

Warhammer Fantasy: The Empire of Grand Cathay

Far to the east of the Old World lies the Empire of the Celestial Dragon. Though mysterious and scarcely known to its counterparts in the west, it is said that this ancient land rivals the greatest empires of man. There, merchant caravans returning with exotic goods through the Ivory Road bring tales of a realm larger than the Empire and Bretonnia combined, with vast cities of jade and stone housing a reverent, zealous human population.

Yet instead of gods, it is an immortal and immensely powerful family of dragons that has governed Cathay almost unchallenged for thousands of years. Though he is not a god, the Celestial Dragon Emperor has used power akin to one for the sake of his kingdom since before the Old Ones shaped the world against the dragons' wishes-and his consort the Moon Empress at his side. Together, they and their children are as deeply revered by their subjects as any deity.

Aloof and imperious, the dragons rule not for the sake of power itself but to uphold the Emperor's vision of the natural order: Harmony between the principles of **Yin** and **Yang**. To many **Yin**, associated with night, the moon and subtle forces such as the world of spirits, is the purview of the Moon Empress. Just as the Emperor is seen to embody **Yang**, a force manifesting in fire, starlight and the valour that drives men to fight. When these forces are in harmony, the true strength of Cathay shows why only Tzeentch among the Chaos Gods has consistently threatened this mighty empire's domain.

But when these forces are imbalanced, left in disharmony? Then as when the children of the Dragon Emperor divided Cathay bickering over who among them deserved to rule, a house divided quickly falls to ruin.

Will you bring true balance to this land? Or see to its collapse, amidst the laughter of the thirsting gods?

Take 500 C points and 500 P points for a perfectly balanced total of 1000 CP.

Location

You begin your journey anywhere within the domain of Grand Cathay. Be advised that showing up in the personal quarters of the Celestial Dragon Emperor or his family invites certain peril without a *very* good reason to be there.



You are whatever gender you were previously, though you may change this for 50 CP. You are considered to be of an adult age that makes sense for your background. From the humblest farmer to the children of the Dragon Emperor themselves, all are expected to fulfil their duty to promote harmony with constant diligence.

Backgrounds

Humble Peasant (+200 CP): Born knowing this land was ruled by your infinite betters many generations before the true beginning of your bloodline, your family's gratitude towards the dragons is matched only by its loyalty to the Empire. Whether you toil in the fields, cut wood in the lush forests to the east or even guide pack animals through the Warpstone Dessert you are but one of many grubby faces whose sacrifices ensure Grand Cathay's greatness.

Veteran of Smoke and Scale: Beyond the safety of the Grand Bastion, there is only war. You know this all too well, as an average but seasoned soldier in Grand Cathay's armies. A sailor that has survived harrowing Naggarothi raids, a soldier that has fought the armies of the wicked Monkey King or the Pink Horrors from beyond. The realities of battle-and the necessity of harmony in Cathay's war machine are beaten firmly into you. With discipline, strategy and might you've stood against the Empire's enemies time and again-trusting in the wisdom of the dragons to guide you to victory.

Dragon-Blooded (200 CP): Over the centuries, the Celestial Dragon's nine Dragon children have themselves had children, born of mortal men and women. These mortal offspring of the Dragons are known as the Dragon-blooded. In time, these mortal children have themselves become the progenitors of entire dynasties, their people able to trace their ancestry back to the Celestial Dragon himself. And as one of these thousands of rare, lucky souls you enjoy both a natural air of authority (and of course, the authority within Grand Cathay to exercise it properly) and a natural potential for harnessing the Winds of Magic far surpassing mere men. Though you are exalted among men, do not forget you are merely distant kin to your fully draconic relatives, more human than dragon at heart in the end...at least, with this alone.

Drop-In: It appears you are one of the most rare and vanishing sights in Grand Cathay: *A foreigner*. Unaccounted for by the Labour Bureau, unforecasted by the Empire's astrologers, you are a stranger in a strange land. Trade with outsiders is not unheard of by Cathay-the High Elves for example have established tentative relations-but certainly far removed from the life of the average citizens. Pay your respects to the dragons, show reverence for harmony-or else find that beneath its veneer of tranquillity Grand Cathay punishes undesirables with uncommon zeal.

Perks

Perks are discounted by 50% under a relevant background header.
Discounted 100 CP perks are free.

Undiscounted

Imperial Wizard (200 CP): The dragons can be most discerning when it comes to those who have achieved true mastery over the mystic arts. You may be an astromancer that has studied the stars long and hard enough to wield their power as mystic arts, or an alchemist-once shunned for your disreputable ways, now valued for obliterating the enemies of Grand Cathay with destructive force. Either way, whether through the unreputable House of Secrets' tutelage or the revelations of the Dragon Emperor as passed down to the Celestial Court, you have attained great power in one of the following Lores:

Astromancers master **Azyr**, the Lore of Heavens which controls the skies, the stars and the very winds of change that many celestial phenomena portend. Taught the true secrets of Azyr by the Celestial Dragon Emperor himself in an art that has existed for 5000 years, the astromancers boast a complexity to their spellcraft uncommon in the west. Natural fonts of the spiritual harmony much valued in these lands, while they may call down chaining bolts of lightning or comets like their contemporaries in the west their school of magic also encompasses more esoteric arts such constructing smaller versions of the legendary Wu Xing War Compass-or lesser forms of immortality great enough to save one from a mortal blow in battle. They are also well trained in the **Lore of Yang**, which among other things can protect entire battalions with invigorating jade barriers, conjure walls of wind and fire that sow disorder and chaos among enemy ranks as well as fiery harm, empower soldiers and their weapons with the raw energy of Yang and even conjure a burning simulacrum of the Dragon Emperor's constellation to devastate armies.

Alchemists, while a versatile lot, are most commonly known for **Chamon**, the Lore of Metal which both sculpts the earth and it's byproducts as well as transmutes it. In addition to the usual uses of Chamon, Cathayan alchemists are renowned for creating powerful elixirs, metals and potions that can do everything from converting sand and soil into useful metals, to turning the tide in battle as powerful explosives, to creating delicious confectionary for dragons out of Warpstone. They are also well-versed in the **Lore of Yin**, capable of feats such as conjuring shadowy barriers that turn aside

enemy sorceries, creating a magical mirror of shifting darkness and howling wind to reflect enemy missiles and summoning a short-lived but fierce battalion of ancestral spirits to fall upon the enemy.

