

SECRETS OF THE CHI WAR

風水



REVEAL NOW THE SECRETS OF THE CHI WAR!

Factions of chi warriors battle through the Netherworld and across four junctures in time and space for dominance. Feng shui sites, each one a nexus of world-changing power, topple and fall. Critical shifts unleash cross-time changes hitherto unknown to humanity. Terrible villains, ruthless dictators, conspiring agents, and abominations of unspeakable origin gather to fight for victory in this endless war.

Revealed here for the first time are new secrets of this tireless conflict, from battle zones in each juncture to pop-up junctures open only for a short time — long enough to serve as the front lines of the Chi War. Expanding on material contained within the *Feng Shui 2* core rulebook, *Secrets of the Chi War* unleashes even more potent lore for use in your games, including a full-length adventure set in Japan!

- Visit the Ancient, Past, Modern, and Future Junctures, and learn the secrets of the Netherworld
- Blow up Chang'an, Canton, Seoul, Tokyo, Ape City, the Gene Zone, or the Pagodas
- Hurtle through the temporary Netherworld portals to the time of the warring states, the swinging 1960s, the funky 70s, the pastel-tinted 80s, or even the far distant past, where dinosaurs roam
- Fight through the streets of Tokyo in the adventure *The Lotus and the Poppy*

Join contributors from across the game publishing industry in ushering in a new era... or relive eras now lost to history and the machinations of Chi Warriors past and present!

Join us in the *Secrets of the Chi War*!

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ANCIENT TIMES

Visiting Mainland China in AD 690 can be something of a culture shock even for chi warriors born and raised in Hong Kong. It is a hotbed of political intrigue and sorcery, and perfect for scenarios that depend on wuxia-style action and adventure. Here are more details about this juncture and the wider world it contains.

A WORLD STEEPED IN POWER

Empress Wu Zetian's secret police are everywhere in China during this period, rooting out dissidents, rebels, and traitors. Anyone looking or acting suspicious could draw the attention of these counter-spies, who have access to powerful martial arts. Magic-users are particularly vulnerable, as the Empress has purged her court of sorcerers and sees sorcerers as an obvious threat to her power.

Traditionalists opposed to the Empress' purges and reforms have approached the Eaters of the Lotus with a plan to replace Wu Zetian with a shapeshifting imposter. If the Lotus Eaters can rule China directly, they can expand their influence in the past even more, thus endangering future junctures. Meanwhile, a heretical member of the Guiding Hand seeks to travel to 690 and inform Empress Wu Zetian of the secrets of the Chi War. Though it means protecting the Lotus Eater's home juncture, if he's not stopped, the Zhou dynasty could use their military might to alter their destiny and change future junctures in undesirable ways for many chi warriors.

The prevalence of magic makes it far too dangerous for modern Ascended to operate here en masse or for extended periods of time. This makes the Ancient Juncture a great place for factions seeking to undermine their future dominance.

The New Simian Army seeks an alchemical formula lost to history rumored to give longevity and intellect to animals. If they can locate this transformative elixir and discover its secrets they can create an army of soldiers from ordinary primates. The last known location of this secret formula was seventh century China.



Across the world, while most of these cultures don't believe or understand feng shui, they understand the concept of "places of power." Various feng shui sites exist worldwide, from druidic stone circles to Zoroastrian fire temples. Any chi warrior with a flair for archeology could travel to this time to seek to attune to such places, hopefully far outside the influence of other native or visiting factions.

As the only stable magic-friendly juncture currently in existence, 690 is a natural place for those seeking magical knowledge, artifacts, or secrets. While the Eaters of the Lotus possess much of this lore, it's a big world and there are still great and terrible mystical secrets, spells, and items to be uncovered.

With the only native faction in the Chi War mostly focused on China, the Jammers realize that many other ancient feng shui sites are up for grabs. Focusing on Europe, Africa, and the Americas they will send raiding parties to seize various feng shui sites, perhaps conquering various people as "The Great Metal Ape Gods" to assist in their quest.

