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# CATHAY

A Sourcebook for WFRP

by B. Scot Hoover

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*Urnst fidgeted in the saddle. His backside ached after what seemed like a lifetime spent riding across one wasteland after another. Behind him, the Tilean began another of his interminable hacking fits. Their third companion, the dwarf, let out a low snicker. "For the love of Sigmar, will you two shuddup," Urnst growled. Lately, tempers had begun to flare amongst the three unlikely travelers. It wasn't unreasonable given their fortunes of late.*

*The Tilean's uncle, the patriarch of the Caldieri family of Miragliano had provisioned a large and well supplied caravan, bound for the east. The Schattenburg Rangers, a condottieri outfit of which Urnst and Kellri had been a part was contracted to provide protection. Over 8 months later, and a series of nasty run-ins with hobgoblin "toll collectors", only the three were left. During the past week, they had passed a number of small villages. Fearing another encounter with the goblinoids they had kept their distance.*

*Pushing his horse through a winding trail strewn with gravel, Urnst forged ahead of the others. Despite a constant thirst, he had managed to stay alert and determined not to die on this fool's quest. Above him the path looked like it was rising across a ridge. Spurring his horse upwards he caught his breath when he saw what lay on the other side.*

*On the next ridge, stretching for miles on either side was a wall...*

# 1.0 Introduction

## People

Imperial Cathay is the largest cohesive nation in the Old World, with the longest continuous history of any human nation. However, it is not entirely ethnically so homogenous. It is largely Chinese in tone but incorporates areas of other East Asian countries, notably Thailand (Tialan), Vietnam (Siewkang), Tibet (Kitsevara), and Korea (Han Kuo). Unlike the Old World, which is divided along ethnic and national boundaries, Cathay is largely a mixture of many different peoples, but ruled by one- the Li.

**The Li-** From Hanmei in the South to Chungcheng in the North nearly everyone is Li. The Li people are said by Court historian Ssu-ma-yan to have been “...children of Yu-wang the Great Archer and his sister-wife Yu-ting- the Maiden after their stay on Mt. I-Lan...” In the mythical 1<sup>st</sup> and 2<sup>nd</sup> dynasties the Li were only one amongst many tribes who settled in the river basins of Cathay. Now it is Li who have all of the cities and prime farmland and who have formed the dynastic Imperial state of Cathay with their wealth.

**Minority Tribes:** While ruled by the Li, Cathay is filled with hundreds of smaller and distinct tribes. Some are established in cities, some in agriculture, some in mountains, and some nomadic groups in desert areas. They operate independently but are still taxed (exorbitantly) and must send recruits into the local banner (militia). Occasionally one of these tribes becomes powerful enough to become a threat. The result is usually a war with the Imperial forces in the area, eventual subjugation, and heavy tribute due to the Emperor for a few generations. During the Sui dynasty however, the Hokun of the southwest formed their own Empire in the south at Yunjing. This lasted until the two royal clans allied 250 years later.

**Nonhumans:** There are not a lot of non-humans living in Cathay and the Emperor is content to see things stay that way. Sea-elves live in some carefully controlled AND ostracized islands. Contact with them is strictly forbid except for trade. The situation was not always that way, but since the last Edict of Foreign Tributaries was refused by the elves a large deployment of Imperial bannermen has maintained the separation.

Dwarves are known, especially from the mountains of Kitsevara. However, they are regarded as strange and exotic. Halflings are entirely unknown and would probably be regarded as freaks, or worse mistaken for a ‘niang’ (daemon child).

Ogres are relatively prevalent in Cathay. Ogres live in Wan Tsou, Shuang Hsi and Shan Jiao. The largest ogre enclave is at Churn Arg, in the Hobgoblin Hegemony, and from there ogre mercenaries are hired by the Empire.

## The Land

Cathay is a land of large bamboo forests, steep cloud covered mountains, terraced rice-fields, deserts, swamps, moors, steppes and airy plateaus. Animals and plants are abundant.

In the more settled Jade-Chang river basin the land is usually covered with

rice paddies, all divided into rectangular plots of 1 *Mu* each (roughly equal to 10x20 meters). In mountainous or hilly areas, the slopes are terraced with paddies, sometimes covering an entire hill or mountain.

## 2.0 Geography

Cathay is in a unique position among the great nations of the Known World in that it is almost completely cut off from its neighbors, while enjoying a rich, and fertile terrain. Its boundaries are formed by the Chaos wastes to the north, the inhospitable and dangerous Dark Lands to the west, and the Great Heavenly Sea to the east. The Li, who founded their civilization here spread to the south, along the basin between the rivers Jade and Chang.

The rivers Jade and Chang originate in the Hei Chou mountains. From here the rest of Cathay is stepped like a staircase down to the ocean. In the high mountains it is harsh and inhospitable to all except the hobgoblins and the Kitsevara. Further down, the foothills form high plateaus with temperate weather, while rugged this land provides ample resources for villages and small towns. Finally there is the lush river basin. Here are the large cities and towns, terraced foothills and plains.

### Flora

Cathay is very lush in all kinds of vegetation and plant life. Because of the differences in climate and terrain throughout the country almost any kind of plant species is represented. There is also a prevalence of herbs, perhaps even more than the west. Herbalists will find a variety of natural barks, roots, lichens, leaves, mushrooms, toadstools, and flowers. Agriculturally there are 2 important crops: rice and millet. Vegetables and fruits are common, especially in the South. Of all the plants of Cathay however, none is so useful as bamboo. Suitable for construction, weaponry, armour, furniture, tools, and food it is nearly found everywhere.

**The Lotus** There are three varieties of this flower all with distinct differences (black, white, and red). The lotus is magickally sensitive and will open its petals in the presence of magic. It is also believed to be a magick absorber, feeding off mana in the area. Black lotus, is a hallucinogen and a powerful narcotic. White lotus is useful for all kinds of healing and as a tonic. Red lotus, the most common, is inert, but the most sensitive to magic. It is a common ingredient in spells.

**Black Lotus** is found only in the hills in and around Kun Tsou. It is illegal but used regularly throughout the South and more recently the North.

**Type:** Narcotic, hallucinogen

**Price per dose:** 1-3 T

**Dependency:** 25

**Addictiveness:** 25

**Overdose:** 10

**Duration:** 1d6

**No. of doses to side effects:** 3 + 1d10

**Side effects:** lose 10% off every characteristic

**Dosage:** Drink brew, smoke, eat

**White Lotus** is common to the Jade-Chang River basin. It is usually seen floating in freshwater lakes or ponds.

**Availability:** Average, Spring-Fall, Wetlands



**Price:** 6/- and 1G 2/-

**Method of Application:** poultice, brew, inhalant

**Preparation:** 1 hour

**Dosage:** 1 day

**Skills:** Chemistry

**Tests:** none

**Effects:** using this to treat injuries will add +10% to any First Aid or other medical tests as it helps provide the perfect healing conditions. For every day that a fresh application is applied the recipient gains 2 W per day instead of the normal 1.

**Ren-shen** This gnarled root is used in preparing tonics, liquors, and potions. It is prized for its use in Strength magick. It is relatively rare and will fetch a good price (1G per oz.) in a market. Larger specimens are accorded the status of lesser elemental spirits.

**Ren Shen Spirit** (Renshen King)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	2	6	30	2	-	30	60	50	30	10

**Description:** This conscious root is closely tied to elemental earth and is possibly just another kind of Lesser Geonome. Scholars have speculated that the ren-shen, and other intelligent plant spirits are akin to the rare Treemen. This spirit is rarely found, except in the little known ren-shen patches of high hills and steep mountainsides. There, the spirit will act as a guardian-keeping away those who would trespass. Using their natural magickal ability they will usually scare away animals, when humans think to come and harvest the root they will use their spells.

**Physique :** Indistinguishable from that of a normal ren-shen root although probably a little bigger. Some great spirits are known to live for 7 or 8 centuries, but normal specimens will be around 200+1d00 years old.

**Alignment:** Neutral

**Psychological Traits:** Unaffected by normal psychology . As they are roots and cannot move, they may not be forced to retreat.

**Special Rules:** The ren-shen spirit emits a natural aura of fear. It can also sense very precisely the location and movement of nearby life. Those coming near will be unaware of any source of their fear (except possibly the very earth) but will run screaming unless a Fear test is passed. In addition the ren-shen may use the following (RoDM) spells: Assault of Stone, Muffle Sound, Summon Least Elemental, Extinguish fire, Resist cold, Resist fire, Summon Lesser Elemental, Elemental Manifestation.

## Natural Resources

Cathay is rich in nearly every resource imaginable. Mining occurs throughout the Empire, but especially in the northwest hills which are rich in copper, iron, saltpeter, gold and silver. In the south are found marble and jade quarries as well as a few gold mines. Gems are mined all over Cathay- rubies and emeralds the most prevalent. Warpstone is also found in Cathay particularly in the Linshen Forest of Kun Tsou, and the Ning Desert of Shuang Hsi.

Rarely found, but only in Cathay, is *Yuguei*. This consists of a lump of warpstone embedded in jade. If left uncut, it is nearly safe, as the jade acts as a natural shield. It is unknown if long term exposure is safe, but short term exposure is fine. Highly prized by Dwarven runemasters, among others.

Even without warpstone inside, jade is considered an auspicious substance in Cathay. It is believed to repel evil spirits and undead and bring good luck. Many important nobles own a suit of armor made from small squares of jade for ceremonial occasions. Some are even buried in it. (GM's note: a corpse may not return as undead if wearing such a suit ???)

## Wildlife

The number of different species is endless. I will only mention some of those that your players are likely to come across.

**Elephants** are found in the south. Rarely they are also brought north to the capital-more often they are known for their ivory which brings a high price in most cities. They may be found working logging the forests of Kun Tsou and Hanmei. Considered holy by the people of Kitsevara and Tialan; there is some respect for them in Cathay as well, especially amongst Vimtaoists. It is considered bad karma to kill or overwork an elephant. Only rarely will elephants be used by the military- only one mercenary unit in Cathay is known to do so- Hsiung's Confident Tusks Society.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	8	8	18	30	1(4 )	-	10	18	29	29	-

**Physique:** It's an elephant

**Alignment:** see above

**Psychology:** may cause Fear in smaller creatures especially if the elephant is enraged. Unaffected by fear caused by creatures smaller than itself.

**Special Rules:** If the elephant becomes enraged it will charge. When it charges it has 4 attacks that consist of a gore and trampling.

**Tigers** roam the forests and grasslands of Cathay, especially in the more tropical southern provinces. While they rarely endanger humans in settlements they can be more than a match for a small party of travellers. Not to be trifled with. The skin, teeth, claws and other "parts" are sought after throughout the East as aphrodisiacs or medicinal agents. The Tiger King is their sovereign.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	45	-	5	4	8	40	3	-	10	14	45	45	-

**Physique:** Large felines with an orange/brown and white marked with black or dark stripes and spots. All white tigers sometimes appear

**Special Rules:** Bite and claws attack. Bite is S7, Claws S5. If attack from ambush and with surprise all four claws and bite attack simultaneously. Tame animals must have a handler within 20' and will test for reaction on handler's characteristics.

**Bears** are found throughout Cathay but most prominently in the colder North. Use the statistics from the WFRP Rulebook p232. Skins are highly prized as well. The Bear Lord, a distant relative of Father Bear (SRiK) is their ruler in the Heavenly Bureaucracy.

**Wolves** are a threat in the northeast and the mountainous areas of the West that border on the Hobgoblin Hegemony. The most common type found in Cathay is the Pack

Wolf. Certain hobgoblin bands are known to train and ride great wolves, and in this they are nearly the equal of the horsemen of Ungol. For stats see WFRP Rulebook p247. The Duke of Wolves is their monarch.

**Turtles** are accorded some respect as symbols of longevity. Especially large and old turtles may have become a 'Turtle Monarch'- an animal spirit like the Ren-shen whose greater intelligence and abilities allow it to protect and serve nature. Even more rare is the dragon turtle (WFRP Rulebook p236). These are believed, probably correctly, to be servants of the Sage God Pan Gu.

### Turtle Spirit

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	35	-	4	5	8	25	1	30	55	60	50	30	25

**Physique:** A large, ancient turtle or tortoise

**Alignment:** Neutral

**Psychology:** Unaffected by normal psychology rules such as fear, etc. If pestered or attacked will withdraw into it's shell unless a successful WP test is made.

**Special Rules:** Shell provides 2 AP on the back and torso. May bite.

The turtle spirit is the protector of rivers, ponds, lakes, and certain coastal areas. It can sense the presence of any living creature within it's territory as well as any magickal spells or effects. It can use the following RoDM spells at will: Animal Empathy, Animal Mastery, Beast Sense, Follow Tracks (water), Heal Animal, Mask Sight, Rising Mist, Sense Land (water), Summon Least Elemental, Detect Chaos, Giant Animal Mastery, Minor Curse, Sense Hidden Danger

**Fish** are one of the staples of the Cathanese diet. They are also considered auspicious symbols of longevity and prosperity. Certain species are especially revered such as the great golden carp, the flying fantail, and the Emperor's carp. Fish are often kept in carefully landscaped garden ponds, or in giant stoneware jars near the doors of a restaurant- (the best kind of advertisement!). Grandfather Carp is a potent spirit form known for its protection of ponds,lakes and wells and it's great wisdom regarding all things.

### Grandfather Carp

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	45	-	3	4	10	50	1	45	55	80	80	80	45

**Physique:** A large, ancient golden carp

**Alignment:** Neutral

**Psychology:** Unaffected by normal psychology rules such as fear, etc.

**Special Rules:** If attacked will use magic. Will only converse with those of good or neutral alignment.

**Description:** Grandfather Carp is an extremely ancient spirit closely tied to the element of water. If respectfully approached he may give advice (usually cryptic) or aid if it is possible. He is able to use any of the following spells from RoS and RoDM: Summon Least Elemental, Extinguish Fire, Resist Fire, Summon Lesser Elemental, Summon Greater Elemental, Command Lesser Elementals, Summon Great Wave, Animal Empathy, Animal Mastery, Beast Sense, Follow Tracks (water), Heal Animal, Mask Sight, Rising Mist, Sense Land (water), Summon Least Elemental, Detect Chaos, Giant

Animal Mastery, Minor Curse, Sense Hidden Danger. In addition, Grandfather Carp may communicate via ESP to any creature.

**Birds**, like fish are ever present in Cathay. Two kinds bear further mention. The nightengale, renowned for it's charming voice, is best sought after in the street markets of the southeast where keeping a small caged nightengale is all the rage. The peacock is also a popular bird, whose colorful plumage is used by noblewomen in their elaborate wedding headresses (undamaged plume 1G each). The Peacock Queen is their Monarch.

**Monkeys** are also seen frequently in Cathay. The forests and the jungles of the south are home to too many varieties too list here. Use the stats below for a standard monkey, adjusting up or down for size. Like the other animals they are ruled by a Monkey King.

#### Normal Monkey

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	15	2	2	4	35	1	40	-	15	20	20	-

**Physique:** Small to medium sized monkeys. Variations include brown, gray, and black.

**Alignment:** Neutral

**Special Rules:** Occasionally may throw coconuts or other items to scare off or frighten would-be intruders.

## Fantastic Creatures

**Dragons** Unlike the Old World, where they are relatively rare and almost legendary, Cathay has a preponderance of dragons of many types. Rather than attempt to describe each type of dragon individually here, let it be said that almost any color/size/shape or dragon exists somewhere in Cathay. Like all dragon-kind they aren't given to much interaction with lesser beings, instead they usually act as protectors and guardians of certain areas. In some cases, dragons have a special divine relationship with the 9 Sages, whom they act for or with. Additionally, they also have a kind of Elemental nature which might account for the variety.

**Elementals** For information on the varieties and nature of Elementals see Ken Rolston's *Realms of Sorcery*. Because of the relative popularity of Elemental magic in Cathay the lesser elementals such as nodes, sprites, and servants are not uncommon. However, this should not be taken to mean that these creatures are to be seen everywhere! They will generally be tied to a certain place in some way (as the Ren-Shen spirit) and usually only take action if there is some disturbance or danger.

**Phoenix (Feng Huang)** Unlike the Western phoenix, which is a mythical flaming bird, the Cathanese phoenix is a divine winged creature of rainbow hue. Very rare, like the dragon in the Old World, these creatures are believed to symbolize good fortune and heavenly will. They are the servants of the 9 Sages and are employed to provide aid and advice to those favoured by the gods. Killing these creatures is extremely bad luck, doing so will remove all of a character's Fate Points immediately (this should be kept secret, and only when they are needed should it be revealed what misfortune has been laid on the head of the wrongdoer).

**Phoenix (Feng Huang)**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	55	-	5	4	10	60	1	-	25	70	40	65	35

**Physique:** Large (30' wingspan) multi-colored bird is

**Alignment:** Neutral or Good

**Psychology:** Immune to normal psychological effects

**Special Rules:** Fly as *swoopers*. M given is for ground movement. May not be tamed or ridden by any means

**Fox Spirits (Hu li jin)** These are not animal spirits like the turtle and carp, rather they are a variety of lycanthrope. Usually the fox spirit will take the form of a young and desirable maiden. The male fox spirits, rare as they are, appear either as erudite and handsome men or a wise sage. Fox spirit can be discovered by their tails. Some of them have not quite mastered the human form. While their body looks human enough, the tail remains. They solve the problem by tucking their tail inside their pants or under their skirt. The ones who have mastered the human form can be enticed to show their true form by getting them drunk. Their other form is that of a fox-headed humanoid. They will only take this form during the full moon or during a lunar eclipse. If they are killed, they revert to this original form.

Usually it is the female fox spirits which are the most dangerous. They usually seek to copulate with human males. They use the sexual act itself to absorb their partner's *chi* (energy) in order to add to their own powers. Such relationships, if prolonged, result in sickness and eventually death for the man.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	-	3	3	6	40	1	35	29	35	29	29	29

**Physique:** Attractive human female or a fox-headed human

**Alignment:** Evil

**Psychology:** During full moon or lunar eclipse subject to *frenzy*

**Special Rules:** If a human male has concourse with the fox-spirit they will suffer -1/-10 on all ability scores with each incident, until they reach 0 and the character is dead.

Otherwise, it will take 1 week to regain the lost *chi*. The fox spirit has 10 MP. It may cast the following spells: *Sleep*, *Cloak Activity*, *Assume Illusionary Appearance*

**Ki'lin** These are celestial beings of great intelligence and wisdom. They act as servants for the celestial bureaucracy, relaying messages and aid as required. Like the *feng-huang*, killing one of these creatures is considered bad luck, although their horn is in great demand as an ingredient in certain tonics and potions.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	45	-	6	6	10	30	1	-	35	80	80	80	50

**Physique:** Large white or gold dragon horse. White or gold in color with a single knobby horn.

**Alignment:** Neutral or Good

**Psychology:** Immune to normal psychological effects

**Special Rules:** Fly as *landers*. M given is for ground movement. May not be tamed or ridden by any means. May cast spells as a 3<sup>d</sup> level wizard. MP: 30

## Chaos Creatures

**Beastmen** Like elsewhere in the Warhammer world, these foul creatures are common in deep woods (Song Jiang especially) and all across the Chaos wastes to the north of Cathay.

**Mutants** Mutation is also a problem in Cathay, as it is in the Old World. Usually these unfortunates are killed immediately. However, a few have banded together into groups and are known to live in the wastelands of the west. Around the Watchtower of Leng, mutations are frequent and the few human settlements in that area are filled with them.

