

"Last Days of the Dragons"
or
"At the Crossroads of the Life and Death"

A Feng Shui Scenario by
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Blurb.

The Year is 2059. The Secret Wars have changed. Powerful factions in the war have been erased from history. The Architects of the Flesh control all of the important Feng Shui sites in this juncture, and the Netherworld juncture gates have been sealed, there is no changing history now. The Last Dragons fight a losing battle against a vastly superior foe. They have always been the underdog, but this time it is different. This time it may be their Last Days.

Synopsis.

In 2059 the Secret Wars seem to be finally coming to an end. The Architects of the Flesh and their abominations have gained the upper hand. Few of the other factions represent any significant threat to the new status quo. The Netherworld gates to other junctures have started closing. In the last year the final known gate to the 1990s juncture sealed itself.

The players are some of the **remaining members of the Dragons**, fighting a guerilla war from their only feng shui sites of any useful power. The leader of the Dragons is an Old Master named Fu Leung. Leung, the players and three other Dragons (Farouk the Spy , Hannah the Thief and Lucas the Medic are all that remain. They have just finished an unsuccessful raid on an Architects facility containing an important feng shui site and Lucas has been badly injured. They have returned to their own Feng Shui site to recuperate.

Almost immediately there is an **Architects attack** on the site. Made by their puppet government, the Buro. Initially the players will fairly easily fight off the Architect Mooks and the abomination leading them, but then reinforcements arrive, particularly nasty creatures which prove a significant threat to the players. They are forced to retreat, but not before Leung Fu is destroyed by these creatures in a particularly brutal fashion.

The players regroup somewhere in the city. There are sirens blaring all around as Architect drones search the city for them. They are **contacted by a member of the Ascended**. His faction, while much stronger than the Dragons, are no longer so concerned with the Secret War now that the gates are closing and magic is slowly being forgotten. They are content to continue to live in secret, in places of power, behind the Architects. The stranger disagrees, he hates what the world has become and wants to set things right. He knows of one gate back to the 72AD juncture, where he hopes they can capture a site of power and change history. He instructs the players on how to reach the gate, but warns them that the Netherworld is not the place it once was.

The players make their way to the **Netherworld** to find it a truly terrifying place. They are beset upon by demons and tortured spirits. They meet the Queen of the Ice Pagoda, the last of the Four Monarchs. She demands to know why they trespass in her realm and if convinced of their intentions she will advise them to seek out the Crossroads of Life and Death through the juncture gate.

The players head on to the gate to **72AD** and the **crossroads** and make their way to the crossroads and begin the attunement. At first all seems well. Then strange noises are heard and shadows are seen in the nearby woods. As night falls and the ritual of attunement nears its end the architects creatures arrive and there is one final fight for their survival.

GM Notes.

Feng Shui is intended to be an action oriented system, with the emphasis on roleplaying the over the top fight scenes and stunts. This scenario goes against the grain of that ethos slightly. To make it work the setting has been moved several years in the future where the balance of the Secret War has changed allowing for a more grim atmosphere and less certainty of victory for our Dragon underdogs. You will note that the characters and set pieces are darker than normal. From the very beginning things are not going well for our heroes. There are Several NPC deaths to bed this idea down. Its also likely that a PC will die, the main foes are particularly powerful. The very first battle is the one most like a standard Feng Shui fight with Mooks going down left right and centre. The game changes once the Reapers are introduced. They should provide a significant source of fear for the PCs.

In order better comply with the horror genre, it is advised that more emphasis is placed on the personal interactions and amping up the suspense and terror elements. To restore the scenario to its Four-Colour origins incapacitate rather than kill the major NPCs and lighten up the character backgrounds and abilities of the Reapers.

The character Jacques is an opportunity to frighten the players too. Be sure to inform his player of the importance of strongly portraying Jacques' increasing derangement as game play progresses.