If the Eaters of the Lotus, or a heretical offshoot, can get over their China-centric snobbishness, there are plenty of ancient sorcerers and champions they could raise using the same process they plan to use on Gao Zhang. How cooperative such an undead sorcerer-king would be to the Lotus' plans is another story...

Travel is tricky in the Ancient Juncture, especially over long distances. Unless one can find the right portal, some locations within the juncture could take months or even years to reach. Of course, if you can bring your own vehicles that's useful, but tearing up the past in a GTO can cause all sorts of problems.

Japan finds itself in the Hakuho period, where Buddhism and the cultural influence of the Tang dynasty (currently named the Zhou) is beginning to spread. This has allowed for Eaters of the Lotus to seek expansion of their influence into Japan, though they often clash with native sorcerers, ninjas, and heroic exorcist monks.

In Korea, the land is divided between the Silla kingdom and Chinese Zhou-controlled regions. The Silla are close to Empress Wu's China, but Dae Jung-sang, an official of the fallen Korean kingdom

of Goguryeo, wants to raise a force to overthrow the Zhou and raise a new kingdom. Thus far, the Eaters of the Lotus haven't reached out to rebels in Korea, but if it will weaken Wu Zetian, they're bound to try it eventually.

The Franks in Europe are beginning to grow in power and military might that will lead to the rise of Charlemagne in roughly a century. If his ancestors are weakened or influenced by outside forces, it could change the face of future Europe and, by extension, the world.

The Byzantine Empire is fighting a number of wars with various Arab kingdoms in Europe and western Asia. While neither side believes in feng shui or is aware of the Chi War, exceptionally ambitious Eaters of the Lotus sorcerers or visiting factions might attempt to seize various sites during this chaotic period.

The Dome of the Rock is being built in Jerusalem and will be finished next year. The city and this powerful feng shui site will be at the center of many conflicts for centuries to come — though most are unaware of its power.

Any or all of the Four Monarchs could set their sights on 690 as a great place to begin rebuilding their Earthly influence.

With the Eaters of the Lotus still reeling from their forced relocation, the generally magic-friendly Monarchs could use excursions in this juncture to recruit mythical monsters and ancient warriors, seize feng shui sites, and cause all sorts of trouble.

The Mayans and other pre-Columbian civilizations are active in the Americas. Given the Queen of the Darkness Pagoda's history and Mesoamerican-themed style, she could seek to send agents there to secure feng shui sites and exert her influence, hoping to operate far from the prying eyes of other factions.

Not satisfied with infrequent raids to seize the occasional feng shui site, Huan Ken, the King of the Thunder Pagoda, sends agents to ancient Europe to infiltrate and promote the spread of Christian-based kingdoms. Huan Ken hopes to set off the Crusades centuries ahead of schedule and use these campaigns to help him gain control of various important feng shui sites in the west.





Unless his plans can be exposed and stopped, Huan Ken could gain enough influence to end his Netherworld exile.

BLOWING UP CHANG'AN

The capital city of Tang dynasty China bustles with energy as the imperious Wu Zetian, first and only female Emperor, cranks up her building spree. Her gleaming pagodas channel chi energy as envious Lotus sorcerers lurk on the fringes, looking for weaknesses to exploit. This city guide gives you all the glamor, glory, and paranoia of the Ancient Juncture's political lodestar.

A DAY IN CHANG'AN

Chang'an fits together as neatly as the gears in the mechanical dragon serving wine at the Imperial Palace. Whether laid out by a mathematician or a geomancer, the neat roads run perfectly east — west and north — south between the city's high-walled wards. One hundred and eight in all, these enclosed neighborhoods contain slums, academies, monasteries, inns, merchant homes, palatial residences, parks, and markets. At dawn, ward gates open for the order of the day: business, religion, education, and politics.