**Skaven** The skaven have few underground lairs in the lands of Cathay. Clan Eshin does have warrens in the major coastal cities such as Hai Kang but this is largely for communication purposes with their larger warrens in Nippon. In the western mountains in the province of Wanbao, Clan Moulder maintains a medium sized warren for the purposes of tracking down warpstone in the area. [Authors Note: I felt that Skaven were becoming so popular everywhere else that I would play down their role in Cathay. If you want them, GM's feel free to adjust their population accordingly]

**Chaos Warbands** In past dynasties these have never been much of a serious threat, as the gods of Chaos seemed to turn most of their attention to the Old World nations. However, within the present dynasty they have becoming more and more frequent-terrorizing the border provinces to the north and the south. The two large enclaves are situated at the Red Mansion (Khorne) and the Tower of Leng (Tzeentch). Those bands dedicated to the Blood God are generally heavily armoured behemoths as they are elsewhere. Those dedicated to Tzeentch however are usually mutated psychopaths proficient in the use of both magick and martial arts.

## Law Creatures

**Lawful warbands**- These are usually societies of priests, martial artists, and warriors dedicated to one of the gods of Law. In most cases they operate from a shrine or temple from which they conduct their operations hunting down the servants of Chaos. There is a great variety from one to the other, in some cases they are heavily armed military bands, in others they are lightly armoured, martial arts/magick users.

Because of the Lawful nature of the Imperial government these warbands are generally tolerated if not supported outright by the Emperor. The Order of the Puissant Flame branch of the Sons of the Dragon (see Martial Arts ) is one such band. Another is the group known as the Bright Heaven Society.

## Undead

Undead are relatively common throughout Cathay. Tales of wandering spirits, disembodied corpses, hungry vampires and mindless zombies fill the legends told over a warm cup in the taverns and teashops. In the last dynasty many of the tales, both true and false, were collected by the scholar Li Jian in the work known as *"Stories from the Lohai Studio"*

Following is a description of the undead most commonly encountered in Cathay.

**Ghosts & Spectres**(see WFRP rulebook p252-3 for stats) According to the Cathanese the soul of a the deceased will return in spirit form to their home until the proper funeral ceremony is performed to send them on their way. If, for some reason this is not done, or the person had unfinished business or unrequited love during their life; they may continue to haunt the place as a ghost. If a person was murdered or committed suicide, they may also haunt the place of their death.

Cathanese are extremely superstitious when it comes to ghosts, some provinces more than others. If a place is known or even rumored to be haunted it will almost certainly go unused or abandoned. Good examples of this would be places such as temples, lonely stretches of road, wells, and inns.

**Ghouls** (see WFRP rulebook p248) The Cathanese ghoul is often mistaken for a vampire by the uninitiated, as the appearance is similar (long fangs, claws, putrescent flesh color). In addition, Cathanese ghouls may only move by hopping (reduce M to 2 from that given in the rulebook). In all other respects they are identical to their western cousins.

**Liches** (see WFRP rulebook p249) Also known of, and perhaps more common here, is the lich. As in the Old World, these are undead forms of ancient evil wizards and necromancers.

**Marshlights** (see WFRP rulebook p252) These ethereal creatures are common in cemeteries, luring victims into hidden pits or even the clutches of other undead such as ghouls. For this reason, as well as general superstition, most Cathanese will be very hesitant to enter a cemetery (WP test +20% in day, -10% at night).

**Skeletons** (see WFRP rulebook p250) In all respects like the Old World version. Mostly found in the deserts of the north and west.

**Vampires** (see WFRP rulebook p250-251) The Cathanese vampire is slightly different than the Old World variety. For one, their appearance is more beastly- with long extended fangs and long steely claws. As well, the Cathanese vampire is usually a skilled wizard or necromancer with a retinue of skeletons, zombies, or ghouls.

They are known to fear certain symbols of warding and are harmed by daylight but have no aversion to garlic or natural ability to assume a bat form. Destroying a Cathanese vampire is possible only through beheading, burning, AND scattering the remains to the four winds. Any failure to complete the process will result in the foul creature reforming in a few days or weeks, usually with a nasty grudge!

**Wraiths** Usually encountered near graveyards or abandoned shrines or temples. For stats see WFRP rulebook p253

**Zombies** see WFRP rulebook pp251-2

## 3.0 History

*Heaven produced the teeming multitude of Cathay  
Heaven, looking down upon the House of Li  
Saw that its light reaches the people below,  
and to protect the Son of Heaven,  
gave birth to the Great Mandate*

*Dialects XII, stanza 9823*

The history of Imperial Cathay stretches back to the dawn of man's ascent upon the Warhammer world. Sages in the court of the current Guang emperor traditionally ascribe the founding of their nation under the reign of the first son of Heaven, Emperor Chung I-Hsien in -3000 I.C. As history is usually recounted in the form of "In the 2<sup>nd</sup> year of the reign of the Peacock emperor Hui Ren-jen..." I will place the timeline in a listing by dynasty then year. The regular dating by the Imperial Calendar (I.C.) is included for reference. The Cathanese themselves ascribe dates by the Dynasty/Emperor/Year of Reign (e.g. Year Iron Tiger of the Vermilion emperor Lian during the reign of the Sui)

The major dynasties are in Fig.1 below:

**Fig. 1 Dynasties of Imperial Cathay**

<b>Emperors Wu &amp; Wei</b>	
<b>Huang</b> (-3500IC to -3000IC) 947IC)	<b>Yon</b> (611IC to
<b>Yi</b> (-3000IC to -2500IC) 1109 IC)	<b>3 States</b> (947 IC to
<b>Hsia</b> (-1977IC to -11270IC) 1345IC)	<b>Sui</b> (1109 IC to
<b>Warring Kingdoms</b> (-1127IC to -255IC) 1572 IC)	<b>Hui</b> (1345 IC to
<b>Wei</b> (-255IC to -233IC) 1749 IC)	<b>Ling</b> (1572 IC to
<b>Chen</b> (-233IC to 408 IC) 2011 IC)	<b>Kung</b> (1749 IC to

## Dynastic Timeline

**The Emperors Wu and Wei** These two mythical figures are credited with introducing agriculture, medicine, divination, flood control, and rulership to the Li, the people of the Jade river valley. Early Cathanese scrolls speak of the power of these early "emperors" in outrageous and sometimes magical terms. Some claim this is evidence of contact with the Old Slann, who were to become in legend, Wu and Wei. Nothing is known for certain.

**Huang Dynasty** (-3500 to -3000 IC) **Yi Dynasty** (-3000 to -2500 IC)



The Huang dynasty was (perhaps mythically) ruled by a succession of sage-kings, in an era when gods and men walked the earth together. Many of the tales of the 9 Immortal Sages come from this time. Eventually the dynasty declined and was replaced by the Yi, which was ruled by kings. Tales from this era are often fables arising from the conversation between a king and his philosopher-advisor.

### **Hsia Dynasty (-1977 to -1127 IC)**

The Hsia was the first truly aristocratic, post tribal society. A king presided over a military nobility. It turn, provincial control was ceded to nobility who were compelled to support the king in military affairs. A literary class of shamans and scribes record events and divination. Hsia worshipped a multitude of spirits and daemons. Much Cathanese demonology and necromancy dates from this time.

-19 cent. IC	The Hsia tribe begins to construct towns in the Jade River valley.
-18 cent. IC	Hsia begin using pictograms to record magickal runes on bone and clay.
-1869IC	Serious flooding of the Jade river basin. Hsia shaman begin experimenting with elemental summoning to control the river.
-17 cent IC	With little success at controlling the yearly floods, the Hsia turn to sacrificing slaves and captives. River returns to normal with sufficient 'propitiation'. Possible contact with the Dark Elves at this time. Examples of Hsia spells reveal similarities to old Dark Elven castings. Several calamities occur when summonings go awry in many places.
-16 cent. IC	First references to daemon summoning in the Jade basin.
-15 cent. IC	Hsia kings begin performing elaborate funerals, accompanied by human sacrifice.
-14 cent. IC	Hsia kings begin granting land titles to local nobility
-13 cent. IC	Hsia war with the northern beastmen
-12 cent. IC	Hsia complete the wall around the capital near Anlu.
-1127IC	Hsia experiments with Daemonology and Necromancy climax at the burial of Hsia Dan, the last Hsia emperor. Hundreds put to death to accompany him in the afterworld. Ironically, the "sacrifices" refused to rest so easily. Corpses began crawling out of the earthwork tomb looking to feast. Within weeks the capital was nearly empty. Scholars remain divided whether this catastrophe was the work of a necromancer, agents of Chaos, or simply Heavenly justice.

### **Warring Kingdoms (-1127 to -255 IC)**

After the fall of the Hsia, and with no central leige, the lesser vassal states of the two river basins began internecine warfare that lasted for almost 600 years. This era is known as a time of great upheaval, as each independant state took its own course. At the beginning there were nearly 18 feudal contenders involved. Over the course of time this was whittled down to 5 'states'. Contemporary with this incessant warfare was a burgeoning of philosophical and magickal thought- with each sage or society hoping to advise the local warlord in matters moral, military, and political.

-1127 IC	Various petty warlords and 5 larger kingdoms begin to vie for power, especially in the south along the Chang river.
-11 cent. IC	The hobgoblins begin raiding the fledgling city-states of eastern Cathay.
-1033 IC	The sage Hu Tse is employed as an advisor to the warlord of Tai. His work, <i>The Summer and Winter Annals</i> relates tales of this time.
-1023 IC	He and Jian, two states in the southeast, begin using undead in their siege warfare.
-9 cent. IC	The <i>Jou Fa</i> , the foundation of the cult of the 8 Immortals is written by monks in the western state of Kuo.
-930's IC	The general of Po state, Li Tzu, pens his treatise " <i>The Art of Combat</i> "
-898 IC	After defeating Po, Huan, and Chiu states, the general Hu Yao appeals to the Red Mansion for aid. His wish is granted in a decade of mayhem, known later as the Scarlet Pillage. Bands of mutants, once the soldiers of Hu, roam the river basin in an orgy of death. Only through the efforts of the Knights of Wei is Hu Yao slain and his state added to that of Wei.
-813 IC	Wei begins warring on its neighbor, Ching
-7 cent IC	Within Wei, the cult of Legalism begins to take shape. Worship of Solkan and Alluminus, the chivalric Arianka epic myth ( <i>Journey to the Wastelands</i> ), and an autocratic, almost fascist, sociopolitical agenda prove to be effective combination. First appearance of the 'Masters' of the 4 Holy Mountains and the Orders of Light.
-6 cent IC	Continuing it's policies of expansion Wei, assimilates Ge and Hua and conquers Wen. Alongside the new Legalist state-cult of Wei, numerous smaller "societies" spring up in the countryside - many of them refugees from the struggles of the big city states.
-637 IC	The Arianka myth cycles popularity culminates in the foundation of the Resplendent Peacock Society, an order of knights and others intent on finding and freeing the goddess.
-612 IC	The Wei emperor is slain by an assassin posing as a courier from the state of Ching.
-604 IC	The Ching are tellingly defeated at the Battle of 5 Gorges. Wei absorbs them, becoming the largest of the warring kingdoms.
-598 IC	Sorcerers from one of the smaller city-states, the Kingdom of Sheng, near present-day Lohai finish forging the Sword of 9 Sigils.
-590 IC	Sheng armies march on Wei
-588 IC	In their search for a means to defeat the Sword and the Sheng the sorcerors of Wei appeal to the dwarves of the west for aid. Certain runemasters agree to pass on some of their knowledge in return for the rare <i>Yuguei</i> - warpstone embedded

	in jade.
-503 IC	Experiments with dwarven runelore lead to the creation of the Man of Jade, a golem like creature of incredible prowess and immunity to magickal damage.
-504 IC	Sheng armies besiege the Wei capital. On the evening of the first night the Sorcerer T'so Hei releases the Man of Jade. Screams of horror and pain resound throughout the night. By morning, only the corpses of the Sheng army remain. No sign is found of either the Sword or the Man of Jade.
-4 <sup>th</sup> cent. IC	Wei begins a campaign to consolidate the rest of Cathay under a single banner.
-455 IC	With the defeat or subjugation of the last remaining city-states Wei is victorious.

### **Wei Dynasty ( -455 to -233 IC )**

Having defeated or assimilated all of the other kingdoms, save those in Kun Tsou and Beihai, the king assembles the armies and nobility together in the capital. Here, the Avatar of the Law God Solkan, appears for 12 hours, blessing the dynastic founder as Wei Yi, and narrating the fundamental Cathanese text, *The Law of Heaven and Earth*. With the help of his Chief Minister, the Legalist Ssu Ma Rong he later welds the loose confederation together into the first historic Imperial Cathay. Nevertheless, harsh measures were taken to assure obedience. Later Wei Yi spent lavishly on building projects, including the first stretch of the Emperors Wall. Much of the labor came from the ranks of scholars and nobility who were enemies of the new state. After Wei Yi's death, his decadent son ruled incompetently and the dynasty ended with civil war.

-455 IC	The Great Teaching- the Avatar of Tien Di recites the law introducing the design of the imperial state, and blessing the Knights of Wei.
-454 I	Emperor Wei Yi begins the Age of Law from the capital at An Lu. All other philosophy is outlawed, as is the practice of magic. Several sages and chaos philosophers killed or exiled. Ssu Ma Rong finishes the Dialects of the Law.
-446 IC	Wei Yi orders the first construction on the Emperors Wall. State enemies are forced into hard labour on the project.
-443 IC	Assassination attempt on Wei Yi is unsuccessful. Wei Yi is enraged and fearful of the event and begins searching for a means of Immortality.
-442 IC	Wei Yi has the entire group of court magicians executed.
-439 IC	Wei Yi begins construction of his own tomb- an underground necropolis complete with a palace, a park, and a castle.
-437 IC	Wei Yi dies of a wasting disease against all precaution. His 14 year old son Wei Er ascends the throne. Wei Yi is buried in his immense underground necropolis, later rumour also notes 2 companies of templars who "volunteered" to fulfill their vow of service by following

	their Emperor to his grave.
-435 IC	Hobgoblin attacks in the west increase. Border resistance is weak from the poorly supplied human troops. Wei Er sends two generals Hong Fei and Gao Gao to run the hobgoblins out of human lands.
-434 IC	Hong Fei and Gao Gao are both successful. While returning to the capital however, they come into conflict and such are the events in the later novel entitled " <i>The Melee of the Marshes</i> " by Po Ma Tsan. Master Hsiao Du brings the first Sutras of the 8 Sages from the plateau of Kitsevara. The Monastery of the Gold Pagoda traces its foundation to this time.
-433 IC	Wei Er dies. The future of the dynasty is left to his 13 sons. The eldest, Wei Tsun, already a minister, poisons 11 of the others. Only Fei Rou, the youngest escapes to the South. Civil war ensues immediately.
-419 IC	Fei Rou is finally captured and slain by the armies of Wei Tsun.
-3 <sup>rd</sup> cent. IC	The Wei become increasingly intolerant, enacting stringent taxes and levies upon the local nobility.
-267 IC	Civil war again erupts when various local noble clans revolt. Barbarian tribes on the outskirts of the Empire begin reclaiming tracts of land they claimed as historically theirs.
-265 to -233 IC	Local nobles prove as despotic as the Wei. Unchecked, the barbarians claim more and more territory as their own.

### Chen Dynasty (-233 to 408 IC)

During the chaos surrounding the end of the Wei dynasty there arose a barbarian king of the northwest named Kao Pang. Swiftly occupying the capital, Kao proclaimed himself emperor of the Chen dynasty. The coronation was marked by the appearance of the Avatar of Light-servant of Alluminas who charged the new dynasty with upholding Law and driving Chaos from the land. The Chen strengthened the foundation of the Wei state with some important changes- burdensome edicts were retracted, taxes lightened, and greater religious tolerance was allowed. At first, the hereditary fiefdoms were granted to relatives and supporters. By 1 IC however, most of these had been absorbed into the Imperial system.

Along with religious freedom this era also saw the establishment of the Lawful/Imperial state ideology that Cathay follows to the present. By now the *Dialects* were in wide use. Chen scholars add extensive commentary, pragmatism, and ancestor worship.

Politically, this ideology is formalized through bureaucratic testing- conceived as the only honest method of finding the most talented magistrates, judges, and ministers. By the end of the dynasty, almost the entire ranks of the bureaucracy, save the military, was filled by literate, career officers.

-233 IC	Chen Cao becomes emperor of the Chen Dynasty, blessed by the Avatar of Tien Guang. Capital established at Chungcheng.
to -226 IC	Chen Cao solidifies Chen control of the south and east. Building and flood control operations as well as establishment of the examination system.

-218 IC	Pang Tse, a wizard from Yunjing, formulates his philosophy and magickal practices in an eponymous text.
-215 IC	The sage Mo Jen begins teaching the Sutras of Equality. Elementalism and egalitarianism.
-205 IC	Emperor Chen Tie builds the Great Hall of Tien Guang in the capital.
-1 <sup>st</sup> century IC	First contact with the Nipponese who are still barbarians. The explorer Ching Hsing reports to the Emperor that they are a stocky, cannibalistic people unworthy of further attention.
-87 IC	Dark Elven ships begin raiding the coastal provinces, especially Wei Ao and Yukou
-53 IC	Astronomers observe a comet which they attribute to weapon of the Dark Elves. The emperor accepts plans for the construction of the first Imperial navy
-26 IC	Dark Elven black ark sunk in the Bay of Chee Kun by the Imperial fleet commanded by General Ge Ang
1 <sup>st</sup> cent. IC	Additions and repairs to the Emperor's Wall to repel the first of many waves of hobgoblins to the west.
2 <sup>nd</sup> cent. IC	Reigns of the Emperors Pang and Gen, later models for restrained and effective examples of historical sage-kings. Relative peace as the renovated wall serves to stave off the majority of the hobgoblin warbands.
3 <sup>rd</sup> cent. IC	Following the death of the Emperor Gen, his 2 <sup>nd</sup> wife, the Dowager Empress Tan Yu dominates the reign of her imbecile son Chu and her grandson Yang.
266 IC	The Dowager Empress is murdered by her palace eunuchs. A succession of puppet emperors rule until the end of the dynasty. Corruption and hedonism in the court is later blamed on the influence of greedy court advisors and bureaucrats.
235 IC	Army of mutants and beastmen begin terrorizing the southwest, led by the Lavendar Robe society. Cities and towns in the area experience a rise in mutations. Local troops in the region, deprived of their stipends and supplies by the despotic court refuse to take action. Hsijing falls to the Chaotic hordes. Within a few months Naan Guang is besieged.
236 IC	Naan Guang falls. Hai Kang is ravaged by beastmen when the impoverished Imperial troops flee north, leaving the city helpless.
237 IC	Southern Tan dynasty established in the South by the Chaotic sorcerers of the Lavender Robe.
4 <sup>th</sup> cent. IC	A series of natural disasters and plagues wrack the central provinces. The weak court causes many of the local nobility and landowners to virtually secede.
408 IC	A barbarian general from the northern borders Gu Liao sacks the

	capital during the New Year festivities. The last Chen emperor, Jing Hsing, abdicates.
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### Northern Liao Dynasty (408-610 IC)

Quickly using the advantage of surprise, the Gu Liao sacked the capital and took hostage or killed all of the Chen generals. The Chen emperor, who was at the winter palace in Yangshun was captured and forced to abdicate. Gu then moved to Anlu, where he declared himself Emperor of the Northern Liao. Inexperienced in managing such a large nation, Gu and his advisors retained many of the career bureaucrats of the Chen dynasty, replacing only those deemed to be Chen loyalists.

Trade also began at this time along the Old Spice Road. The Remean empire, now at its height began sending caravans into the Dark Lands and to Cathay and Indhya. Spice and silk are traded in return for silver bullion. Some Vimtaoist and Cathanese magick also taken west, forming the basis for Remean elementalism.

It was also at this time that the cult of Simda, known as Vimtaoism in Cathay first appeared. Still largely unknown it quickly gained converts in the rugged western areas, many of whom had been suffering greatly at the hands of hobgoblin raiders and Imperial troops alike.

