



CURSE OF THE JADE MONKEY



AN ADVENTURE FOR

THRILLING TALES



CURSE OF THE JADE MONKEY

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An invitation to an auction of Chinese antiques, including the legendary Jade Monkey, quickly turns to terror when the auctioneer (and former flame) is kidnapped and held for ransom in exchange for the legendary artifact. All clues lead to San Francisco's Chinatown and into the lair of the nefarious Doctor Sin!

One day the Monkey King himself made a visit to the old sculptor. Upon looking at the beautiful statue he was so charmed and enamored with the Jade Monkey that he proclaimed that the statue would bring happiness and good fortune to those that deserved it and only mischief and sorrow would befall those who didn't. For many months Chow Bin was the recipient of great fortune as his legend spread as many visitors came, and paid, for the opportunity to see the Jade Monkey. It wasn't long before the emperor demanded the Jade Monkey be brought to his court and he quickly dispatched soldiers to go and take the statue from Chow Bin.

BACKGROUND

Early in the Tang Dynasty, around 700 AD, an elderly sculptor named Chow Bin created a statuette of a monkey out of a single piece of jade. The stone itself was considered perfect and the artistry of the statue was magnificent. Word quickly spread throughout the kingdom of this amazing sculpture and the little man who made it.



Emperor Tang's soldiers arrived the next day and took the Jade Monkey with them. On the road back to the Emperor's palace the soldiers

were set upon by bandits, victims of an avalanche, and fell ill to disease. By the time the statue was in the hands of the Emperor hundreds had already perished.

When the Emperor finally laid eyes on the statue he proclaimed it to be the most beautiful creation on earth and built a pagoda just to hold his most prized possession. One day while admiring the statue, the Monkey king appeared before him and declared that the statue could only belong to him and warned that all others would run a foul of his mischief. Emperor Tang scoffed and asserted that he was the true possessor the Jade Monkey now and no others could lay claim to it. The Monkey King laughed and then disappeared.

Within weeks bad luck began to befall Emperor Tang; the palace burned to the ground, three of the Emperor's children fell ill and died and the Emperor himself became lame. Having suffered enough the Emperor had the Jade Monkey thrown into the sea where it could cause no more suffering. The statue was not seen again for centuries.

Of course, that was just a legend right?

Then in 1845 a fisherman went out to retrieve his nets and as he emptied them a jade statuette fell onto the deck of his fishing boat. Not knowing what he had found he brought home the Jade Monkey and placed it within the temple of his small village. Soon, the whole village began to prosper

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and the statue was forgotten again.

In 1919 a warlord attacked the small fishing village and took possession of the Jade Monkey and, once again, he was beset with bad luck. He quickly sold it off to an American collector who would bring it back to San Francisco only to die during the trip across the ocean. When the Ship was being unloaded the statue was stolen and not seen for many years only to appear in a small antique shop in Chinatown where antiquarian Dr. Ling Su came into possession of it.

Now Dr. Su is planning to sell the Jade Monkey at a private auction and she has invited several perspective buyers that include museums, private collectors and our heroes.

THE JADE MONKEY

The Jade Monkey is a ten-inch tall statuette carved from a single piece of pale green jade. It is beautifully carved with almost no imperfections and seems to radiate a kind of lust for the object. PC's with applicable knowledge skills can see that the statue was made some time during the Tang Dynasty (618 – 907 AD) and consists of a stone called Nephrite Jade. This particular jade was considered an imperial gem and was more valuable than gold during that time.

The statue does hold a supernatural quality and can bestow good or bad luck depending upon its whim. During the game, whoever is in possession of the statue (they do not need to have it on their person at the time) is subject to the powers of the

Jade Monkey. Whenever an action sequence is taking place (combat, chase, deathtrap, etc) the Game Master will flip over a card from the action deck and check the following results:

- Red – Gain one Benny
- Red Face Card – Gain one Benny and get an instant success and raise on one roll (players choice)
- Black – Loose one Benny
- Black Face Card – Loose one Benny and get a critical miss on one roll (GM's choice)
- Joker – Things could not get worse for the character. The GM can insert an obstacle that the PC must try to overcome such as loosing their footing and falling off the running boards or just as they attempt to sneak into the library an alarm goes off.

ADVENTURE SUMMARY

The adventure begins in a private hall at the Fairmont Hotel in which the auction of the Jade Monkey is taking place. After the heroes foil an attempt by thieves to steal the statue they discover that their acquaintance (and perhaps a former flame) has been kidnapped. But by whom? Only a few clues were left at the scene but perhaps they could lead somewhere.

The next morning when room service arrives the PC's discover a bomb in place of their meal. The hypnotized



bellboy tells the heroes to deliver the Jade Monkey to the docks at midnight or the girl will be killed. Of course the message is from none other than the nefarious Dr. Sin, the scourge of Chinatown.