Two large market wards, on the city's east and west sides, open at noon to the sound of 300 drum beats. The west market is the terminus of the Silk Road, only just reconnected to the Arabian Peninsula under Empress Wu's incomparable military leadership against the expansive Tibetan empire. Arabian horses, Indian gems, fresh produce from the nearby countryside, Persian snacks — if you look long enough, you can find almost anything for sale here. Even a few out-of-time items have filtered in through Netherworld channels.

You could spend a day and not see half of what's for sale in one market. When the evening gong-ringer begins his 300 tolls, everyone packs up their wares and hurries home before their wards close. There should be plenty of time, over an hour — assuming nobody has interfered with the market's timekeepers.

After the ward gates close at dusk, unofficial night markets open up in some neighborhoods. Families and friends make social visits within the ward. Privileged parties attend theaters. Patrols ride on horseback between walled districts, on the lookout for smugglers, thieves, and assassins. We're not saying it's impossible for you to move between wards at night, we're just saying it'd be interesting.

POWDER KEG CITY

While the methodical civil service keeps everything running smoothly, the city brims with political intrigue and chi force. Through their puppet, Empress Wang, the Eaters of the Lotus had been making headway on reasserting control behind the scenes of the empire. But after she deposed her predecessor, then-consort Wu chose her own sorcerers and engineered the execution of Lotus agents who tried to bring this grave crime to the Emperor's attention. She emerged more powerful than ever from the affair. The Lotus now work in secret and shadow, corrupting the Empress' sons, performing rites to nullify her sacrifices, and waiting.

Scientists experiment with automatons. The mechanical monk whose hand moves coins into his purse, the elegant dragon who roars wine into guests' cups at the Imperial Palace, the wooden otter whose paws capture live fish — these are mere trinkets compared to the projects under construction in workshops throughout the city. Why build an inanimate terracotta army for the afterlife when you could use them now?

In the Imperial Court, all pay lip service to the Empress. Behind decorative screens and in quiet gardens, however, courtiers, nobles, slaves, and even her own family plot to advance their own agendas. Aristocrats resent her opening the civil service examinations to allow mere peasant boys to compete with their noble sons. In the Flank Court, an Imperial Palace wing housing women whose male family members were condemned for sedition or other rebellion, not-so-idle gossip considers elaborate means of unseating her. These women were offered education, work tending silkworms, and the chance of freedom upon the death of each Emperor, a reason for many to look forward to the elimination of Empress Wu.

When potential heir Li Xián conspired to kill the Empress' favorite sorcerer. Ming Chongyan, after the sorcerer recommended against his being made emperor, his mother chose to exile rather than execute him. Some factions, particularly those families who had already suffered from Ming's advice, believe Li Xián did the world a favor and plot for his return. The Lotus see an opportunity in these grumblings, though our current version of history tells us their efforts came to nothing — perhaps because of a little heroic intervention.

WHY YOU GO THERE

- Chang'an's largest graveyard has developed a jiangshi epidemic. Forces behind it could be Lotus



agents attempting to undermine the Empress, a few student sorcerers who've made a catastrophic mistake, a crisis in a leading family that has called unquiet spirits of previous generations back into their bodies, or construction efforts misdirecting the lines of chi force leading to a chi surge through one section of the graveyard.

- Someone on your team needs information from an innkeeper in Chang'an in order to help them complete their hook. He's willing to help, but in turn he needs your assistance getting his son to survive a plum civil service post. His son has passed the exams and received the appointment, but assassins have killed the last three plebeians to hold this position. He suspects a cabal of nobles who wish to bring the higher end of the civil service, at least, back under their control.
- No idea! Last thing your heroes remember, they were sleeping it off after celebrating a big success in modern day Hong Kong. Now they're waking up in Tang dynasty Chang'an missing everything except their hangovers.
- A performing group using animals instead of humans has caused a stir in the Imperial Court. These animal performers display nearly-human levels of intelligence, mimicking human acrobats at the commands of their fox-like ringmistress, Man Yee Chan. Your heroes notice both Lotus and New Simian Army members in the shadows

outside the show. But are they on her side or a few steps closer to figuring out her plans?