### Southern Tan Dynasty (237-534 IC)

The Society of the Lavender Robe, the Tien Ts'in cult behind the uprising and civil war in the south promptly sunk the South into a gloomy four centuries of Chaos and magickal ruin. The 6 sorcerer-priests of the Chromatic Hexagram, the secretive cult behind the Lavender Robe, each split from the others to despoil and mutate their own part of the southern provinces. Anarchy reigned almost from the beginning. In Hai Kang there were eruptions of tentacles, in Naan Guang a rain of acid. Mutations began to appear in frightening numbers, many of them forming into beastmen herds that trouble the South to this day. The end of the reign of Tien Ts'in and the Lavender Robe was almost as quick as its beginning when the first White Monks of Alluminus cleansed the land in 6 months of warfare. Notably, Ogres from the west are known to have helped the Monks and it is believed that the common Cathanese greeting "have you eaten yet" comes from this time.

408 IC	Gu Liao establishes the first barbarian dynasty, the Northern Liao. Ogre mercenaries, in the employ of Liao, are first seen in Cathay. Known as the <i>Tie Wei Guei Tse</i> , or the Iron Stomach Barbarians.
5 <sup>th</sup> cent IC	Trade begins along the Spice Road. With a few decades a number of fortified trade towns spring up throughout the west. The cult of Vimtaoism is introduced into Cathay. Hobgoblin raids are common. A few of the more remote trade towns are sacked by the hobgoblin warlords, many of whom take up permanent residence.
6 <sup>th</sup> cent IC	Limited dwarven presence in the west, as engineers are employed to aid in the construction of various large scale tunneling and sculpture projects for the popular Vimtaoist cults.
534 IC	The White Monks of Alluminus are successful in their crusade against the Chaotic Southern Tan. All of the major cities are freed from their captivity, and the Lavender Robe is effectively destroyed.
560 IC	The last Liao emperor, He Ji takes the throne. As a young man his

	successful campaigning against the hobgoblins and northern barbarians proves popular. Later, he became increasingly magalomaniacal, spending huge amounts on public works and fruitless military endeavors. Dying childless in 611 IC led to a brief struggle culminating in the Yon Dynasty.
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### Yon Dynasty (611-947 IC)

The Yon dynasty took over with the death of the childless Emperor He Ji. After a brief power struggle, the Chief Minister- Yon Po assumed the throne. A staunch follower of Tian Di he strengthened and expanded the bureaucratic system designed by the Chen. It was also at this time that Vimtaoism began to spread into the central and coastal provinces. With popularity came a brutal crackdown by the legalist Yon. Only until late in the dynasty was there a weakening and some measure of acceptance. During this time, living as outlawed cultists the Vimtaoist monks develop many of the martial art styles- originally as a means of defense against armed and armoured Imperial troops.

611 IC	Death of Liao He Ji, and the beginning of the Yon under Emperor Yon Po.
7 <sup>th</sup> cent IC	Beginning of the Vimtaoist Persecution. Many monks, nuns, and some laypeople flee to dwarven-made citadels in the west. Despite mass martyrdom in the larger cities, the religion continues to spread.
698 IC	Representatives of the Phoenix King of the High Elves arrives in Heyang. Elven-Cathanese trade begins to flourish.
8 <sup>th</sup> cent. IC	End of official Vimtaoist persecution as the religion has by this time attracted such a large following throughout Cathay it is impossible to contain.
775 IC-812 IC	Reign of Ge Tse Yon, the Dove Emperor, and the first to openly declare sympathy with Vimtaoist ideas.
9 <sup>th</sup> cent. IC	The increasingly civilized and luxurious life of the gentry, combined with trade income from the Spice Road result in the Golden Age of Yon. Elvish musicians and artist are common in the imperial court.
888 IC	Arrival in Chungcheng of the elementalists Pang Jun
10 <sup>th</sup> cent. IC	Overspending and a lax economic policy result in a widespread monetary crisis throughout Cathay. Increased taxation by the bureaucracy creates widespread civil unrest. Palace intrigue by court eunuchs isolates and disillusiones the nobility.
947 IC	The ogre chieftain Aglu Ghurguz, commander-in-chief of the palace guard leads his troops in a rampage of murder and cannibalism through the Summer Palace (and the Imperial family no less). Legend has it, he was angered at being denied a seat at a banquet being held for a High Elf diplomat.

### 3 States (947-1109 IC)

With the death of the Imperial family at the Summer Palace, the Yon dynasty fell apart. Most of the institutions and policies of the Yon were unworkable, and poor communication made the southern provinces particularly vulnerable to rebellion. So it was, the three leading generals of the old Yon- Lu Nan, Chao Bing Long, and Guo Ding Yang as well as a variety of smaller warlords immediately took to warring amongst

themselves for control of the Empire. This struggle forms the basis for the Cathanese epic *Romance of the Warring States*.

947 IC	End of the Yon dynasty. Civil war begins between Lu, Chao, and Guo.
965 IC	Battle of the Azure Cliffs- hobgoblin mercenaries in the employ of Guo are defeated by the elementalists Pang Jun.
987	Sea elven ships, allied with the armies of Lu, use fire rockets to burn the city of Lohai.
11 <sup>th</sup> cent IC	By now, the original antagonists all dead, the three armies settle into a state of perpetual war. Famine and disease ravage the countryside, especially the north.
1109 IC	General of Chao seizes the capital and proclaims himself Emperor of the Sui (Water) Dynasty . The other states are too weak to dispute by this time, although they last as long as five years from this date.

### **Sui Dynasty (1109-1345 IC)**

The Sui dynasty begins with the ascension of the Chao general. Assisted by elven advisors and Cathanese sages the new rulers moved quickly to consolidate their Empire and to bring back some semblance of law and order. The Sui emperors sent bureaucrats and engineers south to educate the people about the use of dikes, improved irrigation, new agricultural methods, and the traditions of Law. By and large their efforts were successful.

It was during this dynasty that the major part of the Great Waterway was constructed, due in part to the efficient bureaucracy and Cathanese engineering, which rivaled that of the Dwarves, in scope if not in actual technique. Only late in the dynasty, as the emperors became predictably more and more lax or corrupt were any serious problems encountered.

1109 IC	The General Chao Lu-an inaugurates the new dynasty with the title of <i>Sui</i> (Productive in Cathanese).
12 <sup>th</sup> cent IC	Emperor Lu-an begins construction on the Great Waterway
1119 IC	Celestial College of Magick established in Chungcheng
1137 IC	Lu-An assassinated by Skaven of Clan Eshin, brief power struggle brings the third noble son, Tung Chan to the throne
1164 IC	Work completed on the Great Waterway. Trade along the route begins sluggishly.
13 <sup>th</sup> cent IC	Famine in the northern coastal provinces brings increased traffic on the waterway as efforts to provide aid from the south are instituted by the Sui bureaucracy.
1286 IC	Emperor Tung meng, known as "The Scholar" completes his " <i>History of Cathay</i> ."
1294 IC	Tung meng dies childless, his concubine Rou Sou siezes power with the help of the palace eunuchs.
14 <sup>th</sup> cent IC	The Dowager Empress Rou Sou, aided by numerous greedy and ineffective bureaucrats and eunuchs squanders much of the yearly tax and tribute on elaborate and expensive additions to the Imperial Mansion. Corruption in the provinces is rife. Hobgoblin raids along the wall increase dramatically during this period and a number of trade towns along the Spice Road fall to their depredations.



1345 IC	With the death of Rou Suo the provincial bureaucracy, many of whom had been exiled there by the Dowager Empress, revolt. One of their number, the scholar Hui Wang Po leads an army
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### **Hui Dynasty (1345-1572 IC)**

The Hui emperors are remembered for being scholars and statesmen. Little in the way of unrest and war, although in the latter half of the 16<sup>th</sup> century a plague was to decimate much of the southern and central provinces. The last Hui emperor, Hui Jen was 13 when he assumed the crown. His death six months later of the plague spelled the end for the dynasty.

1345 IC	Hui Wang Po is declared first Emperor of the Hui.
15 <sup>th</sup> cent IC	Tax and social reform is generally well-received. Military expeditions against Han Kuo are successful and a puppet state is established.
16 <sup>th</sup> cent IC	Plague leaves over 1/3 of the population of central and southern Cathay dead.
1572 IC	With the death of Hui Jen, Imperial bureaucrats meet in Chungcheng. No appearance of the avatar of Tien Di is recorded. The Minister of War, Ling Chuan is elected emperor of a new dynasty.

### **Ling Dynasty (1572-1749 IC)**

1572 IC-1582 IC	The first decade of the new dynasty is marked by a succession of public executions as part of the Emperors' purge- known in later years as the "Great Leap Backward".
1612 IC	Massive flooding along the Chang River killing nearly a million people. Destruction of the seasons rice crop leads to famine throughout the south.
17 <sup>th</sup> cent. IC	The royal court, incapable or unwilling to deal with the duties of rulership, largely abdicates day-to-day decision making to the eunuchs and ministers. Nepotism and corruption is unrivaled. Defense of border areas is entrusted to various petty barbarian warlords.
1731 IC	Rise of the Tialan empire.
1745 IC	Ungol Horde sweep through Northern Cathay. Villages and several large cities are sacked and the inhabitants enslaved or impaled.
1749 IC	Ling dynasty overthrown by the Ungol.

### **Kung Dynasty (1749-2011 IC)**

The conqueror Kenghis was quick to take advantage of the weak defenses of the north. His light cavalry swept almost unopposed through most of Cathay in 4 years. Leaving the younger Jublai in command, Kenghis and the horde left for greater conquests to the southwest. Unaccustomed to ruling such a large and wealthy empire the Ungols quickly grew lazy. During this time, most of the day-to-day rule was left in the hands of the native Cathanese bureaucracy. Religious freedom was at an unprecedented high, as the Ungols had no desire to stamp out the various native cults. This was to prove disastrous in the next dynasty when Chaos aligned cults led rebellions in the South.

The only other highlight of this period is the rediscovery of Cathay by the Tilean, Matteo Bolotini. Ironically, upon his return to Tilea his curious Cathanese companions were killed as suspected mutants and Bolotini was imprisoned for life.

1749 IC	The Ungol horde overruns the central provinces and siezes the capital.
18 <sup>th</sup> cent IC	The Ungol conqueror Kenghis briefly establishes control over the region then goes south towards Indhya leaving his son-in-law Jublai, Khan of Cathay
1763 IC	The Tilean traveler Matteo Bolotini leaves Miragliano bound for the “ <i>Land of Kathei</i> ” in hopes of establishing new spice route
1765 IC	Bolotini arrives in Cathay
1766 IC	Bolotini is received in court of the Jublai Khan
1776 IC	Bolotini leaves Cathay to return to Tilea
19 <sup>th</sup> cent IC	The Ungol Khans, becoming accustomed to the ease of city life in Cathay ease restrictions on travel and commerce. Remnants of the Hobgoblin Hegemony re-form in the west, return to rebuild the args
2011 IC	The last Ungol Khan of Cathay Ublai is assassinated by his Cathanese censor. The manifestation of Tien Di appears the next week before the assembled Ministers who elect one of their number, Hsu Wan Ting as new Emperor.

#### **Hokun Dynasty (2011-2350 IC)**

20 <sup>th</sup> cent IC	Cathay undergoes a renaissance of political and cultural life under the leadership of the Hokun. The military is slowly reformed with the goal of recovering Imperial power in the outlying provinces. Ironically, many of these “provinces” were sovereign states in their own right and could only be loosely identified as Cathanese.
2064 IC	Tialanese empire collapses. Cathanese Imperial armies pillage the country.
21 <sup>st</sup> cent IC	Cathanese continue their Imperial conquests to the south and west. Skirmishing with hobgoblin and ogre tribes continue unabated with both sides trying to secure (or pillage) the lucrative Old Spice Road trade.
22 <sup>nd</sup> cent IC	The Hobgoblin Hegemony, decimated by the continual state of war reaches a state of uneasy truce with the Cathanese who begin to supply them with weapons and grain in return for security along the western border.
23 <sup>rd</sup> cent IC	Rise of prominent mercantile and landowning clans in the south. Several small islands to the east are colonized and established as trading points for Cathanese merchants.
2219 IC	The General Kai attempts unsuccessfully to seize control of the southern provinces. After the Battle of Ho Huan Mountain he flees with 400 of his troops to the island of Haidao.
2350 IC	The last Hokun emperor dies without an heir. A bloodless coup installs General Guang Te Fan on the throne.

#### **Guang Dynasty (2350 IC to the present)**

2355 IC	Nipponese army invades Han Kuo and Bei-An. Beginning of the 12 decade war between the two Empires of the east.
2357 IC	Cathanese army defeats the Nipponese at the Battle of Jumpong.

	Surviving Nipponese return to their navy in the Bay of Chee Kun and flee home to Nippon.
2362 IC	Combined Cathanese/Han Kuo navy attempt a blockade and invasion of Nippon with over 135,000 men and ships. Misfortune strikes when Nipponese elementalists summon a typhoon which wrecks the fleet. Only 3 survivors are reported to have made the return to the capital.
24 <sup>th</sup> cent	Continued skirmishing between Nipponese and Cathanese forces along the coastal provinces. Drain on the treasury is immense and the bureaucracy begins to counsel towards a truce.
2476 IC	Cathanese-Nipponese war ends with neither side pledging tribute.
2502 IC	The present

## Cathanese Calendar

The Cathanese follow a lunar calendar cycle of twelve months of 29 or 30 days with a leap month added every 3 years. Each year is named for an animal (Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Goat, Monkey, Rooster, Dog, and Pig). Furthermore, each year is also identified with one of 5 elements (Metal, Fire, Water, Earth, Wood). This combination results in a sixty year cycle- around which all Cathanese histories are based. The seasons are six in total with an festival between each. The calendar is Figure 2 below:

<b>Spring</b>	
<b>New Year Festival</b>	Week long festival celebrated with fireworks, feasts and giving of gifts to friends and relatives. Sacrifices made to the guardian spirits of the home and one's ancestors in hopes of a profitable new year.
<b>First Month</b>	Rat
<b>Second Month</b>	Ox
<b>Rainy</b>	
<b>Kite Festival</b>	Traditionally the beginning of the agricultural year, especially in the colder northern provinces. It is also traditional that kites are flown. Kites are made from paper or silk, cut into various shapes of animals and legendary figures, and are beautifully painted. A clan's ancestral tomb or crypt should be cleaned and proper sacrifices made to the ancestors and patron deities.
<b>Third Month</b>	Tiger
<b>Fourth Month</b>	Rabbit
<b>Summer</b>	
<b>Phoenix Boat Festival</b>	This festival commemorates the victory over the forces of Chaos during the Southern Tan/Northern Liao period. Special rice cakes are eaten and great phoenix boat races are held. Festival especially important in the South.
<b>Fifth Month</b>	Dragon
<b>Sixth Month</b>	Snake
<b>Autumn</b>	
<b>Seventh Month</b>	Horse
<b>Moon Festival</b>	On this day the moons are said to be the brightest and roundest of the entire year. When it is dark, people like to sit

	outside with a pot of jasmine tea and plates of moon cakes, while chatting and appreciating the moon (Mannsleib- it is especially unlucky to look at Morrslieb this night). This also the beginning of the harvest in the north.
<b>Eighth Month</b>	Goat
<b>Rainy</b>	
<b>Ninth Month</b>	Monkey- “Ghost Month”
<b>Spirit Festival</b>	This festival commemorates the end of ghost month and the return of the evil spirits to the underworld. Special ceremonies are held in temples and clan houses to make thanks for protection and the absence of misfortune during the previous month.
<b>Tenth Month</b>	Rooster
<b>Winter</b>	
<b>Eleventh Month</b>	Dog
<b>Twelfth Month</b>	Pig

## 4.0 Religion

There are roughly three primary religions in Cathay: the Gods of Law and Chaos, the 9 Sages, and the Vimtaoist cult. The Imperial state at turns favors either Vimta or the Gods of Law. The 9 Sages Spirit/Ancessor cult is local and rural, but pervasive throughout Cathanese lands. Further description of these three religions will follow below. When role-playing Cathanese religion GM’s should try to stress the atmosphere. Religions in Cathay are not generally so intolerant as those in the Old World. In many cases, an individual may follow a single deity or many of them. A hermit might for example meditate for the Illumination of the Vimtaoists throughout the night and make offerings to the Sages at sunrise.

### The 9 Sages & Ancestor Worship

**Description:** The sages are **Tse Ran**(wild places, nature, creation), **Chang Er** (Fertility, growth), **Gong Fei** (Longevity,Health), **Mei Mao** (Wisdom, Truth, Learning), **Pang Gu** (Weather and the Sea,), **Tu Bo** (War, Guardian of Heaven), **Tsen Wo** (Guardian of the Afterworld), **Lao Niang** (murder, undead, Khaine), **Guan Mei** (Healing, mercy). The sages are priest-kings and heroes that lived during the mythical First Dynasties era.

**Tse Ran:** portrayed as a bearded ancient. Known for creation and control.

**Chang Er:** supposedly exiled to the moon she is rarely worshipped as many of her attributes have been taken on by that of Guan Mei

**Gong Fei:** Gong Fei is a deified holy man who is well known as the author of the Gong Yao Bu, the central work in Cathanese herbalism. He supposedly lived during the Soo dynasty- dying at the auspicious age of 1010. He is still a popular figure, especially during festivals, birthdays, or old age. Symbols or statues of Gong Fei are considered lucky in one's home. Shrines will be frequented by the aged as well as herbalists and surgeons.

**Mei Mao:** is an aged, stooped old man with incredibly long eyebrows-reaching to his feet. This symbolizes his great wisdom. Mei Mao is the celestial advisor, but in his lifetime during the Huang dynasty he was a famed sage-king credited with introducing writing.

**Pang Gu:** is portrayed in the form of a great dragon turtle. As lord of the seas he is worshipped by fishermen.

**Tu Bo:** This god is portrayed as a great general with black skin and bright red hair. Always clad in armour and brandishing a large iron club. He is believed to protect, defeat evil spirits, and provide strength.

**Tsen Wo:** is portrayed as a wise and powerful judge. It is he who consults the Great Records of Hell and pronounces judgement on the souls of men. Worshipped rarely, except by witchhunters and mourners.

**Liao Niang:** This is Khaine in the form of an fresh, rotting corpse. Worshipped sporadically throughout Cathay, since its introduction from Indhya. While officially outlawed, large monasteries of this god are believed to exist. An earlier, possibly Dark Elven, aspect is also known.

**Guan Mei:** This is probably the most popular of the sages. Guan Mei is the mother goddess of mercy, who freely comforts and aids all who pray to her. Similarities have been noted between this goddess and those of Shallya and Rhya. As various aspects are worshipped this is possibly a composite of all three.

In addition to these 9 “universal” deities, each province, city, village or neighborhood will have its own ancestral heroes, spirits, and local sages that are worshipped in that place. Families and clans will also worship prominent ancestors and the spirits of those recently departed. Nearly every home will have a small table for the spirits on which libations, food, and incense are placed. Certain other places will also have a small shrine such as a rice paddy, a teashop, a tomb, or a well.

**Where worshipped:** Throughout Cathay. Unlike the Old World, which has a separate organized hierarchy for the worship of each god, the worship of the 9 Sages is generally more loosely defined. While each monk will have a patron whom they try to emulate, the other sages in the pantheon are looked upon as equal, and at various times a priest may supplicate any one of them. In this sense, the worship of the 9 Sages is more akin to the worship of the Old Religion, as it is essentially a folk religion. Only the god Liao Niang (Khaine) is proscribed by the Empire. He is worshipped usually by solitary bands of cultists and renegade assassins.

**Alignments:** Neutral and good are preferred save for the worship of Lao Niang which is evil.

**Friends and Enemies:** Cordial respect towards the state cult of Tian Di and Vimtaoists. Enemies of Chaos.

**Cult Symbols and Dress:** Monks usually wear black robes, as opposed to the orange robes of the Vimtaoists. Other cult symbols vary depending upon the deity but they can take the forms of utensils, inkstones, runic symbols, and staves of wood or bamboo.

