

This article contains the patron details for Sun Wukong, the Monkey King. It will be published in German in *Der Trichter* #3. Sun Wokung is presented here in English for the first time, translated by the author himself.

Sun Wukong The Monkey King

*"In the beginning of time
the mountain gave birth to an egg of stone.
The egg absorbed the essence of earth, sky and stars.
The four heavenly winds passed over the egg
and so it broke open and out came a stone monkey.*

*Rays from his eyes found the rulers in their heavenly
palace, but they saw nothing special in the monkey.
So he played with his fellow monkeys
on the flower-covered mountain.*

*One day, the monkeys moved out in search of a new home.
The stone monkey showed daring courage, skill and cunning
and took possession of the Stone Palace
behind the Waterfall for them.*

And so he became King among the monkeys."

- Legend of the Monkey King, part I



Description: Sun Wukong - which is just one of the names given to the Monkey King - is a trickster who always manages to achieve his selfish goals without violence. His small size and lanky figure have led many to underestimate his power and ability. He uses physical skill, divine strength and a sharp intellect to gain knowledge and wisdom. He knows the formulae for the 72 Transformations allowing him to walk unrecognized among humans and animals. Through the Four Great

Artefacts he pressed from the dragons, he is able to evade the grip of the mighty armies of both heaven and hell.

The Monkey King is a very mercurial being who in his later years, as a sign of purification, together with the priest Xuanzang, brings the great scrolls of wisdom from the Far Land to the West. During this time he proves that he can be loyal, faithful, devoted and is ready to serve the cause of Good.

The Transformation of Sun Wukong

Unlike mortals, heavenly beings, are not bound by the passage of time and space, and so the Monkey King undergoes his transformation from an unreliable and obstinate trickster to a loyal fighter for justice according to his own rules. Anyone who chooses this patron must be able to endure this fickleness.

The change from chaotic to lawful is performed in an eternal cycle by the patron and so, his relationship to his devotee changes over time. His changed alignment determines which behaviour to reward or punish, for example. It is at the discretion of the Judge to roleplay this out.

Once per level-up, the Judge rolls a d30 to determine the patron's alignment on the below table.

TABLE A:		
Sun Wukong Alignment Shift		
LEVEL	Alignment (d30)	
	Chaotic	Lawful
1	1 - 29	30
2	1 - 27	28 - 30
3	1 - 23	24 - 30
4	1 - 20	21 - 30
5	1 - 16	17 - 30
6	1 - 14	15 - 30
7	1 - 10	11 - 30
8	1 - 7	8 - 30
9	1 - 4	5 - 30
10	1	2 - 30



INVOKE PATRON - SUN WOKUNG

Sun Wukong expects his followers to gain wisdom and use all means at their disposal. He himself has proven that the path to immortality can be mastered. Violence is not the way of choice, so his followers should also use their cunning, wits and transformations to achieve this goal. Bonding with Sun Wukong takes place at waterfalls or on mountain meadows, accompanied by the scent of fresh flowers and a festive banquet with fruit.

