7), Pepper-Box Pistol (10/3/6)

Pirates

Sample Dialogue: "Kill the dogs!"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 6

Skills: Drive/Junk 10, Martial Arts 8

Weapons: fist (6), kick (7), sword (9)

Cool Things That Could Happen

1) The big cannon is in the prow and it is loaded. Anyone can fire it with an AV

equal to their Ref. Characters with Guns can use that instead, at a -1 penalty. Its damage is 18.

2) There are plenty of ropes for swinging and swashbuckling. They can also be used to string people up.

3) Fighting on the masts is always entertaining. It also allows people to use the sails for cover and transport.

4) Flying kung fu moves are bound to knock people overboard. Fighting in the water can also be fun.

5) For added mayhem, a group of constables could show up in mid-fight.

Aftermath

Once Big Cannon and his crew have been dealt with, the PCs can raid his cabin. Here they find a chest with some silver coins, some objects d'art, and a tube with the map. The value of all this is up to the GM. For our purposes only the map is important.

The map indicates that the treasure is in the "capital of the Southern Sung." An Int or appropriate Info roll of 8+ reveals that this is the city of Hangchow in the Chekiang Province. The map itself shows the ruins of a large pagoda, identified as the Pagoda of Six Harmonies. Characters from the contemporary juncture might be familiar with the Pagoda, since it is a major tourist attraction in Hangchow, but the modern version was only rebuilt in 1899.

The PCs now need to get to Hangchow. It's about 135 miles from Shanghai and it will take the PCs between three to five days to get there depending on how they travel. If any of them can sail, they could simply commandeer Big Cannon's junk (assuming it's still afloat). Otherwise, they'll have to purchase horses or walk. What the PCs do not know is that three agents of the Guiding Hand watched the fight on the junk and will follow them however they travel. Road and sea traffic is busy enough that a few monks traveling in the same direction should not arouse suspicion.

The journey itself is uneventful, at least in relation to this story. If you have continuing plot threads playing out in your campaign, this would be a good time to work something in. It's never a bad time to have an old nemesis show up, especially when the PCs are on an important mission.

The Pagoda of Six Harmonies

The pagoda was originally built in 970 AD and soared to a height of 500 feet. Sadly, a foreign army burned it down in 1121 and it has been in ruins ever since. Now only the interior walls of brick are standing, and then only to 75 feet. Sections of the second floor are still standing, though there is no way up there except climbing or leaping. The rest of the bricks have fallen around the pagoda, or been carried off by local builders. The ruins are on a heavily wooded hill that overlooks the beautiful Quintang River and are about five miles from the city proper.

According to the map, there is a hidden trapdoor under a pile of masonry along the

Northeast wall of the pagoda, which is octagonal in shape. The map also details three traps which guard the secret basement and shows how to disarm them. These traps include a hidden pit, moving walls that crush would-be robbers, and spring-loaded swords that come up from the floor.

Shaolin Surprise

The agents of the Guiding Hand make their move soon after the PCs arrive at the Pagoda of Six Harmonies. The forest makes it easy for them to evade detection until they leap out of the trees and attack.

The group is lead by a young Shaolin Master named Li Chung So. He is acting on orders from Quan Lo himself. Due to his youth and desire to prove himself, Li has a tendency to act recklessly. He is accompanied by Bolo Hung, a hulking student of the Resistance Principle, and Yen Su, a crack archer.

On their arrival in Hangchow, Li sent Yen Su to find the local cell of the Golden Candle Society. He did so successfully and the cell members went out to recruit some local help in the form of the Young Cows, a secret society that resists local tax collectors and bureaucrats. The Young Cow Society will become important shortly.

Li Chung So

Sample Dialogue: "This treasure belongs to China!"

Attributes: Bod 6, Chi 6 (For 3), Mnd 5 (Cha 6), Ref 7

Skills: Info/Neo-Confucianism 15, Leadership 12, Medicine 12, Martial Arts 15

Schticks: [Fu Powers]: Armored in Life, Clothed in Life, Dim Mak, Hands Without Shadow, Lightning Fist, Natural Order, Walk of a Thousand Steps, Willow Step

Weapons: fist (7), kick (8), staff (9)

Bolo Hung

Sample Dialogue: "Your guns are useless against me."