For an extra 100 CP, you may be a prodigy that has somehow gained the proficiency needed to be recognised as a professional wizard of Grand Cathay in all four sets of magical skills.

Humble Peasant:

Salt of the Earth (100 CP): It's not easy gathering resources in a land as inherently magical and mysterious as Grand Cathay's outskirts, but like all labourers of the empire you've been well-versed in many of the foundational technologies used to maintain its infrastructure and arsenal. From dying processes that render makeshift bamboo into serviceable armour to the basic forestry needed to mine and harvest regularly, you may either be a specialist such as a carpenter or a more worldly peasant that has worked any number of odd jobs at least competently in the past. You are also experienced at teaching such skills. From such strong, stable foundations does Grand Cathay expand.

Incorruptible Dogma (100 CP): Foreigners call the blind, sometimes violent faith Grand Cathay's peasantry place in their dragon rulers disquieting but the clarity of purpose it brings is undeniable. As one who has grown up within its walls, your will to carry on in extreme situations as well as your mental and spiritual resistance is boosted so long as you place your faith in the tenets of Grand Cathay's faith. While not quite as dramatic as the unbreakable wills of legendary knights or barbarian kings so long as your faith in the righteousness of Grand Cathay's harmony does not falter you will bear all manner of hardship better.

Edict of Festivities (200 CP): A dragon's whim can bring as much fortune as calamity, and somehow fate has decreed yours errs on the side of fortune. The ultimate superiors of the primary society you live among-the dragons of Grand Cathay in this jump as a human, or their parents as a dragon-are subtly inclined to make decisions that result in tangential but significant benefits to you, such as spontaneously declaring a season of festivities after a hard month of labour. You won't be singled out for promotion and you must commit to serving their legitimate interests in the long term, but your harmony of intent could result in anything from requisitioning valuable weapons to small

windfalls of wealth to having a blind eye turned to an indiscretion in anything from months to weeks depending on how significant your contribution is.

Hammer of Nan-Gau (200 CP): The great inventions of the City of Smoke generate more wealth than most other empires put together, and as a blacksmith of great talent by Grand Cathay's exacting standards you may be part of the reason why. You are highly experienced and well-taught when it comes to the arts of metalworking from this land, capable of forging everything from halberds said to be as resilient as the Great Bastion itself to maintaining both the Dragon Fire Launchers and the sky junks to which they are attached. Naturally you're well versed in forging magical materials such as Kunlun crystals into useful forms, and your training will serve you well even with relatively foreign substances such as Warpstone.

Draft of Yin (400 CP): To drink of purest Yin energy, filtered from the silver waters of the Dragon River, is to become as swift and weightless as a spirit, unbound by corporeal convention. Not only have you done just that, attaining agility, speed and grace more akin to some hero of Grand Cathay legend, but further boons rooted in the principle of Yin have been infused in you. Naturally created darkness reflexively aids you as both sword and shield, making your blows and weapon difficult to perceive until it's too late and shrouding your passage when you wish to move unseen. Mystical tendrils of night will even strike at those who oppose you, a shadow of your true strength both physical and magical but much harder to see coming. Lastly, your mind and spirit are greatly calmed against any effect that would distort them-be it the whims of Chaos or your own troubled heart.

Surge of Yang (400 CP): Yang is the strength of the soul, the flame in the heart and the fire in our veins. You have cultivated so much of it within you that like many heroes of the west, your sheer fighting spirit elevates your performance in combat above other men. Moreover, other boons from the principle of Yang have empowered your being. Fortune and prosperity will be drawn naturally to all your endeavours, whether you are looking for a mystical sword of great power or setting out to found a cabbage farm. You are also capable of an intense form of meditation that not only amplifies your will and spirit against all that would corrupt or distort it, but lets you go for entire days without

rest or sustenance. Finally, you have the sight of a hunting bird and an endurance uncommon among your kind.

Caravan Master (600 CP): Trade is the lifeblood of Grand Cathay, and it is by wealth alone that one of even common birth may one day treat with the dragons themselves. As one of the best merchants in the empire, you have a natural talent for entrepreneurship and investment that sets you above your peers when it comes to making money and obtaining valuable things-as well as the excellent reputation needed to make contacts with similar individuals in the empire. This includes an excellent eye for appraising all manner of goods, including socially inferior members of Cathayan society that sometimes must be righteously sacrificed for the glory of the dragons, and the social graces needed to talk representatives as foreign as the Ogre kingdoms into a reliable trade partnership.

Harmonic Ascendancy (600 CP): As a true master of yin and yang, not even the dragons themselves grasp the instinctive maintenance of duality you have attained-save their parents of course, who embody them. You are capable of infusing rites, structures or anything else you put considerable effort into with either yin or yang energy depending on their nature; more impressive things will naturally have greater yin/yang. Whether you want to empower a spell with yin energy or ensure the food you've cooked lets the eater surge with yang, your natural grasp of the principles will intuitively show you a path to accomplish it. Even in future worlds, a sufficiently complex or large scale project will let you spread the principles of yin and yang to other worlds-so long as extant spiritual forces such as Chaos aren't interfering, at least. But as long as you have the time and patience to redirect rivers and pave roads, the essence of Grand Cathay's prosperity, resilience against malign forces and mystical advancement will spread by your hand.

Veteran of Smoke and Scale:

Jade Stance (100 CP): All devoted warriors of Cathay strive to be as majestic as jade, as unbreakable as stone. As a professional soldier you have the discipline to fight in tandem with your comrades and both give and receive or pass on orders smoothly in the heat of battle, as well as professional familiarity with most weapons of the empire. Other cultures may boast of their warriors' ferocity or skill, but the trust and unity you maintain among your fellows lets your forces fight together as more than the sum of their parts.

Equal Fights (100 CP): Unlike in many cultures, Grand Cathay is equally accepting of men and women taking up arms in its army-though with women expected to be archers in emulation of the Moon Empress' example. Something of Cathay's custom follows you onwards. Henceforth, the usual discrimination or automatic disqualification from gender-segregated social roles is more lenient towards you, and you're much more prone to be judged on personal merit and character before those qualifications. You won't be breaking the glass ceiling any time soon, but with a firm handshake and a hard look you could easily assert yourself as one of the boys in the army despite being a petite Asian woman.

