



THE MIDDLE Kingdom is huge. From Bao in the north to Guang in the south takes five weeks by the fastest runners of the government courier system. Within its borders you can find almost every geographical feature, from the forbidding mountains of the southwest and the desert of the northwest to the two mighty rivers of the east—the Yellow River to the north and the Long River crossing the middle. The weather varies from the temperate climates of the north, to the sub-tropics of the south. And across this sprawling county are the communities, the farms, the industries of man in their many forms.

Most of the events of the Water Margin take place in the northern half, along the course of the Yellow river. The Eastern Capital, in which the Emperor has his main palace, lies close by this river. Not far from it are three of the five sacred Daoist mountains: Hua, Song and Tai. As you follow the course of the river from the Capital to the sea, you come upon a vast area of wetlands, lakes, marshes and mountains. At the heart of this is Liangshan Po, a natural fortress amid a maze of waterways and marshes. It is in these water margins that the outlaws gather to resist the villainy of Gao Qiu.

The story ranges across China, however, so we will take in the whole country in our guided tour, and even stray across its borders a little to look at the barbarians who dwell outside of civilisation.

GEOGRAPHY

TRAVELLING

In the *Action* chapter, distances travelled per round for various forms of transport were provided. These are useful for movement over short periods of time, but the reality of travel in Song China is that such speeds can't be maintained indefinitely. Travelling is a serious business. It's fatiguing, time-consuming and often downright dangerous.

What's more, the kind of terrain over which you are travelling is crucial. Two towns may look close on a map, but if there are mountains or swamps in between them, they

may seem as distant as Bianliang and Chengdu.

To work out how far a character or character group progress over a day (or less) follow this procedure:

JOURNEY TYPE AND DISTANCE

Check the map to see whether the route the characters wish to travel lies along a major road. If not, then the terrain is either normal, or rough (the latter being mountainous or marshy land).

To work out the distance between two places on the map, measure the distance with a ruler. If there is a major road between the two places, the actual distance the characters will have to traverse is 1.5 times the distance measured with a ruler. If the characters will be travelling across normal terrain, the actual distance is doubled. If it is rough terrain, the distance should be multiplied by 3 or 4.

First determine whether the characters find their way successfully. Travelling on a major road guarantees that characters will not become lost. For other kinds of travel the travel ease is 10. To this roll you should add ROUTES LORE (the value of the leader of the group of travellers). If no character has ROUTES LORE, and no characters are natives of the region being travelled, then the roll is at -2. If the roll succeeds, then the characters find the right route. If the roll is failed, the characters become lost (see below).

TRANSPORTATION

Horses tire quite rapidly. Even at a walking pace, a horse bearing a rider will probably tire faster than a man. A horse can't keep a gallop up for more than a few minutes. A good rider also knows the importance of resting the horse every few miles by getting off it and walking alongside. It is possible to push a horse along at a canter, in which case quite a lot of ground can be covered in a day (the Imperial Couriers do this). A horse pushed in this way won't be good for many miles the next day, though, so it's only worth doing if you have to get somewhere in one day, or if, like the Imperial Couriers, you can change horses.

Riders should also beware of the many things that distract horses, making them difficult to ride: other animals,

the weather, nervous riders and no doubt several other strange circumstances known only to the horses themselves. In short, horses aren't machines.

	Major road	Other route
Palanquin/Cart	8	
On foot	9	
Donkey		
Horse	10	
Good horse	10	
Fine horse	10	

50 li per day.

Fastest (Amnesties) 500 li per day (relays of runners)

Special reports 400 li per day (runners)

Ordinary banditry reports 300 li per day (horse post)

Horse: 500 li in 24 hours (fastest)

Horse: 70 li per day (average)

Foot/Donkey: 50 li

Cart: 30 li

Seagoing ship: 1000 li per day

Yellow river vessel: Upstream 35-50

Yellow river vessel: Downstream 100-200

TRANSPORTATION

For rules covering travelling, see the *China* chapter. The values given below for horses are based on an average horse.

Good and fine steeds will travel faster.