Attributes: Bod 9 (Tgh 12), Chi 2 (Fu 6), Mnd 5, Ref 6

Skills: Info/Neo-Confucianism 13, Medicine 13, Martial Arts 13

Unique Schtick: Immobility of the Turtle (see *Back for Seconds*, p. 35)

Schticks: [Fu Powers]: Backlash of the Turtle, Bite of the Dragon, Creative Thunder, Mirror of the Turtle, Natural Order

Weapons: fist (10), kick (11), iron shod club (12)

Yen Su

Sample Dialogue: "I will send you to hell!"

Attributes: Bod 6, Chi 4 (Fu 7), Mnd 5, Ref 8

Skills: Deceit 10, Guns 14, Info/Neo-Confucianism 14, Leadership 11, Medicine 11, Martial Arts 12

Unique Schtick: Like many Guiding Hand archers, Yen So has learned how to project his chi energy through his arrows. He can use the following fu schticks with his bow, using Guns instead of Martial Arts for all relevant checks. Chi is paid as normal.

Permitted fu powers include: Bite of the Dragon, Breath of the Dragon, Dark's Soft Whisper, Fire Strike.

Schticks: [Fu Powers]: Bite of the Dragon, Breath of the Dragon, Dark's Soft Whisper, Fire Strike, Friend of Darkness, the Fox's Retreat, Prodigious Leap [Gun

Powers]: Fast Draw, Signature Weapon (bow), Versatile Ammo
Weapons: fist (7), kick (8), bow (10/5/1)

Pagoda Stand-Off

Soon after the PCs arrive, Li Chung So leads his men to the attack. This should happen before the PCs finish clearing away the masonry above the supposed trapdoor. Li and Bolo jump into the pagoda, while Yen Su prodigious leaps on top of one of the crumbling walls. Li Chung So says, "You have no right to this treasure. It belongs to the true Chinese, not a gaggle of ne'er-do-wells from the future. Hand over the map and we will show you mercy."

The PCs will no doubt have a different view. Li Chung So will not back down and a fight is sure to ensue. Let this fight go on for one or two sequences. The idea here is to show the Guiding Hand monks are tough, skillful, and honorable opponents, but not to cause too much damage to either side. The PCs will need their strength soon enough, so try to ensure that they don't get beat on too badly in this fight.

A Bigger Problem

Once the Guiding Hand monks are inside and the fighting starts, the Ascended are ready to spring their trap. Lin Baio, a Transformed Fox and the Lodge mastermind behind this plan, is hidden in the forest with a small army. Once he gets the signal from his scouts, the army surrounds the pagoda. The PCs, who are most likely busy fighting the Guiding Hand, will probably not realize what is going on until the noose is firmly around their necks.

When the army has taken its positions, Lin Baio signals his drummers to announce their presence. The rolling beats of a half dozen kettle drums are the first sign that something else is going on here. When they hear this, the Guiding Hand monks will back away from the PCs and try to see what's going on outside. Wise PCs will do the same.

Outside are about 100 soldiers, a mix of infantry and cavalry. Matchlockmen, swordsmen, Manchu cavalry, and Mongol horse archers are all in view. Riding in front of the cavalry is a Manchu man in general's armor. He addresses the occupants of the pagoda.

"Enemies of the Qing Dynasty, the Emperor demands your surrender. Come out peacefully or be destroyed!"

Li Chung So says, "That's Lin Baio out there." If asked just who Lin Baio is, Li confirms the PCs worst suspicions by answering, "A high ranking member of the Jade Wheel Society."

Comrades in Arms?

The PCs now have some important decisions to make. With the odds against them and the Ascended after everyone in the pagoda, some kind of alliance with the Guiding Hand is the best option. Li Chung So is impetuous, but he's no fool. He will agree to an alliance, but insist on an even split of the treasure if they are successful. The PCs may now doubt that such a treasure really exists, but Li Chung So is clinging to his hopes.

