

A detailed traditional Chinese landscape painting. The scene is dominated by towering, craggy mountains with intricate brushwork showing their texture. Several traditional Chinese buildings with red roofs and white walls are nestled on the mountain slopes. In the foreground, a large crowd of people in traditional attire is gathered on a path or courtyard. The overall style is characteristic of classical Chinese ink and wash painting with color.

STORIES TO ASTONISH THE WORLD

BY YANAHN

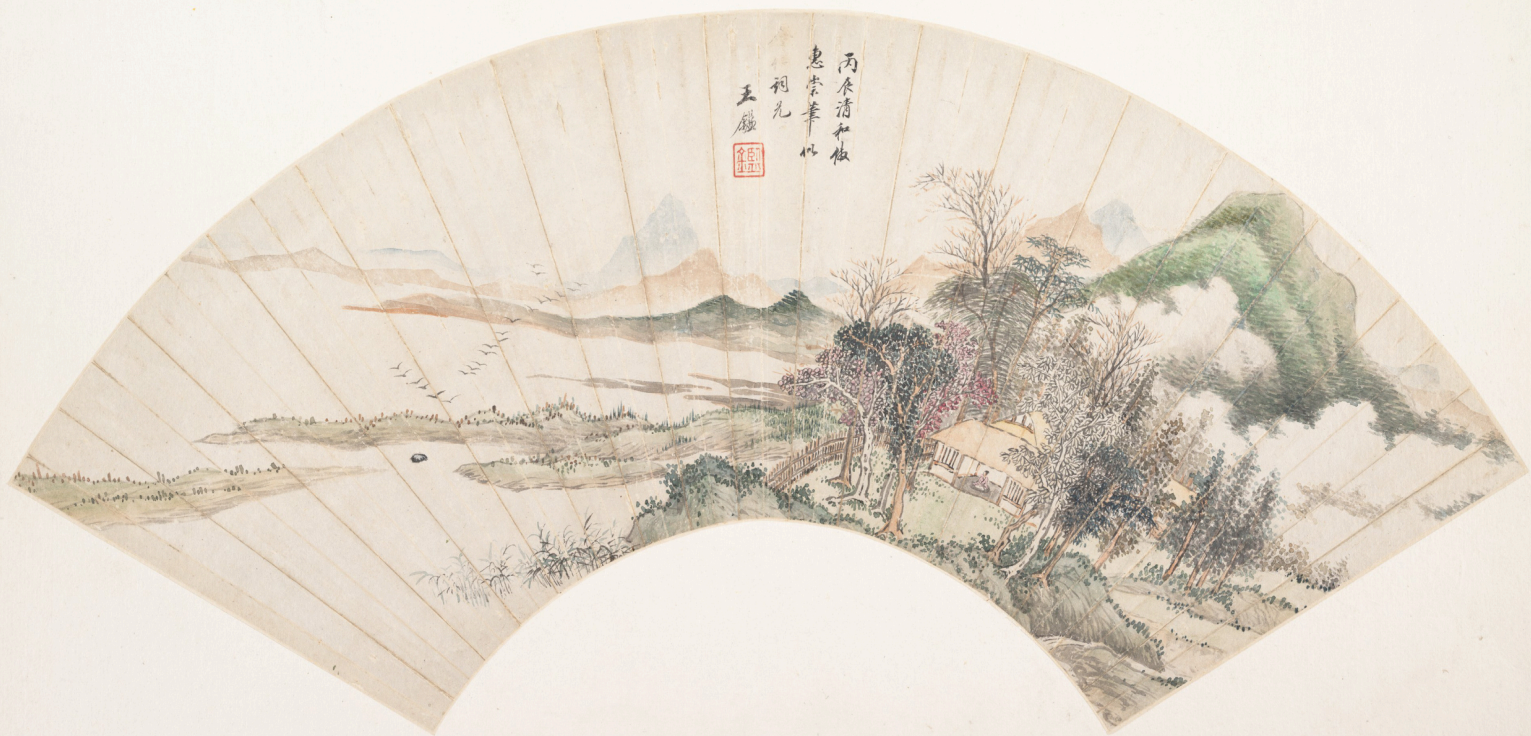
This game was made for Laurie O' Connel's Paintings Jam in
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All artwork is open access from the catalogue of the
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Inspiration Credit due to Lady Blackbird by John Harper,
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Luka Rejec