Cast:

Dragon PCS

Jacques Leon - Savate fighter

A fighter from the 1850s juncture he has found himself trapped in a future with no way to return to his 'home' time. He is in a place of nightmares and the few friends he has among the Dragons seem to be dying all around him. He has become slightly unhinged as a result. He's hiding it as best he can from the others

Emma Dietrich - Mercenary

Emma was previously on of the Jammers, the Buro resistance in 2059. She found their ideology too fanatical for her tastes. When she discovered the Dragons, a group just as willing to fight the Buro, she committed to their cause instead. Now that the Jammers have been wiped from the history books she

wonders if there was something she could have done to prevent it.

Herman Trench - An L.A cop

A cynical cop from the 90's juncture, even he is horrified at what has become of the the world. The first time he arrived in the 2056 juncture the Buro were in charge and the Architects in power but at least the Jammers and the other Secret Warriors gave hope to those hoped for something better. Now it is so much worse. Abominations are commonplace and the people have no-one to give them hope.

Dragon NPCs.

Fu Leung - Old Master

Leader of the remaining Dragons. He is the only one who understands what the Dragons have lost. He knows he does not have the power or knowledge of the Great Dragon leaders that have gone before him. He has lost so much to this war and now he questions whether or not he should fight on.

Farouk - Egyptian spy

A former agent of Jihaz al-Mukhabarat al-Amma (*the Egyptian General Intelligence Agency*) in the 90's juncture. Its been many years since he joined the Dragons, the 'cell' of Dragons he used to work with was wiped out by the Architects recently but he found Leung and joined forces with him. They worked together to find the last few Dragons and formed a new group.

Yao Hana -Ninja

Hana is a Dragon from the 1850s juncture. She speaks no English and relies on Leung to translate for her. Her reasons for joining the Secret War was to find her brother, Jin, a gifted sorcerer abducted by the Architects. She has since seen the kind of experiments the Architects perform on such people and her hope of finding him is fading.

Lucas - Medic

Lucas is a former Agent of the Buro Government. He discovered the Secret War when an assignment sent him to the Netherworld. There he met a group of Dragons and learned of the Secret War. Lucas saw the opportunity to do some real good and joined the Dragons using his role in the Buro to aid their cause. His duplicity was recently discovered by the Buro. This led to the failure of the mission to capture the Jade Gardens. Lucas blames himself for this.

Scene 1 : Fear the Reaper.

Read the following

"It is night, and the acid rain of 2059 whips around the megascrapers of Hong Kong City. The blue lights of Buropatrol 'choppers flash in the night. Inside an empty warehouse on the harbour, the stillness and silence is broken as a window is violently shoved open from the outside. A womans voice shouts "get inside quickly". Four figures in dark clothing enter the room making the ten foot drop from the window with practiced ease, the last closes the window behind them. No words are spoken as they find places to

collapse with exhaustion.. One of them, a large man with a sword strapped to his waist, punches a wooden beam in frustration "Merde!"

Moments later the window is slammed open again and the howling wind and rain fills the warehouse with noise once more. There is a yell and the figures in the warehouse leap to their feet and draw weapons aiming guns at the window and lifting deadly blades in ready stances.

The figure in black now at the window whips off a balaclava, an old mans face is revealed, he says in heavily accented english .."Quickly , Lucas is injured". Another man appears at the window carrying a young man who is bleeding from several injuries. With help he is lowered to floor of the warehouse and given medical attention.

The old man walks slowly over to the swordsman and whispers "The Jade Gardens?". The Frenchman shakes his head then drops his eyes to the floor " I have failed you master,they were ready" he swallows " and we lost Silvia". The old man sighs and after a moment speaks "No, my son, It is I who have failed you this night. Silvia's loss is my fault " he pauses " Tomorrow is another day. We still have the fountain, the Dragons will... no, must fight again."

Note: Due to the Architects overwhelming dominance of the Feng shui sites in this juncture a +2 difficulty applies to all the Dragons checks that attempt something unfavorable for the Architects or their agents.

The Dragons are holed up in a warehouse containing their last Feng Shui site, A fountain hidden beneath the floor boards. They have just failed to capture a powerful site (Jade Gardens) controlled by the Buro. The Medic Lucas is badly injured and will need the healing powers of the fountain if he is to survive. The mood in the room is bleak. Leung suggests they all rest and that Lucas is given a drink from the fountain. He settles down to meditate.