At this point, give the PCs some time to discuss tactics. Trying to break out is certainly an option, but would mean leaving the pagoda behind and never finding out if there is treasure or not. If asked, Li Chung So suggests fighting in areas where only a few opponents can get at them. If not asked, he and Bolo simply pick a doorway to defend and wait for the attack. Yen leaps up to the ruins of the second floor and readies his arrows.

PC Advantages

Things may look grim for the PCs but they do have certain advantages. Namely:

1) **Morale:** Most of the opposing army has extremely poor morale. Only the cavalry has any esprit de corps. If faced with blatant shows of powerful magic or strange technology, the infantry may well flee. The Difficulty of Intimidation checks versus the infantry is only 3.

2) **Position:** The PCs and their allies have the advantage of position. The ruins of the pagoda ensure that the full numbers of the Manchus cannot be brought to bear at once.

3) **Allies:** As the PCs should know, the Guiding Hand monks are no slouches. Each is a Shaolin Master and can kick some serious ass. As a bonus, they really hate the Manchus.

4) **Sorcery:** Lin Baio did not investigate his ambush site very thoroughly and chose it mainly due to the availability of a local garrison. The ruins of the pagoda predate the rise of the Ascended and retain a bit of their former magic. The Sorcery Juncture Modifier here is 0, similar to Hong Kong in the modern juncture.

The Name Custer Springs to Mind . . .

This is an enormous battle by *Feng Shui* standards and requires special handling to ensure that it is dramatic and fun for the players. For sake of ease, it is broken up into three phases: the infantry attack, the cavalry attack, and the Young Cow counter-attack. You never can tell just what your players will do, so be ready to improvise if they get wacky. And don't feel you need to stick too closely to the script if a dramatic opportunity presents itself. The idea here is simulate an epic battle, not to bore your players with hours and hours of dice rolling.

Special care should be taken with the Guiding Hand monks. They should not upstage the PCs under any circumstances. It's best to describe their actions in general, but not to actual roll dice for them. Tell the players how Yen Su is pouring arrows into the oncoming soldiers and how Li Chung So is fighting off six men with his twirling staff. You can also set up situations where one of the monks is about to be overwhelmed and let one of the PCs bail him out. If one of the PCs is really in trouble, you can also have Bolo or Li show up to help out before leaping back into the fray elsewhere.

Cool Things That Could Happen

1) The remaining walls of the pagoda are old and shaky. Knocking over these walls onto attacking troops is an excellent way to kill multiple mooks at once. The top most parts of the walls, on the ruins of the second floor, are the easiest to push over. When rocks fall on your head, there isn't much you can do about it, so PCs

who chose this method of attack can take out one mook for each three points of strength brought to bear on a section of tottering wall. Bolo Hung can be of great help here. If this tactic is used versus a named character, treat it as a stunt and give the bricks a damage of 15.

2) Ropes can be used to trip up charging horses.

3) The trees sheltering the Manchu missile troops can be set alight with sorcery or technology. While this isn't exactly eco-friendly, it would drive the missile troops back and remove the danger of sniping, at least partially.

4) Flying kicks are great for dismounting riders. Riderless horses running amuck are also a must.

5) When the press gets really tight, PCs can cross the room quickly by running on top of their enemies' heads.

The Manchu Army

Lin Baio did the best he could under short notice. His own Manchu cavalry are crack troops, as are the Mongols, but the infantry comes from the local garrison and they are poorly trained and led. Lin hopes that his numbers will prove sufficient to complete his plan. The army consists of 55 swordsmen, 20 Matchlockmen, 10 Manchu Banner cavalry, and 12 Mongol cavalry. Lin Baio leads the Manchu cavalry and Prince Berke the Mongol.

Lin Baio is a cunning man. He did not become a general just because he was a Lodge member. His clever strategies have won more than one battle, and he has been equally successful in the field of politics. With so many troops, he feels he has little to fear. Normally he wouldn't expose himself in such a way, but what are the odds that a small band could resist his army?

Prince Berke is a loyal soldier, and has a very personal code of honor. He is not Pledged, he is just a soldier doing his job. He curbs the brutality of his men, and PCs may find him an opponent worthy of respect.

Lin Baio

Sample Dialogue: "I will crush you like insects."