Unidentified Artist- Landscape in the Style of Huichong

DIFFICULT TRAVELS - LI BAI

(translation by Yanahn)

行路难（一）

李白

金樽清酒斗十千， 玉盘珍羞直万钱。
停杯投箸不能食， 拔剑四顾心茫然。
欲渡黄河冰塞川， 将登太行雪满山。
闲来垂钓碧溪上， 忽复乘舟梦日边。
行路难， 行路难， 多歧路， 今安在？
长风破浪会有时， 直挂云帆济沧海

Uncountable gold vessels of clear wine

Innumerable jade dishes of fine foods

Appetite lost

I discard my cup, throw down my chopsticks

Draw my sword, survey my surroundings

The fording of the Yellow River is frozen over

My ascent of Mount Tai engulfed in snow

I stop and idly cast my rod in cool streams

Beset by sudden dreams of horizon voyages

Difficult travels, perilous journeys,

In treacherous paths, can I find rest?

When winds howl and tides churn

There comes a time to hoist your sail and break the waves



Stories to Astonish the World is a pointcrawl RPG for 3-5 players inspired by Chinese landscape painting and literary compilations of weird supernatural events that happen to hapless travelers.

You need a pool of six-sided dice, a twenty-sided die, pens, paper, and a group ready to tell a story about a bizarre and extremely eventful roadtrip.

For reasons known only to yourself, you have chosen to leave the relative safety of a town to traverse the river valleys and mountains along the Great River. The road is perilous and uncanny, and so you have (begrudgingly or not) banded together with a group of fellow travelers.

What will you find along your journey and will your destination be what you expect?

CREATING YOUR TRAVELLER

You are on this journey for a reason, are bringing to it the current sum of your experiences and have prepared as many resources as you can muster.

To begin character creation, pick a name and choose a key for your character representing your main aim on the journey. Keys below are examples, so feel free to devise your own keys to suit your character better.

- **KEY OF THE EXPLORER** - *You are on this journey to gather new sights and experiences.*
- **KEY OF THE DRIVEN** - *You have a goal on this journey and you are intensely focused on completing it.*
- **KEY OF THE PURSUED** - *You are fleeing or leaving something behind.*

- **KEY OF THE KNOWLEDGE-SEEKER** - *Knowledge, whether scholarly or supernatural is your ultimate goal.*
- **KEY OF BELONGING** - *You had a complicated life, and feel called to find a place or community that better suits you.*

Then it is time to devise the background of your character, which is represented by major traits and minor traits. Major traits deal with your specialty or way of interacting with the world, while minor traits touch on other aspects of your background.

Choose 1 major and 1 minor trait (picking 2 phrases from the corresponding list)

MAJOR TRAITS:

SCHOLARLY - +1d for actions relating to intellectual or artistic pursuits

MARTIAL - +1d for actions relating to movement or physical prowess

SAGACIOUS - +1d to actions relating to the supernatural, alchemy or sorcery

CHARISMATIC - +1d to actions related to social situations or negotiations

MINOR TRAITS:

EXILE - secrets, paperwork, satire, strategy, subterfuge

OUTLAW - creed, stealth, disguise, comrades, morale

SORCERER - geomancy, insight, talismans, sword, spirits

ARTISAN - crafting, repair, efficiency, tinkering, sabotage

PEASANT - farming, livestock, foraging, endurance, rebellion

DOCTOR - herbalism, diagnosis, elixirs, healing, perception

SOLDIER - weaponry, command, tactics, tough, defense

MERCHANT - navigation, trade, discernment, boating, supplies

OFFICIAL - paperwork, deception, justice, rank, connections

PRIEST - religion, warding, folklore, banishment, detection

Finally, you begin your journey with dice representing the resources at your disposal. You can spend them to gain a greater chance of success against obstacles on the roads and rivers. Vary the number of resource dice based on the tone of your expedition. (3 for challenging; 5 for medium; 7 for relaxed)

PLAYING THE GAME

First, start by creating your characters and selecting a map for the journey

OPENING SCENES

Your characters are gathered at a major gateway town to the region you will be travelling through, as indicated by one of the large 'O' icons on the map. Introduce your characters to the group, who they are and what their goals are for the trip. Decide if any of your characters have previously travelled together.

The narrator introduces the possible paths from the start point (basing the descriptions on features of the provided map if you prefer) and points out possible sub-destinations or routes to work towards. The players can then make their choices. The eventual final destination is the major city on the other side of the map, but each traveler has goals to fulfill along the way and can choose sub-destinations to match that.