**Cult Careers Available:** Initiate, Monk, Mystic, Oracle, Scholar

**Distinguishing Principles & Doctrine:** A Monk will usually closely follow the strictures of his or her patron ( c.f. Rolston's RoDM) and show respect for the strictures of the other. As a general rule a follower of the sages should be upright and try to live according to the 'Way'-showing filial piety, doing nothing to shame his clan, following the traditions of his home, and giving libation to the ancestors. Sometimes monks become hermits or ascetics, living far from any villages or towns, perhaps tending a little visited shrine.

**Afterworld:** The spirits of the dead become part of the natural order.

**Shrines and Temples:** Shrines or temples can be found almost anywhere. Shrines are usually, but not always, dedicated to a single god. A field may have a small shrine as may a kitchen. Temples are for the worship of the entire pantheon, possibly with one or two primary patrons. Temples can range in size from a simple altar and cauldron to huge walled compounds with a progressive series of altars and separate areas to honor local saints and heroes. A village usually has a single small temple. A city on the other hand may have 3 or 4 large temples and a host of small shrines. The gods are usually honored individually at shrines in areas appropriate to their worship (e.g. a University may have a shrine of Mei Mao, an isolated cliff one of Tse Ran etc.).

**Saints and Heroes:** There is a literal plethora of various demigods, local spirits, heroes, saints and celestial beings too numerous to list here. Almost any place will have a guardian spirit along the same lines as Leshy, Vodyanoy, etc. (c.f. SRiK). Many historical heroes from Cathanese history are also deified, such as General Kung P'ao, known as the Torturer of the First Hell.

**Festivals & Holy Days:** There is a surplus of holidays relating to these gods. On any given day one can safely assume there is a religious festival somewhere in Cathay. Certain areas favor one god over another (e.g. the coastal provinces favor the god Pan Gu and the goddess Guan Mei). In addition, each province (and sometimes each city district!) will have a number of local saints and heroes who have their own individual festivals and holy days. Once a month one day is reserved for offering to one's own ancestors, cleaning the family crypt, and prayer.

**Cult Requirements:**

**Laymen-** automatic for the children of cult members (Cathanese clans)

**Initiate-** Granting of *Detect Magic* is a common symbol of the calling

**Priest-** Dream visitation from the sages or ancestors

**Sage-** Human priests or heroes over 100 years old only. Voluntary acceptance.

**Trials:** Usually involve making a hazardous trip to an uninhabited area to live as an ascetic for a short time (1d4 months)

**Blessings:** A one-time bonus or automatic success with a particularly favored skill

**Penances:** The person is given some difficult task to complete or a trial to endure to atone and to prove themselves worthy of the ancestors. Clearing and cleaning an unused shrine, self-imposed asceticism are examples

**Gifts:**

**Rank 1:** speak with ancestors once per day as a magickal ability

**Rank 2:** automatic success once per day with a favored skill

**Rank 3:**

**Rank 4:**

**Sage:** unlimited success with all favored skills or tests

**Cult Prayer Lists:**

**Initiate-Required** Blessed Sacraments, Bless Token, Heal Cultist, Exalted Shield, Detect

Magic, Heal Cultist, Shadeward, Seek Shrine, Vigilance

**Honors** Heal Petitioner, Light the Path, Animal Empathy, Know

Follower

**Rank 1-Required** Bless Shrine, Cure Poison, Dispel Sorcery, Follow Tracks, Fortune Smiles,

Heal Animal, Identify Divine Instrument, Mind Link, Remove Minor Curse,

Rising Mist, Sacred Circle, Secret, Warding, Sanctuary, Sense Land,

Summon Least Elemental

**Honors** Evade Magical Alarm, Leap of Faith, Mask Sight, Radiant Armor, Sacred

Warding, Summon Divine Counselor

**Rank 2-Required** Bless Thy Servant, Detect Chaos, Faith Provides, Giant Animal Mastery,

Great Warding, Know Enemies, Make Thy Servant Whole, Minor Curse,

Sense Hidden Danger, Summon Guardian, Treat Illness

**Honors** Banish Lesser Numina, Corrupt Spirit, Grant Greater Prayer, Great Soullink,

Hand of God

**Rank 3- Required** Banish Enchantment, Consecrate Lesser Instrument, Create Bog, Contact

Soul of the Faithful, Cure Insanity, Heal Injury, Heal the Faithful, Know

Alignment, Riddling the Signs, Shelter Against Elementals, Smite the

**Honors** Abomination, Summon Lesser Elemental, Ward & Seal Banish Divine Servant, Nullify Lesser Instrument, Shelter Against

Daemons, Summon Divine Servant

**Rank 4- Required** Banish Daemons, Banish Elementals, Banish Profane Enchantment,

Banish Undead, Barrier, Consecrate Greater Instrument, Drawing Down

the Moon, Grant Sacrament of Prayer, Remove Great Curse, Scourge the

Abomination

**Numina Forms:**

**Counselor:** spirit form of an ancestor

**Guardian:** beast forms that include monkey, tiger, rat, horse, pig, sheep, chicken bull- use statistics for normal animals

**Servant:** spirit of a deceased hero or sage

**Avatar:** spirit presence of one of the 9 Sages

**Cult Career Skills:**

**Laymen:** silent move rural, concealment rural, identify plant  
**Initiate:** identify plant, orientation, animal care, history, herb lore  
**Level 1:** divination  
**Level 2:** storytelling, consume alcohol  
**Level 3:** Dodge blow, excellent vision  
**Level 4:** Night vision, sixth sense

**Sub-cults & Honorary Orders:** none yet (any suggestions?)

## Vimtaoism

**Description:** Simda (sometimes known as Simca), a religious prophet and visionary, was one of many in the Indhya region. He was originally born a prince of the city-state of Bonares. After following one god after another in a series, he stopped in the area of Sarnath to meditate on his choice. For 40 days he sat, without food or water until he was assaulted by a horde of daemons. These he merely willed out of existence. Afterwards he began to speak, describing the cosmos as a small speck in the eternal warp. Law and Chaos, good and evil, misery and peace are only conditions of existence. To be 'illuminated' is to escape this chain. To become one with the cosmos, and privy to the workings of the universe should be man's goal. Finishing this sermon, Simda simply disappeared. He left behind a stunned audience of listeners, the core of the new religion. In time, the small sect grew into a populist cult of peace, non-aggression, and good vibes that attracted many members of the middle-caste and at least one Sindhyan emperor-king. Akarna, an expansionist was recorded as breaking Agni Astra (the Bow of Fire) in disgust at the sight of Indhyans and Hobgoblins dying on the Plain of Karnak and swearing to take up the robe of the beggar monk, Simda. With royal patronage the cult grew until the barbarian Ungols arrived from the North. With the invasion, the followers of Simda moved north across the Kamalayan Mts. to preach to the Cathanese of the western state of Chen.

Within a few decades Chen was almost wholly Vimtaoist. Monasteries and hermitages sprang up by the hundreds. Due to the rugged terrain, many of these early enclaves were carved whole into the mountains and hills and apart from Dwarven complexes, these are the finest examples of underground construction in the world. Later with the rise of trade across the Spice Road followers increased and the cult began to spread into Cathay proper.

Many of the outlying states, far from the influence of the palace, had always felt uncomfortable about the worship of the emperor, and often secretly still adhered to worship of ancestors, nature spirits, and many other traditional practices associated with the 9 Sages. It is here, where the beliefs of Simda, known as Vimta to the Cathanese, took root. Offered not only as a religion, but also as a new way of thought and life, the Cathanese followers of Vimta quickly gained in numbers, and to a certain degree in power, as Vimtaoism won influence among scholars who found room for themselves to think and exercise power outside of the edicts and decrees of the doctrinal worship of the Emperor.

One teaching that made Vimtaoism popular amongst the commoners was ironically its support of monasticism. Many saw this as a way leave their lives of serfdom and move into a more egalitarian community. Not surprisingly, the Yon



emperors took notice and sent troops to destroy the large, and wealthy monasteries. Vimtaoist followers in the Imperial bureaucracy were purged, and religious leaders massacred. Instead of fighting back, the new converts, in accordance with Vimto philosophy, went underground, rather than rebelling. Meeting in obscure areas, practicing their faith, and hiding holy documents, they persisted.

When the Yon emperor heard of the lack of resistance, he called back most of his troops, assuming he had broken the movement. Instead, he had driven them together in tight-knit secretive groups. These groups began to practice Vimto (or Vimtaoist) thought, and applying it even the odds in their struggle against the heavily armed Imperial troops. They adopted a number of weaponless techniques to defend themselves from the persecution of authorities and of brigands and other dangers. It was these small groups, practicing their own interpretations of Vimtaoist thought that were to be the beginning of the famous Cathanese Monastic martial arts.

It was also during this struggle that the worship of Vimta as the Avatar of Alluminus was conceived as a kind of melding of the Imperial cult and that of esoteric “godless” Vimtaoism. Down through the centuries this speculation has seen Cathanese Vimtaoism waxing increasingly “Lawful” in some places and increasingly neutral in others.

**Where worshipped:** Throughout the East. Three distinct variations of Vimtaoism are prevalent. The oldest, “pure” Vimtaoism is found in Sindhya and Tialan. Cathanese Legalist Vimtaoism is found in Cathay and Nippon. A third, highly secretive, and mystical strain is practiced in Kitsevara.

**Alignments:** Neutral and Good preferred. Law accepted in Cathay and Nippon. Chaos and evil prohibited.

**Friends & Enemies:** Allied (in Cathay and Nippon) with the Law gods. Cool neutrality towards the 9 Sages. Enemies of Chaos and Dark powers.

**Cult Symbols & Dress:** Laymen have no distinctive clothing. Monks will usually wear homespun robes in uniform colors, usually orange and white. Symbols include a rosary, a begging bowl, a prayer wheel, or a staff set with a spoked wheel ( the symbol of the ever-turning cycle of suffering ).

**Cult Careers Available:** (see 9.2 *New Cathanese careers*)

**Distinguishing Principles and Doctrines:** Respect life and seek to lessen or end suffering wherever it is found. Do not shed blood needlessly. Honor the natural order. Abstain from all meat, alcohol, and sex. Keep no savings. Spend at least 5 hours a day in meditation and silent reflection.

**Afterworld:** The dead are brought into a Pure Land of bliss and an end to all suffering. Those of great “illumination” keep a memory of the past and continue as spirit beings.

**Temples & Shrines:** Shrines may be found almost anywhere. Temples are usually situated on a plot of land belonging to the temple and housing a monastery for between 10-500 monks. Architecture varies from place to place in the East, but a statue of Vimta is always in a prominent location, as is a bell for calling the working monks to worship.

**Saints & Heroes:** Each sect will have its own masters and saints (known as Bhodisattva)

**Cult Requirements:**

**Layman:** No explicit guidelines for acceptance. Open to all petitioners.

**Initiate:** Sponsorship by a monk

**Monk:** Approval by a council of monks

**Trials:** A minor trial might involve begging for alms in the streets or doing menial labor around the monastery. A major trial may take the form of enforced asceticism for a lengthy period (1 month or more), or undertaking a quest through perilous territory.

**Blessings:** A one time bonus to a favored skill.

**Penances:** Very similar to Trials but generally involving more time and effort. Fasting is also common.

**Holy Days:** The birthday of Simda (early spring), the Illumination of Simda (late fall), various other holidays and festivals particular to certain temples or shrines- most notably the Festival of Fans held at the Temple of Enduring Illumination on Mt. Ruian.

**Gifts:**

**Rank 1:** bonus of +20% once per day with a favored skill

**Rank 2:** meditation to regain lost MP's at a 25% faster rate

**Rank 3:** ability to forego food and water for extended periods (1 week maximum)

**Rank 4:** meditation to regain lost MP's at a 50% faster rate

**Cult Prayer Lists:**

**Initiate-Required** blessed sacraments, bless token, heal cultist, know followers, gift of tongues,

detect magic, heal petitioner

**Honors** light the path, seek shrine, vigilance

**Rank 1 Required** cure poison, dispel sorcery, bless shrine, heal animal, leap of faith, lean god's will,

soullink, remove minor curse, sacred circle, sacred warding, sanctuary, voice of god

**Honors** mask sight, identify divine instrument, mindlink, radiant armor, spread the word,

summon divine counselor

**Rank 2 Required** treat illness, bless thy servant, great warding, hand of god, know enemies, make

thy servant whole, the Master's Hand, faith provides

**Honors** banish lesser numina, minor curse, grant greater prayer, great soullink, nullify

prayer, pillar of flesh, sense hidden danger, summon guardian

**Rank 3 Required** banish ensorcelment, consecrate lesser instrument, contact soul of the faithful,

cure insanity, heal injury, know alignment, heal the faithful, self-defense, speak with the departed faithful

**Honors** banish divine servant, light of day, inspired fervor, shelter against demons, shelter

against elementals, shelter against undead, summon divine servant, nullify lesser instrument, ward and seal

**Rank 4 Required** barrier, consecrate greater instrument, preach the word

**Honors** banish divine avatar, banish elementals, banish undead, banish demons, divine

vision, grant sacrament of power, remove great curse, summon divine avatar, nullify greater instrument

**Numina Forms**

**Counselor:** legendary Master of the sect

**Guardian:** legendary Warrior-Monk (only in martial oriented sects)

**Servant:** Simdasattva (an Illuminated demi-god)

**Avatar:** Avatar of Lord Simda in giant form

**Favoured Cult Skills**

**Layman:** bind wounds, begging

**Initiate:** cure disease

**Rank 1:** heal wounds

**Rank 2:** herb lore, alchemical lore

**Rank 3:** surgery

**Rank 4:** immunity to disease

**Sub-Cults & Honorary Orders:** see Martial Arts careers

## Law Cults

There are a number of overt and covert Law cults operating with Cathay. The worship

of Alluminus has been absorbed into that of Vimtaoism in some monasteries. Worship of Arianka is also speculated, but the specifics are not known for certain. The cult of Solkan is relatively widespread, as it coincides with the state cult of the Emperor. This cult is detailed below, as adapted from *Realms of Divine Magic*:

## The Cult of the God-Emperor/ Legalism

**Description:** This cult is not a formalized religion *per se*, rather it is an agglomeration of various traditions regarding the Heavenly Bureaucracy, the roles of the Emperor, the earthly bureaucracy and the masses. All Cathanese dieties and spirits, at least those approved by the state, are assumed to be a part of an all-encompassing Heaven, of which Solkan (Tien Di) is the supreme monarch. The most famous text on which this cult is based is the *Book of the Law of Heaven and Earth*. Others include the *Annals of Ancestors*, and the *Celestial Songs*. There is no extensive priesthood as there is in the other popular religions in Cathay, rather a select few who are necessary for ceremonial occasions in the Imperial palace. The majority of the devotees are members of the sister organizations such as the Sons of the Imperial Dragon.

**Where Worshipped:** Throughout Imperial Cathay

**Alignments:** While the cult is one of Law, it does not prohibit Good and Neutrality. Evil and Chaos are prohibited.

**Friends & Enemies:** The cults of the 9 Sages are afforded some respect, as they also encourage the traditional Cathanese way. Neutral towards Vimtaoism. Unbridled hostility towards evil or chaotic cults.

**Cult Symbols:** Imperial Cathanese regalia

**Cult Careers:** Imperial bureaucrat, witch hunters, templars, Sons of the Dragon monastic order, scholar, judge, initiate, priest

**Distinguishing Principles & Doctrines:** Always uphold the Mandate of Heaven, oppose and exterminate chaos, hold inviolate the will of heaven and his servant the emperor, respect one's ancestors and elders, rule with humility and strength of will. The following strictures also apply to followers of the cult:

- Honor and respect one's elders
- Honor and respect one's ancestors
- Balance one's freedom with responsibility
- Act when one must act, and endure when one must endure

**Afterworld:** Ascension to take one's place in the heavenly bureaucracy, whether that be as a lowly labourer (common man) or a celestial bureaucrat (Emperor).

**Temples and Shrines:** These temples were solidly built structures with red columns surrounding the exterior walls. The columns and walls are austere in design, lacking

ornamentation of any sort. The interior of the temples are unfurnished except for an altar and podium upon which stands the "*Laws of Heaven and Earth*"

### **Saints and Heroes:**

#### **Cult Requirements:**

**Laymen:** Any who petition to join the cult must be free of Chaos taint and approved by a Priest.

**Initiate:** Granting of Vigilance is commonly acknowledged as a sign of the Calling. Must be sponsored by a Priest.

**Priest:** Approval by a council of Priests chaired by one of at least second level.

**Templar:** Selection and approval by a council of Priests (chaired by one of at least second level) from among suitable laymen.

**Witch Hunter:** Selection and approval by a council of Priests (chaired by one of at least second level) from among suitable laymen.

**Trials:** Trials typically involve the protection of the Empire and its citizens from internal and external threats, such as locating and destroying marauding bandits or beastman hordes. Giving assistance to state, in the construction and maintenance of roadside shrines, investigating the actions of secret Chaos cults, and so on.

**Blessings:** A one-time bonus or automatic success on *fear, terror, poison, disease*, and other tests made to counter the special attack forms of any servant or creature of Chaos. Or perhaps, a one-time or automatic success with *dodge blow, follow trail, sense chaos, sense magic, or shadowing skills*.

**Penances:** Fasting, humbling menial services, campaigning against the enemies of the Emperor

**Holy Days:** The anniversary of the first appearance of the avatar of Tien Di and the narration of the Law is held every year on the 9<sup>th</sup> day of the 9<sup>th</sup> lunar month.

#### **Gifts:**

**Rank 1:** Granting of *Righteous Blow* prayer once per day at no MP cost. May use *sense chaos* or *shadowing skills* with a +10 modifier.

**Rank 2:** Granting of *Detect Chaos* or *Protection from Chaos Taint* prayer once per day at no MP cost. May use *sense chaos* or *dodge blow* skills with a +20 modifier.

**Rank 3:** May use *torture* skill with a +20 modifier.

**Rank 4:** May use *immunity to disease* or *strike to stun* skills with a +20 modifier.

**Templar:** may use *dodge blow* or *strike to stun* skills twice per day with a +20 modifier.

**Witch Hunter:** *Detect Chaos* and *Protection from Chaos Taint* prayer once per day, may use *follow trail, shadowing* or *torture* skills twice per day with a +20 modifier.

#### **Cult Prayer Lists:**

**Initiate-Required** blessed sacraments, bless token, heal cultist, know followers, vigilance,

exalted shield

**Honors** detect magic, gift of tongues, heal petitioner, light the path, seek shrine

**Rank 1 Required** bless weapon, bless shrine, leap of faith, learn god's will, scourge enemy,

radiant armor, righteous blow, sacred circle, sacred warding, sanctuary

**Honors** dispel sorcery, identify divine instrument, mindlink, open, soullink, remove

minor curse, spread the word, strike dumb, summon divine counselor  
**Rank 2 Required** bless thy servant, detect chaos, great warding, know enemies,  
 make thy servant whole, protection from chaos taint, sense hidden danger, smite  
 thy enemy, inspired attack  
**Honors** minor curse, grant greater prayer, great soullink, hand of god, the  
 Master's hand, nullify prayer, faith provides, summon guardian  
**Rank 3 Required** banish ensorcelment, banish divine servant, consecrate lesser  
 instrument, heal the faithful, know alignment, light of day, inspired fervor,  
 smite the abomination, ward and seal  
**Honors:** contact soul of the faithful, speak with the departed faithful, shelter  
 against demons, shelter against elementals, shelter against undead, summon  
 divine servant, nullify lesser instrument  
**Rank 4 Required** banish demons, banish profane enchantment, bless hero,  
 consecrate greater instrument, preach the word, godfire, scourge the abomination  
**Honors:** banish divine avatar, banish elementals, banish undead, barrier,  
 divine vision, grant sacrament of prayer, remove great curse, nullify greater  
 instrument

### Numina Forms

**Counselor:** spirit of a departed hero

**Guardian:** Guardians may be summoned in the following beast forms: war dog, war horse. Profiles follow those of normal animals, but with an Int of 20 and 10 MP.

Spirit guardians take the form of ghostly deceased warriors.