Moments later a sound can be heard (perception check difficulty 6 *note it is 8 with the +2 for juncture mod*). It is a dull thrumming sound. *Info(Buro) 4, Info(Police) 6 or Fixit (6)* will reveal it to be the thrum of a Buro assault chopper approaching in stealth mode.

Shortly after the warehouse is lit by a flood light and glass shatters as **Buro Tactical Agents** wearing Gas Masks breach the windows and doors, throwing smoke grenades as they do.

A fight ensues:

Buro Tactical Agent: Unknowing servants of the Architects **Action Value 8 (guns)**
Attributes : Body: 6 Chi: 0 Mnd: 5 Ref: 6 Skills: Driving: 8 police: 8
Guns: 8

Weapons: Buro9A (11/1/17 +1), BuroBlue Flag 14/4/30, 4 Smoke Grenades, nv/thermo/visual assist goggles.

Potential stunts/props in this scene.

- Leung fights several Buro from his lotus position...
- Using some of the ropes the Buro Agents scaled in on
- Climbing on/throwing hiding behind Wooden storage crates.
- A forklift.
- Ripping of Buro agent masks.
- Using Buroagent smoke grenades against themselves

-a weakened Lucas , leaning against the fountain takes out a few Buro agents with his pistol.

By the time the fight ends the warehouse should be full of smoke and the choppers light is extinguished. The Reapers enter the warehouse. A chill washes over the players and the bravado and adrenaline of the fight is suddenly leeched from them. In the smoke a hunched shape is briefly glimpsed. An organic, clicking , insectoid sound is heard.

Plenty of tension buildup here perhaps the players do something clever to clear the smoke.

They still reveal nothing. Suddenly Leung yells as he attacks something. There is a shadowed, hulking shape looming in front of the Old Master, it seems to flicker in and out of sight.

Reaper: Pinnacle of Abominations **Action Value 14 (Arcanowave Weaponry)**

Attributes : Body: 9 Chi: 0 Mnd: 7 Ref: 8

Skills: Arcanowave Weapon: 14 Intimidate: 12 Wound Points

Powers:

Resonate Fear: At a cost of two shots all enemies within ten feet must make a Mnd (6) check or they are overcome with terror and attempt to flee to safety.

Arcanowave Cloaking: At a cost of two shots. The reaper becomes for all intents and purposes invisible unless a string light is shone directly on it or it activates any of its arcanowave weapons (basically any attack). Any attempt to attack the Reaper in this state is at a -2 penalty.

Weapons: Arcanowave Blades (DMG 16) , Bite (DMG 16) - any wound reduces the victims bod stat by 1.

Allow the PCs a chance to attack the **Reaper**. While they do so a Second Reaper attacks the old man. Impaling him on a vicious bladed arm. It is the first good look they get at the things. Read the following:

"It stands on cloven hooves, hunched over with black arcanowave metal encasing most of its upper body including most of its head leaving only a slavering tongue dangling from its gaping maw to hint at its hideousness. No eyes can be seen"

Describe in some details the awful sight of their master impaled on this jagged blade his face contorted in pain, lifeblood leaking from his body. Be graphic, this is important to let them know these things mean business. Feel free to montage a few scenes for each character showing his influence on their lives. Then, confirm his death.

A second Reaper interrupts the break in fighting attacking one of the PCs.

Allow the fight to continue until it becomes clear the PCs are at a significant disadvantage, If the PCs do not flee, or are not forced to by the Reaper ability then have one of the NPCs take the lead. For now the reapers are not interested in pursuing the PCs, their primary mission is to take the fountain for the Buro.

You can play out the Chase with a Buro Chopper following the PCs if you so wish, Remember that they will be slowed down by having to carry Lucas. Once they find a place to hole up introduce them to Karl Wagner, the Ascended spider.

Scene 2 : Desperate Times.