The PC's rush into Chinatown following the leads of the clues to a teashop, an herbalist, an antiques dealer, an opium den and finally a Chinese temple below the streets of the city. A cloud of gas and a deathtrap later, the PC's finally come face to face with Dr. Sin and his minions but can they defeat him and save the girl? Or will the evil mastermind escape with the Jade Monkey? It is in the hands of the heroes now.

CHAPTER I : THE AUCTION

Three weeks ago the PC's were invited to an auction in San Francisco by one Dr. Ling Su, a beautiful antiquarian from Hong Kong and one-time girlfriend of (insert the name of one of the male characters here). With very little hesitation the heroes began to make plans to attend the auction and during the weeks leading up to the event they were able to spend some time reading the program of the upcoming auction. Particularly about the main item up for sale, the magnificent Jade Monkey. Created during the Tang Dynasty, legend tells of how its beauty so charmed the Monkey King that his soul forever resides in it bringing mischief and sorrow to all who possess it. But that's just a story, right?

A NIGHT TO REMEMBER

After checking into Fairmont Hotel and spending some time preparing for the evenings activities, the PC's soon find themselves in a private elevator taking them to the auction. Once inside the heroes see that the grand ballroom has been decorated with Far Eastern flair and all of the wait staff have been brought in from Chinatown. While sipping champagne they notice the rich and powerful of San Francisco mingling before the auction begins. As they around they can only think 'This will truly be a night to remember'."

Allow the PC's some time to look around the room and mingle with

each other as well as some of the individuals who are at the auction. Thirty guests have been invited but the ones of most interest can be determined with either a Common Knowledge or Streetwise roll (each NPC is noted with which roll is needed) See *Dramatis Personae* for specific stats for some of the characters:

- Mayor Charles Morgan (Common Knowledge)

- Dr. Thomas Freed, University of California Berkley, Archeology Dept. (Common Knowledge)

- Marian Cooper, Wealthy Widow (husbands money came from shipping) (Streetwise)

- Jonathan Burns & the mysterious Mr. M, Private collectors (carrying guns) (Streetwise)

- Nathan Parks, Investment Banker (Common Knowledge)

After an hour or so of mingling, Ling Su steps up to the microphone and asks everyone to take their seats and then begins the auction. After several smaller items have been sold the main attraction is brought out and put on a small table on the stage, the Jade Monkey. Murmuring washes over the crowd and the bidding begins. The small jade statuette does indeed draw out desire (and if you wish to interject a bit of comedy have all the players make Spirit rolls. Anyone who fails inadvertently bids on the statue).

KIDNAPPED!

As the bidding gets more and more frantic the PC's can make a Notice roll to observe two of the waiters looking back and forth at each other nervously.

As the bidding on the statuette reaches a crescendo there is suddenly a loud **BANG!** as the room fills with salty smelling sea fog and then the lights go out! There is screaming and yelling as the room erupts in chaos! Allow (and encourage) the PC's to grab the statue in the dark with a successful Agility roll. If the PC's state that they are going to try to get the lights back on they must first find the maintenance closet and then make a successful Repair roll. When the lights come back on they discover all of the windows are open, all of the waiters are missing, and worst of all, so is Ling Su! All of the other guests are present and accounted for.

If the PC's search the room for clues allow the players to make an Notice roll for each of the following items:

- Small hollow spheres made from a green leaf.

- Some brown dust on the floor where Ling Su was standing.

- A coin with Chinese characters and a small loop of silk through the hole in the middle.

Within ten minutes the police arrive and begin questioning all of the guests. By the time the PC's are done it is very late at night. The police

assure them that they are on the case and that they go to bed and let the detectives do their job. There is nothing else to find this evening but when morning comes all arrows point to Chinatown!

If the players insist that they want to go out and search for Ling Su go ahead and allow them to. Inevitably they will discover most businesses closed for the day and all attempts to be dead ends. However, to add a little action allow the PC's to make a Notice roll to spot someone following them but keeping their distance. If the Heroes want to confront their stalker, the shadowy figure will disappear into the night. This is non-other than the Mysterious Mr. M. He is following the PC's to see if they know what is going on. Mr. M. is really just a red-herring but may turn up later if the GM likes or in later adventures.

ROOM SERVICE

As the PC's are getting ready for their day of investigation in Chinatown they have all gathered in the suite of the most prominent character. Allow them some time to discuss the previous evenings events and to formulate any plans for the day. After a while of chatting there is a knock at the door, followed by "Room Service!" Then read the following aloud:

"When you open the door you immediately recognize Jimmy the Bellhop, who is pushing a cart with a large domed cover on it. He enters the room moving slowly with eyes glazed over. Once inside he stops,

turns to you and states in a voice that does not belong to him 'I know you have the Jade Monkey and if you ever wish to see your beloved Ling Su again you will bring the statue to me in Chinatown! And to make sure you know I am serious, please, enjoy your breakfast!' Jimmy then collapses and the room grows quiet with only the distinct sound of ticking...coming from under the dome!"