- As the finale to a campaign against agents of the Lotus in other junctures. Attack the temple that serves as the Lotus base of operations. It's time the heroes faced the eunuch sorcerers on their own turf. You're taking the fight to them.

WHO YOU FIGHT

- Palace guards. Trained by the Empress' personal sorcerers, these guards are versed in arts both martial and magical. They may look decorative, but they're ever-vigilant to threats against her sacred person. Take a wrong turn on palace grounds and you may find yourself hit by a Fire Blast.
- City watch. They come from all over — retired soldiers, fresh-faced country boys, city kids who failed the civil service tests. Their weapons are simple — swords, clubs, and their own fists.
- Automatons. Whether powered by clockwork or chi force, these mechanical marvels pack powerful punches while their armored shells deflect swords. Are they fresh from the workbenches of the Empress' own scientists? Or are they commissioned by rivals who provide the Tong Bao the royal purse denied these evident geniuses?
- Assassins. Any imperial capital worth its salt has a range of assassins who can give your Ninja a run, stab, jump, and vanish for their money.



- Eaters of the Lotus. This is their home territory. They don't take kindly to outsiders causing trouble, particularly when it interrupts their agenda. Can't they just scheme in peace?
- The Guiding Hand. If only they could have taken the situation in hand back when a woman took control of the empire, maybe things wouldn't so bad now. They control multiple portals from the Netherworld into Chang'an. One is deep within their Netherworld compound, close to its precious meditation chambers.
- The Ascended. The magical levels in this timeframe make it impossible for the Ascended to spend much time in this era. They act primarily through their representatives or hired agents. Their efforts target the Lotus, who they see as their greatest impediment to establishing a presence in the era and a major threat in later junctions that they've safely wiped clean of magic.
- Jammers. As a part of their quest to undo the damage of the C-Bomb, Jammers are plotting to seize control of the juncture. Taking on the entire Chinese army isn't an option, however, so they infiltrate portal by portal.

WHERE YOU FIGHT

- On horseback! The horses which built the empire are no strangers in the streets of Chang'an. Whether you're dealing with the mounted city guard, polo players who are understandably upset your heroes have hijacked their prized steeds, or Silk Road traders, you can go on a wild chase through a market or gallop between high ward walls with no path of escape.
- In the ancient bamboo groves of a noble family's mansion.
- The Purple Clouds' feast hall in the Serpentine River Park.
- In the city's largest graveyard, which takes up half a ward. Be sure not to stir up any ghosts!
- On the narrow eaves of Empress' newest rebuilding project, the Wild Goose Pagoda.
- At one of Chang'an's bustling inns, full of breakable wooden furniture.
- On one of the city's polo fields. If your heroes are lucky, they're mounted. If extremely lucky, their opponents aren't.
- Between the flickering flames at the local Iranians' Zoroastrian Fire Temple.
- The estate of a Turkish prince who's taken up residence in the city — for unknown reasons.

- In the Forbidden Park just north of the city. Forty miles in circumference, it supplies the Imperial Court with fish, fruit, and game. It's also rumored to be the site where Empress Wu conducts magical rites.
- Jumping between dragon boats on the Serpentine River.
- Inside the Flank Court, where the women of rebellious families may know more about fighting than the Court expected.
- Spilling into a Shaolin monastery's practice garden.
- In the stable yard of the empire's postal service.
- Empress Wu's new military training ground, where your Archer can take on crossbow-armed soldiers.
- On a night of the Lantern Festival, held the 14th–16th days of the first full moon. Anyone may roam the streets on these nights. Beware! The lanterns carried by crowds have explosive potential.
- At the West Palace's Eunuch Agency.
- During one of the city's unscheduled carnivals, in streets full of performers, spectators, and cutpurses.