Attributes: Bod 5 (Str 6), Chi 6 (For 9), Mnd 8, Ref 7

Skills: Deceit 15, Driving/horse 12, Gambling 13, Info/Secret War 13, Leadership 12, Martial Arts 14

Schticks: [Fu Powers]: The Fox's Retreat, Prodigious Leap [Transformed Animal Powers]: Borrow, Embezzle, Mockery, Swindle (fu and creature powers)

Weapons: fist (7), kick (8), sword (10)

Manchu Banner Cavalry

Sample Dialogue: "Death to the rebels!"

Attributes: Bod 6, Chi 0, Mnd 5, Ref 6

Skills: Drive/horse 9, Intimidation 8, Martial Arts 8

Weapons: spear (9), sword (10)

Prince Berke

Sample Dialogue: "My honor is my life."

Attributes: Bod 7, Chi 0, Mnd 5, Ref 7

Skills: Drive/horse 15, Guns 14, Martial Arts 13

Unique Schtick: Prince Berke was born in the saddle. He suffers no penalties when attempting stunts related to horsemanship.

Schticks: [Gun Powers]: Both Guns Blazing, Fast Draw, Signature Weapon (bow), Versatile Ammo

Weapons: bow (10/5/1), fist (8), sword (11)

Mongol Cavalry

Sample Dialogue: "For Prince Berke!"

Attributes: Bod 5, Chi 0, Mnd 5, Ref 6

Skills: Drive/horse 10, Guns 9, Martial Arts 7

Weapons: bow (7/5/1), sword (9)

Swordsmen

Sample Dialogue: "Attack!"

Attributes: Bod 6, Chi 0, Mnd 4, Ref 5

Skills: Martial Arts 6

Weapons: sword (10)

Matchlockmen

Sample Dialogue: "Steady, steady . . . fire."

Attributes: Bod 5, Chi 0, Mnd 5, Ref 6

Skills: Guns 8, Martial Arts 6

Weapons: Chinese matchlock musket (7/5/1, and takes 6 shots to reload), sword (10)

The Infantry Attack

Once the PCs have defied Lin Baio, the Manchu commander yells, "So be it. Prepare to be destroyed!" With that, he points at the pagoda and shouts, "Attack!"

The swordsmen leap to the attack, while the matchlockmen snipe at any available targets. It takes them one sequence to reach the pagoda, and they present easy targets to PCs with missile weapons or sorcery. The cavalry stay in reserve. Lin Baio is planning on using them for a crushing blow once the infantry has worn down the defenders.

This combat should be run for two sequences (one for approach and one for assault), or three if your players are really enjoying themselves. The only advantage the mooks have is numbers, so your PCs should be able to rip into them. Even mooks land a couple of lucky blows, however, so feel free to slap your players if they get too cocky. After two sequences, chances are the PCs and their allies will have taken down a large number of the attackers, likely with sorcery and modern weapons. At this point, the attack falters and the mooks retreat in disorder, despite Lin Baio's shouted orders to the contrary. PCs who follow them outside the pagoda will be the targets of missile fire.

Cavalry Attack

Once the retreating infantry have streamed by him, Lin Baio orders the cavalry to attack. The Mongols fan out in front, firing their bows as they charge forward (they do this at no penalty because hey, they're Mongols). The Manchu Bannermen lead by Lin Baio himself follow closely behind. Just before they hit the pagoda, the Mongols break off and circle around the back, firing at available targets. Meanwhile, the Bannermen charge inside. Again, the approach to the pagoda takes one sequence.

With Lin Baio and Prince Berke on the scene, things get serious. The Mongols will try to flank the PCs while they are busy beating off the Bannermen and flood in from the rear. The whole pagoda will become a churning sea of horses and men, screaming and dying amongst the casualties of the infantry attack. Play this combat out for at least once sequence. At this point, the PCs hear dozens of voices shouting "attack." Those who spare a look outside see that the swordsmen have reformed and they and the matchlockmen are advancing up the hill.

Young Cow Counter Attack

Let the sheer size of the army sink in at this point. Let a few shots go by as the infantry march up the hill. At this point, cries of "Death to the Manchus" erupt from the woods. Charging out from the trees are masked peasants and townspeople armed with spears and other makeshift weapons. Li Chung So jumps on to a wall and shouts, "Young Cows, smite down the enemies of China!"