JOURNEY PROGRESS

Each point along a route represents a type of encounter - 'x' for river or land encounters depending on the part of the painting, and a dot for town ones.

The Narrator can either roll 1d20 on the provided lists or choose from the list to determine what challenge or event awaits the travelers.

RESOLVING AN ENCOUNTER OR CHALLENGE

When players take action with an ambiguous outcome, dice are rolled to determine if the action succeeds or fails. For each roll, you start with one die and can add dice if you have a trait or phrase that can help you (one dice per trait or phrase). You may also wager any number of dice from your resource dice pool. When rolling, count up each die that rolled a 4

or more. If your total meets or exceeds the challenge level, your roll succeeds and you overcome the obstacle.

Challenge levels range from 1-5, starting at **very easy (1)** to **extraordinary obstacles (5)**, with 3 being the default difficulty. The Narrator adjusts the challenge level based on the task.

On a success, you discard all the rolled dice (including your resource dice). Resource is regained when you arrive at a sub-destination.

Meanwhile, if you fail to meet the difficulty level, you fail your roll. You keep your wagered dice and gain another die. The Narrator may introduce new complications to the situation, and you or another player can try again.

Depending on narrative circumstance or roll failure, the Narrator may choose to inflict a condition on your character.

Example conditions include: **Wounded, Exhausted, Cursed, Lost, Panicked, Trapped** (but the Narrator can create one to fit the situation)

Make a note of this and describe how your character gains this condition. These generally impose a disadvantage (i.e losing a die) for specific actions.

HELPING YOUR COMPANIONS

If your character is able to help another character, describe how you do so and give their player one of your resource die. You get your die back if the roll fails, but if it succeeds, you lose your die as well.

USING YOUR KEY

Keys provide direction on your journey. When your action works towards fulfilling your key or your key gets you into trouble, you may:

- Add a die (to a limit of 10) to your resource pool
OR
- Gain a point of experience

Upon reaching 3 experience, you may:

- Gain a new phrase for your minor trait (based on something you learned while travelling or on some past experience that has come to light)
- Gain another Key (it must be different from the one you presently have)

You may spend experience at anytime during the journey. It is just encouraged that you describe how this development fits into the narrative.

If you feel that the circumstances of the journey have changed your character beyond their initial Key, you may describe that change of heart and trade in your

key for another. If you have more than one Key, you can also trade in a Key for a phrase, but you must have at least one Key.

REACHING A SUB-DESTINATION

Each sub-destination presents both a respite from travel and an opportunity for unique encounters and challenges (as presented by the prompts in 'complications for the narrator').

Upon reaching a sub-destination, your characters will regain all their spent resource dice and you can remove a condition depending on the circumstances. It is encouraged that they also take the time to reflect on the things they have experienced on their journey.

ENDING THE GAME

The game is intended to end once the characters reach the next major city, represented by one of the large 'O' on the map. However, your group can also choose to end the game at one of the noted sub-destinations.

ADVICE FOR THE GROUP

DECIDE ON THE TONE

- **Group** - Agree on the direction and feel of the journey; are you on a tough expedition, relaxed road trip or something in between?

INCORPORATE DETAILS & FLAVOUR

- **Narrators** - Feel free to run with player aims or concepts. Incorporate details or choose encounters that tie in to the group.
- **Players** - Chip in with flavourful details spotted along the way or additional little goals you might have when travelling. The trip is an experience for the whole group.

ASK LEADING QUESTIONS

- **Narrators** - When the group reaches a destination or an encounter point, ask the players about their reactions to the locale or if they have anything they wish to do or investigate.

LEAVE SPACE FOR PLAYER INTERACTIONS

- **Group** - Encourage and make space for characters to play off or engage in banter with each other. A big part of travelling is the conversations along the way.

EMBRACE THE SUPERNATURAL & THE LOCATIONS

- **Group** - This journey takes place in a fantastical landscape populated by spirits and oddities - feel free to include bestiary critters or add your own anomalies even if they aren't a main encounter.
- **Narrators** - Draw inspiration from the paintings or the descriptions to craft unique surroundings - add little details (odd rocks, the sounds of wildlife) and try to convey a sense of the location to the group.