DISTRACTIONS

- It's the third day of the third moon, and thus the Festival of Double-Three and time for purification. In some cultures, that would mean fasting and misery but here in Chang'an that means drinking as much wine as the city's inns can dispense, stuffing yourselves on fried pastries, and maybe writing a little poetry. If the other team is doing it too, surely you can enjoy a little break.
- Is that the gear shift from a '57 Corvette? That definitely shouldn't be in a Chang'an market stall. Time for your heroes to track down the source so your Two-Fisted Archaeologist can beat them with a lecture on irresponsibly messing with the continuum.
- The Chinese art of dance reached one of its peaks in the Tang dynasty. For an art-loving hero, the temptation to attend an imperial performance may outweigh the safety of doing so.

FILM LIBRARY

The Empress Wu Tse-tien (1939), The Magnificent Concubine, The Heroic Ones, House of Flying Daggers, Warriors of Heaven and Earth, Detective Dee and the Mystery of the Phantom Flame, Young Detective Dee: Rise of the Sea Dragon.



A TROUBLED PAST

Many people, when asked about the 19th Century, think “Victorians!” or “the Wild West!” but there’s a great deal more to the Past Juncture than this, especially given its importance in Chinese history. For this and much more, consult the following helpful facts and scenario hooks.

A TIME OF UNCERTAINTY

With colonialization and imperialist expansion occurring worldwide, many indigenous people find their lands and monuments, including many feng shui sites of varying power, under attack. This is an excellent time for chi warriors to either seize these sites, destroy them before they can be taken, or protect them on behalf of their native owners.

Slavery is outlawed in much of the world, though it still flourishes in the south in the United States and some other regions. Slave ships are being attacked and seized by the British Navy, their captives freed. Note that “contract labor” of various groups still occurs and the practice is still legal in many parts of East Asia.

This is the era of the Taiping Rebellion. Hong Xiuquan’s Heavenly Army seeks to undermine traditional Confucian and Buddhist values with a new Christian-inspired sect with their leader recognized as Christ’s kid brother. The Guiding Hand is naturally horrified, the Ascended concerned, and everyone’s wondering how much Hong and his rebels know of the Chi War. Huan Ken, the King of the Thunder Pagoda, could be particularly interested in the Heavenly Army and their potential to serve him.

In an effort to destabilize the influence of both the Guiding Hand and the Ascended and create new allies for herself, Ming I, the Queen of the Darkness Pagoda, is supplying western mercenary groups and warlords in China and other parts of East Asia with high-tech weapons smuggled from the Contemporary Juncture through the Netherworld. Ming I intends to guide her new lackeys to seize or destroy various feng shui



sites, thus changing history and helping her gain a foothold on Earth again.

Rangoon, the capital of Burma (modern Myanmar), is destined to be consumed by fire on December 28th of 1850. Whoever is responsible, many will be killed and numerous feng shui sites will be altered or destroyed unless this disaster is prevented.

Japan seeks to remain isolated and the Tokugawa Shogunate strictly controls travel and trade with outside powers. This will change in a few years with the arrival of Commodore Perry, but for now operating in the Land of the Rising Sun is dangerous for outsiders. Wandering samurai, angry ghosts, and killer ninja make it a land rife with intrigue and adventure. Japan boasts powerful feng shui sites such as Himeji Castle and the Golden Pavilion, which burned down a hundred years later. Those arson-oriented chi warriors really get around.

While easier than in ancient times, travel is a challenge that many from the Contemporary Juncture take for granted. Trains are limited, cars and planes nonexistent. This makes portals to key locations vital, and means known ones are well-guarded. In the United States and elsewhere, railroad development, often spearheaded by the Ascended, is altering and destroying the chi flow of whole nations. The Guiding Hand, in particular, will have none of this.