**Servant:** spirit of a departed emperor or sage

**Avatar:** Not available

### Special Careers:

**Templar: Sons of the Imperial Dragon**

see Martial Arts and Cathanese careers sections

**Witch Hunter:**

the Cathanese Witch Hunter is similar in goal and nature to the standard Witch Hunter as found in the WFRP rulebook p. 106

### Favored Cult Skills:

**Layman:** Bind Wounds, Silent Move Urban, Shadowing

**Initiate:** Strike Mighty Blow

**Rank 1:** Intimidate, Sense Chaos, Spot Traps

**Rank 2:** Torture, Influence, Strike to Injure

**Rank 3:** Dodge Blow, Immunity to Disease

**Rank 4:** Disarm, Dynastic Knowledge

**4.4 Forbidden & Chaos Cults** Like almost every other civilized place in the Warhammer world, worshipping the gods of Chaos is strictly forbidden and usually punishable by death. This shouldn't be taken to mean that no one in Cathay does, however! For information on Chaos cults, see the section on secret societies. Below are the names of the Chaos gods and their equivalent names in Cathanese.

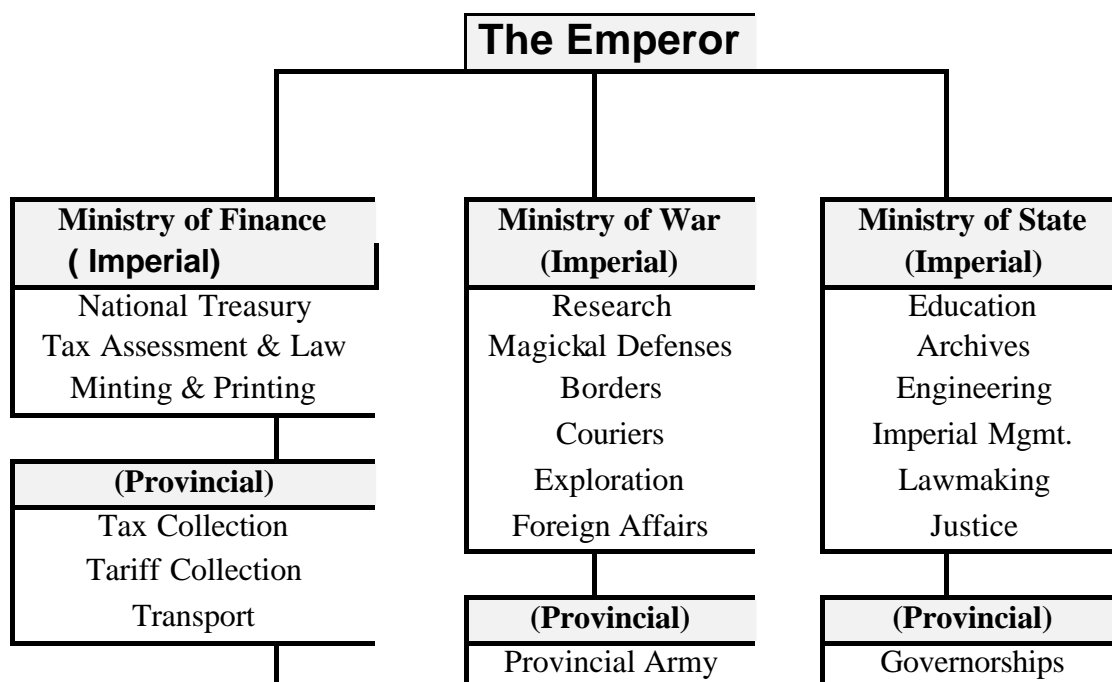
- Khorne *Liu Shue Mo Gui* "The Bloody Demon Warrior", "Inscrutable Emperor of the Legions of Mayhem", "Bold Lord of Destruction" "The Consumer of Flesh"
- Tzeentch *Tien Tsin* "Lord of the Orchestra of Fifteen Devils", "Lord of the Invisible Empire" "The Sorcerous General of Illusion"
- Nurgle *Si Shen* "The Crawler in Excrement", "The Great Contagion"
- Slaanesh *Bien Tai* "The Pervert", "The Insatiable", "That Which Copulates with Three"
- Malal *Mao Di* "The Hairy Lord of Vengeance", "The Outsider", The Forgotten Knocker at the Gates"

## 5.0 Politics

The Empire of Cathay is unique in that it is a nation founded on the principles of the Gods of Law. Its highly complex , and at times, baroque bureaucracy is a direct result of the belief in an orderly, systematic approach to government. The Ruler of the Earth (the Emperor) is spiritually chosen by Solkan, himself at the head of the Heavenly Bureaucracy.

On a more practical level, the empire is made up of a strong Imperial central core (the various Ministries in the capital and the Emperor), a widespread and fairly well educated middle bureaucracy, relatively self-governing provinces with a huge, by Old World standards, local peasantry.

The government of the empire can be truly appreciated by examining fig. 3 below



<b>(Local)</b>	Shipbuilding Road Patrol	Courts & Judges Construction Flood Control
Tax Collection Tax Enforcement Poverty Relief Disaster Relief Internal Investigation	<b>(Local)</b> Militia Garrisons Provision & Supply Manufacturing Law enforcement	<b>(Local)</b> Mayorships Landownerships Prisons/Workcamps Construction/Upkeep

### Secondary Ministries/Divisions

<b>Imperial Household</b>	<b>Education</b>
Personal Guard Eunuchs Household Staff Harem Advisory	Examination Universities Monasteries Magick



## The Mandate of Heaven

The Cathayan idea of dynastic empire is based on the concept of Heaven and the Great Mandate. When the first emperor Wei Yi unified the warring city states of Cathay into a single nation, his rule was signified by the first appearance of the Divine Avatar and the narration of the Law. This narration was transcribed from a Divine language by the emperor's first advisor, Ssu-ma Rong, into stanzas of various lengths in classical Cathay. These 12783 stanzas are known as the Dialects. The Dialects are a delineation of the role of emperor and people, heaven and earth, history, and prayer. Old World scholars have remarked it bears remarkable similarity to Tielean or Pharaonic texts (c.f. Herr Berlitz *The Cathay Connection* Olaus Klimminer Printer, Altdorf). Its text is the subject of the grueling bureaucratic tests and its advice is the basis of most family and social relationships. To be considered a truly educated man or woman in Cathay, it is necessary to know the Law.

Since the time of the first Emperor things have changed, and popular worship has widened to include the 8 Sages. Each new dynasty will still claim the divine patronage and favor of a Divine Avatar however. Usually, but not always a representative of one of the law gods will pronounce their blessing. Notably in two cases this did not happen. At the beginning of the Yon dynasty, the foreign invaders simply grabbed control and made no pretense to a Mandate. Late in the Yon Dynasty the 9<sup>th</sup> Vermilion Emperor tried to summon the Avatar of Tien Di, but was assassinated by his eunuch. Later in the Sui dynasty during the corrupt and evil reign of the Dowager Empress Ruo Suo, her priests and priestesses of Tien Hsien accounted her rule as the Mandate of Heaven, albeit using a demon masquerading as the Avatar of Solkan who tricked and defiled the capital and its people.

## A Career in the Bureaucracy?

To obtain any kind of appointment to the service, one must first pass the rigorous Imperial examination. This makes at least 10 to 15 years of study a common prerequisite. Once the person has taken the belt of a scholar it is then possible to search for a position, which are usually distributed strictly through appointment by a magistrate or other authority. Obviously a good social standing is important here, as the best appointments will surely go to those of a good clan. For further information, see section 9.2 *New Cathanese Careers*

## Secret Organizations

There are four main kinds of secret organizations in Cathay:

**Political:** Because of the centralized, rather harsh realities of politics in Cathay there has not surprisingly been a proliferation of secret and not-so-secret societies throughout history. With every movement a number of such groups (variously known as Academies, Lodges, Societies, and Gangs) will arise on both sides of an issue. In addition a select few secret organizations exist with a more far-reaching agenda, such as overthrowing the Imperial system, or infiltrating it.

One example of this latter is the Speckled Partridge Lodge. Membership is highly secretive, and made up of middle and high ranking bureaucrats dedicated to preserving the Empire. At various times their training and organization has allowed them to influence the course of Cathanese history to further their goal of preserving and protecting. It is believed that at least one emperor during the Hokun dynasty was a member.

**Religious:** There have been many examples of religious persecution throughout Cathanese history. So, it comes as no surprise that many philosophical and religious secret societies exist. In the earlier dynasties, Vimtaoists were often forced to go underground to protect themselves and their religion. It was during this time that many of the martial arts first developed, and many of these schools still maintain at least a modicum of their past as a secret society. All of the Chaos cults fall into this category as do those that worship Liao Niang (see 9 Sages Religion). Some of the more extreme Law cults are also highly secretive, counting high ranking nobles and bureaucrats amongst their members.

An example of a religious-oriented secret society in the current dynasty is that of the Vermilion Path. The members are all worshippers of the Sage Liao Niang, the Cathanese form of Khaine. They practice necromancy and assassination. Their lodges are often in underground tunnels or caverns beneath cities or towns.

**Criminal:** These are commonly known as *bangs* or *tongs*, which roughly means a gang. Like their counterparts in the Old World, they profit from all kinds of illegal racketeering, prostitution, drugs, and gambling. In the countryside, bandits have sometimes formed large groups of 700 or more for the purposes of staving off Imperial troops intent on wiping them out. Martial arts are sometimes practiced by these societies, as is battle magick.

An example of a criminal organization is the Bamboo Union of the southern provinces. The members are all rogues of one sort or another, divided like an extended family with Younger and Elder Brothers. The heads of the Union are known as the Fathers and Grandfathers. In some places, the Union may also serve to protect the locals from ruthless bureaucrats. Members are recognized by their extensive use of tattooing.

**Magickal:** These societies are made up of practitioners of like mind or style. They jealously guard their secrets, and in many cases will only train those who are born into the organization. Most wizards in Cathay are members of one secret society, much like the Color schools in Ken Rolston's *Realms of Sorcery*. Those who choose to practice the arts of necromancy and daemonology are of course highly illegal, but nevertheless some of the most powerful.

An example of a magickal secret society is Celestial Octagon. Members are all alchemists and wizards of high ability (lvl 3 or 4). While spread throughout Cathay they share a common goal, that of synthesizing the Elixir of Life. Perhaps they have already done so, for many of them seem to be quite ageless.

## Crime and Punishment

Because of the influence of Law in Imperial Cathay, most crime is punished severely. Those of little social status are accorded few rights under the law, and crimes committed by them are usually punished with either death or forced labor (which usually results in the same).

Crime committed by the nobility are treated differently. If the crime is not a serious one (treason), they will usually be fined or just reprimanded. Crimes between one noble clan

and another are usually dealt with through duels or assassination. Although the latter is officially proscribed, it is common in the case of feuds.

The Imperial bureaucrats, especially the judges, are charged with investigating and bringing to court those suspected of committing a crime. But, according to Cathanese legal tradition, the accused must confess before any sentence may be passed. This condition often results in the judge using typically heinous methods of torture to extract a “confession”.

Every magistrate and governor will have under them a body of law enforcement officers. These officers range from local watchmen in the cities, to small armies of troops charged with tracking down and eliminating bandits.

A list of crimes, and their typical punishments is listed below:

Crime	Punishment
Banditry	Death- Beheading
Theft	Amputation, Restitution x100, Forced labor
Rape	Castration
Interfering with Imperial officer	Death- Flaying
Consorting with chaos	Torture then death
Blasphemy	Torture, Exile, Forced Labor
Murder	Death- Beheading
Assault & Battery	Forced labor
Necromancy/Daemonology	Death- Drowning
Tax Evasion	Forced labor, restitution x10
Dangerous spellcasting (fire etc.)	Amputation of hands
Failure to show proper respect to bureaucrats, officials, etc.	Whipping (10d10 lashes)
Striking one’s parents or teacher	Beheading
Servants injuring their master	Strangulation

## Taxation

Taxation is conducted throughout all levels of society. Typical taxes include land and agricultural taxes, forced levy, corvee labor, import taxes, salt and iron taxes, and taxes on foreign “guests”. In addition, many roads and canals will impose various toll taxes on users. By far the greatest form of taxation is kickbacks in the form of money or goods.

## Education

Education is generally supported throughout Cathay. Most towns will have one or two schools which specialize in teaching reading, writing, and the classics to the sons of the local landowners. Larger cities will also have larger institutions much like the universities of the Old World. Subject matter at these universities will range from the classics (required) to arts, science, magick, mathematics, engineering, medicine, and astrology. Most of the graduates are expected to move on to the Imperial examination after graduation. Monasteries and temples will also provide education to initiates and monks who are living there, this education is generally limited to reading, writing, and theology.

Throughout Cathay education is held in the highest regard and it is generally believed to be the only way in which one can truly improve their lot in life. Despite this, the vast majority (95%) of Cathanese are illiterate.

## 6.0 Provincial Gazetteer (see A Map of Cathay)

### Datai

**Capital:** Chungcheng

**Population:** 45 million

**Resources:** timber, copper, silk, fruit, hemp, rice, wheat, millet, livestock

**Description:** This is the central, and most important of the Imperial provinces. The imperial capital in Chungcheng. The cities of Lujou and Kenting are also among the largest in the Empire.

### Pingdong

**Capital:** Lohai

**Population:** 20 million

**Resources:** Fishing, rice, fruit, livestock

**Description:** This is the most maritime of the Cathay provinces. The sea elf population is nearly all based along the coast of this province. Although troubled by seasonal typhoons this is one of the richest provinces.

### Bei An

**Capital:** Bingfang

**Population:** 5 million

**Resources:** Millet, fish, cotton, hemp, rice, sorghum, silver, jade, copper, livestock

**Description:** This northern maritime province is situated on the Bay of Chee Kun near nation of Han Kuo and the Chaos Wastes of the north. The climate is cold and the planting season is short. The natives of Bei An are tough, literal minded people. The Red Mansion of Khorne is close, so raids from Chaos warbands are relatively common. Villages here are usually enclosed by a stout wall to repel these raids as well as to serve as corrals for the sheep and horses that are commonly herded here.

## **Dongtan**

**Capital:** Heyang

**Population:** 4.5 million

**Resources:** Fish, livestock, hemp, millet, rice, paper, iron

**Description:** This maritime province is home to many small fishing villages dotting the eastern coast. The women of the capital are said to be the most beautiful and charming of the whole of Cathay.

## **Yukou**

**Capital:** Lohai

**Population:** 12 million

**Resources:** Silver, fruit, livestock, rice, hemp, fish

**Description:** Like Dongtan, the main source of food here is the fishing industry. As one of

the provinces connected by the Great Waterway (a man-made canal) there is a fair amount

of trade here as well. Flooding is also quite common here, and as a result the bureaucracy stations elementalists and engineers here in large numbers to help stave off the yearly disasters.

## **Wei Ao**

**Capital:** Dong Kou

**Population:** 27 million

**Resources:** Rice, fish, jade, fruit, spice, hemp, silk

**Description:** This province has the greatest agricultural production and also the largest population. The Great Waterway is the centerpiece of trade and is often crammed with junks, sampans, and pleasure barges.

## **Leofoo**

**Capital:** Hai Kang

**Population:** 14 million

**Resources:** Rice, fish, copper, iron, jade, fruit, spice, silk

**Description:** Stronghold of various secret societies.

## **Song Jiang**

**Capital:** Naan Guang

**Population:** 12 million

**Resources:** Fruit, rice, silk, jade, spice, fish, timber

**Description:**

## **Kun Tsou**

**Capital:** Yunjing

**Population:** 4 million

**Resources:** Timber, rice, wild animals, iron, gold, jade, silver, copper, tin, tea, gems

**Description:**

## **Wan Tsou**

**Capital:** Wanbao

**Population:** 6 million

**Resources:** Millet, gems, tea, lead, jade, iron

**Description:**

## **Shuang Hsi**

**Capital:** Hsijing

**Population:**

**Resources:** Few, some gems and minerals

**Description:**

## **Shan Jiao**

**Capital:** Ruijiang

**Population:**

**Resources:** Gems, jade, iron, tea

**Description:**

## **Kitsevara**

## **Hobgoblin Hegemony**

This is a loose confederation of petty warlord clans west/southwest of Cathay. Apart from periodic thrusts east, the Hegemony primarily interests itself with the taxing trade routes while guarding them from smaller bandits. Most of the clans are semi-nomadic, moving between args (hill caves, cliffs, passes) according to the season. Warbands make seasonal raids on neighbors.

At various times the Hegemony has shrunk to as small as 2 or 3 clans or expanded to as many as 8. Since the rise of the Chaos dwarves further west, the hobgoblins have seen their territory shrinking considerably, and have some of the more restless clans have migrated northwest as far as Kislev (see *Something Rotten in Kislev*). Lately, rumour has it that the Emperor has been sending supplies to the Hobgoblins in their war with the Chaos dwarves in return for safe passage of the trade caravans.

Some of the args are more or less permanent settlements. One of them, Da M'arg is a small city. Built originally by the Cathanese as a trading post during the heyday of the old Spice Road, it was taken by the Hobgoblins when the humans died of plague in 1840 I.C. Since then, it has grown into a haphazard collection of buildings and hovels both big and small encircled by a crumbling 20' wall of adobe. Filthy and disgusting by human standards, it nevertheless sports primitive sewer facilities- true innovation for goblinoids. The largest clan, Umpeg-varg live here. Trade is flourishing, with smugglers coming to sell weapons, alcohol and armour to the goblin market and caravans bound for Cathay buying water and protection. The slave market is large, with slaves from throughout the east. Hashish is produced in the town and sold in the market, mainly for goblins and hobgoblins who love it. It is also a good place to buy horses and camels. Leather goods such as saddles or boots are produced here. Craftsmanship is crude but durable. Pottery is also sold here, as are dried meats and fruits.

What the town is really famous for though, is the 'Thinkun Tank' - a massive bronze bell turned upend and now the sight of nightly pit fights. Mercenaries looking for work get their first chance for employment with a good showing in the Tank. Not surprisingly, a fair number of ogres are to be found here along with an occasional troll.

## **Ungol Steppes**

For additional information concerning this area, see Garrett Lepper's notes in the WFRP Archives.

## **Han Kuo**

A cold harsh land which until recently was held by the Emperor as a tributary state. Culturally, similar in many ways to northern Cathay, although their spoken dialect is different. Politically they are ruled by a king and an educated bureaucracy much like the Empire. Classical Cathanese is the written script.

## **Nippon**

Much of what the Cathanese know about their island neighbors is tainted by the continued bad relations between the two. Most Cathanese believe them to be pirates and bandits living in a land of little culture. In earlier times, the Nipponese ambassodors to Cathay brought some small tribute in exchange for learning and culture. Additionally, the priests of Vimto are known to have contact with their brothers, and occasionally a Nipponese wizard is known to visit Cathay.

## **Sind/Indhya**

Very little is known of this land south of Cathay, across the Kamalayan Mts. Some travellers have managed to make the journey and return to Cathay but there is no constant trade between the two. Rumored to be a land of dark-skinned warrior-priests.

## 7.0 Society

### Family

The most basic and important social unit in Cathay is the family. The Cathanese place great importance on a person's position in the family and the interdependence of family members. Cathanese society is strongly patrilineal, meaning that kinship is traced as a line through men, from the grandfather, to father, to son and then grandson. Women come into the family line to provide children, leaving their previous family and often having little or no contact with them after marriage..

Ancestor worship affirms and reinforces patrilineality. Not having a son breaks the patrilineal chain. This is the reason the Emperor, for one, has hundreds of concubines, as insurance against dying without an heir.

The Cathanese family is usually an extended clan-group of tens or hundreds of brothers, uncles, cousins etc. Everyone will have a very detailed knowledge of their own clan members and their relationship to each other, from father and son on to second, third and even fourth cousins. In most cases, these clan-groups will live close together in the same town or village, or if it is a smaller clan, even in the same house. The eldest male, usually the father or grandfather, is considered the patriarch of the clan. He makes most of the important decisions and is respected by those younger. As old men became weak or doddering, their sons gradually take over, but younger Cathanese are still expected to treat their elders with respect.