Wherever the players have holed up to lick their wounds. Perhaps this is in a low rent motel, an all night casino or somewhere in what remains of the city slums (the Buro don't look kindly on the destitute). Allow some time to discuss. Hana is distressed and ranting in Chinese , she realises Leung is not with them an she resorts to her pidgin English, becoming frustrated when she cannot get her point across. Farouk speaks a little Chinese and attempts to calm her down. Lucas is faint from the exertions and falls asleep.

The players are interrupted by the appearance of a man. He introduces himself as Karl Wagner and tells them he is a member of the Ascended (a faction of transformed animals long believed to have been wiped out of the Secret War).

Read the following.

"He is a thin, tall man in a sharp black suit, his short cropped black hair, pale skin and dark eyes lend him an alien quality. His clothing looks expensive. 'I am not here as a representative of the ascended, as you know they tend not do to make personal appearances. I'm here because I no longer believe in the world that we have allowed the architects to create.'"

He tells the players that the other ascended stopped trying to hinder the Architects progress once they realised that whatever it was the architects were doing was lowering ambient Chi levels negatively. That is why the juncture gates began closing. Without that magical energy in the world the risk of the Ascended being transmuted back to their original states was no longer significant. They let the Architects do what they would which resulted in the current reality. Karl indicates he protested at the time but was ultimately overruled by the Lodge (the governing body of the ascended).

"I have been doing what I could up till now but I find myself short on allies and running out of time. You are fighting a war you cannot win. We both need to take desperate measures to change things. By revealing myself to you and offering my help I have severed my links with the power of the Ascended here. It is likely my luck will run out and the Architects will find me..."

"The juncture gates are not all closed. In the Netherworld there is one gate left to the earliest juncture I have a map. It won't be easy to get there, I fear the Netherworld is not what it was when you last saw it. If you can get back and find and take control of a powerful chi site for the Dragons, it might be enough to create a critical shift and erase this " he pauses as he curls his lip in a sneer " foul place."

"You do not have a lot of time, your last site is being re-attuned for the Architects as we speak. You will also have to find your own way to the Netherworld. I hope you decide to try, It is my last chance too. Good luck"

He hands over a battered Netherworld map with directions to the gate and takes his leave.

After he leaves, Lucas, who everyone had assumed to be asleep, says he can get them into the Netherworld. If his access to some of the low level Buro processing centers hasn't been revoked he should be able to sneak the group in. If Lucas is already dead the players will have to come up with a plan themselves. An appropriate *info 6* check will tell them many Buro facilities have Netherworld gates.

The players will need to arrange some Buro uniforms, this can be abstracted with Deceit 5 check or played out. Anytime the PCs are outside be sure and have Buro Patrol choppers ever present.

If the disguise hunt goes well Lucas is able to get access to a Local Buro waste disposal facility. It is a site where recycling allegedly occurs, in reality however it is simply dumped into the Netherworld. Play on the tension of passing the gate guards and various employees as they enter the facility .

The main processing area has a belt which brings containers full of waste from another part of the building to the gate. At regular intervals the gate is opened and the waste is tipped in. The gate itself looks like the mouth of a cave which has been fitted with a Metal cap. This cap opens and closes to allow the waste to pass through to the Netherworld.

As soon as the PCs interfere with the mechanism to allow them access the alarm is raised and security start arriving on the scene. Hopefully this is enough to make the PCs leap into the gate, if not let them fight off a couple of Mooks before proceeding a little more cautiously.

Scene 3 : Queen Of The Ice Pagoda

In the Netherworld things have been turned upside down. Where once the walls were moss covered stone they are now glistening metal. They are in a long almost vertical chute where the trash of 2059 slides its way down to a vast Netherworld pit. The pit chamber itself is vast and the chute the PCs enters the chamber from above. Particularly nimble PCs may be able to get some traction in the tunnel and avoid falling into the pit. Instead they have an opportunity to scale the roof instead. The fall from the chute entrance is about 5 stories but the relatively soft landing means that anyone falling is hit for 19 (a 2 story fall).