The rest of the fight is best described in cinematic terms. The Young Cows charge into the rear of the advancing infantry, taking them by surprise. The already disheartened infantry fall before the roused peasantry and the Young Cows stream into the pagoda. Lin Baio will curse the PCs and attempt to escape. The PCs can concentrate on taking him down and it is in their best interest to do so. By the time the battle is finished, the pagoda is awash in blood and the dead and dying are strewn everywhere. This war wasn't so secret.

Treasure? What Treasure?

Sooner or later, the minds of the PCs will turn to the treasure. It doesn't take long to figure out that the map they have is a fake. Removing the masonry from the Northeast corner reveals only dirt. The Pagoda of Six Harmonies was nothing but a death trap.

Those who search the body of Lin Baio, however, will find a tube tucked into his belt. Inside is the real map, lifted from Big Cannon's junk days before. If the PCs are going to let Lin Baio escape, you might want to call for Perception checks to notice the tube sticking out of his belt. Depending on how the PCs handle this, they can include the Guiding Hand monks or not. It wouldn't be all that difficult to conceal the discovery from them, though honorable PCs might object. If the discovery is made public, Li Chung So wants to leave immediately and follow the map. Details of this uneasy alliance are up the PCs, though they may be feeling well-disposed towards the Guiding Hand after their heroic stand together. If the PCs handled themselves well and treated the monks honorably, they will have friends amongst the Guiding Hand.

Legacy of the Ming

The real map shows a hidden underground complex near the city of Amoy in the Fukien Province. Amoy was the home base for Cheng Ch'eng-kung, known as Koxinga to Europeans, in the 17th century. Cheng was a Ming loyalist who resisted the Manchus with his sizable fleet long after the rest of the country had been conquered. He eventually drove the Dutch off Taiwan and established himself there, where his family ruled until 1683 when the Qing finally conquered this last bit of free territory.

Even after hundreds of years, the map is easy enough to follow. The complex is built into a low hillock and the entrance marked by a jagged boulder. Inside is a large complex, with dozens of interconnected rooms. And filling all these rooms are thousands upon thousands of books, lying in precise order on floor to ceiling shelves. PCs may be disappointed that there is no gold or even Ming vases. However, if they investigate their find they will realize they have unearthed something far more valuable.

In 1403 the Emperor ordered the compilation of an encyclopedia of all knowledge. Over 2000 scholars worked on this epic for five years and the result was known as the *Yung-lo ta-tien*. The finish product consisted of 11,095 volumes and due to its sheer size only three copies were ever made. Two disappeared during the Manchu conquest and the third will be almost entirely destroyed in a fire in 1900 during the Boxer Rebellion. What the PCs have found is one of the two missing copies, long thought destroyed. It is a priceless cultural treasure, especially if the PCs can get it back to the contemporary juncture.

How the PCs proceed from here is up to them. Hauling nearly 12,000 fragile books out of a country firmly in the Ascended's grip will not be easy and should be an adventure in itself, as will finding buyers for the collection who will not screw the PCs over. Another option is to go to the contemporary juncture and try to excavate the complex there. Of course, then they'd have to deal with the Communist government of China, but it's a possibility. And naturally, the Guiding Hand would love to get their hands on this product of Chinese genius, so they are not to be discounted. By the time they are through, the PCs may wish they never found the lost treasure of the Ming Dynasty.

Further Adventures

- 1) Li Chung So finds the PCs and says he's quit the Guiding Hand and wants to join the Dragons. Is he sincere or is this a ruse?
- 2) Prince Berke feels dishonored by his defeat. He concocts a scheme to take vengeance on the PCs.
- 3) The encyclopedia is the sum knowledge of the Ming. It could contain clues that lead to many adventures. PCs could find out about feng shui sites, forbidden magics, or further hidden sites.
- 4) If the PCs hoodwinked the Guiding Hand, they would be most displeased if the truth came to light. For more info on the Guiding Hand, see *Blood of the Valiant*, a sourcebook on the Hand by Ronin Publishing.

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