Players who wish to have a native Cathanese character should have some idea of their clan, it's relative status, hometown, and important members. Those characters who have opted to become monks or priests must leave their clan. For all intents and purposes, the cult is their clan.

### Social Classes

Cathanese society is highly stratified, but not so much so as some other nations of the east, such as Nippon. There are six general classes in society. While moving from one to the other is not common, it is possible. These classes are:

- Imperial family and dependants
- Bureaucracy, Scholar families, Old nobility
- Military Officials
- Merchants, Artisans, Local Landowners
- Commoners
- Peasants

It should be noted that the military class is not inclusive of all soldiers. Only those who are Imperial officers or members of their families are included in this class. In many cases these families will actually be members of the old nobility. As for rank and file troops, they are largely made up of peasants and commoners.

Unlike Nippon there are NO special rights and privileges associated with the military in Cathay. The carrying of weapons and the wearing of armor is controlled largely through the cost of such items. Furthermore, members of the Imperial bureaucracy will generally look with scorn on soldiers as being brutish and uneducated



## Business & Trade

The Cathanese economy is huge. It is comparable to that of the whole of the Old World. For centuries, the Empire has been involved in various kinds of import and export and domestic trade both along established land routes such as the Old Spice Road, or upon river or sea routes. For those who would like more information on trade, consider the information given in “*River Life of the Empire*” to be wholly applicable to Cathay. As mentioned earlier in the section concerning taxation, both the Emperor and local bureaucrats assess duty tax on most kinds of trade. This usually takes the form of a flat toll or a percentage of the goods value.

Within the towns and cities, there is a wide variety of shops, stalls, restaurants and inns. All of the various businesses familiar to Old Worlders will be present in some form in a Cathanese city. In addition, many businesses unique to the east can be found as well. Each industry or trade is represented by a guild. Even criminal organizations, prostitutes, and gambling houses are represented by guilds. Often these guilds will have fanciful or elaborate names (e.g. “*Companions of the Double Thread*” a bootmakers guild). These guilds and their members are usually, but not always, localized by district or street.

## Currency

Money in the Cathay is divided into bronze *fen*, silver *liang*, gold *yuan*, and paper denominations of 100, 500, and 1000 *yuan*. Understandably, the paper currency is generally only used by money-lenders, merchants, and the bureaucracy. All coinage is circular with a square hole in the center to allow it to be strung together with other coins of a similar denomination. The dynasty and reign period of issue will also be stamped on front and back of both coins and paper currency. To convert one coinage to another use the following:

100 *fen* = 10 *liang*

10 *liang* = 1 *yuan*

## Face

Social interaction in Cathay is governed by the principle of “face”. Simply put, each person bears responsibility for the reputation of themselves, their clan, and their social position. To act in a manner not befitting one’s status results in embarrassment or a loss of face. This should not be confused with morality. In fact, it is possible to be quite immoral yet have a lot of face! The key is not necessarily to be upstanding but rather to appear as such.

Below are some examples of situations in which a person might gain face:

- Laying on a big banquet for associates or holding a large ostentatious funeral for a family member.
- Openly donating large sums to a temple or public project (usually involving a large plaque with the name of the benefactor).

- Garnering an Imperial post for oneself or a family member. Actually deserving such an honor is another matter!
- Marrying into a family of greater social status
- Paying strict heed to local superstition or belief
- Giving birth to a son

Conversely, the following can result in a loss of face- and maybe even a fight!

- Being publicly criticized
- Being perceived as being stingy or greedy
- Public blasphemy
- Dishonoring one's elders
- Leading a lifestyle beneath one's social status
- Reneging on a public promise

Because of the rather serious and sometimes dangerous nature of embarrassment, most Cathanese will hesitate to do anything that might cause another a loss of face. 'Telling it like it is' is definitely not welcomed.

## 8.0 Warfare & Military

*... with a thrust of energy, Lord Wan leaped onto his own horse. Holding the Cobalt Dragon Sword point outthrust he raced down the hillside, his eyes aflame, his eyebrows bristling at the sight of his nemesis, Red Fox. Fearless, he arose nearly erect in his saddle. The army parted in waves before him as he pushed straight towards the gesturing sorcerer. Before Red Fox had opportunity to call forth one of his abominations, he and Wan were face to face. The sorcerer was too slow, and with a single flashing stroke he was pierced straight through. Before the stunned troops, Wan dismounted and cut off the head, strapped it to the saddle of his horse, remounted, and sped away, sword raised in victory- all as if moving across an empty plain. The mercenaries of the north were thrown into a tumult, routed without having fought. Lord Chao's troops siezed the moment. The dead were beyond number. The booty in weapons and horses was enormous.*

*Lord Wan reascended the hillside, to the acclaim of Lord Chao's generals, and laid the head before Chao, who was heard to remark: "Surely this man is more than mortal."*

*-The Romance of the Warring States*

### Military Organization

The armies of Imperial Cathay are based on the banner, or regiment. Each regiment is commanded by a general. Below the banner is a variable number of companies led by Commanders. The smallest unit is the squadron of between 30 and 50 men, each with their own Subcommander. Also attached to the army is a variety of skirmishers, cavalry, artillery, scout units, and wizards trained in battle magic depending upon the resources available. There is also a navy, which is broken into several fleets each with an Admiral.

The primary troop type in Cathay is the foot soldier, usually armed with a spear

or polearm of some kind. Armor is generally limited to padded cloth jerkins and possibly a leather cap or wicker hat. Cavalry is reserved for the nobility, responsible for their own gear and upkeep. They are usually armed with halberds, sword, and clad in scale or banded leather.

The Cathanese artillery is perhaps the most feared in the Warhammer world.

They are equipped with a wide variety of cannons, bombards, rockets, bombs, ballistae, and other siege weapons. Attached to the artillery units are the sappers, engineers, and any wizards or elementalists.

Strategy is considered a philosophical as well as a martial pursuit in Cathay.

For this reason, many of the most famous scholars have written or commented on strategic treatises such as the *“Art of Combat”*.

## Mercenaries

The Emperor and the local nobility both employ a wide range of mercenaries and hired troops for their campaigns. The most famous of these are the ogres of the west, who often come east for the better “victuals” than those found in their native desert and hill country.

Human mercenaries are also quite common, including the northern barbarians such as the Ungol, who are highly skilled as light cavalry, the Tialanese, deadly practitioners of guerilla and jungle warfare, footmen from Han Kuo, and the occasional Nipponese freebooters.

## Weapons & Armor

The variety of weapons and killing tools is literally staggering in Imperial Cathay. Nearly every region has produced something extraordinary or colorful. All of the weapons listed in the WFRP rulebook can be assumed to have a Cathanese equivalent.

Unlike the Old World however, the use of heavy plate and chain mail armors is rare. The warriors of Cathay prefer speed and dexterity to the complete protection sought by the Old World knights. Shields are known, but rarely used.

While the following is not to be considered a definitive list, it should serve to wet the appetites of your players.

Weapon	Initiative	To Hit	Damage	Parry	Cost	Enc
Butterfly Sword	+10		-1	-	6 yuan	20
Crescent Polearm	-10/+20		+1	+10	5 yuan	60
Tiger-fork Trident	-10/+20				8 yuan	75
Three-Part Flail		-10	-1	-10	3 yuan	40
Chain Whip	+10			-20	1 yuan	40

Weapon	Short	Long	Extreme	ES	Load	Cost	Enc
Repeating Crossbow	32	-	100	1	2/rd 10 bolt magazine - 8rd	35 yuan	100
Pistol Crossbow	15	32	50	1	1/1	10 yuan	25

Armor Type	AP	Area Covered	Cost	Enc
Padded cloth jerkin	0/1	Body- useless after 5 pts of total damage absorbed	15 fen	5
Reinforced Leather Jack	1	Body, Arms	20 yuan	70
Scaled metal shirt	1	Body, Arms	100 yuan	90
Scale metal bracers	1	Arms	45 yuan	40
Lacquer breastplate	1	Body	60 yuan	55
Elephant hide shirt	1	Body	125 yuan	60

## Gunpowder & Explosives

The Cathanese were the first civilized nation in the Old World to develop and use explosives. Even today, their use of various kinds of rockets, fireworks, bombs, and cannons rivals that of the Old World nations. Only in the use of personal firearms does Cathay lag behind that of the West. Following is a table of those kinds of explosives that are most commonly encountered on the battlefields of Cathay.

### Hand firearms

Weapon	Pt. Blank	Short	Long	Extreme	ES	Load	Cost	Enc
Eruptor Blunderbuss	3	21	48	100	6/4/3/2	3 rounds	50 yuan	80
Swivel Eruptor	3	25	55	125	6/4/3/2	2 rounds	100 yuan	125
Bayonet eruptor	2	18	35	85	5/4/3/2	2 rounds	55 yuan	60

### Bombs & Explosives

Weapon	Short	Long	Extreme	ES	Load	Cost	Enc
Rocket (1)	20	100	200	6	1 round	15 yuan	50
Fire lance (2)	25	125	250	5	1 round	35 yuan	65
Flare (3)	10	100	200	2	1 round	25 yuan	40
Excrement bomb (4)	5	12	20	6	1 round	40 yuan	20
Fog Bomb (5)	5	12	20	2	1 round	25 yuan	20
Lime powder bomb (6)	5	12	20	2	1 round	65 yuan	20
Mustard gas bomb (7)	5	12	20	2	1 round	100 yuan	20

### Notes:

- (1) Standard explosive rocket, often used in great bundles of 20 or more on the battlefield. Treat as a bomb as per WFRP rulebook p127
- (2) Fire lance- similar to the rocket, but containing a highly volatile incendiary. See WFRP rulebook p128

- (3) Flare- rocket which explodes with a burst of light (50 yard radius, lasts for 2 rounds). If it hits a flammable object (tent, wooden building, etc.) treat as if it were an incendiary
- (4) Excrement bomb- contains excrement, oil, foul smelling herbs, sulphur, poisons, fire beetles or ants. If one explodes nearby a WP test is required to avoid falling down in a fit of nausea. If passed all abilities are at -1/-10 anyways. Cloud lasts for 1d6 rounds.
- (5) Fog bomb- contains resins and sawdust. Creates an oily black cloud that makes vision difficult (-1/-10 ability scores). Cloud lasts for 1d6 rounds.
- (6) Lime powder bomb- improved version of the fog bomb. Unless a T test is passed, all those in the cloud are completely blinded until treated. Otherwise the same as the above.
- (7) Mustard gas bomb- poisonous vapors cause blisters and injury. Upon explosion similar to the fog bomb. However, each round those caught within the cloud must make a T test or suffer one point of injury. Lasts for 1d6 rounds.

## 9.0 Martial Arts ( adapted from Garret Lepper )

### Martial Arts Styles

There is one general field of Martial Arts, which instructs the student in the arts of self defense. The student, when first an Initiate or Apprentice Martial Artist, is trained in the use. Many in Imperial Cathay and Nippon are trained in this rudimentary style, from Imperial Cathanese Bureaucrats, to Skaven Assassins, to Nipponese Samurai. Those who choose to study Martial Arts as Monastic Initiates will progress in both knowledge and skill as they are instructed in the secrets of their Monastic Order. The Orders have their own unique styles, employed by the order, and it is in the orders' advanced style that the Martial Artist will be trained to an incredible degree. Some of the Styles have more than one name.

#### **Breeze in the Willows**

This style is one of the defensive styles. The fundamental doctrine behind this is that the practitioner employs methods to avoid an opponent and dodge their strikes, to bend and twist as a willow in the breeze. By dodging and parrying, even the smallest parts of nature can survive the gale

This style is one of the original Vimto styles, and it closely related to the ideas and concepts of Vimtaoism. It originated during the persecution of the Yon dynasty. The order is fairly small, and centered amongst half a dozen monasteries in the outer Northern Provinces of Imperial Cathay. They are noticeable by their location near orchards.

#### **Raging Bear**

The most violent and brutal form of advanced Martial Arts. Originated from a grassroots resistance movement, the Brown Turban Society, this is the practice of rage. Within the rage and passion of inner turmoil, within that conflict, one seeks to embody the angry bear, unstoppable and terrifying for all to behold. The student of this field is trained to strike and crush, and endure any opposing attacks.

The Raging Bear style is a fairly young movement, and not a traditional Vimto one. Rather, it grew out of popular uprisings in the South. Although no longer proscribed by the Emperor, they are only allowed to maintain three monasteries, there are limits on the number of students, and they are closely watched by the bureaucracy. The students of Raging Bear are not well liked by the other orders.

#### **False Death**

#### **The Hand That Turns Against Itself**

#### **The Empty Handed Style**

These three forms are the same of a long practiced art. A relative peaceful style, it seeks to disarm it's opponents and then strike them senseless. The shedding of blood is frowned upon, and those that cannot control themselves, must not be allowed to bear weapons and use them.

This was the most influential style in the Early monastic period. Clinging closely to Vimtaoist thought, it focuses much more on scholarship than any of the other orders. They have few monasteries, but quite a few masters and grand masters, who share their knowledge with a few pupils in each region. It is very much an order of hermits, and numerous adherents are spread throughout the Central Imperial States.

### **The Mountain Stream**

#### **Timeless Wind**

These styles seek to emulate the mountain stream and the winds, that wear down the great mountains by their timeless persistence. When attacked, practitioners are taught to wait, and then strike out against their opponents, by turning their own weight against them. Throws, grapples, and sweeps are all means of accomplishing this without resorting to purely violent means.

This order is also one of the first Vimtaoist orders. When persecution under the Emperor Yon Po began, this order fled to the mountains, to preserve their holy works. As such, they have three large monasteries, in the North, where all the adherents practice their arts. The three monasteries are larger than most monasteries, and are placed high in the mountains, far from civilization. It is difficult to find any adherents outside of the monasteries.

### **The Hooded Cobra**

#### **Striking Viper**

Precise, deadly strikes are the expressions of this deadly form. Artful, calculated movements form a signature of the practice. Small in number, the practitioners of this school are greatly feared.

This group has little to do with the traditional Vimtaoist orders, rather a militant martial order who seeks to use the Martial Arts for their own benefit. Not so much an order, but rather cells or cults of practitioners. This style of Martial Arts has many practitioners in the military, the government, and criminal organizations.

The followers of this order are secretive, and there is little status placed on this order. Rather, it is the social status of the practitioner that is important. Few practice this exclusively, but adopt its' combat styles and continue on with their normal occupations.

### **Heaven's Lightning**

Rapid strikes, at unexpected locations, overwhelming the foe with elemental energy.

This style is the least traditional. Discarding the writings of Vimta, they seek to emulate Vimta's lifestyle. The Master or the Grandmaster, wander about the countryside preaching, doing good deeds, teaching a few pupils, and practicing their faith. They are often at odds with the dogma of the other orders. This group is particularly liked by the poor masses, but greatly disliked by the Celestial Bureaucracy which has many times ran into conflict with the practitioners of Heaven's Lightning who reject Imperial Authority.

Heaven's Lightning has one monastery, which is empty except for the care taker. Every five years, all the Grand Masters and Masters return to the monastery, up high on a mountain in Kitsevara enshrouded perpetually in storm clouds, for a secretive meeting.

### **The Imperial Dragon Style**

The Emperor, also known as the Imperial Dragon, had a number of master's gathered who created this art as an expression of Imperial Will. Amongst the most beautiful and fluid, it is also one of the most aggressive. Flying leaps, kicks, spins and flurries.

The Imperial Dragon Order was organized by Emperor Cao Tzu of the Yon Dynasty, who organized this monastery to head off the popularity of other cults. Supported by the Emperor, it is the largest order, with a score of monasteries and numerous pupils, spread all about the Central States of Imperial Cathay.

Many of its pupils end up with commissions in the Imperial Army. The most fanatical and loyal followers will become body guards to the Emperor. Others are used to fill Imperial posts. Many of the members of this Order are the sons of bureaucrats and other Imperial officials.

One secretive branch of the order known as the Order of the Puissant Flame is rumored to be based in the capital. They are dedicated to Law and the war against Chaos. They are the closest to an official Inquisition in Imperial Cathay.

## Combat Mechanisms for Martial Arts

In the game, each Martial Art style is treated as a weapon. Like all other weapons, it has bonuses or penalties to Initiative, To Hit, Damage, and Parry. Due to the nature of weaponless combat, and the unusual skills acquired and necessary for this method of combat, Martial Artists have a unique category when it comes to parrying in their traditional styles. They are all capable of parrying opponents lightly armed, other opponents using no weapons or using only improvised weapons. Parrying a well armed and trained opponent is different. A few of the more traditional and pacifistic schools train the user in parrying armed opponents. This is covered under the Styles weapon table under *Parry Armed*, and a parry versus an unarmed or improvised armed opponent is under the heading *Parry Unarmed*.

When calculating damage all critical results should use the *Blunt Hand Weapons* table when fighting unarmed.

Although the Styles present the same bonuses despite the levels of advancement, the ever changing abilities and skills will allow the Martial Artist to become far more deadlier with each level despite the absence of any level advancement in the Style Table. The reason for this is that it is the Martial Artist himself that becomes deadlier, that the style is just a tool to be used, and the true strength and power resides in the person bearing and employing the weapon.



## Martial Arts Styles Table

Style	Initiative	To Hit	Damage	Parry Unarmed	Parry Armed
Unarmed	+0	-20	-3	-	-
Street Fighting	+0	+0	-1	-	-
Wrestling	+0	+0	-3	-	-
Basic Martial Arts	+0	+0	-0	+0	-
Breeze in the Willows	+0	+0	-1	+10	+0
Empty Handed Style	+0	+10	+0	+0	-10
Mountain Stream Style	+0	+10	-1	+0	-10
Heaven's Lightning	+20	+0	+0	+0	-20
Hooded Cobra Style	+10	+10	+0	+0	-
Imperial Dragon	+10	+0	+1	+0	-20
Raging Bear Style	-10	+0	+2	-10	-

**Parry Unarmed:** The chance to parry a unarmed opponent while unarmed.

**Parry Armed:** The chance to parry an armed opponent while unarmed.

**Note:** a result of “-” means that chance of parry is impossible.

This table is only to be used when the Martial Artist is Unarmed.

## Cathanese Martial Artist Careers

### Requirements

To enter any of the Cathanese Martial Arts careers, the only entry in is through Monastic Initiate. This is an initial career only. PCs may only enter this career as an initial career. They may never enter an Initiate or any other Advanced Martial Arts Career from any other profession. Only those pursuing Martial Arts Careers may ever learn the Advanced Styles employed by the Monastic Orders. All others may only learn the skill *Basic Martial Arts*. It is impossible to become a Monastic Initiate through any means other than Initial Career placement.

There are numerous reasons for this. The monastic existence, meditations, devotions and training the character receives throughout the lengthy internship is done in the PCs most formative years and is essential to the career. The single focus of only the training is essential, and any other distractions will prevent a true understanding of the path one must choose.

All applicants must be humans, and pure of soul and body. Mutations are punishable by death in most orders, although there are rumors of certain mutants who are skilled in the martial arts.

### Levels and Ranks of Mastery

For purposes of the game, the tiers of knowledge in the Martial Arts are called *Levels*. In the game, they should be called *Ranks of Mastery*. Each rank is more exceedingly difficult to learn. As such, the First Rank costs one hundred experience points, the

Second, two hundred, the Third four hundred, and the Fourth, eight hundred experience points.

To gain a *Level* or *Rank of Mastery* the applicant must return to their temple or monastery, and be judged by their superiors. Only by this may they attain the instruction necessary. If a Martial Artists never returns to their monastery for instruction, they may never advance to a greater rank. The GM has final approval over whether the character should be allowed to advance, and whether on not they stayed true to the path the monastic elders set them upon.