A layer of strange mist lies across the pit and there is a foul stench. Deep below there is a huge tentacled demon, ***the Abyssal Octopus***. Once the players start moving around it will probe with its tentacles and try to drag them down to its maw.

It is likely that one of the NPCs will be lost here (Lucas is a good candidate, if he has not been lost already. In his weakened condition he is unlikely to be able to stay out of the pit).

Inform Jacques player that he should start playing up on his impending insanity, muttering and behaving oddly, the hinted at presence of the creature below pushing him close to a breakdown.

The PCs will in fact be fighting tentacles rather than the Octopus itself.

Tentacle of The Abyssal Octopus: Terrible Appendage **Action Value 8 (Creature Powers)**

Attributes : Body: 8 Chi: 4 Mnd: 3 Ref: 9

Skills: Creature Powers: 8

Possible stunts:

-There are innumerable items of Junk and not-so Junk here any of these can be used as a prop (an impromptu shield against the tentacles/ a surfboard to skim across the junk.)

-Running up a tentacle to get up the walls.

There are a number of vents leading out of the pit about half way up one of the walls. Don't make it too easy for the PCs to reach these. Once outside they arrive in a more regular Netherworld cave. From here on in they can identify where they are on their map and it will direct them through some very spooky places. Be creative, some examples follow:

-A cramped tunnel, which must be crawled through in which every so often a whispering voice can be heard.

- A chamber with a broken bridge over a misty pit which must either be leaped across or the ceiling once again climbed. The Mist writhes and it watched appears to form shapes. Something that might be a man wearing a coolie hat, another that looks a woman in a flamenco dress. Their dead master Leung. All these are passing illusions and any attempt to reach for the misty illusions risks falling into the pit. *Mnd (5) test.*

Finally the players arrive where the juncture gate is meant to be, a huge open chamber no signs of walls or ceiling. The ever pervasive mist only allows them to vaguely see some fluttering shapes. If approached these shapes are revealed to be flags on long poles jutting out of the ground at haphazard angles. Wherever they go in this area all they can see are these flags. Most are tattered and torn, all are unfamiliar. After wandering for a while the PCs lose all sense of direction.

Eventually a woman's voice calls out. *"You are trespassers in the Field of Dead Flags. Who are you?"*

There is no sign of anyone nearby. If the players speak up and reveal who they are she will continue.

"The Dragons? I had thought you were all wiped out, like so many others. " she pauses "The Field of Dead Flags contains a flag for every army, every family and every victim of a shift in the Secret Wars. Wiped from having ever existed." she pauses and speaks quietly "I remember so many of them. " again a pause, then in a demanding tone "What are you doing here?"

If they tell her the truth she becomes visible. A queen in a pale blue dress with delicate jewelry hanging like icicles from her elaborate hair decorations.

"The war is almost over. This might be the only time it could end and yet you would risk continuing it forever?"

Whatever answer the players make she continues.

"I have lost so much. I had 3 siblings, each a great Innerwalker. At one point we ruled absolute. Then we were forced by a shift here to the Netherworld. Finally these ...Architects destroyed the last of my family and forced me to take this spirit form forever." She gazes at a nearby flag with Aztec Markings and pauses as if debating something. "Yes, perhaps my sister and brothers can be avenged. The gate you seek is in this direction." she gestures with an outstretched arm.

"You will need more than just that. You are looking for a crossroads. You can only find it if you seek it, head towards the great mountains in the East with your thoughts fixed upon it. Be warned..." She turns suddenly, "Go! It is the Architects, you stand no chance against them here. Get to the Crossroads you must each choose a branch of the road when you get there. Now go!!"

With that, the Queen of the Ice Pagoda disappears from sight. The sound of large numbers of running feet can be heard.

If the PCs head for the gate they will find a standing oaken door in a stone frame. Through it the past awaits. Before they go through the gate Farouk pipes up... " *Wait how do we know this is the right place? Because some Spooky Ice maiden told us? I don't like it*".

If the players stay to debate for too long they will find themselves set upon by the Reapers again. They will still be at a disadvantage.