Bingley Hall is built in Birmingham, England. The huge exhibition hall alters the area's chi flow, inspires the construction of convention or exhibition complexes worldwide, and attracts luminaries such as Charles Darwin and Prince Albert — until it “accidentally” burns down in 1984.

The British East India Company holds dominion over much of India. The Order of the Wheel has strong connections to them, using British rule as an opportunity to claim various important sites in India and nearby regions.

The Irish Great Famine forces many to flee their country in hopes of finding a better life overseas. This leads to many Irish sailors, soldiers, and workers being found everywhere from the Americas to East Asia.

The main thrust of European imperialist expansion into Africa looms in the near future, with factions in

the Chi War beginning to make initial explorations of the continent. All hope to unearth and secure sites of power such as the fabled King Solomon's Mines. This is especially true for Li Ting, who once ruled over Africa as one of the Four Monarchs.

A cabal of European and American industrialists have discovered the Chi War and seek to join the fight in a big way. Using their money and influence, and aided by a handful of renegade Ascended, they hope to seize enough feng shui sites to turn the world into a steampunk dystopian nightmare where they would rule as despots.

The California Gold Rush is in full swing, bringing many to the American West. This includes many Ascended and Guiding Hand chi warriors, importing their conflict and quest for important feng shui sites along with various goods and workers. Boom towns are largely lawless and chaotic, allowing chi warriors to operate with minimal local interference.

Dinosaurs or prehistoric beasts from a prehistoric pop-up juncture are attacking towns and farms in the American West. Chi warriors investigating rumors of dragons and demonic beasts may be very surprised when they find themselves face to face with a Tyrannosaurus rex trying to eat the local cowboys.

San Francisco keeps threatening to burn down. Six major fires from 1849 to 1851 cause massive damage, loss of life, and alteration to regional chi energies. The Chi War could easily be responsible for some or all of these conflagrations.

Los Angeles and San Francisco become full-fledged cities. California becomes a state. With the large influx of Chinese immigrants during this time both the Jade Wheel Society and Guiding Hand may attempt to move in on the Americas, setting up power bases that could influence the future junctures.

Bigfoot sightings in the American frontier could be Jammer or New Simian Army operatives working to set up advance bases in the Past Juncture.

The Jammers, avoiding battles between the Guiding Hand and Ascended in East Asia, are focusing their raids to seize feng shui sites in the American West,





South America, Australia, and Africa. Two-fisted explorers and colonial powers are experiencing various raids and attacks from “mysterious ape-like beasts that spit fire,” something that could appear in contemporary historical records, alerting chi warriors to this threat.

Any cryptid sightings could indicate the Lotus Eaters using demons to secure various remote feng shui sites as part of their plans.

BLOWING UP CANTON

At the heart of the Chi War in the 1850s is the city of Canton in the Canton province of China. Also known as Guangzhou, the city is mix of traditional Chinese culture and western influence. British and other European powers seek to enforce their trade interests by gunboat diplomacy, and the death of Emperor Daoguang in February of 1850 has the Qing dynasty in a state of flux. To further complicate matters, the Taiping Rebellion is gaining momentum. Behind all of this are two warring secret societies: the Jade Wheel Society led by the Ascended, and the Guiding Hand’s Golden Candle Society. Like the China set in this period and shortly after often seen in films, this is a place of action, intrigue, and turmoil.

TRADITION VS. TECHNOLOGY...FIGHT!

Films showing this time often feature valiant Chinese martial artists fighting corrupt officials, criminals, and bullying Europeans with their big ships and big guns. Secret societies look for any advantage to grow their power and serve their goals, leaving only lone heroes to champion the people. This is how chi warriors find Canton when arriving in 1850.

While the world is an exciting place in the 1850s overall, for the Chi War, Canton is where it’s at. The two factions with strong native contingents, the Ascended and Guiding Hand, operate out of the city, both controlling local feng shui sites and spending considerable time and influence manipulating local politics and culture. The Ascended hold more sites worldwide by a large margin, but in Canton and most of China the balance is more delicate, echoing China’s precarious status during this time and the constant pressure between technological advancement, modernization, traditional cultural values, and history.