Harmony of Steel and Stone (200 CP): From tight defensive shells to flanking moves capable of cornering a foe even within a city itself, you have been taught a great part of the collective grand strategy and tactical formations utilised by Grand Cathay's armies. And having the qualifications to be such, naturally this provides you with professional rank as a military commander that if you wish, may be recognised by the primary society you integrate into in future worlds. You are experienced at giving crisp, clear orders and ensuring they're followed as well as maintaining both discipline and harmony among your ranks. And when personally stepping in to head a campaign, many races in this world would be astounded by the tactical complexity you can have your forces execute-a mere side effect of maintaining the harmony of yin and yang needed to set your soldiers up for success.

Aerial Artillerist (200 CP): As a veteran of Grand Cathay's flying vehicles division, you're the closest Grand Cathay has to an ace pilot of the skies. Beyond caring for the caged Vermillion Warbirds that give Sky Lanterns their lift to handling the rigging and masts of such a vehicle, you're an expert at the complex manoeuvres needed to outflank and chase down all manner of targets from atop a floating mast. Naturally, being an ace shot with firearms and projectiles

weapons of all kinds comes with the territory. Many an archer of this world would find it tricky to line up shots from a heaving wooden platform, but that's what you do for a living.

Celestial Guard (400 CP): As a member of the Celestial Dragon Guard you have been trained to a level easily equal to the best mortal troops anywhere else in the world. Your superlative weapon skill and physical prowess aside, intense meditation has freed your mind from doubt, fear and distrust-and given your body a superb swiftness like unto the wind itself. Infused with Celestial fire quaffed from a jade goblet, you no longer experience fatigue without significant injury and your stalwart valor inspires bravery in your allies. You are particularly well-trained in tactics for breaching armour, breaking charges and taking down foes larger than yourself-skills befitting those entrusted with guardianship of the Dragon Emperor's personal demesne.

Talon of Duty (400 CP): Alas, much in Cathay depends not on one man's effort but the coordination of the whole. Fortune truly smiles upon you then, for it seems that so long as you are making a good faith attempt to carry out the interests of a legitimate national authority you can cut right through the petty bickering and infighting of a complex bureaucracy and expect troops, armaments and other official military resources to be given to you as quickly and expediently as can be reasonably hoped for. This is much less effective on exceptional resources like the personal arrival of a dragon (or in other worlds, a nuclear bomb) and somewhat less on personal projects that can't be construed as directly beneficial to the nation, but if all you need is a permit from the Sea Dragon to construct coastal defences then both the delivery of that letter and results are guaranteed.

Duty Beyond Death (600 CP): You fell in battle long ago in service of Cathay-and yet, such was your loyalty and strength of spirit that you personally travelled out of the underworld through the waters of the Dragon River and remained even without needing Yin sorceries to maintain your existence on the mortal plane. Not only do you have hundreds if not thousands of years' experience on the battlefield but as an ethereal being your selective intangibility comes with many benefits from striking through heavy armour, to swiftly crossing harsh terrain, to simply shrugging off most non-magical damage. Naturally your ghastly presence inspires fear in most who are not loyal sons of Cathay that recognise you as the righteous symbol of patriotism you are, instead of a ghoulish slave of Nagash.

In The Shadow of Dragons (600 CP): So many strive to attain the dragons' favour, yet only those with both luck and pluck succeed. You are one such exception, for with this your accomplishments in service of legitimate authority will not be overlooked and they will be much more forgiving when it comes to personal failure or responsibility. While this will not turn a blind eye to transgressions as grave as compromise with the forces of Chaos, it does also ensure you are much more likely to be promoted, entrusted with important responsibilities or state secrets and receive greater rewards than your peers. With this, the last survivor of a disastrous naval expedition could return with tales of struggles to survive in strange lands and be rewarded with lordship.

Dragon-Blooded:

Imperial Icon (100 CP): Those entrusted with lordship in Grand Cathay are also entrusted with the responsibility of expanding its borders, and you are well prepared for both. Your personal charisma and style of leadership is of a sort that would maintain cohesion amongst its relatively insular ranks miles away from the shores of home amidst enemy territory. Whether you style yourself as a passionate warlord, an icy cold exemplar of nobility or even a benevolent leader you convey yourself as larger than life-a man (or possibly dragon) worth dying for.

Celestial Courtier (100 CP): With so few eligible to operate at the highest levels of Imperial politics, the competition has bred fierce contenders among those happy few. By circumstance or birth, you are a skilled politician familiar with the etiquette and customs of the Celestial Court as well as the backbiting, favour-trading and smoothtalking needed to get anything done at the highest levels of the empire's workings. This covers everything from covering your own indiscretions, to balancing the competing interests of nobles.

Party Dragon (200 CP): Kindness is not often shown by the lords of Grand Cathay to their lesser, yet like the eccentric Prince Zhao Ming it works out pretty well for you. You have a knack for maintaining down to earth, benevolent relations with your subjects while remaining a competent military commander-reflexively parlaying the loyalty you glean from cultivating popularity with the masses into strong military morale. Your affability also makes you a natural diplomat and helps

you keep abreast of developing trends among your forces and their neighbours. Whether or not you act on it, you're also one hell of a prankster.

Stamp of Jade (200 CP): Among the dragon siblings Yuan Bo maintains a reputation for reliability and dependency that reflects his position of authority in central Cathay. Like him you are one of the best administrators in the empire, skilfully crunching the numbers and directing the bureaucratic systems that control the empire's greater might; naturally in this world that comes with authority and responsibilities fitting your skills if you wish for such a position, and in future ones makes you highly employable for similar roles. More importantly, this also ensures that while you may be respected professionally you also find it easy to make others overlook you as a military threat-despite your talent with Azyr, the Lore of Heavens, being respectable by *draconic* standards.

Wondrous Shadow (400 CP): Only the most favoured, the supreme matriarch, the first among the dragon siblings carries the simultaneous burden and might of responsibility that you shoulder. Your commanding presence instils fervour and discipline in troops almost as binding as a spell, and invokes a reflexive dismay in enemy armies that leaves them a moment or two too slow in combat. In terms of battlefield tactics and grand strategy there are almost none better than you in the entire empire, and your dedication to duty drives you to bring out your full potential in personal combat as well. Success on the battlefield alike will expand your authority greatly, bringing conquered provinces to heel and making your troops loyal enough to die for you. Don't expect your enemies and peers to be nearly as cowed though-success inspires jealousy rather than devotion to duty, after all.