When the PC's lift off the lid they discover three sticks of TNT, wrapped with wires that connect to an alarm clock sitting on the top. By looking at it the PC's can see they only have one minute until the bomb detonates. To disarm the bomb will require two successful Repair rolls. If the player critically misses the bomb detonates (6d6 damage in a large burst template)! Upon further examination they will find a note under the bomb that reads that reads, "You have until midnight. Dr. Sin"

After the bomb is disarmed Jimmy begins to groan and awaken. When the PC's ask Jimmy about what happened he tells them that all he can remember is being out in front of the Hotel when a black sedan pulled up and rolled down the window. He went to offer assistance and...those eyes... those terrible eyes!!!! The next thing he knew, he was waking up on the floor.

The PC's will need to watch their step as they head to Chinatown.

CHAPTER 2: CHINATOWN

The easiest way for the PC's to get from their hotel to Chinatown is to take the California St. cable car, this will drop them off around Stockton St. and into the heart of Chinatown.

Strange and unusual sights of the Far East are mixed with the pungent aroma of exotic spices that lead into the center of Chinatown. As the PC's look around to get their bearings they notice that all of the business signs are written in Chinese (with a very few exceptions promoting restaurants). Their ears are filled with the sound of the language of the Orient. As they take it all in, finding Ling Su seems impossible. They may as well be in Shanghai.

To find anything the PC's will need to make a successful Knowledge: Chinese Language roll; weather they are reading the signs or asking for help. If none of the PC's has Chinese as a language skill then they may attempt a Streetwise roll with a -2 modifier. If either of these rolls are successful they will start to make some

sense of how to get around and what to look for. If the GM would like to add a fun role-playing element, feel free to introduce a young Chinese boy named Chow Lee who would be happy to lead them around (for a price).

The Heroes have the following clues and must decide what to do with each (the locations which will give them the information are in parentheses): a hollow sphere made from green leaves (tea shop), brown dust (herbalist), and the coin (antiquities dealer). Allow the PC's some time to come up with where to investigate on their own but if they seem really stuck



you can have the players to attempt a Common Knowledge roll to get that information.

TEA SHOP

This small cramped shop is little more than a hallway lined with wooden drawers holding hundreds of different types of tea. When the PC's enter the store they are welcomed by a round and jovial man that introduces himself as Mr. Hwong. He speaks fairly good English and is very hospitable. When the PC's show him the sphere he will tell them that they are made from a very rare tealeaf found only in the mountains near Mongolia. A successful Notice roll will show that Mr. Hwong suddenly seems nervous and cold toward the PC's. If he is pressed about his attitude change he informs the PC's that these particular leaves are not used for tea but rather in the rituals of blasphemous magic. He advises the Heroes to get rid of them right away.

HERBALIST

The interior of this shop is filled with every kind of Chinese herb and remedy anyone could ever want. Strange mushrooms, mysterious powders and even dried snakes are available for purchase. A quiet elderly gentleman named Yo Chi is the proprietor of this shop and acts as a physician as well. Mr. Chi is well versed in the healing arts of the Far East. When the PC's show Mr. Chi the brown powder he will study it for a moment and then tell them that it is a potent form of Opium mixed with blowfish venom, a very dangerous mixture used only when you are

looking to incapacitate someone and you don't want them to put up a fight. If the Heroes ask Mr. Chi about where to find the nearest opium den they will need to make a Persuasion roll. If successful the herbalist tells them to go south to Grant St. and then look for the alley of the dragon. If the PC's are unsuccessful they can attempt a Streetwise roll with a -2 modifier or, failing that, they can have little Chow Lee lead them there.

As the PC's are in the shop talking with Mr. Chi they can attempt to make a Notice roll to spot someone peering through the curtain that leads from the back room. If they move to investigate they will find the back door closing and a shadowy form turn a corner. Looking outside they will see only the hustle and bustle of this part of the city. If they ask Mr. Chi if anyone else is in the store the old man will tell the Heroes that he is the only one here in this shop. A successful Notice will show that he is telling the truth.

THE ANTIQUITIES DEALER

Jing Quan is an elegant and refined gentleman who runs the antique store. As the PC's enter they are overwhelmed at what they see as it is filled from floor to ceiling with antiques from all over Asia. Allow the Heroes to look around a bit and let them know what kinds of things can be found (a Manchurian sword with a jade handle, a Ming vase, a silk tapestry from NanJing). Mr. Quan will be very eager to talk about any of the items in the store and is always willing to strike a deal. If the

PC's mention the Jade Monkey Mr. Quan will smile and talk about how he sold it not too long ago to a young woman named Ling Su. If he is told about what happened to Ling Su he becomes rather distraught and begins to talk about the curse of the statue.

If the PC's show Mr. Quan the coin he becomes very nervous and unwilling to talk. Only a successful Persuasion roll will get him to reveal that the coin is the symbol of the Black Scorpion Tong, a terrible cult that uses intimidation and murder to control the people. With a raise Mr. Quan tells them that there are rumors that the Black Scorpion Tong has connections with the Qing Ri, the legendary assassins of Chinatown (for more information on the Qing Re see the Thrilling Tales core book page 92).