At the Mastery level, there are only limited openings, and it could take years to attain the position. And at the Grand Mastery level, there may be only one position, which is occupied by the Grand Master of the monastery. He will only train a successor, or another one to his degree of knowledge if intending on splitting the monastery due to size.

### **Learning Martial Arts for Non-Martial Artists**

The basic Martial Arts skill can be taught to anybody, if there is a instructor present to teach throughout the entire training period. Most large cities and a number of other towns and villages host one or many freelance “masters” who will teach for a price. The student must pass two simultaneous tests in a month of training. A test may only be made if the character spent either five hours each day in reflecting and practicing, or a total of forty hours a week, either is deemed sufficient. The character must acquire both Martial Arts: Basic, and the accompanying Basic Martial Arts Thought. Each costs 100 experience points, and are assumed to be studied simultaneously. For the Martial Arts Skill, the character must pass the learning test for Physical Skills. For the Thought it requires a Intelligence Roll. If both are passed, that month’s training was successful. For the character to acquire this skill, they must have trained for two successful months. If instruction or studying are neglected for more than a week, than all the training must start all over, and all previously passed tests are disregarded.

## The Emperor's Wall

*As the Wall goes, so goes Cathay*  
-Old Ungol saying

The building of the massive Emperor's Wall can be viewed as the outstanding example of Cathanese civilization or as a tribute to historical folly. Standing over 50 feet and wide enough for 3 chariots in some places it is unlike anything in the Old World. First begun under Emperor Wei Yi it was originally designed to be a barrier against the barbaric human-beastmen tribes that lived in the North. Supplying the hard labor necessary for the Lawful Wei was a simple process of rounding up scholars, prisoners, mutants, and beastmen in a "Purge of the 4 Uncleans" The wall was fortified by towers and lengthened by the Chen; at the end of their dynasty the wall stretched from Anlu, in the west to Chungcheng, the central capital. During the troubled years of the Northern Liao and the Chaotic Southern Tan, the Liao began to build the wall south across Datai hoping to halt the tide of beastmen from the South. This stretch of the wall was hastily made in most places from local mud brick, gravel, or rough stone. Only through constant patrol was it effective. Today, much of this section is in total ruin, some portions are missing, crumbled, or its stone used for other construction. Ironically, it has become a favorite haven for beastmen and occasionally a chaos warband.

# 10.0 Roleplaying in Cathay

## Basic Career Generation

The following careers are those that would most often be found in the cities countryside of Cathay. However, because of the cultural differences, some of the trappings listed in the rulebook would be inappropriate. This is left up to the individual GM to decide which, if any should be modified.

For those of you that use the Career Collection (found in the WFRP Archive) those are included as well- disregard them or use them as you see fit.

If generating new characters from Cathay, use the following charts. New Careers unique to Cathay are marked (\*)

Academic Careers -Basic d00		Ranger Careers - Basic d00	
01-07	Alchemist's Apprentice	01-07	Boatman
08-13	Apprentice	08-13	Bounty Hunter
14-19	Artisan's Apprentice	14-19	Courier
20-25	Artist's Apprentice	20-25	Farmer
26-30	Buyer	26-30	Fisherman
31-36	Engineer (1)	31-36	Gamekeeper
37-42	Exciseman	37-42	Herdsman
43-48	Herbalist	43-48	Hunter
49-54	Initiate	49-54	Miner (2)
55-60	Initiate Monk *	55-60	Muleskinner
61-62	Midwife	61-62	Outrider
63-68	Pharmacist	63-68	Pilot
69-74	Physician's Student	69-74	Prospector
75-80	Scribe	75-80	Rat Catcher
81-83	Seer	81-83	Roadwarden
84-88	Student	84-88	Toll-keeper
89-95		89-95	Trapper
96-00		96-00	
Rogue Careers - Basic d00		Warrior Careers - Basic d00	
01-07	Agitator	01-04	Initiate Monk *
08-13	Barkeep (Teashop)	05-08	Barbarian
14-19	Bawd	09-12	Litter Bearer *
20-25	Beggar	13-16	Bodyguard
26-30	Bookmaker	17-20	Dispatch Rider
31-36	Cabman (Rickshaw Puller)	21-24	Herald
37-42	Entertainer	25-28	Labourer
43-48	Footpad	29-32	Mariner
		33-36	Mercenary
		37-40	Militiaman
		41-44	Noble
		45-48	Outlaw
		49-52	Pikeman

**Notes:**

- (1) Normally a Dwarven-only career. However, as dwarves are relatively scarce in Cathay this is open to humans as well (otherwise how would anything get built?)
- (2) Again a Dwarven career. In Cathay this is usually reserved for criminals and slaves.
- (3) This career is normally only open to Elves at first. In Cathay humans also may become a minstrel with the same restrictions.

**New Cathanese careers**

The following careers are unique to Cathay and the East. Generally, only those characters born in the East, or at least spending a good deal of time there, may take up these careers.

**Initiate Monk (Monastic Initiate)**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10			+1		+10		+10			+10	+10	

<b>Skills</b>	<b>Trappings</b>	<b>Career Exits</b>
Basic Martial Arts	Monk's Robes	Martial Artist (same style)
Thought		lvl 1
Cult Lore	Sandals	Scribe
Martial Arts: Basic	Begging Bowl	Priest lvl 1
Meditation	Rosary	
Begging		
Read/Write		
Scroll Lore		

This career is mandatory for all those seeking to enter a Priest or Martial artist career. Unlike the Old World initiate however, it generally takes much longer to complete (up to 8 years). It is open to all, regardless of social level. All initiates must take a vow of poverty, celibacy, and vegetarianism in addition to any other strictures particular to the cult.

**Martial Artist Careers** The careers are open to those wishing to develop fully as a martial artist. These are the warrior monks, as opposed to the priestly magic-using monks. They are divided by school, as the skills and advances will vary considerably from one to the other.

#### Monks of the Willows in the Breeze (lvl 1-4)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2	+1 0	+1			+10	+10	+10	
	+20			+1	+3	+2 0	+2	+10		+10	+20	+20	
	+30			+2	+4	+3 0	+3	+20	+10	+20	+30	+30	
	+40		+1	+3	+6	+4 0	+3	+30	+20	+30	+40	+40	

#### Skills

**Level 1 Monk    Level 2 Adept                      Level 3 Master                      Level 4 Grand Master**

Dodge Blow	Ambidextrous	Contortionist	Acrobatics
Thought: Monk	Disarm	Flee!	Ki Power: Grandmaster
	. Thought: Adept	Ki Power: Master	Thought: Grandmaster
		Thought: Master	Weaponless Disarm

#### Career Exits-

Artisan	Next Monastic Lvl	Scholar
Artist	Seer	Priest lvl 1

#### Monks of the Empty Hand

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10			+1	+2	+1 0				+10	+10	+10	
	+20				+3	+2 0	+1	+10			+20	+20	
	+30		+1	+2	+4	+3 0	+2	+20	+10	+20	+30	+30	
	+40		+2	+3	+6	+4 0	+3	+30	+20	+30	+40	+40	

#### Skills

**Level 1 Monk    Level 2 Adept                      Level 3 Master                      Level 4 Grand Master**

Disarm	Ambidextrous	Scale Sheer Surface	Acrobatics
Thought: Monk	Dodge Blow	Strike to Injure	Ki Power: Grandmaster
Strike to Stun	. Thought: Adept	Ki Power: Master	Thought: Grandmaster
	Weaponless	Thought: Master	Contortionist

Disarm

### Career Exits-

Artisan	Next Monastic Lvl	Scholar
Artist	Priest lvl 1	Seer

### Monks of the Mountain Spring

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10			+1	+2	+1 0				+10	+10	+10	
	+20		+1		+3	+2 0	+1	+10			+20	+20	
	+30	+10		+2	+4	+3 0	+2	+20	+10	+30	+30	+30	
	+40	+20	+2		+6	+4 0	+3	+30	+20	+40	+40	+40	

### Skills

Level 1 Monk	Level 2 Adept	Level 3 Master	Level 4 Grand Master
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Dodge Blow	Acrobatics	Contortionist	Sixth Sense
Thought: Monk	Ambidextrous	Spc Wpn: Thrown	Ki Power: Grandmaster
Throw Opponent	. Thought: Adept Grappling	Ki Power: Master Thought: Master	Thought: Grandmaster

### Career Exits-

Artisan	Next Monastic Lvl	Scholar
Artist	Priest lvl 1	Seer

### Heaven's Lightning

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+1 0		+10		+10	+10	+10	
	+20	+20	+1		+3	+2 0	+1	+20			+20	+20	
	+30	+30			+4	+3 0	+2	+30	+10	+30	+30	+30	
	+40	+40			+6		+3	+40	+20	+40	+40	+40	

### Skills

Level 1 Monk	Level 2 Adept	Level 3 Master	Level 4 Grand Master
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Acute Hearing	Scale Sheer Surface	Dodge Blow	Fleet Footed
Thought: Monk	Ambidextrous	Sixth Sense	Ki Power: Grandmaster
Throw Opponent	. Thought: Adept	Ki Power: Master	Thought: Grandmaster
Acrobatics	Strike to Injure	Thought: Master	Lightning Reflexes
Spc Wpn: Thrown			

### Career Exits-

Astrologer	Next Monastic Lvl	Scholar
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### Monks of the Hooded Cobra

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1		+2	+1 0		+10		+10	+10	+10	
	+20	+10			+3	+2 0	+1	+20			+20	+20	
	+30	+20	+2		+4	+3 0	+2	+30		+20	+30	+30	
	+40	+30			+6	+4 0	+3	+40	+10	+30	+40	+40	

### Skills

Level 1 Monk	Level 2 Adept	Level 3 Master	Level 4 Grand Master
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Ambidextrous	Contortionist	Hypnotism	Immunity to Poison
Thought: Monk	Dodge Blow	Prepare Poison	Ki Power: Grandmaster
Dance	. Thought: Adept	Ki Power: Master	Thought: Grandmaster
Strike to Injure	Spc Wpn: Blowpipe	Thought: Master	Sixth Sense
		Strike Mighty Blow	

### Career Exits-

Assassin	Next Monastic Lvl	Spy
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### The Sons of the Imperial Dragon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1		+2	+1 0	+1		+10	+10		+10	
	+20			+1	+3	+2 0		+10	+20	+20	+10	+20	
	+30		+2		+4	+3 0	+2	+20	+30	+30	+20	+30	
	+40			+2	+6	+4 0	+3	+30	+40	+40	+30	+40	

### Skills

Level 1 Monk	Level 2 Adept	Level 3 Master	Level 4 Grand Master
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Intimidate	Acrobatics	Ambidextrous	Disarm
Thought: Monk	Influence	Dodge Blow	Ki Power: Grandmaster
Strike Mighty Blow	. Thought: Adept	Ki Power: Master	Thought: Grandmaster
	Strike to Injure	Thought: Master	Dynastic Knowledge
		Law	Heraldry



**Career Exits-**

Assassin (Masters)	Next Monastic Lvl	Diplomat (Masters)	Imperial Bureaucrat
Imperial Officer	Priest lvl 1	Soldier	Scholar

**Monks of the Raging Bear**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1		+2					+10			
	+20		+2	+1	+4		+1		+10	+20	+10	+10	
	+30		+3	+2	+6	+10	+2	+10	+20		+20	+20	
	+40			+3	+8	+20	+3	+20	+30	+30	+30	+30	

**Skills**

Level 1 Monk	Level 2 Adept	Level 3 Master	Level 4 Grand Master
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Intimidate	Frenzied Attack	Wrestling	Strongman
Thought: Monk	Thought: Adept	Ki Power: Master	Ki Power: Grandmaster
Strike Mighty Blow	. Strike to Injure	Thought: Master	Thought: Grandmaster

**Career Exits-**

Agitator	Next Monastic Lvl	Demagogue (Masters)	Political Reactionary
Protagonist			

**HONORED SAGE**

The Honored Sage is the highest level attainable to a Master. The Honored Sage is the leader of a monastery, spending most of his or her time giving guidance and meditating. The Honored Sage is the central focus of the monastery.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40	-	-	-	+6	+40	-		+40	+40	+40	+40	+20

**Skills**

Artistic Mastery (Calligraphy, Painting, Poetry)  
 Etiquette  
 Influence  
 History (Cult)  
 Magic Sense  
 Philosophy  
 Secret Language- Classical Cathanese  
 Rhetoric  
 Story Telling  
 Wit

**Trappings**

Simple Robes  
 Sandals

**Career Entries**

Level Four Master Only

**Career Exits**

None

## SILENT MASTER

The Silent Master is a Master, who like the Wandering Master, has left his monastery to travel about, living in solitude, and quietly contemplating the sun set on a summer day, or the swaying of the cherry trees in a gentle Spring wind, or basking in the falling of the cherry blossoms.

The Silent Master has made a vow to live a hermit-like existence, and never speak to anyone. The Silent Master must rest his soul in the oneness of the universe, never speaking out, but being carried about through life like a leaf caught in a stream. He cannot kill, but must eat of the fruits of the world, consuming only that which is offered.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40	-	-	+3	+6	+30	+2	+30	+0	+20	+40	+40	+0

### Skills

Astronomy

Charm Animal

Concealment Rural

Identify Plant

Heal Wounds

Herb Lore

Mime

Orientation

Philosophy

Spc. Wpn. Two Handed

### Trappings

Quarter Staff made of Stout Fallen Branch

Simple Robe made of Sackcloth  
Sandals

### Career Entries

Martial Arts Master Rank 3 or 4

### Career Exits

Martial Arts Master Rank 4

Philosopher

Seer

Mendicant Master

## WANDERING MASTER

The Wandering Master is a Master who has left his monastery to travel about, learning from the patterns of ripples in a lake, or experiencing the wisdom whispered of by falling leaves. Seen meditating on mountain tops, on rocks in the middle of a roaring stream, or discovering absolute nothingness in true silence and solitude near the bottom of a thunderous waterfall.

The Wandering Master may speak to others in their quest for the *Elusive Seven Truths* or the *Six Blissful Miseries*. Some choose to lead an existence of a hermit, others work with the common peasants, eating their food and living amongst them.

The most famous Wandering Masters wander the earth, living a nomadic existence righting wrong and fighting evil, and seeking nothing in return.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+40	-	-	+2	+6	+30	+2	+20	+10	+20	+20	+20	+30

### Skills

One art or artisan skill

Charm

Heal Wounds

Herb Lore

### Trappings

Quarter Staff

Simple Robes

Sandals

Luck	<b>Career Entries</b>
Orientation	Martial Arts Master Lvl 3 or 4
Philosophy	
Rhetoric	<b>Career Exits</b>
Spc. Wpn : Two Handed	Beggar
Story Telling	Martial Artist Master Lvl 4
Wit	Philosopher
	Mendicant Master

## MENDICANT MASTER

The Mendicant is a master who has sought out the existence of nothingness, and seen his or her soul reflected in it, and chooses to never see anything again. Many blind themselves, others simply wear blindfolds. They attain such a degree of self-awareness, that they may fire bows or practice Martial Arts with no loss of skill. They will often remain as guardians of the monastery, using their longbows blindfolded with no loss of accuracy, as their will alone guides their arrows. They are the most feared of Archers.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+20	+40	-	-	+6	+40	-	-	-	+20	+40	+40	+0

### Skills

Acute Hearing  
 Marksmanship  
 Martial Arts Thought- Archery  
 Mastery  
 Mimic  
 Sixth Sense  
 Spc Wpn: Longbow  
  
 Spc Wpn: Thrown  
 Ch'an Chi Power

### Trappings

Monks Robes  
 Sandals  
 Longbow

### Career Entries

Martial Arts Master Lvl 3 or 4  
 Silent Master  
 Wandering Master

### Career Exits

Martial Artist Master Lvl 4

## IMPERIAL BUREAUCRAT

In the days of the first Emperor it became apparent that the size of the Empire, combined with the often treacherous nobility that a class of educated professional government men was needed to efficiently maintain control. Herein arose the bureaucrats. To be eligible, one must first pass a rigorous national examination on the *Dialects* of Ssu Ma-rong, wherein is the code of behaviour for those who would serve the Emperor. Afterwards if the exam is passed, the individual will enter the system as a low-level advisor. Good graces permitting, eventually rising through the ranks to hold positions of greater responsibility. The bureaucrats are in theory answerable only to their superiors, and the Emperor. In actuality, they often find themselves caught up in intrigues and feuds at all levels. Nevertheless, they are the most powerful single class in all of Cathay. Because of this, many noble or rich mercantile clans will send their most able, educated sons to the annual exams held in the capital.

Those characters who have both the *Law* and *Secret Language- Classical Cathanese* skills may undertake the annual examination. This usually involves the great expense of traveling to the capital, sitting the exam (which can take up to 2 months), and awaiting the results (another 2 or 3 months). Bribery is fairly common (+20 on the success chart if a *Bribery* test is passed). To determine whether or not the candidate is successful, make a roll on the following chart:

d00	Result
05 or less	The candidate is accused of cheating and immediately sentenced to death
06-10	The candidate is accused of cheating. Immediately take up the Eunuch career
11-20	The candidate fails the examination and is disqualified from further attempts.
21-35	The candidate fails the examination but may try again another year.
36-80	The candidate passes the examination and is assigned a position as a lvl 1 Bureaucrat and must await assignment.
81-95	The candidate not only passes the exam but is judged amongst the top 10%. The character may choose which outlying province they are assigned.
96-00	The candidate is judged to have the highest score on the exam that year. The character is assigned to the capitol. Ministry is at their discretion.

#### Modifiers

- +10% Successful INT test
- +15% Close relative who is already an Imperial bureaucrat
- 05% Candidate is from a common background

#### Imperial Bureaucrat level 1- Agent

The lowest rank is charged with enacting the will of the bureaucracy amongst the various small towns and villages in their assigned province.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+20			+10	+20	+20	+10	+20

#### Skills

Etiquette  
Law  
Calligraphy  
Bribery

#### Trappings

Bronze token of authority  
Fine robes

#### Career Exits

Imperial Bureaucrat lvl 2

#### Imperial Bureaucrat level 2- Magistrate

Those who have proved themselves worthy may progress to become a Magistrate. The Magistrate is assigned a particular county within a province. Often, far from close scrutiny, they wield great power. Cathanese history is filled with legends evil, corrupt magistrates who abuse their position. By the same token, there are many tales of an enlightened, wise Magistrate beset by corrupt and devisive nobles.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+20			+20	+30	+30	+20	+20

#### **Skills**

Embezzlement  
Numismatics  
Public Speaking  
Evaluate  
Stewardship

#### **Trappings**

Silver token of authority  
Fine robes  
Entourage of lower bureaucrats  
Palanquin with bearers  
Fine town-house

#### **Career Exits**

Imperial Bureaucrat lvl 3  
Judge  
Demagogue

### **Imperial Bureaucrat level 3- Mandarin**

The mandarins are bureaucrats who control the great Imperial ministries in the provincial capitals. Often times they find themselves involved in great byzantine intrigues, and in some cases rebellion.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+30			+40	+40	+30	+40	+30

#### **Skills**

Influence  
Intimidate  
Heraldry  
History- Provincial  
Speak Additional Language  
Court Intrigue

#### **Trappings**

Gold token of authority  
Fine robes with ministry insignia  
Entourage of lower bureaucrats  
Palanquin with bearers  
Large mansion  
Small army  
Spies, Courtesans, Hangers-on

#### **Career Exits**

Imperial Bureaucrat lvl 4  
Demagogue  
Diplomat

### **Imperial Bureaucrat Level 4- Governor**

At the top of the bureaucracy are the governors, those who are charged with an entire province. It is they who must answer directly to the Emperor in all manners of state. The position is open to all kinds of abuse along with the power that it brings.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+30			+50	+40	+40	+40	+40

#### **Skills**

Dynastic Knowledge

#### **Trappings**

Jade token of authority

Cryptography  
Speak Additional Language

Fine robes with provincial insignia  
Entourage of lower bureaucrats  
Palanquin with bearers  
Large fortress  
Large army  
Spies, Courtesans, Hangers-on

### Career Exits

Nil

### Judge

Another important role within the Imperial bureaucracy is that of the Judge. They are important individuals charged with upholding and enforcing the law. Some judges may travel from place to place on rooting out corruption in the bureaucracy, while others are assigned a county or territory. In all cases the word of the judge is final- even to the point of death.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1		+20		+20	+30	+40	+20	+40	+40

### Skills

Law  
Calligraphy  
Intimidate

### Trappings

Jade Seal  
Fine robes  
Writing brush and inkstone  
Entourage of investigators, guards, aides

### Career Exits

Imperial Bureaucrat  
Diplomat  
Priest, Law cult

### Career Entries

Imperial Bureaucrat  
Priest, Law cult

### LITTER BEARER

These servants are charged with carrying the litter of important or rich persons from place to place. Generally they are attached to a household or official. In some cases they are freelancers who carry customers on bamboo chairs strapped to their backs.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1			+1	+1	+1	+1 0							

### Skills

25% Very Strong  
25% Fleet footed  
25% Very Resilient

### Trappings

Poor, scrappy clothes  
Bamboo back-chair  
Conical bamboo hat

### Career Exits

Labourer  
Bodyguard  
Servant  
Ruffian  
Beggar

## Cathanese names

Most people in Cathay will have more than one name. Surnames (all one Cathanese character when written) are relatively limited. In fact in many places the majority of people share the same surname. In addition most people will also have a one or two character given name. In some periods, including the present, it is popular for larger families to give their sons and daughters traditional, poetic, or historic sequential names as a way of easily determining the age and standing of the siblings.