Shugengan (400 CP): Only the most powerful of Dragon-Blooded sorcerers are counted among the Shugengan, an elite arm of the Celestial Court that stands equal to, but apart from, the Astromancers. As one among them, you practice High Magic focused on **either** the Yang or Yin branches of the elemental winds known as Feng Shi, and can wield the most powerful magics known to the empire. Apart from the native magics unique to Cathay the power of High Magic lets casters directly attack souls like snuffing out candle flames, restore vigour and life, revive the spirits of ancient warriors briefly, or unleash

devastating tempests on the battlefield fuelled by the Eight Winds of Magic.

If you take this without being a dragon, you are a one in a million magical prodigy that has somehow attained a similar level of magical mastery. Whether through pacts with otherworldly powers, a blessing from the Dragon Emperor himself or stranger circumstances.

El Pluribus Draco (600 CP): The foundations of Grand Cathay were laid when beings older than the gods pooled their collective wisdom-and passed it down to mankind. You have internalised some of this by devising a means of spiritual teaching capable of passing on supernatural powers-everything from the innate shapeshifting capabilities of the Cathayan dragons, to their yin-yang based magic-to students without those inherent capabilities. Where there is a significant gulf in capability and experience, again like between a dragon and a mortal man, these abilities may be only reproduced in part but the esoteric nature of your education will also inspire your students to hone every aspect of their lives-from the martial arts to the way society is structured-in ways that both improve and are improved by the supernatural practice you endowed them with. In a short amount of time, as a dragon of Cathay you could create a grand school of powerful wizards or shapeshifters. With several human lifetimes' worth of time to work with, you could potentially spread the spirit of Grand Cathay across the multiverse.

Cathayan Dragon (600 CP): You are no mere Dragon-Blooded but a true Cathayan dragon, mighty enough to face a greater daemon in combat and prevail with nothing but your fangs and claws. You soar as swiftly and even more agilely than your distant brethren in the west without wings, and could devour a man in a single bite. As a being older than the gods themselves, you are wise in many more fields than can be learned in a human, even in most elven lifetimes-not least of which is an extreme form of shapeshifting allowing you to take humanoid form. Your inhuman patience and foresight combined with enough physical power to personally outpace and outfight nearly any army in this world make you a devastating force akin to a demigod in a world almost bereft of them-though no Cathayan dragon would demean themselves with comparison to what they see as aberrations in the natural order. It is the way of your people to guide and discipline the humans who rightfully revere you, even demand sacrifice when it serves your greater good yes-but never to solicit worship for its own sake.

But it is your power over the mystical forces that truly makes you a bastion of hope against both the depredations of Chaos and would-be invaders from the wider world. The perk **Shugendra** is effectively free and greatly boosted with this one; as an actual dragon your mastery of Feng Shui inherently surpasses all but the Dragon Emperor and Moon Empress themselves. Perhaps with time, age and experience you may one day match the arcane might of the Celestial Dragon Emperor and Moon Empress-whose powers are said to rival those of lesser gods without technically being divine, yet have chosen not to interfere much with their human subjects. Should you take that perk along with this one you are yet far from that level to begin with, but certainly boast enough raw power to best any *one* of your siblings in a duel.

With this background, you are assumed to be a peer to the Cathayan dragon siblings-perhaps one entrusted with expanding the empire to distant shores? If you did not buy this perk from its associated background, you are *not* part of the ruling family of dragons-at least, officially. Perhaps the Dragon Emperor had you delegitimised for unclear reasons. Perhaps you hail from a separate clan of dragons who chose not to rule over men.

Drop-In:

An Unknown Tongue (100 CP): Your gift for picking up languages quickly and acclimatising to strange cultures will serve you well in this land-in fact, in this world you start off speaking Cathayan fluently even though you'll be able to pick up other strange languages in this world quicker than most if you put your mind to it. Just as the brutish, mercenary ogres somehow succeeded in forging a working relationship with Cathay's finest you will quickly figure out how to comport yourself in Cathayan culture as well as how to avoid taboos. Starting with *not mocking the dragons*.

A Nomad's Gut (100 CP): Travel outside the civilised lands of Grand Cathay is hazardous, exhausting-and what you're all about. As an experienced nomad you're no stranger to riding herd animals, foraging for food and navigating the desert that separates Cathay from much of the world beyond. Lacking the navigation tools and mystical lore that the empire's finest use, your ways of tracking and pathfinding are honed by relentless survival outside civilisation's walls.

Greasy Impressions (200 CP): You're really, really fun at parties then? Somehow despite Cathay's strict hierarchy you instinctively break etiquette and surprise others in a way that comes off as charmingly novel rather than offensive, and have a knack for figuring out points of commonality under veneers of civilised decorum. While far from infallible, especially among the zealous or paranoid, you make yourself out to be a fine drinking buddy and a trustworthy companion for those looking to live a little wilder than tradition generally permits.

Chaos Is A Ladder (200 CP): Isn't this whole place annoyingly stratified? Who cares about those dragons anyway, you should be looking out for number one! That's why with this limited time great value offer disaster, revolution, change in forms both fair and foul on a wide scale tend to result in some pretty lucky coincidences for you! Don't get too cocky, that Pink Horror over there is still gonna rip your face off if it's master decides it should. But it *sure* is lucky nobody noticed that sack full of alchemical ingredients that rolled to your feet after that warehouse blew up, huh?

Dragon's Folly (400 CP): Sometimes, fools bite the hand that feeds them. Sometimes, that hand continues to feed them. You comport yourself in a way that makes ideologically bitter enemies willing to work with you for their own enlightened self-interest, and tend to leave you alone to amass power so long as you don't present an immediate threat to their interests. You might never make them accept your ways with this alone, but you can certainly be tolerated as a long-term ally of convenience despite your wicked ways and malign influences as long as you share a common reason not to fight each other.

The Bluebird's Song (400 CP): It looks like you're a real go-getter determined to make friends, influence people and throw anyone in your way under the bus! *Would you like some help with that?* You're uncannily lucky at pulling off convoluted schemes with many moving parts and backup goals-and outsiders who try to discern your true identity and motives against your wishes will find chance twisted against their investigations! Moreover, you've been initiated into the sorcery and mysticism of the Chaos God known as **Tzeentch, the Architect of Fate** as if taught by one of his own greater daemons. Remember this well should any...future offers be made: Whatever gifts you receive, this alone offers true training in arcane feats such as

conjuring warpfire, changing fate and warping flesh and bone to your twisted whims.

This *explicitly* includes sacrificing lives or desecrating land in homage to **Tzeentch** to request boons from him. Slit a man's throat in his name to consecrate a weapon with his touch, slaughter an army and he might just lend you a couple Lords of Change if you really need them for some reason.