Type	Average Speed	Per round
Horse: walk	4mph	2 yards
Horse: trot	8mph	4 yards
Horse: canter	20mph	10 yards
Horse: gallop	30mph	15 yards
Palanquin	3mph	1.5 yards
Cart	4mph	2 yards
Sampan	1mph	0.5 yards
Junk	2mph	1 yard

Official speeds:

WEATHER

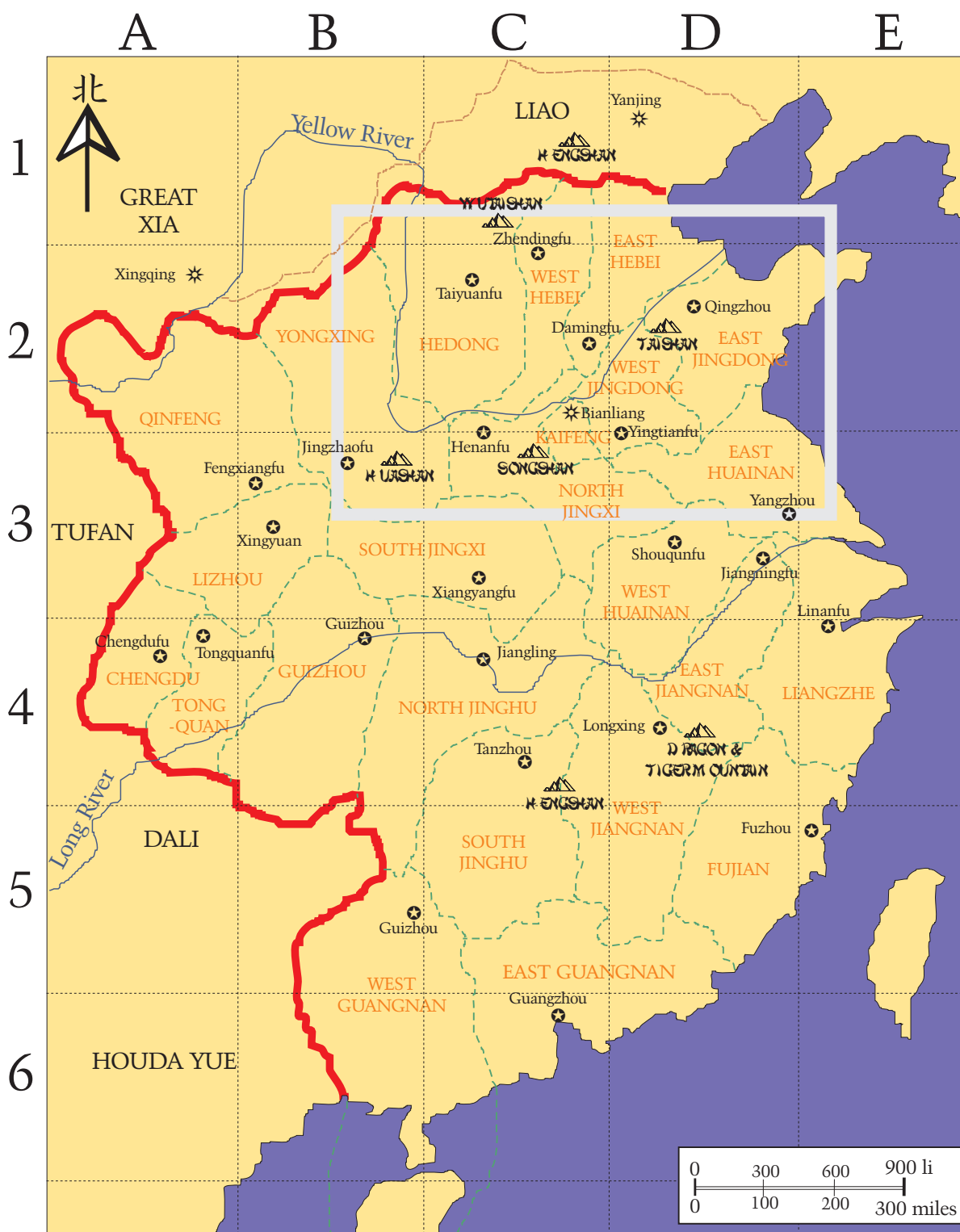
PEOPLE

The population of China during the Northern Song dynasty is over 100 million.

COMMUNITIES

Obviously the population varies across the country, according to what the land can support. In general, the north is more thickly populated than the south.