Finally, many will also have a nickname. Nicknames are acquired one of two ways. At the age of 8 children (especially sons) will be given a nickname. This is also quite funny or cute for a child but embarrassing for an adult (such as 'Little Muffin'). This kind of nickname is used only amongst the family. Later, for some memorable experience, personal quirk, or occupation another nickname is given (Hsio Ping, the wandering hermitess of Mt. I-Lan is known as 'Ghost slayer' and 'the Pilgrim')

Those who are initiated into a religious career will take a new name to replace their old name. These new names usually have a cult significance. Examples of religious names would include Auspicious, Piety, Pure soul, Pure land, Great Calm, Benevolent, and True Vision.

The order for names is surname first, then given name. In the case of religious names, the character will use the religious name only. If necessary, however, the family name can be added, as with Pure-Land Lin. This is usually to distinguish amongst various monks in a monastery.

### Surnames

Tsai	Tsao	Chen	Cheng	Tsui
Deng	Du	Fang	Gao	Guo
Han	He	Hu	Huang	Li
Liang	Lin	Ma	Pan	Peng
Chien	Shen	Song	Sun	Tang
Wang	Wu	Hsiao	Hsieh	Hsu
Shu	Yang	Yuan	Tsang	Tsao
Cheng	Chou	Ju		

**Given Names**

A	Ai (F)	An (M)	Ang	Ba	Nian	Ning	Nong
Bai	Ban (M)	Bang (M)	Bao	Bei	Pa (F)	Pan (M)	Pang (M)
Ben (M)	Beng	Bi	Bian	Biao	Peng	Pi (F)	Pian (F)
Bie	Bin	Bing	Bo	Bu	Ping	Pu	Qi
Ca	Cai	Can	Tsang (M)	Tsao (M)	Qiang (M)	Qiao	Qin
Ce (M)	Tseng	Chan (F)	Chang	Chao	Qiong	Qiu	Qu
Chen	Cheng	Chi (M)	Chong	Chu	Que	Qun	Ran
Chuan	Chun	Chuo	Ci (F)	Cong	Rong	Rou	Ru
Cui	Da	Dai	Dan	Dao	Run	Ruo	Sai
De	Deng	Di	Dian	Die	Sen	Sha (F)	Shan
Ding	Dong	Du	Duan	Dun (M)	Shao	Shen	Sheng
Duo	E (F)	En	Er	Fa (M)	Shou	Shu	Shui
Guan	Guang	Gui	Guo	Hai	Shuo	Si	Song
Han	Hao	He	Heng	Hong	Sui	Tai	Tan
Hou (M)	Hu	Hua	Huai	Huan	Tao	Te	Teng (M)
Ji	Jia	Jian	Jiao	Jie	Tian	Tie (M)	Ting
Jin	Jing	Jiong	Jiu	Ju	Tu	Tuan	Tuo
Fan	Fang	Fei	Fen	Feng	Wang	Wei	Wen
Fo	Fu	Gan	Gang (M)	Gao	Wu	Hsi	Hsian
Ge	Gen	Geng	Gong	Gu	Hsiong (M)	Hsiu	Hsu
Guan	Guang	Gui	Guo	Hai	Ya	Yan	Yang
Han	Hao	He	Heng	Hong	Ye	Yi	Yin
Hou (M)	Hu	Hua	Huai	Huan	Yong	You	Yu
Jue (F)	Jun	Kai	Kang	Long (M)	Yue	Yun	Tsai
Ke	Ken	Ken	Kong	Lu	Meng	Nuan	Pei
Kuan	Kui	Lai	Lan	Luan	Mi	Pin	Qian
Lang	Lao (M)	Le	Lei	Lun	Mian	Qing	Quan
Li	Lian	Liang	Liao	Luo	Maio	Ren	Rui
Lie (M)	Lin	Ling	Liu	Ma	Min	Se (F)	Shang
Long (M)	Lu	Luan	Lun	Mai	Ming	Shi	Shun
Luo	Ma	Mai	Man	Man	Mo	Su	Tang
Mang	Mao	Mei (F)	Meng	Mang	Mu	Ti	Tong
Mi	Mian	Miao	Min	Mao	Na	Wan	Wo
Ming	Mo	Mu	Na	Mei (F)	Nai (F)	Hsiang	Hsuan
Yao	Ying	Yuan	Tsan	Tsu	Tseng	Chan	Chang (M)
T'sao	Tse	Tsen	Tseng	Chi	Chong	Tsou	Ju
Chuan	Chuo	I	Tsong	Zu	Zhuo	Nan	Ni (F)



**Exclusive Cathanese campaign-** All of the characters are from Cathay. Most if not all of the action will take place in Cathay. This is the most difficult to pull off well. It could also be the most rewarding. Examples of this theme would include

- Martial Arts Based- the characters are martial artists or monks
- Political Intrigue- the characters are middle to high ranking personalities vying for power
- Imperial bureaucrat- the party includes one or more Imperial bureaucrats working to preserve law and order in their own little part of the Empire
- Military- players are soldiers or mercenaries

**Strangers in a strange land-** the characters are Old Worlders who for some reason have found themselves in Cathay. This is easier for the players, who can identify with their characters more readily while also challenged by a strange and different culture. Some examples of this theme are:

- Caravan!- The characters are members of a caravan which must journey from the Old World to Cathay for profit while avoiding all the pitfalls in between.
- Explorers- The party includes, predictably enough, an explorer who seeks to find fame and fortune in the unknown east.
- Hole in the middle of the earth- The party, perhaps crawling about in some skaven or dwarven tunnels find a seemingly bottomless pit which leads strangely enough, to Cathay!

## 11.0 Magick in Cathay

*The sorcerer Pang Jun remarked, "Though I myself have no talent in these matters, I once perused certain divine texts for tracking the movements of the heavens. These spells could be used to call forth the winds and rains. When my Lord Commander wants a southeast wind, he should build a tower, the Platform of the Eleven Celestial Bodies, on that hill to the south. It should be nine cubits high, with three levels, and surrounded by one hundred and twenty men holding the banners bearing the correct sigils. On the platform I will perform the necessary incantations to borrow three days and three nights of southeast winds to assist your endeavors against the hobgoblins. What say you?"*

*- The Romance of the Warring States*

### Cathanese practice

Magick in Cathay is highly ritualized and generally focused on alchemical and elemental. That is not to say that the other schools don't exist, just that they are usually found as sub-schools of the two most popular. Magickal practices in Cathay generally predate those in the west. The largest magickal academy in Cathay was founded in Chungcheng over 1500 years ago.

According to Cathanese philosophy, all of reality can be divided into either fives or twelves. Elements, organs, personalities, animals etc. follow this pattern. Whether or not this is actually correct is beside the point, as the Cathanese will always assert that it is. Sometimes assigning a thing or idea to an arbitrary list can be cause for lengthy debate-warpage is one such case.

Color magick as described in Realms of Sorcery is very appropriate for the Cathanese setting because of this love of dividing things into lists. Generally these color divisions will have spawned one or more societies which espouse the greatness of their chosen speciality.

While officially outlawed, Daemonology and Necromancy are widely practiced in Cathay. Much of this is a result of early contact with the Dark Elves and longstanding interactions with Chaos, especially Tzeentch (Tien Tsin).

### Magick Items

I've included a list of magickal items. Each one is not fully detailed and that's up to each GM to fit it in or pitch it out. Try to think up a suitable background or history for each magick item you plan to introduce. Simply tossing a number of magickal items at the players will serve to unbalance the game in a short time.

**Balm of the Tiger**- alchemical balm that removes all scars. Does not grow back amputated limbs!

**Prayer beads**- work in the same way that spell stones do, storing 1d4 Mana points each. Often on a string with several mundane beads.

**Alarm bell**- Singlecast bronze bell(s) without clappers. When the rune sequence is traced and read it will go into guard mode. It acts like a Lesser Triangle with a radius of 100 yards. If anyone enters this radius it will begin to ring very loudly with a deep, metallic sound. May be used once per 24 hour period.

**Temple bell**- Many examples exist throughout Cathay each with different abilities. Many are used to summon worshippers throughout an area to worship. Some alter weather, some cause fear or terror. GM's should determine the abilities, if any.

**Bottle of fog**- This small porcelain vial will release a huge cloud of fog if broken. The cloud will fill an area 15x15 yards and last for 1 hour unless dispersed by heavy wind, magick, etc. Those inside the fog will only be able to see by making an Observation check (I)

**Brazier of Clearheadedness**- The scented smoke arising from this great ceremonial brazier increases Cool and Willpower by +10 of those nearby. The effect lasts for 1 hour.

**Brush of Copying**- If this plain, bamboo and horsehair brush is traced over another text and placed on a fresh sheet of parchment will make an exact copy. May be used once per week.

**Spirit Brush**- this rather large (10 lb.) and ornate brush is in fact the physical form of a spirit. This brush may write by itself if given proper dictation and materials. For the purposes of rules, assume that all skills such as Read/Write or Calligraphy are based on the users own. It can also fight in a limited fashion if ordered to by throwing ink into the eyes, a knock on the skull etc.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	35	2	2	5	45	1	-	-	60	70	55	-

**Brush of Translation**- this brush looks like the expensive brush of the Imperial Mandarin. When used, the scribe may understand any language spoken in his presence

**Cursed Brush of Hu Gua**- this horsehair brush seems in all respects to be a finely crafted antique. Even when used, it will appear to be a normal brush. Only later, when the inscribed text is examined by another will its true nature be revealed. For it subtly distorts the meaning of the text into one of blasphemy and insult. Believed to be the work of a Chaos (Tzeentch?) it was responsible for the downfall of the Scholar Hu Gua, who found his letter of introduction to the Emperor most unwelcome.

**Buckle of Steadfastness**- This bronze buckle will add +1 to Toughness when worn. Not stackable with other T enhancing magic items.

**Buckle of Defense** - This jade buckle in the form of a curled dragon will add 1 AP on all locations. Not stackable with other magical protection.

**Cauldrons of Smoke**- These large bronze tripod cauldrons are engraved in the style of the Chen dynasty. All told, 3 are known to have been cast. When the inscription is read forth, they will emit a particular smoke depending on the individual cauldron (fragrant incense, fog, and poison)

**Chalice of Poison-** This copper drinking vessel will poison any liquid placed into it. Normally undetectable by any means.

**Chalice of Efficacious Recovery-** This gourd shaped vessel will produce a potion of healing once per week if filled with normal water.

**Coins of Fortune-** Only found in sets of three, these antique coins will bring luck upon the bearer once per day (automatic success on Luck test).

**Drums of Battle-** These massive wooden drums will increase the WP by 10 for those friendly to the user and lower it by 10 for those opposed.

**Drums of Terror-** This large bronze drum is engraved with the hideous visages of spectral ghosts and skeletal warriors. Anyone hearing the abominable tones produced must make a Fear test at -20 or flee for 1d6 rounds.

**Dust of Flinging** (see Apocrypha Now p 47)

**Dust of Lotus** This dust is distilled from the Black Lotus. Anyone inhaling the resinous particles must make a WP test or fall into a deep sleep for 1d6 hours.

**Dust of Storms** This bluish-gold sand is highly reactive to air and is always stored in a stoppered vial of some sort. When released it will create an effect as the second level druid spell *Hail Storm*

**Warfan** This is a fan made of overlapping strips of metal. When thrown, it will speed unerringly towards its target (S2, D-1) and return again to its owner.

**Dancing fan** When this fan is used it adds +10 to the Dance skill. Furthermore, it adds +20 to any seduction tests made while held.

**Scholars fan** This fan was once owned by the famous poet Po Bei. When commanded by its owner it will hang in midair and swat flies, shield from the sun, and gently flutter.

**Flute of Taming** This long bamboo flute, when played by a skilled flautist, may cast the level 1 druid spell *Animal Mastery* up to three times per day.

**Flute of Defense** This short lacquered bamboo flute is enchanted to be as hard as cast iron. When used as a weapon treat it as a warhammer.

**Gong of Summoning** This large bronze gong, covered in unknown sigils, will cast the second level Daemonologist spell *Fiendish Horde* when struck in the correct manner, once per month.

**Gong of Meditation** This small bronze gong when commanded by its owner, will make a repetitive series of low tones. This effect will aid the meditation of all listeners, lowering the time needed to regain lost MP's by 1 hour.

**Inkstone of Calligraphy** this is a blotter stone decoratively carved and bearing a large-flat surface for the mixing of ink and a hollowed out area for water. If a calligrapher uses it to prepare ink and dips the brush from it he or she will gain +10% to any Calligraphy tests.

**Vase of the Sea** This finely made, blueware porcelain vase is covered in scenes of maritime life. Once per month, if turned upright and the command word is read, it will summon a water elemental.

**Kite of Surveillance** This silken kite is constructed in the form of either a long-tailed Cathanese dragon or a feathered feng huang. When the kite is sent aloft by its owner (holding the strings) it will relay images of all that it sees via ESP. Note that the kite has no ability to see in darkness and will only see things visible to a normal human.

**Lens of Seeing** This is a single crystal lens about the size of a bottle cap. When held to the eye the user can see things normally undetectable (e.g. magical aethyr, ley lines, invisible creatures or objects, etc.)

**Mask of Terror** This large wooden mask is carved into horrible visage of a daemon. All those who look upon the wearer must test for terror (as the psychological test).

**Mirror of Transcription** This is a crystal mirror of fine make. The user must place a written work (nonmagickal only) and a piece of plain parchment side by side and use the mirror to reflect the words from the one onto the other. An identical copy will be created. However, in the case of calligraphy or works of art, the forgery will be detectable with a successful Perception test.

**Oil of Yo** - this oil, made from the recipe of the Yellow Thatch Sorcerer Yo Pei, is transparent, and may be identified only by its pungent odor. It conceals a deadly and insidious disease. Within the hour the victims skin will begin to sprout small tentacle like growths that wiggle and respond to sound and light. This mutation is short lived, after about 30 minutes the victim will shudder violently, collapse, and die. Obviously this is a powerful item and should be very rare and expensive. It's use has only been reported widely in the death of the Emperor Jing Huo-di, presumably at the orders of the Dowager Empress.

**Pi- pa of Repose**- when the stings of this mandolin-like instrument are plucked by an experienced musician all listeners must make a WP test or fall into a deep sleep as per the spell. Usable only once per day. Fashioned by the Imperial Concubine Wu for the first Emperor.

**Qin of Attraction**- this stringed instrument emits a lovely, soothing tone when in the hands of a practiced musician. It will act as an Ensorcel Mind (see RoDM Battle Magick) spell for a duration up to 3 rounds once per day.

**Petal Slippers**- shrinks wearers' feet to the size of a lotus blossom. Movement is reduced to one. May only be removed by whispering the secret password.

**Slippers of Silent Treading**- these silk slippers add +30 to any Sneak tests when worn. May only be worn indoors. Commonly used by worshippers of Tien Ts'in

## 12.0 Equipment & Prices

Only those items not found in the *GM's Screen & Reference Pack* price list will be noted here.

Item	Cost	Enc	Availability
Abacus	5 fen	2	Common
Bamboo Backpack	1 yuan	35	Plentiful
Cloth, Silk, bolt	35 yuan	50	Average
Chopsticks	2 liang	1	Plentiful
Firecrackers (10)	5 fen	15	Average
Kite	15 fen	55	Common
Lute ( <i>Pi-pa</i> )	10 yuan	25	Scarce
Writing brush	1 yuan	1	Common
Blotter Stone	2 yuan	10	Common
Ink stick	3 fen	1	Common
Zither ( <i>Qin</i> )	25 yuan	60	Scarce

## 13.0 Bibliography

The following books were consulted while preparing this, and may be useful to those Gamemasters interested in the setting for background.

*A Sourcebook in Chinese Philosophy* Wing-Tsit Chan  
*Three Kingdoms- China's Epic Drama* trans. Moss Roberts  
*Daily Life in China* Jacques Gernet  
*Classical Chinese Myths* Jan & Yvonne Walls  
*GURPS Martial Arts* (SJ Games) C.J. Carella  
*GURPS China* (SJ Games) Thomas M. Kane  
*China- Travel Survival Kit* (Lonely Planet)

## 14.0 Author's note

I first got the idea for a Cathay sourcebook when someone on the WFRP mailing list began mentioned Tien Tsin, from Jack Yeovil's *Ignorant Armies*. Later, some people began to discuss the lands of Nippon and Cathay. Not much was known for certain. Like everyone else, I had noticed mention of the two places on the various world map. But, as rumor would have it, the Citadel oriental minis hadn't sold all that well and there would probably never be a Cathay armybook, sourcebook, or any other kind of book. So what's a Sinophile to do but put hand to pen?

Those of you on the WFRP mailing list will have noticed that folks keep talking about Nippon. And indeed many have begun to post such material, and in some cases have declared it equally applicable to Cathay. Having lived and worked in Asia for most of my adult life, I can say that cats and dogs may both be pets but they aren't the same animal. That's why you'll find no samurai and ninja here. If you want that kind of thing you'll have to look elsewhere (Nippon!).

Some of this material was developed in a solitaire (that's gaming in Taiwan for you) Mighty Empires campaign a few years back. Later, a couple of WFRP sessions with some Chinese friends helped to flesh out the RPG side of things. Nevertheless, most of this sourcebook hasn't been playtested or even read by anyone other than myself. Your comments, and especially notes on a gaming session or two would be appreciated.

I've taken the liberty of using Ken Rolston's *Realms of Sorcery* and *Realms of Divine Magic* when writing. While some of you will certainly disagree, I think that these are some of the best sourcebooks available on the net, bar none. That they are written for WFRP is all the more better. While not the easiest reading, they clearly (to my mind at least) encourage role playing and immersion in the WFRP style. Until we see a Hogshead product in print, I'll keep using them.

I don't make any claims to have written the definitive Chinese background for role-playing games. We will probably never see that, at least until some Chinese gamer decides to do so. Not likely, with the state of gaming in the Chinese world. However, this should be a solid background from which to begin your own exploration of the mysterious lands east of the World's Edge. As the Chinese say, *Jia You!*

Scot Hoover  
March 18, 1998

## 15.0 Project contributors

Brian David Phillips (fellow Taiwan expatriate and gamer extraordinaire)

Chen Yu-ping (my patient and lovely wife)

Garrett Lepper (gamer and prolific writer on things Warhammer)

Richard Iorio ( useful comments and criticism)

N. Arne Dam (notes on Nipponese culture and religion).

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