涧水空山道
崇门老树村
用巨幅年画为陆诗
意



MAP LEGEND

1. THE ORCHID PAVILION

- *Fabled haunt of poets and intellectuals in the river valley region, plus there are rumours of sacred texts carved into the walls.*

2. THE WILLOW GROVE INN

- *A great place to rest and the hostess might even share some information to help with your journeys; rumours abound of outlaw activity, but it hasn't bothered the inn yet.*

3. THE MIRROR WATERFALL

- *Said to be the meditation site of a Taoist immortal, might it still retain some supernatural potential or at least have some good quality medicinal herbs?*

4. ZHONGSHAN TOWN

- *Lovely water-town filled with canals, and a famous trade hub too, what sort of things (and rumours) might you find in the markets there?*

COMPLICATIONS

1. THE ORCHID PAVILION

- *You stumble upon a gathering of rowdily drunk poets, and they insist you complete their challenges (drunk poetry contests, drunk darts, drunk calligraphy.....)*
- *The sacred texts exist but are in a complicated location. How do you deal with this?*

2. THE WILLOW GROVE INN

- *You make contact with the outlaws, but are they as honorable as they seem or have you run into a more malicious group?*
- *Don't eat the meat buns! It seems your gracious hostess is turning guests into donkeys, how do you escape this mess?*

3. THE MIRROR WATERFALL

- *The route leading to the waterfall is a tourist trap full of hawkers and plebeians, how do you get a genuine experience of the site?*
- *The site is much more uncanny than expected and you are dogged by snake spirits! Do you do what they ask of you?*

4. ZHONGSHAN TOWN

- *You find your rival sabotaging your efforts and hurting your reputation. How do you react?*
- *'You can't leave the town without paying the "toll-tax" ', the corrupt official says. What will you do now?*

呂人趙原製



MAP LEGEND

1. THE HERMITAGE

- *This simple hut is the site of pilgrimage for literati as it was the dwelling of a eminent poet and calligrapher. Interestingly, they also collected texts on immortal cultivation and alchemical elixirs.*

2. TIGER HILL

- *Named for the white tiger apparition atop the tomb of a famous king, who had the tomb-builders entombed alongside him. Now it houses a scenic garden with a fabled treasure pond.*

3. THE GREAT SOUTHERN MOUNTAIN

- *Rumours abound of the flora and fauna of this location, all of which have supernatural or medicinal properties. Enough to assuage your curiosity or are you more profit-seeking?*

4. THE GHOST CITY

- *Temples here illustrate the journeys of the dead into the afterlife, might contemplating mortality be inspirational or are you in this bustling place for mundane concerns?*

COMPLICATIONS

1. THE HERMITAGE

- *A sedate poetry gathering is interrupted by a poisoning, and supernatural Gu toxin (derived from insects) was found brewed on-site. How do you prove your innocence?*
- *The Hermitage is in disarray as rumours abound that there is a secret cache of texts on-site holding the key to a (profitable) panacea.*

2. TIGER HILL

- *An enterprising group is dredging the Sword Pond for treasure before they are expelled from the garden. Do you join or are you above such follies?*
- *So much for enjoying the scenery, you catch glimpses the ghosts of murdered artisans, and they seem to notice you.*

3. THE GREAT SOUTHERN MOUNTAIN

- *Success, you have located a mythical beast! Unfortunately, it is big enough to eat horses and seems to find you delicious.*
- *It turns out the mountain's concerns are mundane but no less dangerous. You are caught in a conflict between outlaws and the authorities.*

4. THE GHOST CITY

- *The city is ghostlier than expected, you encounter underworld bureaucrats convinced your end is near, how do you persuade them to spare your life?*
- *The scenes of the afterlife are so affecting that a commotion has arisen, do you try to calm the crowd or hastily escape?*



MAP LEGEND

1. THE WELL OF IMMORTALITY

- *The waters of the well grant wisdom and immortality, while the sacred tree is said to be the home of a powerful spirit that bestows auspicious blessings (and surprisingly lucrative trade predictions).*

2. LAN HU TOWN

- *This town is an administrative hub for the region, but it was also the site of a historic battle that turned the tides of a war.*

3. THE TENG LONG CAVES

- *Glorious limestone formations and a mysterious underground river are the features of these caves. Are there things hiding in the depths or is it just a scenic spot?*

4. YELLOW CRANE TOWER

- *Famed in story as the site of numerous attempts at cultivating immortality, the tower is the subject of much poetry and currently houses an important Buddhist stupa. What is drawing you to this site?*