House of Cards (600 CP): Grand Cathay's greatest strength also illustrates its greatest weakness. In harmony, it is one of the foremost powers in this world-but without it, it lacks the individualism and resilience many others have cultivated to survive. You excel at identifying and exploiting similar weaknesses among your opponents at both large and small scale, whether knowing which troops or building to destroy first to destabilise harmony or reading an opponent and countering their combat style with uncanny insight. Calamities that induce imbalance follow whatever you point your sword against- nothing truly supernatural, but a distressing tendency for worst case scenarios to spiral into disorder, misfortune and misconduct-and even before the first blow is struck, mobilising against you tends to be painfully slow due to all manner of unhappy coincidences. These boons are applicable against all foes, but most effective against those that depend on rigid hierarchy and discipline minds.

Journey to the West (600 CP): There are many tales told about the Monkey King, former usurper to Cathay's throne and current ruler of the Mountains of Heaven, and your existence seems to echo them. For you have been blessed by all four Chaos Gods-not like the infamous Everchosen from the western lands, but still endowed with significant boons attached to four different quasi-daemonic transformations you induce at will. From Khorne you gain a warped, muscular form capable of ripping through boulders or shrugging off one landing on you even without a weapon, a controlled bloodlust that makes you an inhumanly skilled warrior and great resistance to magic. From Nurgle, a decrepit yet inhumanly resilient one that spreads diseases you remain immune to. From Slaanesh, a seductive form that comes with both sublime skill and unyielding stamina when you actively fulfil your passions. And of course, from Tzeentch an unassuming yet trustworthy form with a silver tongue capable of enchanting untruths to be supernaturally compelling.

If you wish, by taking this either your true form or one you've learned to magically become may be one of the savage monkey-men that share the land of Grand Cathay.

Items

The harmony of Cathay is found not in one facet of it, but in its constituent aspects. Therefore, all origins receive a separate 50% discount for each price tier (1/2/4/6) of the items listed below. Discounted 50 CP items become free, discounted 100 CP items cost 50 CP instead. 50 CP items may be repurchased for additional instances, without any discount.

All ammunition, reagents and other consumable resources are mysteriously replenished in a week by flows of yin/yang energy.

Kunlan Anvil (50 CP): Rare crystals litter the peaks of Kunlan, each of which is endowed with a fragment of the Dragon Emperor's birth. Socketed with one such mystical gem, this anvil is capable of forging weapons and armour fit for the dragons of Cathay-indeed, many would say for the gods themselves. Comes with a complimentary set of blacksmith's tools and a mighty Yang kiln that burns with the Dragon Emperor's own flame for the benefit of those without fiery breath and talons heavier than hammers.

The Guns of Cathay (50 CP): Cannon wadding stamped on by professionally trained giants so the compressed results can be loaded at incredible speed. Patterns of blades crisscrossing the inside of a barrel to gouge bullets with armour-piercing capabilities as they're expelled. The massive pile of ammunition and guns alike are some of the best examples of cutting edge Cathay firearms, many of which are endowed with yin or yang enchantments to further improve their devastating lethality. Much like a certain other human empire, the older races and many of the forces of Chaos themselves have yet to embraced modern warfare nearly as quickly.

Jade Bolts (50 CP): The dozen barrels you see before you are full of masterwork arrows that have their heads carve from Celestial Dragon's most favoured stone. Capable of piercing even the strongest steel in these lands, they naturally come with a dozen or so bows.

Nan-Gau Arms and Armour (50 CP): But why settle for mass production items when the greatest heroes of Cathay all boast a personal panoply? With this option you may have a set of arms and armour tailored for whatever shape you take in this world and forged with some of the best smithing techniques in this empire. A polearm and a shield perhaps-or even a magical implement and several talismans if you fancy yourself a wizard. The enchantments on such equipment are not quite the stuff of legends, but always tailored to suit your aptitudes from this jump.

Longma Steed (100 CP): Almost without exception, the Jade allow only Dragon-Blooded to ride them. Magical creatures swifter than normal horses, equipped with functional wings and able to spear their foes on their horns, there are few forces that can withstand a charge from creatures that bear an uncanny resemblance to the great dragons. It seems you yourself may be one such exception, because one such animal has taken a great liking to you.

For an extra undiscounted 100 CP, you may own a whole herd of Longma-one big enough to maintain a stable breeding population.

Moon Wood Forest (100 CP): Beyond the Forests of the moon grows a pitch-black tree which yields lumber as tough as fresh-forged iron has spread to the slopes of Kunlan. You now own a forest of such trees as well as the Cathay implements needed to actually harvest wood from them. If you like, they may be confined to an attachment reachable by a fancier Cathayan door in your Warehouse, where optimal climates will ensure you will always have a good supply of magically durable lumber.

Spiritual Sanctum (100 CP): A temple dedicated to the principle of Yang, concentrating great vigour and heat at a spiritual level within its walls. A shrine to Yin, that spreads the gentle embrace of the night around itself. Or perhaps, a perfectly balanced garden that propagates both Yin and Yang in a less intense but more balanced fashion? Whatever you buy here, it is a spiritually inclined structure that emanates one or both of the spiritual principles governing Cathay's lands to a degree great enough to benefit a city. Or perhaps, a long term war effort.

This item may be repurchased.

The Emperor's Bureau (100 CP): Sooner or later, heads must be counted. Figures must add up. And conscripts must be taken to task lest idle hands do Chaos' work. The nondescript office and diligent employees here is an example of one of many bureaucratic buildings within Grand Cathay dedicated to one of various civic processes that aren't military action which form a vital part of keeping the empire functional. They know you as their direct administrator, and in both this world and future ones you will retain legitimate proof of that authority.

This item may be repurchased.

Alchemist's Workshop (200 CP): Warpstone. Rare Earths. Jade. Everything an alchemist could hope for to concoct his latest designs is stocked here, as is a wealth of craftsman's tools, beakers and so forth. It's up to you whether it's staffed with other eccentric wizards who don't necessarily conform with Cathay's mystical traditions or if you've lucked into a personal repository, but either way you could build some seriously devastating bombs in here. Or potions of questionable benefit.