INVOKE PATRON CHECK RESULTS

12 - 13	Sun appears, grabs the spellcaster and carries them away in a single jump. After landing in the Stone Palace, they enjoy a ceremonial feast. The caster's hit points and stamina are replenished. After 1d5 hours the monkey king will bring them back to the exact same spot where they were before.
14 - 17	For a moment, the spellcaster gains a fraction of the Monkey King's skills. They receive a bonus of +10 on their AC for the next attack made against them.
18 - 19	One of the spellcaster's weapons is blessed by the Monkey King: a row of clattering golden rings appears on the weapon to signify this blessing. The weapon is considered magical for 1d7 hours and can hurt ghosts and other disembodied creatures. It is considered a +3 weapon against such beings.
20 - 23	Sun Wukong grants the spellcaster his invulnerability for 1d6 turns. For this duration the caster is immune to damage from fire, lightning or cold.
24 - 27	For the next 24 hours, the spellcaster receives both wisdom and fickleness from the Monkey King. The caster gains a total of 10 points to their disposal, which they can freely add to their spell checks (treat as spellburn). Each time these points are used, there is a 50% chance that instead another random spell of the same level will be triggered using the same spell check.
28 - 29	An effigy of the Monkey King appears behind the caster to aid them in their fight against heaven and hell. The effigy will make a single staff attack in service of the caster. <i>Monkey King Effigy: Init +8; Atk staff +10 melee (2d30); Act 1d30</i>
30 - 31	Sun Wukong whispers some of the celestial incantations into the spellcaster's ear, giving them a glimpse of the immortality of his patron. For the next 24 hours, all checks on <i>Recovering the body</i> will automatically succeed. The character will not lose any permanent attribute points.
32 +	Sun Wukong grants the caster his most powerful celestial transformation, the Transformation of Lóng, the Far-Eastern Dragon. This form is very powerful and an affront to the heavenly order. Dragons within a radius of 70 miles feel the change in the balance of power and will set out to find the troublemaker. It is at the Judge's discretion to use this. The caster should not remain in this form for any longer than necessary. The ecstasy of power is overwhelming, making it increasingly difficult for the caster to revert back to their old form. To retransform, he rolls a d100. If he rolls less than the number of minutes he has ever been a dragon before, he wants to stay and fly through the air with his own kind. The character is lost if the group does not find a way to get him back. Average Lóng Transformation: Init +4; Atk bite +4 melee (1d12) 2x claws +6 melee (1d8); AC 21; HD 8d12; HP 52; MV 50' climb/fly/swim; Act 3d20; SP electric blast 2/day (Ref-Save DC 15 or 3d12), breathe under water; SV Fort +4; Ref +4; Will +4; AL L.

PATRON TAINT - SUN WOKUNG

When patron taint is indicated for Sun Wukong, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

PATRON TAINT RESULTS

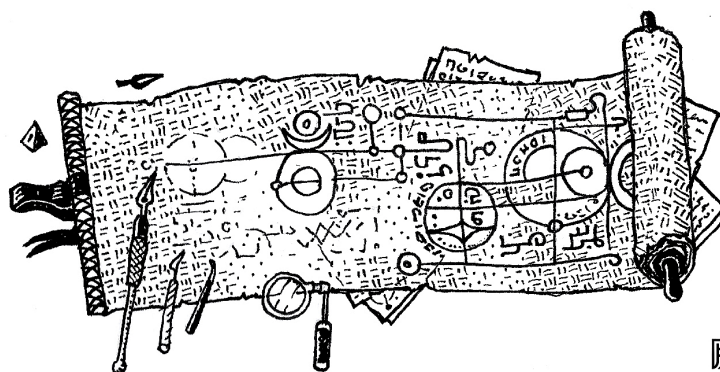
- 1 **49 days in the cauldron:** The spellcaster's eyes look permanently red, as if having been exposed to smoke for a long time. If this result is rolled a second time, black clouds of smoke constantly rise from the corners of their eyes: in daylight they suffer a -2 to all rolls based on sight. If the result is rolled a third time, the eyes are filled with a brightly glowing flame. The caster can now see perfectly in the dark.
- 2 **Of the types and gaits of monkeys:** When this taint is rolled for the first time, the caster adopts a gait that is clearly tilted forward. Their arms flap loosely to the ground. If this taint is rolled for the second time, the caster's arms grow until they reach the knees. Should the result be rolled for the third time, the caster will move on all fours most of the time, resting on his ankles. Their movement rate increases by 10', and it is no longer possible to wear ordinary armor or clothing.
- 3 **Balanced on his tail:** The caster grows a short, soft tail. If this result is rolled a second time, the tail grows to the length of 3'. It moves back and forth impetuously as if with a will of its own. Once per game session, the Judge can demand an agility check against 15 or the appendage causes difficulty by knocking things over, grabbing on to something or getting stuck. Normal armor can no longer be worn without adjustments. If the result is rolled a third time, the caster gains control over his new appendage. They receive a +2 bonus on all climbing or balancing checks. At this point the caster will refuse to make any effort to hide his tail.
- 4 **Splitting hair:** The caster grows thick fur on his arms and upper body. If the result is rolled again a second time, the coat also covers legs, hands and feet. It quickly absorbs water, causing the caster to suffer a -2 penalty on swim checks and similar. If the result is rolled a third time, the fur grows to cover the entire body except his palms and face. It keeps the caster warm, granting them a +3 bonus to resist cold.
- 5 **The mask of the macaque:** The spellcaster's face clearly loses colour, becomes pale, almost white, except for the area around his eyes, nose and mouth, which adopts a ruddy skin tone. The second time this taint is received, the effect is clearly visible: the face now exhibits strong shades of white, red and black. If the result is rolled a third time, a monkey-like muzzle forms and the teeth become more prominent.
- 6 **Strong fingers, born to grasp:** The caster's fingers grow one-and-a-half times their size. If this result is rolled a second time, the palms of the hands grow accordingly, and the hand becomes claw-like and cramped: all skills requiring fine motor function of the hands suffer a -2 penalty. If this result is rolled a third time, the caster grows long claws. He can use these claws in unarmed combat (1d4+2 damage).