As the PC's are in the shop the players can attempt a Notice roll to spot a man walking by the store window that looks remarkably like the one of the waiters from the party last night! If the PC's go out after him go to the section of The Chase!

THE OPIUM DEN

When the PC's find the alley of the Dragon allow the players to attempt a Notice roll. If successful they see several Asian men entering a building through a basement door. If the players got a raise on the roll they managed to hear the password, which roughly translates to "the Dragon Sleeps". If the Heroes knock on the door a small window slides open. If the PC's say the password (even

phonetically) they are allowed inside. When they enter, the PC's will find the smoke filled chamber of one of the many opium dens of Chinatown. As they look around they will a hoard of men all laying and smoking the drug of choice as well as a guard who stands near the front door. A small lady who introduces herself as Xie Meiying asks the PC's what they are looking for. A successful Notice roll will tell the PC's that she is very suspicious of them. They will need to work hard to get her trust. However, if the Heroes are polite and make a successful Persuasion roll they can get her to answer some questions. If they show her the brown powder she will say that she sells a lot of different types of opium, some stronger than others.

As the PC's are talking with Xie Meiying they suddenly hear the whoosh and thud of a thrown knife! Mrs. Xie's eyes glaze over as she collapses into the arms of one of the Heroes. Looking down they see a large knife sticking out of her back! When the PC's look to see where the knife came from they spot a shadowy form run out the back door. Mrs. Xie is dead and the chase is on!

THE CHASE

Following the dark figure out of the shop the heroes look around and spot the man running into the maze of alleyways that snake through Chinatown. Using the Chase rules found on page 115 of the *Savage Worlds* core book, the Players will need to make several Agility rolls

as the PC's try to catch the killer. The chase begins with an initial distance of Far (4 range increments apart). During the chase the players will have to make several additional rolls to keep up with the mysterious stranger.

Note: It is important that the killer leads the PC's to the warehouse so the GM may need to fudge the rolls or add an additional obstacle just to keep him just out of the heroes grasp. Reward the players with a benny at the end of the chase.

- Notice: to see which way he went.
- Agility -2: as he topples a vegetable stand in the path of the heroes.
- Climbing: as he jumps over a wall.
- Notice: to see which direction he goes.
- Agility -4: as a rickshaw crosses an intersection in the alley.
- Notice: to spot the warehouse door closing that killer just ran into.

Once the PC's have him in the warehouse, it is up to players to decide what to do. The door to the warehouse is slightly ajar and there is no sound coming from within. When the heroes enter they find a maze of crates marked with Chinese characters stacked from floor to ceiling. It is only a little light coming through the dirty windows near the roof (dim light -1 to all attack rolls). Hiding among the crates are 5 Black

Scorpion Tong fighters who are ready to ambush the PC's, consider them on hold and check for surprise.

After the fight is over, the PC's will find no sign of man they had been chasing. A successful Tracking roll will spot faint footprints walking into the back wall. A successful Notice roll will find a secret switch that when activated, will open the wall to a secret freight elevator that only goes down!



CHAPTER 3: THE LAIR OF DOCTOR SIN

THE TUNNELS

Note: It is very dark down in the tunnels and the PC's will need some kind of light source.

Read the following aloud:

"When the elevator door opens you find yourself standing within the crumbling remains of a small building. One wall is completely collapsed and as you step through you see a sight beyond anything you have ever dreamed of, the ruined street of old Chinatown. The cobblestone street leads into the darkness and on either side are the facades of shops and buildings from the turn of the century. A large fissure filled with brackish water runs down the middle of the street. In several places small makeshift bridges have been built to cross over the fast moving current. As you start proceeding down the street you realize that this area must have been buried during the Great Earthquake but now it sits quiet, like a living tomb."

As the PC's begin exploring the tunnels the players can attempt make a Notice roll. If successful the heroes hear a faint inhuman moaning coming from deep within the tunnel. This is not enough to cause any kind of fear but it should make the Heroes a little uneasy.

The path through the old street is

very narrow causing the party to walk single file through most of the area. At one point as the PC's walking along have the players make an Agility roll as the cobblestones give way and fall into the water. The player who gets the lowest roll begins to fall into the fast moving stream! The other heroes can attempt to save the PC with various Agility, Strength or Swimming rolls. Of course, this would be a perfect time for a Stunt as well. If the attempts fail the hero is swept away into the darkness.

Note: Have the lost player stick around because they will have an opportunity to get back into the story later on.

After walking nearly a half a mile down this forgotten street, the PC's will come to the front of a Chinese temple that blocks the pathway. A successful Tracking roll will reveal many sets of footprints in the dust leading in and out of the temple. The doors are not locked and the coast seems to be clear.