Blood of the Empire (200 CP): This luxurious marketplace is a shining example of Cathay's trade with the wider world. Spices from distant Araby, trinkets of the elves shipped from distant lands or northern slaves-if it can be bought or sold in Grand Cathay somewhere, it can be bought and sold here, and the busy merchants coming to and from it are worldly enough to adapt relatively quickly to turning a profit in future worlds if it is at all possible. You have legal ownership of this particular market of course, and so everyone working there looks to you to maintain order. And while most of those working here have nearby lodgings roughly equivocal to the value at their stalls, of note is a wandering caravan of ogre mercenaries who are always happy to work for coin and can supply you with several battalions every couple of days.

If pressed in future worlds, the ogres will admit to being *really lost* before finding their way here, and not entirely sure about how they'll get back.

Icon of the Spirit Dragon (200 CP): Confined under the Dragon River in...mysterious circumstances, the Spirit Dragon nonetheless lends his siblings and their subjects aid in mysterious ways. This unique talisman

lets you summon the ancestral warriors of Cathay into battle, the Yin spell bound into it's very being so that even one untrained in the mystic arts can wield it.

A helpful scroll that comes with it explains that in future worlds, a simple cantrip will let you attune it to a *different* group of consenting ancestral spirits so you can choose between summoning them or the presumably confused Cathayan ancestral spirits suddenly finding themselves in another reality.

Thieves' Guild (200 CP): The men and women who man this shady enterprise lived lives of ill repute in Cathay and, more importantly, were both temperate and competent enough to *get away with it* yet be recruited into the machine of Cathayan government. They are loyal now to the Emperor for their second chance, and as their legitimate authority will eagerly carry out all manner of skullduggery, eavesdropping or otherwise dishonourable behaviour in the interests of the empire. And no, in future worlds you will not automatically be punished by the law for operating a legitimate thieves' guild.

Fan of the Magister (400 CP): It is common knowledge that a skilled magister of Cathay can relay complex orders with a wave of a fan. This enchanted example can *thwart* complex orders with a wave, sowing confusion among the enemy by warping the meaning of signals and messages as a curse. Or really, really confusing some visiting elves.

Jar of All Souls (400 CP): Fashioned from a single block of jade, this flask can capture the essence of the bearer's soul in the event of it being separated from their corporeal body. So long as the body retains most of it's mass attached, the bearer can continue to fight in battle as a mostly functional soldier. No, it is not the disgusting art necromancy taught by the vile Nagash of the south-it is *traditional Yin magic* performed with the blessing of the dragons and in harmony with the natural order. Simple as.

It is unclear if the wizards of Cathay have developed a way to put the soul back into the body once it is caught.

Sky Vehicle Factory (400 CP): A breeding population of Vermillion Warbirds to provide lift for the balloons. A great many rolls of canvas, rigging, piles of ammunition and guns to make up the flying fleets that defend Cathay. Hardy aerial crewmen and a crack team of engineers

well-versed in the ways of Yin and Yang as well as cutting edge Cathayan engineering. Enough space to give such things a trial run. This great factory has everything you need to create several battalions of the flying vehicles Cathay produces to harry foes and defend friends. Your ownership of it also comes with the military authority needed to order such fleets into battle.

Kite of the Uttermost Airs (400 CP): Made from a section of the actual hide of the Luan bird familiar of the founding Master of the Celestial Temple, this kite is in fact a powerful deterrent against all aerial foes. *Somehow* the strange magic it contains interferes with foes approaching by air, allowing the forces in control of it to advance quicker without fear of retaliation. It is not a sure barrier against a determined pilot or the forces of Chaos, but it's range of effect is great enough to ward away flying entities or vehicles across an entire army.

Pride of Jade (400 CP): In living jade lies the raw power of Yin and Yang bound to stone. A bestial conduit of sorcery! Carved from a single massive piece of jade, these jade juggernauts resemble the stylised Cathayan impression of a lion (perhaps not coincidentally, featuring some dragon traits). They have the size and strength of a dozen men as well as all the durability of stone. Branches and untrod paths that might hinder beings of flesh are simply crushed as they chase their prey through the woods, and their powerful swipes cleave through most mundane armour. Best of all, the powerful Yang magic bound within the lions can scorch everything within a hundred meters with jade flames. You start with a few dozen of these mighty creatures. You may choose whether they are true Jade Lions, which amplify all allied sorcery and spellcasting with their presence, or Jet Lions-whose differing composition instead makes them highly resilient to all forms of magic. For an extra 200 CP (discounted to 100 CP if the item already was) you may have two packs of both lion types.

Both versions of these lions come with a detailed set of Cathayan scrolls explaining how to create more.

Feet of Clay (600 CP): You've either earned some significant trust with the Dragon Emperor or somehow managed to conceal a grave threat against the Empire right under his snout. What you have here is a grand army of the gigantic terracotta warriors guarding Cathay-enough to defend a vast swathe of its borders. Or to punch a sizeable hole

through them. The golems are each giants to whom men do not even come up to their calves, and though wrought from clay are carved with armour and equipped with arms similar to those worn by Cathayan warriors of the past. The army stands ready to follow your orders with the discipline only a true automaton can carry out-and a helpful scroll and nearby supply of clay provides the incantation required to build more.

Wu Xing War Compass (600 CP): Engraved in the floor of the Celestial Court is the great Compass of Cathay: A working capable of harnessing the Winds of Magic to bring prosperity to the nation as a whole. The Wu Xing War Compass you now own is a smaller but still extremely powerful nexus of the Winds that can be used to manipulate them for various effects spanning vast swathes of territory across multiple battlefields. Aligning it's dial towards the Warpstone Desert diminishes corruption, the power of magic as a whole and enemy discipline. Pointing it towards the Celestial Lake accelerates the development of a town or small nation, and grants grand fortune on war when pointed towards the Great Bastion-as well as the arcane ability to fire a powerful strike of celestial energy at enemies. Finally, pointing it towards the Dragon Emperor increases stability in one's holdings and enforces attrition on those who cross the Great Bastion.

In future worlds, your compass will trigger similar effects on the four most significant objects once activated and pointed at them. In mundane worlds or worlds without magic, this will *usually* be the four cardinal directions.

Celestial Calamity (600 CP): What you purchase here is one of the greatest and most terrible forces that Grand Cathay can unleash: A scroll penned by the hand of the Dragon Emperor himself. The spell it contains is capable of unleashing a comet equal to the one that wiped out two thirds of the ogre race upon impact, poisoned and incinerated the environment so thoroughly the survivors resorted to cannibalism and may or may not have unleashed the god known as the Great Maw. Whether that exact horror or some other calamity occurs as a result of your strike, know that the consequences of this weapon are dire. But when you absolutely, positively have to cause a localised extinction event this is the spell for you.