COMPLICATIONS

1. THE WELL OF IMMORTALITY

- *There is a standing challenge to descend the well and partake of its waters. Are you keen to try your hand at it?*
- *You stumble upon evidence that the sacred tree might be the work of a particularly creative huckster. What happens next?*

2. LAN HU TOWN

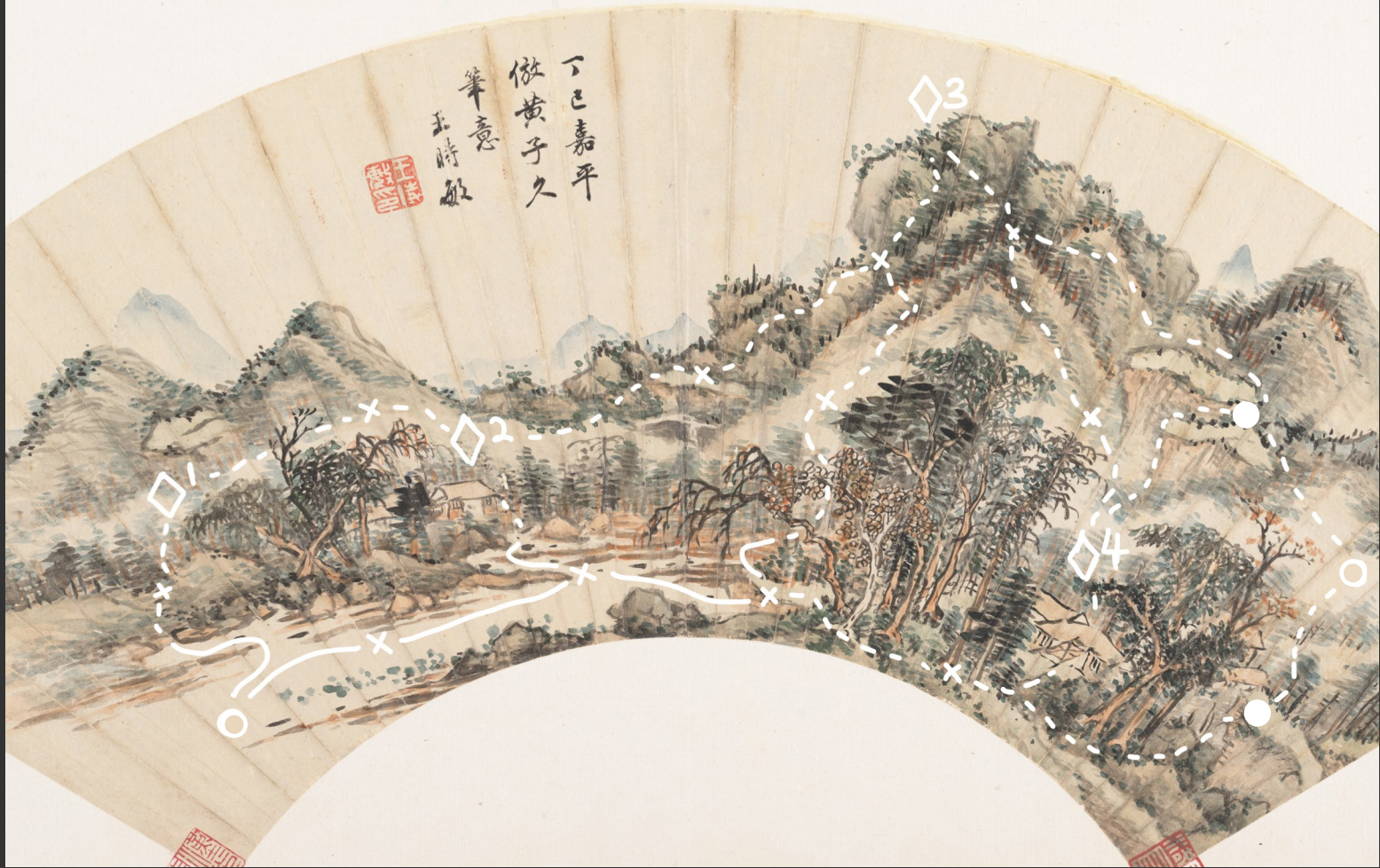
- *Government official examinations has caused a frantic throng of intellectuals to descend upon the town. Your group is swept away and separated by a veritable sea of people. How do you find each other again?*
- *You visit the old battlefields, does it match the depictions in martial poetry or does the location play host to new conflicts?*