Compared to the Ascended and Guiding Hand, the dominant political forces in Canton are less unified and localized. Depending on when exactly in 1850

a chi warrior arrives means either the Emperor is old and dying or young and inexperienced — Emperor Xingfeng succeeds his father, Daoguang, on February 25th. This change of leadership weakens Imperial China in 1850. By contrast, the Europeans, especially the British, have military might and the will to use it. However, their home nations are far away and are at times in conflict with each other.

Local officials, diplomats, and other important figures find themselves caught between Imperial Chinese and European powers, with the Golden Candle and Jade Wheel exerting pressure on them covertly. The First Opium War ended less than a decade ago and unless something significant happens to prevent it, China will see the second within the next decade.

In film, the themes of besieged government and East versus West conflict, usually with the populace caught in the middle, and quite common. Films set anywhere from the mid-19th to early-20th century China tend to follow similar themes and can make great inspiration for campaigns and adventures. In these films, often politics forms the reason for the story but takes a backseat to the action — that’s a really good model to follow in campaigns as well.

FACTIONS WITHIN FACTIONS

With the Guiding Hand controlling the Golden Candle Society and the Ascended controlling both the Jade Wheel Society and their European counterpart, the Order of the Wheel, Canton is home to a complex web of allegiances, plots, and conflicts. In addition to the obvious Ascended versus Hand conflict, various members of these societies intrigue and scheme against each other. An ambitious Order of the Wheel member might undermine a Jade Wheel counterpart for personal gain but rally to aid them against Golden Candle attacks on their holdings. Rivals within the Guiding Hand might seek to sabotage or undermine certain operations to make their rivals, or even Quan Lo himself, look weak and ineffectual. And then of course there’s the everyday intrigues of Imperial officials, traders, diplomats, soldiers, gangs, and triads.

HEAVENLY SWORDS

Another major player in Canton politics is the Heavenly Army. Led by Christian and failed Imperial minister Hong Xiuquan, this anti-government, anti-Confucian, and anti-Buddhist sect has built a reputation for itself over recent years



THE HEAVENLY ARMY AND THE CHI WAR

Within the year, self-styled “Heavenly King” Hong Xiuquan will mobilize his followers and seek to overthrow the Qing dynasty. Several important feng shui sites of Confucian or Buddhist significance will be destroyed. Within two years, he will form the Taiping Heavenly Kingdom and seize large sections of southern China. Millions will die during the Taiping Rebellion before the conflict ends in 1864. With armies of loyal followers and a leader who believes he’s related to God, if the Heavenly Army became aware of the significance of feng shui sites and the Chi War, they could have a major effect on China, and ultimately the world.

It’s possible Hong is already controlled or influenced by the Ascended. Hong studied with a Baptist minister, the fantastically named Issachar Jacox Roberts, and these studies helped shape his beliefs. Roberts could have been an Order of the Wheel member sent to influence Chinese development and policy. Of course Roberts could also be a shapeshifted Lotus sorcerer or demon, or an agent of one of the Four Monarchs, or just a regular preacher.

The source of Hong’s visions that ultimately led to the formation of the Heavenly Army and Taiping Rebellion are another factor. Was he simply crazy, or did someone give him these visions as part of an elaborate plan to create a new realm within China? Inspiring a failed bureaucrat with crazy visions to carve out his own kingdom is a plot so convoluted it has Ming I, Queen of the Darkness Pagoda, written all over it, and the group’s Christian ideology could hint at her brother Huan Ken’s involvement.