Scene 4 : The Crossroads of Life and Death.

It is evening when the PCs arrive in 72 AD.

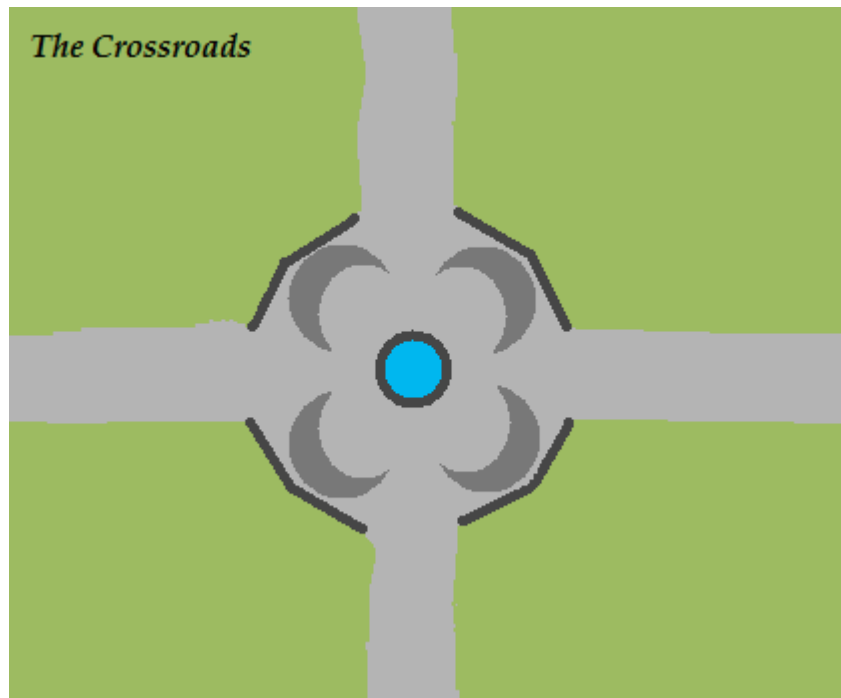
(NOTE: since we have changed junctures the +2 difficulty modified no longer applies, the Feng Shui sites here are in greater dispute than in the future)

The mountains that the Queen mentioned are visible in the distance. The PCs set off towards them, their thoughts fixed on finding the crossroads. *Mnd (5)* checks. A success will reveal to the relevant player the faint tracks of a path where there was not one before. Gradually becoming clearer as they travel along it. It weaves its way into a forest. What little remaining light there is in the evening blocked out by the trees. At this point there is an eerie silence, there is an opportunity here to build up the suspense. Have the silence interrupted by oddly mournful bird calls or wolf howling.

Have Jacques see something in the woods (its just his mind playing tricks on him) and start chuckling oddly too himself.

When the players arrive at the crossroads it has gotten dark. The crossroads itself consists of a large clearing where the path they have just taken crosses another. There is a well in the centre of the two paths and several curved stone benches.

GM only info: The path the players have arrived on (and the same path across the crossroads) is the path of Death , if for any reason the players attempt to leave by this path they will after a short distance they have started ageing, rapidly. They have about 10 minutes before they die of old age. Apply any modifiers necessary to reflect their decaying state. The water in the well can halt, but not reverse the effect. The other path, the path of life will heal their wounds (not as rapidly as a Reaper can deal them), GMs judgment as to how much that is.



The PCs must begin the Attunement ritual, they remember how Leung taught them. They must remain on the site and meditate for several hours for the ritual to complete. For such a powerful site they must all participate, but it is possible for one member to maintain the process by themselves for a short time.

At some point have the PCs make a *Detective (6)* check or *Mind (8)*, if they succeed they notice that the animal sounds have stopped and the eerie silence is upon them again.

Sometime later towards the end of the ritual a second *Detective (6)* check or *Mind (8)* reveals that same organic clicking noise that was heard before the first battle with the **Reapers**, or was that just a cricket?