水滸梟雄水滸梟雄水滸梟雄水滸梟雄水滸梟雄水滸梟雄水滸梟雄



Key

- COUNTRY BORDER
- CIRCUIT BORDER
- Circuit's Major Prefecture
- The Great Wall
- IMPORTANT MOUNTAIN
- Capital City
- See smaller scale map
- Major river

CIRCUITS AND PREFECTURES

The following list gives the names of all the prefectures in China, arranged according to circuit. There are three basic types of prefecture: a *fu* (urban prefecture), a *zhou* (standard prefecture) and a *jun* (military prefecture). The prefecture listed under each circuit in *italics* is the location of the circuit administration.

The names of the circuits are actually descriptive,

deriving from their locations, or their constituent prefectures. The locations of the circuits are shown on the map. Remember, the circuits are not bureaucratically independent, they simply represent the areas supervised by Intendants, who must in turn report to the Central Bureaucracy in the Eastern Capital. However they are useful for identifying a general region of China, and are also used to identify dialects (see the *Action* chapter).

KAIFENG

Bianliang (E Capital)
Zhenliu
Huazhou

CHENGDU

Chengdu (fu)
Han (zhou)
Jia (zhou)
Jian (zhou)
Li (zhou)
Mao (zhou)
Mei (zhou)
Peng (zhou)
Qiong (zhou)
Wei (zhou)
Ya (zhou)
Yongkang (jun)

EAST JINGDONG

Qing (zhou)
Deng (zhou)
Lai (zhou)
Mi (zhou)
Qi (zhou)
Wei (zhou)
Yi (zhou)
Huaiyang (jun)
Zi (zhou)

WEST JINGDONG

Yingtian (fu) (S Capital)
Caozhou (fu)
Dongping (fu)
Dan (zhou)
Gong (zhou)
Ji (zhou)
Pu (zhou)
Sheng (zhou)
Taian (zhou)
Xi (zhou)
Xingren (fu)
Xu (zhou)
Yan (zhou)
Yun (zhou)

HEDONG

Taiyuan (fu)
Dai (zhou)
Fen (zhou)
Jiang (zhou)
Lan (zhou)
Liao (zhou)
Pingyang (zhou)
Shi (zhou)
Xi (zhou)
Xian (zhou)
Xin (zhou)
Ze (zhou)
Zi (zhou)
Baode (jun)
Helan (jun)
Huoshan (jun)
Ninghua (jun)
Pingding (jun)
Qingze (jun)
Weisheng (jun)

FUJIAN

Fu (zhou)
Jianning (fu)
Ding (zhou)
Nanjian (zhou)
Quan (zhou)
Zhang (zhou)
Shaowu (jun)
Xinghua (jun)

EAST GUANGNAN

Guang (zhou)
Chaoqing (fu)
Deqing (fu)
Yingde (fu)
Chao (zhou)
Ennan (zhou)
Feng (zhou)
Gao (zhou)
Hui (zhou)
Jia (zhou)
Lian (zhou)
Mei (zhou)

Nanxiong (zhou)
Shao (zhou)
Xin (zhou)

WEST GUANGNAN

Qingjiang (fu)
Anhua (zhou)
Bai (zhou)
Bin (zhou)
Changhua (zhou)
Cong (zhou)
Di (zhou)
Gong (zhou)
Guan (zhou)
Gui (zhou)
Heng (zhou)
Hua (zhou)
Juyai (zhou)
Lan (zhou)
Lei (zhou)
Lian (zhou)
Long (zhou)
Na (zhou)
Pan (zhou)
Qin (zhou)
Qiong (zhou)
Teng (zhou)
Ting (zhou)
Wanan (zhou)
Wen (zhou)
Wu (zhou)
Xiang (zhou)
Xin (zhou)
Yan (zhou)
Yande (zhou)
Yi (zhou)
Yong (zhou)
Yulin (zhou)
Zhao (zhou)
Zhen (zhou)

GUIZHOU

Gui (zhou)
Bo (zhou)
Da (zhou)
Fu (zhou)

Jong (zhou)
Kai (zhou)
Shi (zhou)
Si (zhou)
Wan (zhou)
Yü (zhou)
Zhen (zhou)
Liangshan (jun)
Nanping (jun)
Yunan (jun)

LIZHOU

Xingyuan (jun)
Ba (zhou)
Li (zhou)
Lang (zhou)
Long (zhou)
Longqing (zhou)
Mian (zhou)
Peng (zhou)
Wen (zhou)
Yang (zhou)
Daan (jun)