THE TEMPLE

ENTRY ROOM

The room is painted with a massive fresco of a beautiful woman holding a fan in front of her face. Two dragons surround her, engaged in combat. In each corner stands a golden Foo Dog. There are two doorways out of this room, one to the right and one to the left. A successful Notice roll will hear the sound of a female voice saying, "Let me go! When (Insert Name of Hero) gets here you will be sorry!"

coming from behind the left door which leads to a hallway.

If the Heroes go through the right door they will find a small waiting room with a few chairs and a wooden table.

HALLWAY

The hallway is 50 feet long and ends in a polished door of red and gold. A successful Notice roll hears a voice scream “(Insert the Hero’s name)!” coming from behind the door. As the PC’s approach the door the floor will suddenly drop out underneath them! The players can attempt to make a successful Agility –4 to avoid the trap. The floor creates a slide that deposits them into the room of 7 gates! Note: If a player succeeds in avoiding the slide tell them secretly just to sit back and wait as they will rejoin the others later.

THE ROOM OF 7 GATES

One by one the Heroes plop into this chamber from a hidden panel in the ceiling (everyone takes a point of fatigue from the fall). Looking up they see a red room with 7 black lacquered doors, each intricately carved with the image of a dragon. Very clearly the PC’s hear Ling Su yelling, “(Insert Hero’s name) please save me!” They will need to try a door to get out.

However, all of the doors are locked and as soon as they try to open one the room fills with a very potent and fast acting sleep gas. The players can all attempt to make a successful Vigor roll with a –4 modifier to hold back the effect of the gas. If they are

successful they can hold it off for one round but then they will automatically fall unconscious on the next. The last thing they will hear is the laugh of Dr. Sin filling their ears! Reward each player with a benny.

THE DEATH TRAP

Read the following aloud:

“As the veil of sleep lifts from your eyes you are horrified at the vision before you; Dr. Sin stands on a small balcony with a massive body guard as well as a withered old man. You immediately discover that you are held fast, chained with your companions and dangling precariously over a flooded pit. Looking down at the water you begin to see the distinct dark shapes of the terrors of the deep: hammerhead sharks and they look hungry.”

Let the PC’s come to terms with their surroundings before anything happens. Then the man they can only assume is Dr. Sin chuckles to himself and then speaks in a nefarious tone (read the following aloud):

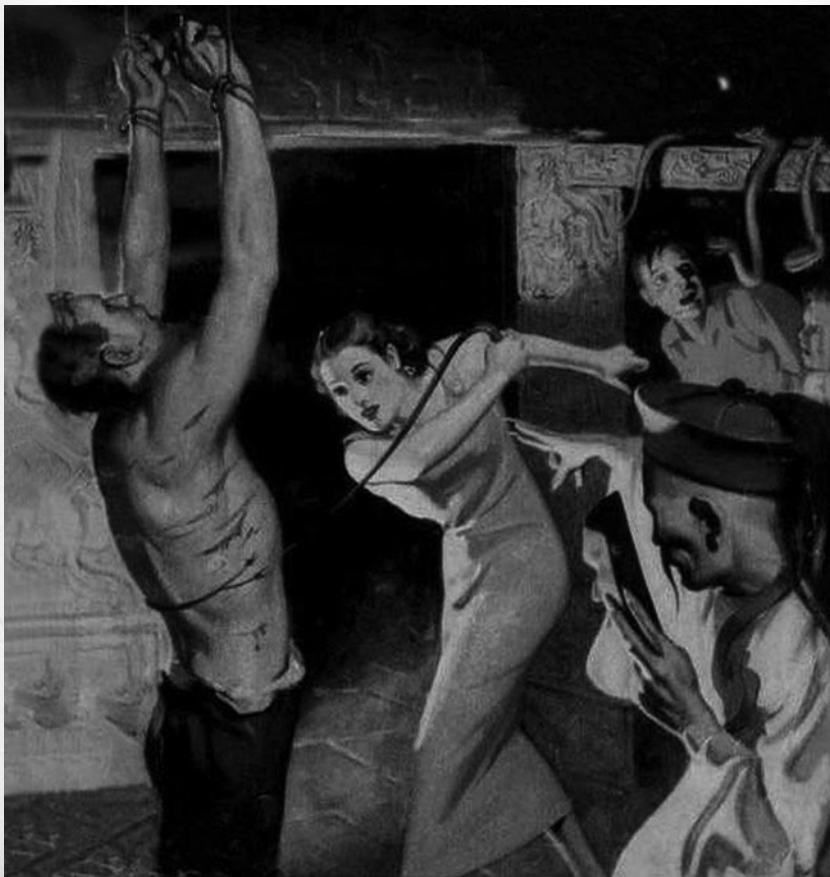
“You fools! You have fallen right into my trap. By thinking you could rescue Ling Su you have delivered the Jade Monkey right into my hands and as an added bonus you have delivered yourselves as well. Now Mr. Woo will feed you to his sharks and Iron Cheng will assist me in sacrificing Ms. Su to the dark powers of the East. Goodbye Mr. (insert hero’s name)!” With that Dr. Sin and Iron Chang walk out the lone door on the balcony while Mr. Woo smiles and slowly pulls the lever

before him. With a loud clank you begin to be slowly lowered into the vat of Sharks!"