Unlike the other consumables here, this terrible force replenishes once every ten years.

Ivory Road (600 CP): The continent-spanning trade route known as the Ivory Road is often said to be the only traversable way from the Old World through the hazards of the East and into the heartlands of Grand Cathay, and even then the journey is fraught with peril. The caravans that travel it are almost like nomadic towns; such is their scale that a Great Caravan can reach a full mile in length. They are heavily defended, as they have to travel through some of the most dangerous and hostile areas on the face of the world. And now, it appears you have been invested with authority over management of it-regulating the tariffs, the orders for sale or purchase and so forth. No one man can truly claim to control every aspect of the Ivory Road of course, but as the highest authority bar none in Cathay over its central city of trade your word carries great clout among the merchants and their trading partners.

In future worlds you will enjoy similar prestige and authority over a trading route of similar scale adapted to the circumstances of the setting you find yourself in. Curiously, just as the Ivory Road of the Old World often delivers otherwise inaccessible spy services and arcane artifacts to Cathay, in future worlds this route will have a tendency to instigate odd incidents along the way and uncover magical or otherwise unique artifacts suiting the setting they are found in that prove ultimately beneficial for your goals.

Companions

Strangers in the Orient (50-400 CP): Have a friend who'd look good in ancient oriental clothes? For 50 CP apiece, you may import a companion or create a new one with 800 CP to spend on perks, items and backgrounds (but not other companions).

Imperial Reception (50 CP): On the other hand, perhaps you think you've got what it takes to court the icy hand of the Ruler of the Northern Provinces, Sentinel of the Great Bastion, Supreme Matriarch of Nan-Gau, Master of the Storm Winds, Daughter of the Dragon Emperor Miao Ying? Or maybe you'd just like to hang out with Zhao and do Warpstone together. Either way, for 50 CP you get a favourable meeting and chance to companion someone from this world.

Defenders of the Bastion (200/300/400 CP each): By the grace of the dragons, you have been granted authority over a portion of Grand

Cathay's military forces. Whether because new threats have arisen or because the time is nigh for another invasion, the Dragon Emperor and Moon Empress smile on your endeavours. Each purchase here shall grant you an army of Grand Cathay commensurate to the price paid, who will join you as followers. Note that you can purchase multiple instances of the same tier or even varied amounts of each tier if you wish, and once purchased may combine or separate your forces as you wish. Expect considerable confusion and mistrust if you are a peasant or worse, a foreigner at first-though the writ of the Dragon Emperor is clear, and Cathayans are always keen to follow orders.

For 200 CP you have a force capable of serving as light cavalry, an armed scouting force or impromptu militia. It could be a great host of peasant spearmen, or a small contingent of aerial ships.

For 300 CP your forces can include the more accomplished troops of Grand Cathay such as a force of Celestial Dragon Guards or longma riders. Even a handful of the towering terracotta warriors can be fielded, as well as contingents of astromancers or alchemists capable of devastating arcane feats.

And for 400 CP your amassed forces represent a significant portion of Cathay's military might. From mighty Wu Xing war compasses to rows upon rows of disciplined crossbowmen, to even ox carts hauling great cannons or rocket launchers capable of launching missiles that set the battlefield alight as well as lone explosives that can punch a hole through stone fortifications, no expense will be spared to ensure your enemies fall before Cathay's gathered might. From the Jade Warriors in the front to the Iron Hail Gunners in the back, every soldier has been drilled, sorted into optimal harmonic configuration and drilled again to ensure the mighty war machine they are part of has no rusty cogs. If there are mainly flying ships to provide aerial support, there will be enough to darken the skies for many armies in this world. And the many terracotta warriors accompanying them will ensure that slaying the Shugengan sorcerers amongst these ranks is easier said than done. All that's missing is a dragon or two to lead these warriors into glorious victory.

Drawbacks

Remember The Time Archaon Invaded Cathay? (+0 CP): There is much written about Grand Cathay in older times that does not seem...quite coherent with what has been revealed in Total War Warhammer 3. With this, you may canonise some or none of the information about Cathay from older Warhammer Fantasy books. Try to have it make at least some sense. Or don't, and just roll with Cathay being unceremoniously defeated by Grimgor Ironhide levelling the Great Bastion.

Harmony of Past and Future (+0 CP): The rule of the dragons spans many grand events in the history of the Old World, from the Time of Darkness and Disharmony in which civil war between the dragons allowed the Monkey King to briefly take Cathay's throne to the construction of the Great Bastion and a disastrous expedition to the southlands. With this, you may choose to start the jump at any point in Grand Cathay's history-from a year before the Old Ones pull the planet closer to the sun when the Dragon Emperor and Empress remained at harmony with their world, to the time of Karl Franz's rule.

Harmony of Chance and Fate (+0 CP): A foreigner in truth, then. Should you have been to any Warhammer Fantasy jumps in the past you may render them-and their consequences-canon to this one.

A City Alight (100 CP): Upon entering the jump, whatever region of Grand Cathay you are in is set alight and invaded by several battalions of Tzeentchian daemons and Chaos warriors. You may or may not be the cause of this. You may or may not be a suspect depending on your background in this jump. Unless you can win a fight with a force that includes *at least* one Lord of Change, it would be wise to run for the hills. Their goal appears to be to sack the city you're in or at least lay waste to wherever you are in the name of their god, but while you aren't a target you might become one if some daemon takes an interest in you.

Patriot (100 CP): The Celestial Dragon Emperor and his family are infallible, no foreign power can challenge them! There is no Chaos in Grand Cathay! And so on, and so forth. By education or inclination you have a rosy view of Grand Cathay matching the most ludicrous issues of propaganda produced about it. You're also both naïve and wilfully ignorant about the workings of the world beyond its borders. Any

contrary memory is erased upon your entry into this jump. It's not impossible to snap you out of this attitude, but good luck doing so in a country where it is lauded.

A Penchant For Warpstone (100 CP): Not everyone has the good fortune to be born a dragon, and get away from a poor reputation as a mere eccentric. There's a nasty rumour about you that alienates you from many in Cathayan society, not quite illegal but distasteful and disreputable. To try and salvage that reputation you'd have to radically alter how you usually behave or dig up some pretty compelling evidence to the contrary, because it's been around for as long as you have. As for what exactly that rumour is, suffice to say that it is to being a human (or whatever you are) what being a Warpstone addict would be for a dragon.