NORTH JINGHU

Jiangling (fu)
Changde (fu)
Dean (fu)
E (zhou)
Fu (zhou)
Gui (zhou)
Jing (zhou)
Li (zhou)
Ping (zhou)
Xia (zhou)
Ying (zhou)
Yuan (zhou)
Yue (zhou)
Zhen (zhou)
Xinyang (jun)

EAST HEBEI

Daming (fu) (N capital)
Kaide (fu)
Ba (zhou)
Bin (zhou)

Bo (zhou)
Cang (zhou)
De (zhou)
Di (zhou)
En (zhou)
Ji (zhou)
Ming (zhou)
Mo (zhou)
Qing (zhou)
Xiong (zhou)
Ying (zhou)
Baoshun (jun)
Gaotang (jun)
Yongjing (jun)

WEST HEBEI

Zhending (fu)
Qingyuan (fu)
Xinde (fu)
Zhongshan (fu)
Bao (zhou)
Ci (zhou)
Qi (zhou)
Shen (zhou)
Wei (zhou)
Xiang (zhou)
Beiping (jun)
Tianwei (jun)

QINFENG

Fengxiang (fu)
Cheng (zhou)
Feng (zhou)
Gong (zhou)
Guo (zhou)
Ho (zhou)
Hui (zhou)
Jie (zhou)
Jing (zhou)
Lan (zhou)
Lo (zhou)
Long (zhou)
Min (zhou)
Tao (zhou)
Wei (zhou)
Wu (zhou)
Xi (zhou)
Xian (zhou)
Xiho (zhou)

Xining (zhou)
Yuan (zhou)
Jishi (jun)
Qin (jun)
Shunde (jun)
Zhenwu (jun)
Zhenrong (jun)

EAST HUAINAN

Yang (zhou)
Bo (zhou)
Gaoyu (jun)
Hai (zhou)
Qinghe (jun)
Qu (zhou)
Si (zhou)
Su (zhou)
Tai (zhou)
Tong (zhou)
Zhen (zhou)
Andong (jun)
Huainan (jun)
Zhaoxin (jun)

WEST HUAINAN

Shouqun (fu)
Anqing (fu)
Guang (zhou)
Hao (zhou)
He (zhou)
Huang (zhou)
Qi (zhou)
Liuan (jun)
Wuwei (jun)

SOUTH JINGHU

Tan (zhou)
Chen (zhou)
Dao (zhou)
Heng (zhou)
Quan (zhou)
Shao (zhou)
Yong (zhou)
Chaling (jun)
Guiyangjian (jun)
Wugang (jun)

EAST JIANGNAN

Jiangning (fu)

Ningguo (fu)
Hui (zhou)
Jiang (zhou)
Qi (zhou)
Rao (zhou)
Taiping (zhou)
Xin (zhou)
Nankang (jun)

WEST JIANGNAN

Longxing (fu)
Fu (zhou)
Gan (zhou)
Ji (zhou)
Xün (zhou)
Yuan (zhou)
Yün (zhou)
Linjiang (jun)
Nanan (jun)
Qianchang (jun)
Shouchang (jun)
Xingguo (jun)

LIANGZHE

Hangzhou (fu)
Jiande (fu)
Jiaxing (fu)
Pingjiang (fu)
Zhenjiang (fu)
Chang (zhou)
Hu (zhou)
Ming (zhou)
Qu (zhou)
Qü (zhou)
Tai (zhou)
Wen (zhou)
Wu (zhou)
Yue (zhou)

NORTH JINGXI

Henan (fu) (W Capital)
Huaining (fu)
Shunchang (fu)
Yingchang (fu)
Cai (zhou)
Meng (zhou)
Ru (zhou)
Zheng (zhou)
Xinyang (jun)