It will be up to the PC's to try to escape this Death Trap. The Death Trap rules are in effect and the Heroes will reach the water in 3 rounds. If they fail to escape or do nothing they will have to deal four hungry Hammerhead Sharks (use the stats for sharks on page 153 of the **Savage Worlds** core book).

At this time any PC who fell into the water or managed to avoid the slide can pay a benny as if they had the Nick of Time Edge to suddenly find their way through the door on the balcony.

Of course, once the heroes are free they will need to deal with Mr. Woo, the master of poisons! Once Mr. Woo is taken care of the PC's can easily escape this chamber but now they will need to rescue Ling Su!



DEATH TRAPS

EXPANDED RULES FOR THRILLING TALES

The death trap is a staple of the pulps as well as its celluloid cousin, the movie serial. At the end of each real or chapter the hero would often find himself in some kind of mortal danger. Perhaps it is a room that is rapidly filling with water or finding himself tied up and slowly lowered into a vat of lava! Just as all seemed lost for the hero the author or director would cut away leaving us wanting more as the cliffhanger came to an end. Of course we would have to read on or return the next week to see what happens to the hero. Inevitably, the hero would escape certain death right at the last second and then continue on in her fight against the evil nemesis.

A great pulp game can have these same kinds of situations with very little effort. The Game master only needs to decide whether the death trap is a Set Trap or an Event trap (these will be explained in further detail later on). Both kinds of traps are sure to add extra excitement and tension to any pulp game.

There are plenty of examples of regular traps in both rpgs and the pulp genre; poisoned darts shooting from walls, trap doors in hallways, rolling boulders the size of a house, and, the very popular, spears triggered by breaking a beam of light. These are examples of normal traps and serve a very different purpose than Set style "Death Traps". The biggest difference between a normal trap and a death trap is that a death trap will take several rounds to really affect the victim whereas a normal trap is instantaneous.

SET TRAP

A set death trap is usually one that is created by the villain and used directly against a captive hero. These can take many forms and are often very elaborate. The earliest example found in the old penny dreadfuls, would be the villain sending the bound heroine to her doom on a large buzz saw or tying her to the railroad tracks! A pulp version of that would be the heroes finding themselves captured by a Gangland Boss, tied up in a room with the boiler about to explode!

Set Death Trap Examples:

1. Being lowered into a vat of boiling oil / wax / lava
2. Falling through a trap door into the cage of snakes / spiders / scorpions/ piranha / sharks
3. Locked in a room slowly filling with water / poison gas / sand
4. Locked in a room filled with explosives and a lit fuse
5. Tied up and thrown into a raging river / sewer
6. Sent down a chute / conveyor belt into an incinerator / compactor / saw

EVENT TRAPS

This type of Death Trap is a bit different and doesn't need an evil mastermind behind it for the trap to happen. The event trap can happen anywhere that lends itself to add some excitement to a scenario; such as during travel or exploration. This could be as simple as a dangerous bridge to cross or could be something like a walls slowly closing in on our heroes.

Event Trap Examples:

1. Crossing an old rope / ice bridge over a deep chasm/river filled with crocodiles
2. A room with slowly falling / closing walls / ceiling
3. An out of control boat swiftly heading towards a waterfall / giant whirlpool
4. An airplane with a dead engine
5. A fire in a burning building
6. Quicksand

HOW TO RUN A DEATH TRAP

Once you've decided to insert a death trap into your game you'll need to use the following mechanics.

First, once a death trap activates it will take three rounds for it to come to its conclusion (usually the death of our heroes). Draw an initiative card for the trap on each round. If that card is a joker then the trap is somehow made deadlier: spikes suddenly come out of the falling ceiling or the burning fuse suddenly goes faster! These additions are primarily cosmetic but they certainly add some excitement to the situation.

The first round the heroes can try whatever they want to stop the trap or try to escape. Allow them to attempt various skill or attribute rolls to try to stop the progress of the trap but whatever the PC's try to do will not work. The trap just keeps coming, as we want to build tension here.

The second round they can try a different tactic (if they try the same thing they did the first round it will automatically fail) using skills and attribute rolls but with a -4 modifier. If they are successful then they can escape the death trap.

The third round they can continue to try different tactics to try to escape allowing them to make rolls as normal. If the rolls are successful then, again, they will escape the death trap.

Once they have gotten out of the trap give each player involved a benny for having to go through such a heart pounding experience.

CHAPTER 4: TO THE RESCUE!