SPELLBURN - SUN WOKUNG

When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand on in your own campaign.

SPELLBURN RESULTS

- 1 The caster is granted their spellburn bonus, but they must prank their party in return. Until this task is completed, the caster cannot recuperate any burnt points back. The prank should not be malicious but should expose the group to public ridicule.
- 2 Sun Wukong is amused by the caster and feels tempted to play a little trick on them. Instead of the offered attribute points, the patron takes the same amount of points from a random attribute (1d5 / any attribute apart for Luck); in the case of multiple attributes being spellburned, randomize each separately..
- 3 The spellcaster swings their arms around in quick turns, pulling out large tufts of their hair. Exhausted and weakened, the caster then sinks to their knees for 1d4 rounds.
- 4 Sun Wukong pulls the petitioner from this plane of existence into the Stone Palace to listen to their plea. In earthly time this takes one round. The caster must make a DC 10 Personality check. If they succeeds, they do not suffer any attribute damage and still receives the spellburn bonus. If the check fails, the caster must invest twice as many points, or forfeit any benefit.



PATRON SPELLS - SUN WOKUNG

Sun Wukong grants three unique patron spells, as follows. The details of these spells can be found on the following pages

Level 1: *The 72 Earthly Transformations*

Level 2: *1,000 Monkeys*

Level 3: *Invocation of Artefacts*

The 72 Earthly Transformations

Level: 1 (Sun Wokung) **Range:** Self **Duration:** 1 turn **Casting time:** 1 round **Save:** None

General: Sun Wukong masters all 72 Earthly and Heavenly transformations. He provides his followers with a handful of useful forms to trick enemies, escape or have a good laugh. The spellcaster can take any shape up to the level of his spell check. He never loses hit points due a transformation, but he can gain temporary extra HP with some transformations. After a turn, he transforms back and suffers all damage and effects his transformed body had to endure in the meantime.

Manifestation: Roll 1d4: (1) in a painful transformation, the spellcaster takes on their new form.; (2) a golden-red cloth appears out of nowhere, enveloping the caster and then revealing their new form; (3) the caster disintegrates into a heap of stones and then rebuilds in their new form; (4) the air is filled with the scent of flowers and the smell of fresh fruit as the caster transforms.

1	Lost, failure and patron taint.
2 - 11	Lost. Failure.
12 - 13	The spellcaster takes the shape of the Ox. This animal is strong and stable. Ox: Init -3; Atk horns +3 melee (1d10); AC 12; HD 3d10; MV 30'; Act 1d16; SP: Strength 18; SV Fort +8; Ref +0; Will +4; AL N.
14 - 17	The wizard's shape changes into the Pine Tree. They can neither move nor attack.
18 - 19	The spellcaster takes on the shape of the Koi. As a carp he can swim, but cannot breathe on land (MV 30' swim; SP breathe under water).
20 - 24	The shape of the Rat is small and dexterous, it can slip through any opening (MV 20').
25 - 29	With the shape of the Sparrow the caster acquires the ability to fly (MV 60' flying).
30 - 31	The Tiger is a powerful and combative form. Silently and quietly, a tiger can sneak from cover to cover and attack out of an ambush. Tiger: Init +5; Atk bite +4 melee (2d4); AC 15; HD 2d8; MV 50'; Act 1d20; SP sneak +4; SV Fort +4; Ref +4; Will +0; AL N.
32 +	The Final Transformation allows the spellcaster to take on the shape of any humanoid of approximate human size (e.g. elves, dwarves, humans, orcs) It is not possible to transform into a distinct individual, though.