SOUTH JINGXI

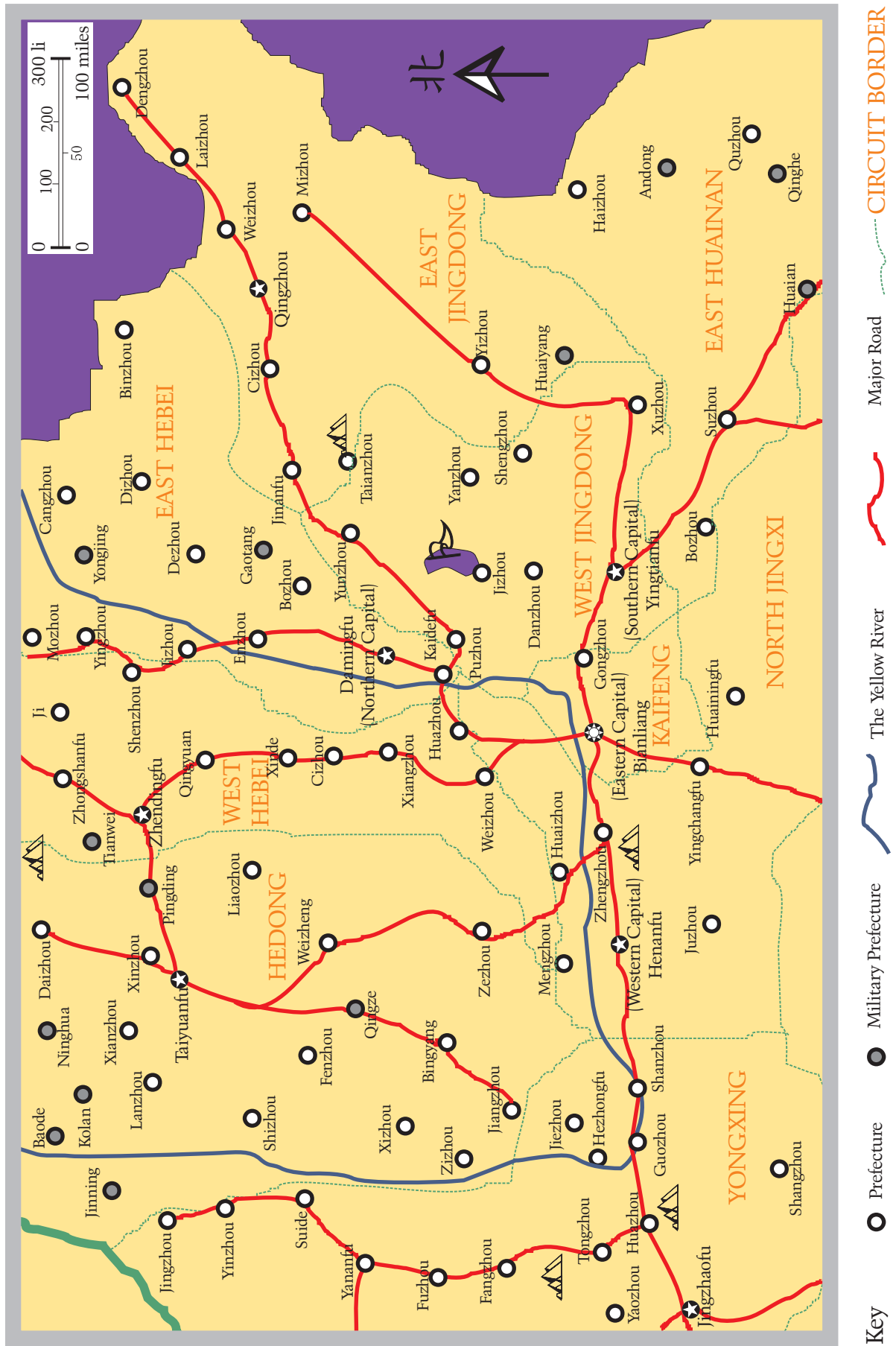
Xiangyang (fu)
Deng (zhou)
Jün (zhou)
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Tang (zhou)