Stranded (200 CP): Following a disastrous campaign lead by one of the dragons (who while bearing you no malice, is really keen on sweeping the whole thing under the table and heading home as quickly as possible), you've ended up stranded somewhere in the wilderness of the Old World far away from Grand Cathay-across the sea, in fact. All your items and companions are located in Grand Cathay, and wherever you are there's danger on the level of a particularly bloodthirsty Lizardman outpost nearby. Hopefully, you can make it out of here under your own power.

Paper Tiger (200 CP): All this talk of harmony is all well in theory, but in practice you'll find that things just don't go your way in your stay here. Carefully built formations sent to war die off in a way that leaves you with too much yang, and any civic building you do will have you realising the *pragmatic* thing involves far too much yin. But it's not just about your misfortune when it comes to maintaining harmony, oh no-between orders going unheard, reinforcements showing up late and people calling in sick you'll find that trying to get anything done by relying on seamless coordination riddled with misfortune. It's not impossible to overcome, but it's also not a bad idea to get used to doing a lot of things on your own.

Northern Politics (200 CP): Even a dragon can go weary about some of the backbiting and scheming amongst the upper echelons of society, and unfortunately your fate is to struggle with forming lasting trust and soothing tensions with your peers. Your successes have a tendency to inspire more jealousy than admiration, your failures bring out

opportunists from the woodwork and your own pride will demand you answer any insult with a show of aggression-though force would be much more preferable. It's not impossible to overcome bad first impressions early on or mend fences should all of you face dire consequences, but here's the thing-you won't *want* to.

AQUATIC Menace (300 CP): There is pride. There is overconfidence. And then there is you. If you're a peasant, you think yourself deserving of the dragons' thrones when you can't even throw a party and be certain of showing up on time or having enough drinks for most people. If you yourself are a dragon, you could lose your entire fleet in an invasion and still be confident your name is feared and revered across the seas. For your stay here, your utter surety in your own tactical competence and your abject lack of it will be your worst enemy.

Disdain of the Dragons (300 CP): Ah, so you've decided to not just be a criminal but a *publicly recognised malcontent*. Like the Monkey King you've spat in the dragons' eye and declared yourself sovereign from their rule. As a result much of Cathayan society is mobilised against you by orders from on high, much of the military has orders to kill you on sight and there is a non-zero chance a dragon may personally descend to deal with you. Your one saving grace is that this opposition is strategic or at worst political in character not a personal grudge. If you can get away or stay off the radar, it's unlikely the army will pursue you unless you make a particularly destructive escape.

The Bastion Breached (300 CP): It appears that Tzeentch's schemes are further afoot than previously thought, for with this your entry into the jump coincides with a thunderous explosion that at last grants entry into the Bastion. But never one to sully his own talons, it seems Tzeentch has simply allowed manipulated another foe to do his dirty work for him: For Grimgor Ironhide-the Once and Future Git, the Fist of Gork and quite possibly the most violent and savage orc to ever live-has raised a WAAAAAAGH of greenskins vaster and sooner than expected. Aiding him far from the front lines are a smaller but more insidious gathering of Tzeentch's greatest servants, including Kairos Fateweaver himself, who subtly manipulate the despoilers hoping to weaken Grand Cathay's defences long enough to enter and blast it to ash in a show of dread power. Their prophecies are quite clear on one point: Success or failure in this venture depends entirely on your death.

For that reason, Kairos has ensured Grimgor was told you called him a grot.

Run.

Start before Grimgor ever set foot on the earth, and you'll face a similar array of forces set against you.

Scenario: Have You Seen My Dragon?

This scenario requires you to start in relatively recent times in Warhammer Fantasy's history, for reasons that should soon become apparent.

In a terrible turn of events for Grand Cathay, it transpires that Shen-Zoo was not the only dragon to go missing in the northern wastes. At least, so claims the mysterious wizened stranger chained to a book who offers to show you the way-in exchange for a mere drop of god's blood. Even if you yourself are not a mighty dragon with a significant part of Cathay's military under your command, he will insist that he has foreseen only you can be victorious. For he carries the Tome of Fate: A book containing knowledge unknown even to daemons, and the incarnation of his pact with the Architect of Fate himself. Yet is bound only ever to use it in service to others...unless freed by that drop of blood to wield it on his own volition.

And with that knowledge, he brings you astounding revelation. Ursun, the bear god of Kislev, lies dying and held in chains of shadow forged by Be'lakor: The first of all daemons to walk this land. Mortally wounded by a bullet tainted with the curses of Chaos and the disenchantment of a once-devout man pushed into denouncing his own god. The location of your lost sibling can be revealed to you, so claims this man, by Ursun should you free him from his shackles.

To do so, with the book's power you must invade a different region within the Realms of Chaos vital to each of the Chaos Gods, and from it obtain a soul of great power. You will not be the only faction vying to do so: Others, vying from great daemoniac champions of the Chaos Gods themselves to the nobility of Kislev and even the ogre tribes will have mobilised hoping to claim Ursun for their own reasons. It is not

necessary to defeat them; the true goal is simply to gather the souls which will light the way to the Forge of Souls itself.

There Ursun lies dying, and Be'lakor awaits those who would challenge his attempt to rise as the fifth Chaos God of Darkness with an army of mechanical Soul Grinders at his beck and call. Defeat this army. Punish Be'lakor for his hubris, and whether dead or dying noble Ursun will gratefully tell you of the lost dragon's location. Alas, it remains somewhere far in the distant north and nowhere near the Soul Forge where he is held.

It would be kind if you could heal and free him before his demise too, for the people of Kislev's sake.

But it is not, strictly speaking, necessary.

...

Neither, for that matter, is taking the advisor's bargain or engaging in any of this godly tomfoolery. To reiterate: This is a man who struck a bargain with Tzeentch and is trying to come out ahead on it.

Your only goal is to find and rescue the dragon. Your reward is, obviously, **the grateful dragon as a companion.** As one of the unnamed siblings kin to those ruling Cathay, they are both noble and proud as any of them-though likely dishevelled and disorientated by whatever circumstances stranded them so far from familiar shores. If you are human, they will be supremely impressed at the journey you must have undertaken to reach them-moreso if you command no army. If you are a dragon, perhaps you were always close as siblings? And if you are one of Cathay's monkey-people, well...clearly you are a credit to your race.

Go home

Stay

Move on