1,000 Monkeys

Level: 2 (Sun Wokung) **Range:** 40' **Duration:** Varies **Casting time:** 1 action **Save:** None

General: The caster summons monkeys to help them. Unless otherwise specified, these are natural animals willing to help their master's follower, but who will not fight to the death, and they are subject to moral checks. The caster can issue simple commands to the monkeys, such as "*Get the key!*", "*Drive away the orcs!*" or "*Open the chest!*". Orders exceeding the cognitive and motor skills of the animal are ignored. After the command has been fulfilled, the monkeys disappear as they came. The spellcaster may choose the result of the achieved or a lower spell check.

Manifestation: Roll 1d4: (1) the monkeys jump out of the shadows; (2) a large monkey mouth appears and the monkeys leap out of it; (3) the spellcaster throws a tuft of his hair into the air, from which the monkeys are formed; (4) the conjured beings emerge from a shower of cherry blossoms.

1	Lost, failure and patron taint.
2 - 11	Lost. Failure.
12 - 13	Failure, but the spell is not lost.
14 - 15	The spell causes 1d6 wild capuchin monkeys to appear. They cannot cause major damage, only turmoil and mischief. After 2d4 rounds the monkeys will disappear again, unless they're driven away before that.
16 - 19	Hundreds of wild monkeys appear and attack all creatures in an area of 20'x20'. When there are no more creatures in the area, they storm away in all directions. Swarm of monkeys: Init +4; Atk swarm bite +1 melee (1d3); AC 11; HD 4d8; MV 40' or climb 40'; Act special; SP all targets within 20'x20' are bitten, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N.
20 - 23	A tame macaque helps the spellcaster. The peaceful monkey will not attack, but is keen on playing tricks, picking locks or borrowing items from someone else's bag. He stays for 1d30 minutes. <i>Macaque skills:</i> Sneak silently +3, Hiding in shadows +5, Pick pocket +3, Climb sheer surfaces +7, Pick locks +3, Find traps +5, Disable traps +0
24 - 26	The stone monkey is the archetype of the patron. This big monkey is slow and sluggish, but is able to block a passage (50 hit points) or perform a single feat of strength (Strength 20 / +4).
27 - 30	Ape-men (1d3) from the icy deserts of the northern continent approach. There is a chance of 5 that they have a shaman among their number, who can cast spells like a level 2 cleric. The white apes are at home in the cold and loathe the heat. They will always refuse orders that involve heat and fire. White ape-man (1d3): Init +1; Atk strike +5 melee (1d4+2) or thrown stone +3 ranged (1d4); AC 12; HD 2d8; MV 20' or climb 20'; Act 1d20; SV Fort +5, Ref +3, Will +4; AL L.

31 - 33

A large ape, akin to a gorilla, comes to the spellcaster's aid.

Jungle ape-man: Init +2; Atk bite +4 melee (1d4 + 3) or strike +6 melee (1d6 + 3) or thrown stone +3 ranged (1d4); AC 13; HD 3d8; MV 20' or climb 30'; Act 1d20; SP +10 on hiding in the jungle; SV Fort +6, Ref +3, Will +1; AL L.

34 +

Sun Wukong sends one of his four generals to help the caster. A giant ape of high intelligence appears. As the leader of the Monkey King's forces, he will not allow himself to be pushed around and demands the respect he deserves. Should the spellcaster behave rudely or disrespectfully, the giant ape is granted a willpower check (DC 12) to simply vanish from their presence. If the spellcaster approaches him respectfully, though, he willingly risks his life for him.