YONGXING

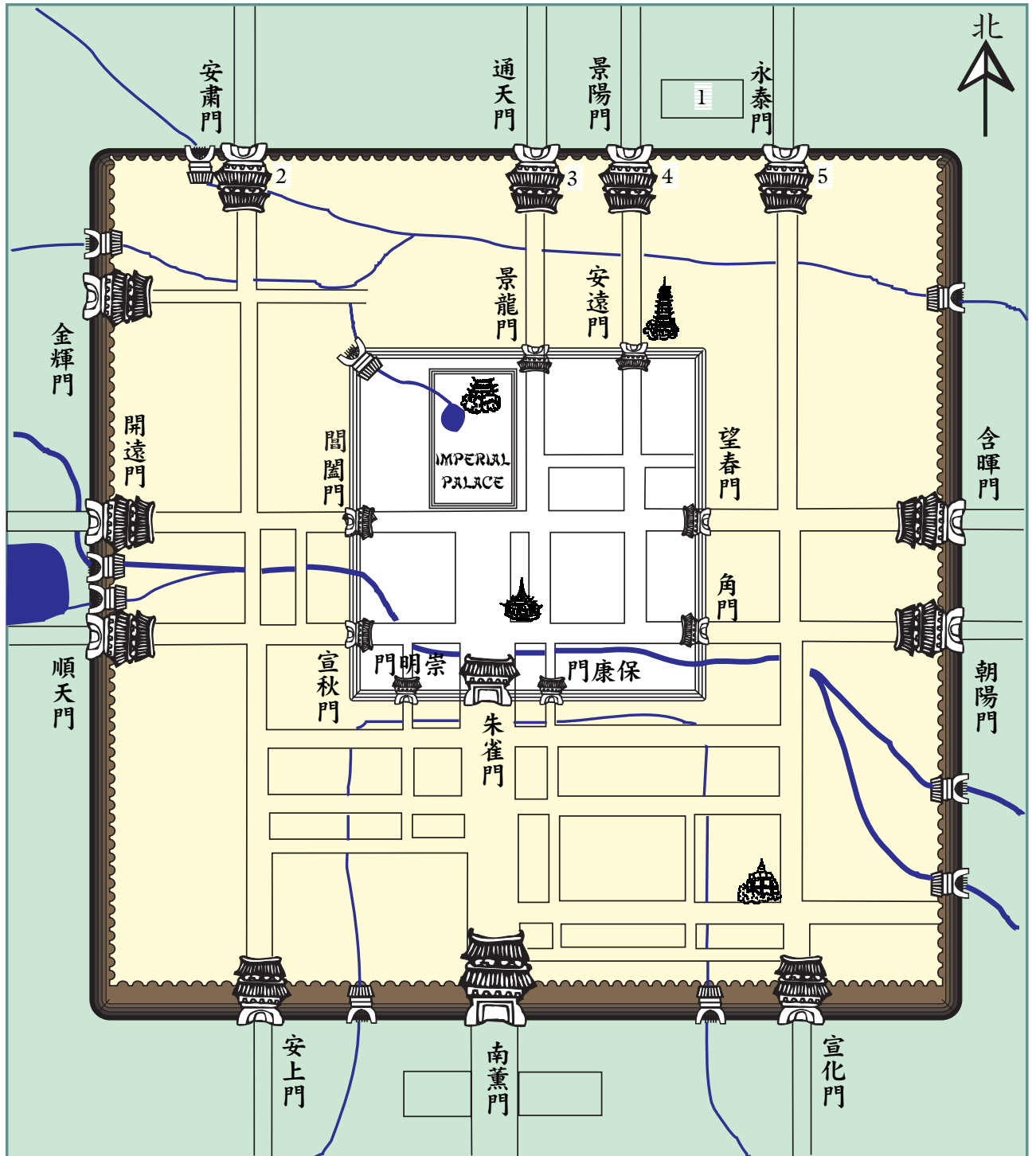
Jingchao (fu)
Hezhong (fu)
Qingping (fu)
Bin (zhou)
Fang (zhou)
Fu (zhou)
Guo (zhou)
Hua (zhou)
Huan (zhou)
Jie (zhou)
Li (zhou)
Ning (zhou)
Qingyang (zhou)
Shan (zhou)
Shang (zhou)
Suide (zhou)
Tong (zhou)
Yanan (zhou)
Yao (zhou)
Baoan (jun)
Dingbian (jun)
Qingcheng (jun)

ZIZHOU

Zizhou (fu)
Chang (zhou)
Guo (zhou)
He (zhou)
Lu (zhou)
Pu (zhou)
Qü (zhou)
Rong (zhou)
Sui (zhou)
Zi (zhou)
Ningxi (jun)
Qingning (jun)



BIANLIANG THE EASTERN CAPITAL



BIANLIANG MAP KEY

FOOD

China produces a cornucopia of foodstuffs, and thanks to advances in transportation, these are now available in the markets of large towns and cities across the empire. For the first time in history, the idea of regional cuisine has emerged. Rather than being forced to eat the local produce and no other, sophisticated citizens of the large cities can choose to dine out at restaurants specialising in provincial cooking.

Such luxury is beyond the means of the poor peasant, of course, but it is nevertheless an important part of the lives of the better off.

SUBSISTENCE

For those at the bottom of society, it is simple to list daily necessities. The first is a staple grain. For most this is rice, but in the north it may well be wheat or millet. In addition to this, firewood is required to cook it, and oil, salt, soy sauce and vinegar for flavouring. The final daily necessity is tea.