3. THE TENG LONG CAVES

- *You find yourselves repeatedly unable to find the cave entrance, might you need to placate the local spirit to escape?*
- *A vision or unusual sight beckons you deeper into the caves. Do you follow it, and if so, what do you discover?*

4. YELLOW CRANE TOWER

- *Flocks of cranes are frequently seen near the tower, though they are less majestic in reality and steal some belongings.*
- *You may visit the site of your choice, but you have to do some arduous or blatantly impolite things to get there.*



MAP LEGEND

1. THE WANDERING SWAMP

- Travellers' tales say the borders of the swamp regularly shift and that those who seek to gather medicinal plants here are plagued by visions.

2. THE CHESSMASTERS

- A simple thatched abode houses two constantly dueling chessmasters, exiled from court due to strategic or sorcerous misdemeanors.

3. THE DRUM TOWER

- Sitting near a ravine that was a major chokepoint between two kingdoms, the drum tower now offers perfect views of the valleys - and a nice teashop nearby.

4. SONG LIN TOWN

- The town is named for the numerous groves of Mount Hua pine trees that surround it. The evergreen trees are a lovely sight and a symbol of longevity. People flock to purchase and consume the Ling Zhi fungus, which grows on the pines and assures a longer lifespan.

COMPLICATIONS

1. THE WANDERING SWAMP

- You find yourself ensnared by mirages of your hopes and desires, produced by a Sheng (a clam-like entity that spews illusions).
- The plants here ward off disease and even supernatural compulsions. However, they do not ward off ambulatory carnivorous plant-life.

2. THE CHESSMASTERS

- The chessmasters have won information you seek off a traveller they beat at chess. They will share it if you sufficiently challenge them in a game, but you must wager a secret in turn.
- The masters are trying to divine if they may be recalled to court soon. If you help them, you can get answers to your questions about the future.

3. THE DRUM TOWER

- After a recent fire, the drum has been sounding randomly at night. Do you join the tower caretaker's investigation?
- The rose-blossom cakes are very good. However, your rival in artistry is being fawned over at the next table, and you can't be having with that.

4. SONG LIN TOWN

- You are caught up in the fierce rivalry between the town's many fungus-hunters and accused of stealing from their foraging territory.
- The town is celebrating a good harvest of pine resin, oft used for incense - do you join in for a rousing good time or is the joy of the townsfolk an unwelcome reminder of happier times?

臨黃鶴山樵夏
日居真本



MAP LEGEND

1. THE FORLORN GROTTO

- Enter the caves and behold the intricate reliefs and carvings that cover every wall with images of folk creation myths, Taoist immortals and Buddhist figures.

2. THE TRANQUIL MOUNTAIN

- Rulers and feudal lords climb the 6,000 steps up the mountain to seek the blessing of the Mountain deity. Less important travellers climb it for the view, where every step is a new sight.

3. BAI LIU FOREST

- Classical tales say this forest sprung from the discarded staff of a god. The trees are seen as ladders to heaven, and have inspired many artists

4. WU QIAO TOWN

- Nestled inside an idyllic valley, this town is the known for rolling fields of rice paddies and a distinctive set of five bridges.

COMPLICATIONS

1. THE FORLORN GROTTO

- On a late evening visit, one of your swears that one statue keeps appearing in every room you enter, as if it is following you.
- You spot someone discreetly walking off with a scroll or a small statue. What do you do?

2. THE TRANQUIL MOUNTAIN

- The mountain is rocked by tremors. It seems a lordling may have insulted the mountain deity, and it will not rest until it is properly appeased.
- You see a traveller collapsed from exhaustion by the side of the steps.

3. BAI LIU FOREST

- You come across a man being overly obsessed with a gall-covered tree. Apparently, the swirling wood will fetch a good price, but the galls are presently occupied by furious wasps.
- A crowd is burning incense near a large rock formation rumoured to provide omens. Do you participate? If so, what is your hope for the future?

4. WU QIAO TOWN

- The bridge in your path is blocked by a ravenous Zhi (which resembles a horned lion). This creature can be satiated by personal truths.
- The townsfolk are bringing in the harvest and fishing up the carp previously released into the paddy-fields. The person who gets the biggest carp gets a large jar of the local delicacy - five-spice preserved carp.