Allow some time again to build the suspense. The noises seem to come from different directions.. a rustling in the underbrush.

A moment later, on the path opposite to the one the players arrived via, a ghostly figure can be seen. It is *Leung*. He gestures to the road opposite from where the players arrived. A *Detective (7)* or *Mnd (9)* success reveals, just faintly visible, the slight outline of the first Reaper. Leung is nowhere to be seen.

Whether the players spot the reaper or not the battle is joined. If they do not detect it the **Reaper** gets a free attack on one of the PCs or NPCs.

There are initially 3 Reapers but if the players get the upper hand too easily then add another.

Possible Stunts.

- This battle should be a race against time.
- The PCs must not break the attunement ritual which means at least one PC or NPC must be meditating at all times. Any attempt to do anything else whilst meditating is at a +2 difficulty.
- There is a bucket and rope in the well which could be used as a weapon.

- A reaper could smash one of the stone benches.
- A player or NPC could force one of the reapers down the Path of Death, likely sacrificing his own life in the process.
- At this point don't be afraid to let one or more of the PCs die and the NPC's are completely fair game.
- If it looks like the players are really up against it but have managed to maintain the ritual, have it complete and allow them a -2 Difficulty modifier now that they have the power of the crossroads behind them.

Epilogue: A brave new world

After the fight, the battle weary players must choose a way home. If they choose the path they arrived on they will likely die. Allow a *Detective*(4) or *Mnd* (6) check, if they pass the check they may realize the significance of Leung appearing on this path, a Dead man on a dead path.

At this point the bulk of the scenario is over. If the players seem keen a little epilogue can be played where the players arrive back in the 2059 juncture. They find it a very different place, a place where there is no magic left in the world, not even the abominations. The Ascended have taken power there and have revealed themselves to the world no longer fearing reversion to their animal forms. But now the juncture gates have remained open, the Underdogs have a fighting chance to change things.

Feng Shui Glossary:

Abominations : Creatures captured by the Buro in the earliest juncture and made servants by implanting Arcanowave technology.

Ascended - A faction in the Secret War who are really 'transformed animals' animals pretending at being human, their greatest fear is to be reverted to their original forms, exposure to any form of magic risks this.

Arcanowave - technology created by the Architects of the flesh merging arcane power with high technology, used to create the Abominations.

Buro, The - A future U.N which, having been infiltrated by the Architects of the Flesh is now the single authority controlling everything from schools to International trade, a world dictatorship.

Dragons, The - a ragtag group of participants in the Secret War, with no particular agenda of their own except to prevent the other factions from realising their demented visions for the world. They are less organised than the other factions and seen as underdogs in the war, exactly how they like it. The good guys.

Feng Shui Site - What the Secret Wars are about, whoever controls these places of power are more likely to have their goals realized, Good fortune flows to the controller of a site.

Four Monarchs, The - 4 siblings who in a previous reality ruled supreme, Their internal bickering allowed them to be usurped and forced to retreat to an existence in the Netherworld where they continued their internal war.

InnerWalker - A participant in the Secret War , someone who has been to the Netherworld and is therefore aware of the Shifts in reality as Feng Shui sites change hands.

junction - A particular time period accessible to Innerwalkers there are four main junctures see Netherworld entry.

Netherworld - A place which exists outside of normal reality. It links the 4 junctures of fengshui A.D. 69 (72 in this case, one gate remains) , 1880(1853 -closed) ,1996 (1999 - closed), 2056 (2059). Anyone who has ever been to the Netherworld becomes an Innerwalker.

Other Factions: not featured in this scenario, *The Jammers:* rebels against the Architects and Buro government. *The Guiding hand:* a faction of monks opposed to technology and sorcery , *Eaters of the Lotus:* Sorcerors from the earliest juncture.

Queen of the Ice Pagoda, the - Pi Tui , Queen of the Ice pagoda is one of the Four Monarchs, in this scenario she is the last remaining albeit trapped in a spirit from. Her palace destroyed in the battle with the Architects she has resorted to dwelling in the Field of Dead flags awaiting the end of her existence.