To enliven this meagre diet, a peasant may hope to prepare an occasional soup, and maybe some other tidbit to help the rice go down.

VARIETIES

Three distinct regional cuisines have emerged in the Song Dynasty. They are the Northern style, which tends to be fairly bland in flavouring, including noodles, buns and dumplings, as well as plenty of preserved foods. The Southern style is based around the Long River, and uses more seasoning and fish. The Southern staple is rice. Finally the third great cuisine is Sichuan: also rice-based, but employing the abundance of good food in the fertile lands around Chengdu in a highly spiced blend.

The extreme south has yet to develop a distinctive cuisine of its own. Mandarins assigned to posts in the South often take their own cooks with them to avoid the necessity of relying on local fare.

MENUS

Southerners can expect to eat only two meals a day, while those in the north, if they are reasonably well off, will have three. Here are examples of what they might eat:

BREAKFAST

Twice seasoned soup, fried puff-pastry shreds, little steamed cakes.

LUNCH

Sweet rice porridge, Shao-ping, toasted mantou, steamed cakes, peppery vegetable cakes, spring rolls etc.

DINNER

Several courses including rice, soup, meat, vegetables etc.

Rice comes in several varieties: high grade 'official' rice, which is the only type accepted for tax paid in the form of rice, *champa* (cheaper), red rice, red lotus-seed rice, yellow *keng-mi* rice, fragrant rice, old rice and so on.

Other forms of produce which are available, and which might turn up on a dinner menu are listed below. Availability varies, of course, but all would be obtainable from the markets of Bianliang, the capital.

Meat: Pork, beef (not as common), lamb, horse, donkey, venison, rabbit, roebuck.

Poultry: Chicken, francolin, quail, capon, duck, geese.

Seafood: Various fish—fresh-water and salt-water, fresh and preserved, scallop, sea snails, mussels, clams, conches, shrimp, crabs.

Vegetable: Greens, aubergine, cabbage, mustard, onion, spinach, turnip, cucumber, mountain herbs, asparagus, melon (melon tips are fried).

Fruit: Many varieties of pear, white and yellow peaches, plums, haw apples, arbutus, apricots, pomegranate, oranges, mandarins, grapes. Preserved fruit includes dried bananas, orange peel etc.

DRINK

Tea is an essential of daily life which can nevertheless be treated . Apart from tea, the most common drink other than rice wine is fermented mare's milk (*kumiss*). Although this was introduced to China by the Northern barbarians, the drink's foreign origins have been conveniently overlooked.

Rice wine is widely enjoyed, and is brewed in state-sponsored breweries.

There is a rumour that some clever fellow in Sichuan has managed to make a new drink using sorghum (*kaoliang*) which is said to have a kick like a mule.

HUNGER

Characters who eat insufficiently will suffer the pangs of hunger. The minimum necessary depends on background. Characters from the country need only the essentials listed under Subsistence, above. They can survive on a single bowl of rice if necessary. Characters from the town need a little more than this, while characters with a court background will suffer from hunger if they are deprived of a minimum two meals a day.

Hunger affects characters' **energy** scores. Characters who don't have the minimum for a day should roll with an ease of their basic **energy** score. Subtract bonuses in ENDURANCE, HEALTH and WILLPOWER from this ease. The degree of success of the roll is the number of points of **energy** lost to hunger on the subsequent day. This

continues as long as the character has no food. Once **energy** drops to half its normal score, the character must also roll against **body**. Again, the degree of success is the number of points lost.

Hungry characters must also roll to see if they catch a disease.