COMPLICATIONS & ENCOUNTERS

Travels through splendid mountains and along perilous rivers are not complete without the oddities you encounter mid-route. Roll on these tables for events and encounters when you reach a stopping point on the map. Reference the bestiary if you roll up an odd creature or deity encounter.

LAND ENCOUNTERS

1. Unfortunately, you are menaced by bandits.
2. An odd creature crosses your path to beneficial effect.
3. You are welcomed to stay by a local peasant family, but it turns out they are secretly tigers.
4. A mountain deity finds you trespassing, you need to brave a perilous trail to placate it with sacrifices.
5. You emerge into a scenic spot, what emotions are engendered by this sight?
6. Your past catches up with you - you meet an old enemy.
7. You find an idyllic town surrounded by blooming peach trees where time seems to have stopped 800 years ago.
8. You return to the site of the idyllic town, but it is gone with only peach trees remaining.
9. There is a cursed artefact nearby - it misleads travellers.
10. You find a good opportunity to gather valuable raw materials but they are on the edge of a high cliff-face.
11. A hard-to-traverse marsh or swamp stands in your way. Things are going to get muddy.
12. You run across an outlaw band in the wilderness.
13. You find the hermitage of a previously famous poet in the mountains. How do you react?
14. You meet lost or wearied travelers by the roadside. What do you do?
15. You have come across another band of travelers being waylaid by bandits. What happens next?
16. An odd creature appears to incredibly bad effect.
17. Your stop for the night seems to be plagued by the supernatural or incredibly haunted.
18. You find an abandoned village in the forest - the villagers may have been driven off by a beast
19. You meet a cryptic Taoist sorcerer and he gives you a nasty prophecy. How do you feel?
20. It seems you have lost the trail, how do you find it again?

RIVER ENCOUNTERS

1. Your boatman has vanished like a ghost and stranded you near the site of a wrecked boat. What do you do?
2. Alas! You have run afoul of some fast-flowing rapids
3. The river narrows into a slew of treacherous gorges, how do you get past them?
4. You drift past a quaint fishing village, the river is calm.
5. You spot an interesting looking cave along the river, do you take some time to explore it?
6. A water-dragon attempts to engage you in challenges before you can pass safely.
7. Fellow passengers note how good a fishing spot this is. Do you attempt it and if so, do you catch anything?
8. You see a giant white turtle caught in a net. Do you choose to lend it a hand?
9. Something odd emerges from the river or riverbank, what is it and what feeling does it engender in you?
10. A particularly scenic sight enters your field of vision. What in particular catches your attention and do you share it?
11. How frustrating! Your boat has run aground on a sandbar. (If your travelers have encountered the white turtle and aided it, it might return to assist.)
12. Your companions seem rather uncanny, what is really going on with them? (hint: they could be spirits, robbers, or rivals)
13. You glimpse a supernatural being in a vision. How do you interpret that dream?
14. Making camp along the riverbank, your party is menaced by something in the night.
15. You see some stranded passengers on a sandbank. They are eagerly waving at you for help.
16. A group of bandits has set up near a stretch of the river and is extorting travelers. What do you do?
17. A bunch of cormorants seemed to be attracted to your boat. Their fishermen owners are in the distance, what do you do?
18. There is a toll for crossing this part of the river.
19. An event from the past is haunting you. Ask your players what it is and how they confront it.
20. A mishap wrecks your boat on a sandbank. How do you continue your journey now?

TOWN ENCOUNTERS

1. Your rival issues you a challenge. Do you accept?
2. Your peaceful stay in town is interrupted by a gang of bandits. What do you do?
3. You have an opportunity to peruse the markets. What do you look for and what do you get?
4. You heard there is a famous specialty dish in town but you have to navigate a maze of streets to get to it.
5. Your past is catching up with you, do you flee or confront it?
6. You encounter another reminder of why you chose to leave home, how does that make you feel?
7. A group is having a loud and heated philosophical debate in the teashop. How do you react??
8. A local official recognises you. Is this helpful or a hindrance?
9. You find yourselves witness to a crime and are dragged to the local magistrate. What happens next?
10. Rumours of a fabled creature abound, and it seems there is reward for its capture. What do you do?
11. The locals have approached you about placating a deity living in a perilous part of the mountains, how do you deal with this problem?
12. You have hit upon a really favorable deal or trading opportunity! What is it and how do you make the most of it?
13. You see something supernatural in the marketplace. What is it and what do you do?
14. Your outlaw comrades have called in a favour, though it puts you in a complicated situation with the authorities.
15. Government business suddenly catches up with you in town.
16. The townsfolk live in fear of a walking corpse that roams the town at night. Tonight it targets your group.
17. You or your comrades become ill, was it the food or something more sinister.
18. Alas! You arrive in the midst of a peasant revolt. How do you extricate yourself when the conflict begins?
19. A major government official is in town pursuing a criminal or outlaw. How are you entangled in this?
20. A call-back to the events of your journey occurs. Is it beneficial or just unfortunate?

