

CHAOS MONKS OF YOON-SUIN

The Yellow City and the Topaz Isles

Randomized by Andrew Shields, from “Yoon-Suin, the Purple Land” by David McGrogan. 2.22.17

The Yellow City. The largest, most ancient, and most terrible city in all of Yoon-Suin. The city of the slug-men, which they rule as a Brahmin caste of aristocrats, merchant families and scholars—the only ones who may bring goods to the city, the only ones whose lives are protected by law, the only ones who may own land. As their home it reflects their needs and desires: their love of knowledge, their refined intelligence, and their cold and self-regarding arrogance.

A seething mass of humanity and crab-men exists below them—to live, to breed, but above all to serve the rulers of the city. For them life is cheap, short, intense, and (depending on one’s definition of the word) interesting. (p. 80)

To the south of the Yellow City is the sea; the Gulf of Morays, peppered with the Topaz Isles, a vast sweep of largely barren rocks. Beyond them, the Sea, and in it, Kraken. The Gulf itself is lined with seemingly endless beaches of fine sand which sit placidly between land and sea. On those apparently empty coasts are people; smugglers who have secret inland routes to the Hundred Kingdoms and ship goods to and from the Yellow City under the noses of the Noble Houses; pearl divers and fishing communities; and nomadic tribes of boat people. The crab-men too, of course—the wild, free clans. Finally, soaring above it all and calling it all his own, the dragon. (p. 106)

SOCIAL CIRCLES (p. 81) These are organizations that characters might be members of, or close to, or set against. Recommendation: everyone be a member of the Small Swords Society.

- **Small Swords Society.** This guild has dispensation from the rulers of the city to be the only group allowed access to Yellow Springs Island in the Bay of Poisoned Jewels, to raid the 1001 Pagodas. They answer to the Jade Empress, an influential slug woman. The Empress gets a 10% cut of what they gain in their expeditions.
 - **Hizen Sunli** is the guildmaster in name, but he is only 16 years old. He is in charge because the Sunli family is a major backer of the clan financially and socially. Hizen takes the society very seriously sometimes, and other times he is preoccupied with using society resources to woo girls.
 - **Mochi Ruten** is the Master of Arms, second in command. He makes the big decisions and considers himself a regent to Hizen. The whole situation leaves him feeling sour; he should be in charge.
 - **Teru Jusa** is the traditional treasurer, and the Small Swords Society wealth is channeled through him. He is currently missing.
- **Transcendent Yak Philosophical Coven.** The accumulated knowledge of eons of history is collected in the Yellow City. There are hundreds of archives spread throughout, each with its own society of patrons, board of trustees, staff of sages and librarians, and associated exploring guilds and researchers. These renowned institutions are often impossibly ancient, with storage chambers so labyrinthine and vast that they have never been properly catalogued and have areas nobody has

visited in years. (p. 84) There is a huge section of the archive that is so rarely used it has become infested with ghosts, spirits, insects, and/or other undesirables.

- **Ragye.** Famous for a renowned subject expert, 1001 Pagodas.
- **Panyang.** Chaplain to a knowledge god, Suferis, Tortoise of Time.

Exploring Guild. In conflict with an Archive over paranoia.

Philosophical Society. In conflict with another Philosophical Society over ambition.

Club Fighting Troupe. In conflict with another Club Fighting Troupe over treachery.

ARCHIVE.

PHILOSOPHICAL SOCIETY. Meeting in the tea shops and opium dens are countless groups discussing ideas. These groups are not actively engaged in magical experimentation or political conspiracy, but their chatterings and theorizing fill the air throughout the city, and their petty rivalries and disputes are often fought out in dark alleyways, hidden attics, and ruined tenements. (p. 94)

- **Golden Petals Contemplative Society.** The leader is an important bureaucrat. A former member, **Kaishu**, now renounced, is prominent. The society have discovered a network of underground tunnels and believe they need to inhabit them to gain the solitude they need.
 - **Acosmism.** The universe is an illusion, and ultimately the unmanifest is the only real.
 - They are planning a great conflagratory mass-suicide.
- **Tranquil Trail Thinker's Guild.** Led by a revolutionary thinker, **Tynabi**, backed by a benefactor in a noble house, **Sujukai**. The society were formerly peace-loving but have fallen under the sway of a baital and are now violent and hateful.
 - **Deism.** A supreme being created the world, but does not interact with it. **Drelbaggett**
 - They require hallucinogens or opiates.
 - **Baital.** (p. 37) A hostile dead spirit, intelligent and manipulative, which seeks to inflict its own displeasure on humankind. It is able to inhabit and animate any corpse, but it can also affect the thoughts and emotions of the weak-willed—driving them to madness or suicide and causing miscarriages. It delights in 'revealing' itself as a demigod in order to dominate an unfortunate lunatic, but it might likewise be dominated by powerful magicians who seek to use its abilities for their own ends. (immune to non-magic weapons, can make illusions, charm people, shock and level drain with a touch)