THE SACRIFICE

Having escaped the Death Trap the heroes begin to search the halls trying to find Ling Su. The PC's will pass through several rooms and halls all decorated with ancient Chinese treasures. A successful Notice roll will be enough to guide them through the maze of passages and lead them to a curtained archway. Looking through the curtain they see the following (read the following aloud):

“Drawing back the curtain your eyes fall upon the interior of a Chinese temple. The archway leads to a small balcony that overlooks the sanctuary filled with the soldiers of Dr. Sin and to the right is a narrow stairway that leads down to the floor. At the far end of the room can be seen an altar with the Jade Monkey sitting on it. In front of that is a large stone table upon which lies the bound and gagged Ling Su. Standing over her is the nefarious Dr. Sin and his bodyguard Iron Chang. Swinging above Ling Su is a massive bladed pendulum slowly lowering towards the girl's waist. The ceremony is reaching a fever pitch as Dr. Sin laughs and the murderous blade gets closer and closer. You haven't much time! What do you do?!”

It is up to the PC's to try to save Ling Su. Just like a Death Trap the pendulum will get an action card for initiative and will cut Ling Su in two in three rounds.

The Cultists are all Black Scorpion Tong Mooks but there are a lot of them (5 per character). Any attempt to shoot Dr. Sin will be met with Mooks trying to guard him as well as his Armor (hard skin) and Deflection (telekinetic force) powers. The Doctor is not interested in defeating the heroes as much as living to fight another day.

This final battle is a great place to encourage the heroes to use Story Declarations for things like lanterns and tapestries to swing on, etc. Stunts are also encouraged in this final showdown as well. Anything goes in this final encounter. However, once they have defeated Iron Chang and are getting close to Dr. Sin go to 'The Endgame' section.



ENDGAME

When the PC's have gotten through the cultists and Iron Chang and are getting too close to Dr. Sin he will say the following:

"You may have stopped me this time but be assured you will never rest easily again! The eyes of Dr. Sin are everywhere! HAHAAHAHAHAHAHA!!!"

Then Dr. Sin throws down a tealeaf bomb creating a large cloud of smoke (as the Obscure power) and vanishes. Suddenly, the walls of the temple begin to crack and shake as temple begins to collapse! The heroes will have to run for it. Have all of the players attempt Agility rolls. Anyone who fails the roll is hit by a piece of falling stone for 2d6 damage. Repeat this a total of three times until the PC's escape back out of the freight elevator that brought them here.

EPILOGUE

As the heroes rush out of the warehouse a small tremor shakes the area but soon passes. Looking back inside they see the far wall where the elevator one was has collapsed, filling the shaft with rubble.

Hopefully they have escaped with Ling Su and their lives. If they also managed to retrieve the Jade Monkey it will continue to cause trouble for them in the weeks and months to come. Eventually the PC's may want to be rid of the little statue and donate it to either a museum or to one of the other temples in Chinatown.

Even though the Heroes managed to escape with their lives in tact, they are still very much in danger. Dr. Sin will be watching the PC's from a far, planning and plotting to both steal back the Jade Monkey as well as defeat the interlopers who destroyed his lair.

DRAMATIS PERSONAE

DR. LING SU

Dr. Ling Su originally hails from Hong Kong where she first began a deep interest in antiquities, especially in antiques of the Orient. Having been born into a wealthy family Dr. Su was sent off to Oxford for a proper education and then went on to Stanford where she earned her PhD in Anthropology.

Dr. Su is a raven-haired beauty in her mid-thirties who exudes an exotic attraction to everyone she meets. Many men have tried to win her hand but only a few have managed to steal her heart. Unfortunately for her suitors, Dr. Su is truly only married to her work as an Antiquarian as that will always be her first love.

Dr. Su is very proper but still engaging as not to come off as cold. Her knowledge of Asian artifacts is second to none. She has a small office in Chinatown where she sees clients looking for certain pieces or who have questions about artifacts in their possession.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Guts d6, Investigation d8, Knowledge: Asian Antiquities d12, Knowledge: Cantonese d10, Knowledge: History d10, Notice d4

Charisma: +2; **Pace** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Curious

Edges: Attractive

Gear: Ling Su always carries a small magnifying glass in her purse.

THE MYSTERIOUS MR. M

A short fellow with bulging eyes and a baldhead, Mr. M is originally from Budapest but now makes a living hunting down lost artifacts for the highest bidder. He is sneaky, cold blooded and generally gives everyone he meets the creeps.

During the Great War Mr. M was a spy for whichever side was the highest bidder. On many occasions he was also hired as an assassin to remove political obstacles and traitors. Mr. M is the very essence of a continental and is always properly dressed for any occasion and that includes murder. He is very soft spoken, prefers to work alone and has a strange habit of mumbling to himself.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Gambling d6, Guts d6, Intimidation d6, Investigation d8, Knowledge: French d8, Lockpicking d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6

Charisma: -2; **Pace** 8; **Parry:** 4; **Toughness:** 5

Hindrances: Ugly, Quirk (mumbles to himself)

Edges: Fleet Footed, Quick Draw

Gear: Beretta 1935 (12/24/48 2d6+1)

CHOW LEE

Only twelve years old but a master of the streets of Chinatown! Little Chow is a fun loving kid who is always out to make a buck. Standing only four feet tall the kid has enough moxie to make you think he's a giant. Always willing to lend a hand, for a price, once Chow is on your side he is with you until the end, especially for the ladies who he likes to call "Doll".