BESTIARY & MISCELLANEOUS DEITIES

Use this as a guide to fill your journeys with unusual beings.

1. Phoenix - a five-coloured rooster, a musical vision of prosperity.
2. Liu fish - a hill-living fish with feathers on its ribs and a snake tail, prevents swellings.
3. Twisting turtle - black turtles with a bird head and viper tail, makes a sound like splitting wood.
4. A Mountain God - human body with goat horns, prefers sacrifices of rams and millet.
5. The Bo - a single-horned horse-beast with tiger claws that devours leopards and tigers.
6. Changfu Bird - a chicken with 3 heads, 3 wings and 6 eyes, consumption prevents fear.
7. Nine-tailed fox - a man-eater that mimics the cries of children.
8. A Mountain God - has a bird's body and a dragon's head, prefers buried jade discs and glutinous rice.
9. Zhu-bird - an owl with human hands for feet, an omen of ill-fortune.
10. Tong-qu bird - a pheasant with a black body and red feet, if found it can quell disaster
11. Sand-pear tree - its fruits are red and taste like plums, whoever eats of it will not drown.
12. The Aoyin - a white ox-beast with 4 horns and hair like straw, it is a man-eater.
13. Chui spirit - a beast with a human face, and a single arm and foot, it hides and sets traps for travelers.
14. Rupi-fish - looks like an overturned pan, with a bird's head, it spits out pearls and jade.
15. Shuhu - a horse-like beast with a human face, it lifts people up as a sign of affection
16. The Ear-rat - it has the head of a rabbit and flies by its whiskers. Eating it prevents poison.
17. Hui - an antelope with 4 horns and spurs, likes to to dance
18. Fei-beast - an ox with a single eye, water evaporates and grass dies when it walks past
19. Jiao-chong - a mountain god that is the chief of stinging insects, resembles a man with two heads
20. Encircling Alligator - a deity with ram horns and tiger claws, he roams the rivers and shines a bright light when emerging from the water

To all the folks that have supported this game and been there when I was hashing it out, thank you so very much for your assistance.

REFERENCES

Paintings and literature referenced in this game are listed here, feel free to look through them to get inspiration for making maps and journey events of your own.

ARTWORK

Paintings listed are from the catalogue of the Metropolitan Museum of Art, NY

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Unidentified Artist- *Landscape in the Style of Huichong* (18th century or later)

Wang Hui - *Landscapes after Old Masters* (1674 and 1677)

Wang Hui - *Landscape in the Style of Juran and Yan Wengui* (dated to 1713)

Wang Shimin - *Landscape After Huang Gongwang* (1677)

Wang Hui - *The Kangxi Emperor's Southern Inspection Tour, Scroll Three: Ji'nan to Mount Tai* (1698) - cover art

Yun Shouping - *Landscapes in the Manner of Song and Yuan Masters* (1667)

Zhao Yuan - *Landscape* (late 14th century)

TEXTS

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Tao Yuan Ming - *The Peach Blossom Spring*

Richard E. Strassberg - *A Chinese bestiary: strange creatures from the guideways through mountains and seas*

Xu Xiake's travel diaries

Feng Menglong - *Stories to Awaken the World & Stories to Caution the World*

Li Bai - *Difficult Travels* (translation by Yanahn)

Su Shi - *Inscribed on a Wall at West Forest Temple* (translation by Nakade)

《题西林壁》

横看成岭侧成峰，远近高低各不同。
不识庐山真面目，只缘身在此山中

INSCRIBED ON A WALL AT WEST
FOREST TEMPLE - SU SHI

(translation by Nakade)

Sideways we see a mountain range,
head on we see a peak,
each a different distance
and a different height from me;
I look and yet I cannot find the true face of these hills,
but only because I am standing in the hills I seek