General of the Forces: Init +3; Atk Bite +6 melee (1d6+5) or strike +8 melee (1d8+5); AC 15; HD 6d8; MV 40' or climb 20'; Act 2d20; SP rend for additional 1d8 damage if both attacks hit the same target in one round; SV Fort +6, Ref +6, Will +10; AL L.

Invocation of Artefacts

Level: 3 (Sun Wokung) **Range:** Touch **Duration:** Special **Casting time:** 1 action **Save:** None

General: The spellcaster asks their patron to give them one of his precious artifacts. The item is available to the caster for an indefinite time, but they can only have one item at a time in their possession. If he summons a new one, the previous one disappears immediately. Every gift from Sun Wukong is unique. If there are several followers of this patron in a party, each one must wield a different item (the Judge or the higher spell check decides ties). All artefacts are considered to be powerful magic items in the sense of bringing on *the Ire of the Gods* (DCC p. 365). The caster can choose the artefact of the spell check he achieved or a lower one.

Manifestation: Roll 1d4: (1) a portal opens in the air from which the artefact is thrown in front of caster's feet; (2) from an unobserved corner one or more small monkeys appear, bringing the artefact with them; (3) a swirl of fine hairs forms in front of the spellcaster and condenses into the conjured artefact; (4) a stone egg peels out of the ground, which opens and from which the spellcaster pulls out the artefact.

1

Lost, failure and patron taint.

2 - 11

Lost. Failure.

12 - 15

Failure, but the spell is not lost.

16 - 17

Peaches of immortality: The spellcaster receives one of the peaches of the Celestial Garden. This peach can be eaten once a day. The whole peach grows again overnight from the core. Consuming the peach heals one hit die of damage, in addition it rejuvenates the consumer by one year.

18 - 21

Golden Chain Armor: The armor of the Sun Wukong is masterfully crafted. It grants the armor class of chainmail, but does not hinder movement or spell checks.

22 - 24

Crown of the Dragon King: Also known as the Phoenix Feather Cap, the crown *Fèngchìzǐjīnguān* is decorated with the feathers of a Fenghuang. As long as the caster wears the crown, they get a +1d4 bonus to all Personality based checks.

25 - 28

Cloud Walker Boots: The boots known as *Ōusībyúnǚ* allow jumps up to 10 times the movement rate in width and height. The wearer receives a bonus of +10 on all jumping and leaping checks.

29 - 31

The Golden Headband: The caster can command the headband to become smaller, causing the wearer severe pain. The wearer takes 1d6 Stamina damage per application, for monsters the Judge decides on the exact effects. The artefact is considered magical and also forces its will even on supernatural beings. To remove the band requires a Will save with a of DC 25.

32 - 35

The Gold Ringed Staff: The staff *Rúyì Jīn Gū Bàng* can only be carried or lifted by the caster. The staff is a weapon +3. It can fly and fight independently as long as the caster concentrates. In this case it does not receive any bonus from Strength, lucky scores etc. It never moves further than 40' away from the caster. If desired, the staff can be resized as desired.

Rúyì Jīn Gū Bàng (independent): Init +2; Atk strike +3 (1d6); AC 18; HD 3d10; HP 18; MV fly 40'; Act 2d20; SP immune against mental influence; SV Fort +3; Ref +6; Will +0; AL L.

36 +

The Cloud "Jīndǒuyún": The spellcaster is followed by a small cloud which they can sit on to be carried by it. They then receive a flying movement of 40'. On the caster's command, the cloud carries them overland to any place they know knows (8 mph), requiring no concentration.

The cloud is headstrong and obeys only Sun Wukong reliably. Everyone else must roll a Personality check with DC 10. If successful, the caster is allowed to sit on the cloud; if unsuccessful, the cloud floats up briefly and then loses its solid substance. Depending on the environment, this may cause the caster to fall from a maximum height of 10', and suffering damage from falling (1d6 per 10').