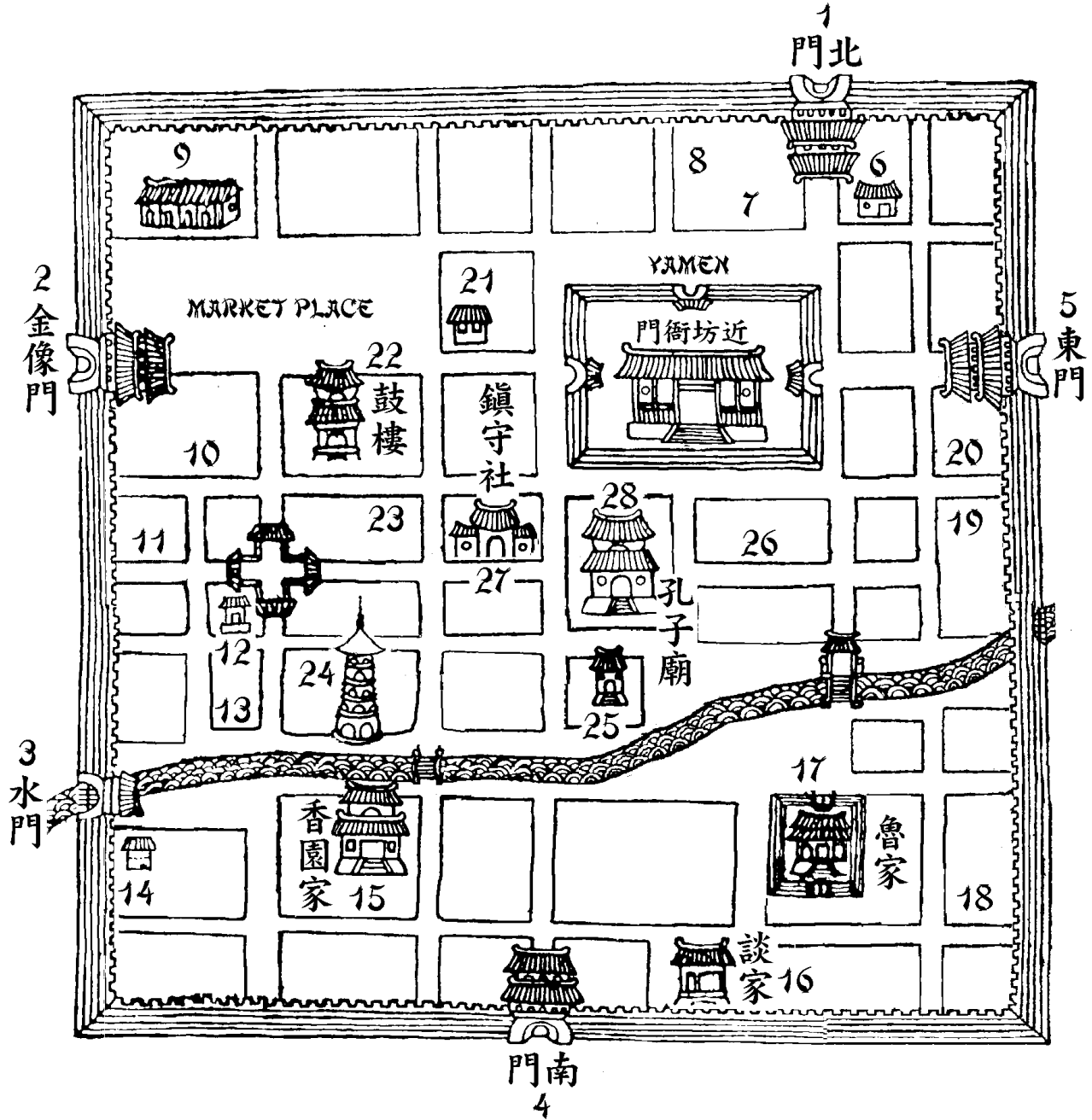
Hunger is a grim reality facing anyone foolish enough to wander the country without adequate preparation.

JINFANG

Here is a sample district, which you can use as the setting for your game.

近坊全圖

JINFANG 北



KEY

- | | | |
|--------------------------------|---------------------------------|---------------------------|
| 1 North Gate | 10 Tan Yin the Tea Merchant | 20 Scholar Yuchi's School |
| 2 Golden Idol Gate | 11 Long the Tailor | 21 Xiao the Butcher |
| 3 Water Gate | 12 Seven Lotuses Hotel | 22 Drum Tower |
| 4 South Gate | 13 Ye Bin the Paper Merchant | 23 Leng Jian the Banker |
| 5 East Gate | 14 Pickled Centipede Tavern | 24 Empty Pagoda |
| 6 Jade Garden Hotel | 15 House of the Perfumed Garden | 25 Blue Orchid Restaurant |
| 7 Lei Ma the Seer | 16 Major Tan's Mansion | 26 Zhao Yu's Silk Shop |
| 8 Pang Shan the Fish Merchant] | 17 Magnate Lu's Mansion | 27 Temple of the Town God |
| 9 Warehouses | 18 Mrs Bao's Residence | 28 Temple of Confucius |
| | 19 Doctor Weng Fei Wo (Coroner) | |