Little Chow knows all of the streets and alleys of Chinatown like the back of his hand. He also knows most of the shopkeepers and where to find most of the citizens of the area. He would make an excellent tour guide except that he also seems to have some sticky fingers when it comes to food.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d4, Vigor d4

Skills: Climbing d4, Fighting d6, Guts d4, Stealth d6, Streetwise d8, Taunt d6

Charisma: +0; **Pace** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Young

Edges: Moxie, Quick

Gear: Slingshot (4/8/16 Str+d4)



MR. HWONG (TEA SHOP)

Mr. Hwong is a jovial fellow in his mid-fifties. His teashop carries hundreds of different kinds of tea from all over Asia. He is extremely knowledgeable about tea and the regions that they come. He speaks fairly good English and loves having visitors to his shop.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Guts d6, Knowledge: Tea d12+3, Persuasion d8, Streetwise d8

Charisma: +0; **Pace** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bad Eyes

Edges: Connections

Gear: Pocket Knife (Str+d4)

YO CHI (HERBALIST)

Originally from Nanjing, Yo Chi started out practicing traditional Chinese medicine. When he immigrated to America he brought his skill and knowledge of the ancient healing arts with him. His shop is filled with thousands of drawers containing herbs and other traditional remedies. He has a small room in the back where he can perform acupuncture and his other healing skills.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Guts d6, Healing d12+2, Knowledge: Herbalism d12, Persuasion d8,

Charisma: +0; **Pace** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Hard of Hearing

Edges: Healer

JING QUAN

Jing Quan is a quiet and observant man in his seventies who emigrated from Shanghai. His antique shop is filled with all sorts of strange and wondrous items from all over Asia and the South Seas. Mr. Quan is a shrewd businessman who is willing to barter but usually gets the price he sets. If there is an item he doesn't have that a customer is seriously looking for, Mr. Quan will find it.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Guts d8, Knowledge: Chinese History d12, Knowledge: Cantonese d12, Notice d10, Persuasion d8

Charisma: +0; **Pace** 5; **Parry:** 2; **Toughness:** 4

Hindrances: Elderly

Edges: Font of Information

Gear: A small abacus

XIE MEIYING

Known locally as the Mistress of Clouds, Xie Meiying, a woman in her fifties, brought her knowledge of the opium trade with her from Chengdu. When she arrived in America she immediately found a basement hall to open her business and business has been good from day one. Though she can be a bit feisty at times, Xie knows that non-Asians also enjoy the smoke and so she will never turn anyone away unless she feels they are too young. She charges a fair price for a pipe and makes sure her customers are in a safe environment.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Gambling d6, Guts d6, Intimidation d10, Notice d6, Persuasion d6, Streetwise d6

Charisma: +2; **Pace** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Wanted

Edges: Charismatic

Gear: a small strand of prayer beads

BLACK SCORPION TONG (MOOKS)

Not as well trained or disciplined as the Qing Ri, these are the foot soldiers of Dr. Sin. All are tattooed with a black scorpion on the inside of their right forearm to show their loyalty to the Tong.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6

Charisma: +0; **Pace** 6; **Parry:** 5; **Toughness:** 5

Gear: Do Sword (Str+d8), Chinese Fu axe (Str+d6), Qiang Spear (Str+d8)



MR. WOO, MASTER OF POISONS

Mr. Woo appears to be in his mid-seventies with a long white beard but he is still as quick and dangerous as ever. No one knows from which part of China he comes from but somewhere he gained a vast knowledge of all kinds of poisons. Mr. Woo may look like a kindly old man but is in reality a sadistic fiend who truly enjoys watching his victims suffer.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge: Poison d10, Shooting d8 Throwing d8

Charisma: +0; **Pace** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty

Edges: Quick Draw

Gear: Poison Dart (3/6/12 Str+d4 and laced with Scorpion Venom (-2) death in 2d6 rounds), Tube of Blowfish Poison (small burst template, Blowfish Poison (-4) instant paralysis for 2d4 hours with full consciousness)

IRON CHANG

This mountain of a man was once known as the ogre of Shenyang but after killing one too many influential people Chang fled to San Francisco where he was immediately hired as one of Dr. Sin's bodyguards. Iron Chang gets his name because it seems as if he is almost impossible to injure. In reality it is because of the steel breastplate he wears underneath his clothes. Woe be to those who would go up against Chang in single combat. He is very strong, a dirty fighter and his size alone is intimidating. One might as well try to fight a boulder.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d6, Intimidation d10

Charisma: -2; **Pace** 6; **Parry:** 7; **Toughness:** 10 (3)

Hindrances: Loyal, Mean

Edges: Brawny

Gear: Brass Knuckles (Str+d4), Steel Breastplate (+3 armor, covers torso)

DR. SIN

For a full description please see page 91 of the *Thrilling Tales* core book.