CLUB FIGHTING TROUPE. A band of club-fighters—tough, strong, and often badly brain-damaged from the practice of their trade. Typically managed by retired fighters and accompanied by female and male attendants, gamblers, and holy men. The lives of the fighters are brutal and short, but often a luxurious stream of sex, opium, and conspicuous wealth. (p. 86)

- **Bronze Teeth.** The leader, **Yaparkpangri** is a healer and a tough, cubic woman. Another prominent member is **Kolitong**, a nebbish but sadistic book-maker. The top fighter, **Waki**, has been brain-damaged; he needs a rare and powerful cure from somebody or somewhere obscure.
- **Lucky Meats and Sanctioned Killings.** The owner's heir (**Ukyo** owner, **Shoute** heir) runs the show. Another prominent member is a drunken gambler lurking for tips (**Gayang**, sexy barfly). The star fighter (**Lingu**, only has 1 arm) has been kidnapped and a ransom note received.

YELLOW CITY PERSONAGES (p. 97-98)

- **Ójit**, Low class whore who walks on tip-toe and is absurdly tall. He is in competition with a rival, **Ajit**.
- **Na Li Ka**, Cockroach butcher, has a club foot, she is a fallen fakir with unrequited love for **Chan Chal**.
- **Ma Ha Neth**, Goldsmith, very good looking, she needs to pay off crippling debts.

GENERAL RUMORS AND HOOKS (P. 100)

- Tea shop owner (**Ninlin**) is trying to steal the spouse (**Wuta**) of a beggar (**Yie**).
- Holy man (**Wenjim**) is trying to steal from an assassin (**Honmo**).
- Club fighter (**Raru**) is trying to kidnap a street performer (**Gaying**).

RUMORS (p. 101)

- A prominent archmage (**Fei-Ta**) has not emerged from his tower in several months.
- There is an abandoned palace in a run-down area of the city which has been taken over by outlaws, thieves, evil spirits, and hermits; in its bowels are basements and prisons which extend far below the surface of the earth.
- A lunatic fakir (**Tabaomao the Veil Piercer**) visiting from the Hundred Kingdoms has declared End Times; he and his followers have started a campaign of arson and random assault.

[Random locations and encounters: 103. Neighborhoods, 105. Personages, 97.]

Switch books to the Mad Monks of Kwantoom, by Kaiser Kabuki

[My connective tissue explanation] On the western-most island of the delta of the Yellow City is a city-within-a-city called Kwantoom, the City of Innocent Deaths. It is the traditional launching point of expeditions to Yellow Springs Island, which shelters the 1001 Pagodas of Doom. This sub-city is ruled by the Noble Jade Empress. They chose their own gods, the Nine Benevolent Ones.

THE NINE BENEVOLENT ONES (p. 5)

Name	Domains	AL	Symbol
Tamash the Truthful	Truth, riddles, and luck	LG	Light green lotus
The Cat God	Cats, wealth, food, luck	CN (E)	Golden lotus
Avalokiteshvara	Compassion and luck	LG	Light blue lotus
Lakshmi	Prosperity, grace, and luck	CG	Orange lotus
Roc, the Bird King	Sea, boats, wind, and luck	LN	Deep blue lotus
The Moon God	Moon, night, and luck	NG (N)	White lotus
Nibban the Trickster	Devices, inventions, and luck	LN	Gray lotus
The Purple Lady	Latrines, love, and luck	LN	Purple lotus
Death	Death, reincarnation, and luck	LN (E)	Black lotus

(p. 4) Some say the gods expelled the grotesque and the weak from their ranks at the beginning of time, denying them entrance to the lofty heavens. Demons all of them, they fled to remote places where they had palaces built in which they could dwell and prosper in the glittering shadows, and that among these

places, the 1001 Pagodas of Doom of the Yellow Springs island are supreme, sheltering countless horrors and ghosts.

The waters around the island are known as the Bay of Poisoned Jewels. Some others, lacking imagination or viewing existence from a more pragmatic standpoint, say that the 1001 Pagodas of Doom are what is left of a bygone sprawling city, now left to be haunted by thieves, lovers, and children of the night.

Members of the Small Swords Society are authorized to plunder the 1001 Pagodas for only a 10% take, so that will be the exploring guild they may join. (p. 200)

City neighborhoods:

- Dazibao
- Kuan Loon
- The Jade Parkway
- Little Heavenly Murder