In any event, it wouldn’t take much to push Hong and his followers to get involved in the destruction of “heretic” feng shui sites and the control and repurposing of others. They could be mook soldiers and puppets for an existing faction, or even become their own group.

by taking down bandits and pirates. Hong himself believes he is Jesus’ kid brother and destined to rule, revelations that came to him in a series of dreams and visions. It’s unclear if some outside party was responsible for these visions or if Hong is just nuts. Either way, he’s collected an impressive number of followers and built a reputation as a hero, visionary, and leader.

Heavenly Army members hold no official position in Canton, but many of their members occupy all social strata in the city.

MORE MONEY, MORE PROBLEMS

The opening of western trade in Canton means more European influence and presence in the area. This is good news for the Ascended, with Order of the Wheel agents poised to capitalize on this opportunity. The Jade Wheel members are also on board, though some agents within the Chinese government pay lip service to the danger these developments present. Gangs, merchants, mercenaries, and government officials are all being swayed by increased trade and profits. The opium trade in particular is booming and pressure to grow this market will lead to the Second Opium War in 1854.

Nearby Hong Kong is now owned by the British. Though it’s currently a modest-sized

port, the coming Taiping Rebellion will push large numbers of immigrants and refugees out of Canton and other areas, growing the city to prominence. Unless something drastic happens, these developments will do much to set the stage for the state of southern China and East Asia in the Contemporary Juncture.

WHY YOU GO THERE

- Taking out Quan Lo and the leaders of the Guiding Hand could be the ultimate goal of a campaign, especially one where the PCs are members of or allied with the Ascended. This would require a lot of build-up and preparation.
- An “East meets West” fighting tournament is being organized, featuring fighters from all over the world. The contest is quickly becoming a battleground between fighters affiliated with the Jade Wheel and Golden Candle. The temple where the contest is held is a significant feng shui site and anyone winning the contest earns the right to attune to it. Even the Jammers are getting in on the action, entering a “trained” gorilla allegedly instructed by his “disabled” master — actually two Jammers who can pass for a normal ape and human, respectively.
- The Order of the Wheel and Jade Wheel Society are pushing to have the Golden Candle Society labeled as dangerous dissidents. They hope to use



the Imperial Chinese forces to attack and weaken their rivals, making it easier for them to seize sites controlled by the Guiding Hand. Chinese officials are split on this, but investigations have begun and there's a prime opportunity for ambitious chi warriors to destabilize one or both sides of this conflict for their own ends, especially since the usually hard-to-deal-with Guiding Hand are in dire need of allies.

- The Heavenly Army is beginning to target various Buddhist and Confucian monuments in Canton. Sabotage and arson are destroying feng shui sites, particularly those held by the Guiding Hand. Innerwalkers of other factions have an opportunity to save and attune or destroy sites to weaken the Quan Lo and his followers while they move to fight off the Heavenly Army's sabotage.
- The Eaters of the Lotus seek to corrupt large shipments of opium moving through Canton, altering the drug with magic and ancient alchemy to make it even more dangerous. They hope this will further destabilize the region, weakening their rivals in the 1850s and giving them a decisive advantage. Unless they're stopped, millions will die from the Lotus' new super-opium, to say nothing of the dangers of the sorcerers using the chaos to gain a foothold in the Past Juncture.

WHO YOU FIGHT

- Golden Candle Society fighters serving the Guiding Hand. They hate sorcery and they probably also hate you.
- Gun-toting European sailors and naval personnel. Trigger-happy black powder fighters with plenty of drunken back-up.
- Jade Wheel Society hit squads. They assault a target en masse, often two squads at a time in two separate areas of a site.
- Quan Lo and the elders of the Guiding Hand themselves...good luck! These guys are serious.
- Heavenly Army members out hunting bandits and "sinners." Good chance that the chi warriors are included on that hit list.
- Wandering swordsmen for hire. Some are actually willing to switch sides for more pay, which could be a quick way to get help.
- The fabled Ten Tigers of Canton, the deadliest masters of kung fu in southern China. They're never in the same place at the same time — and if they are, something really bad is coming.
- The Monkey King Society, a Hail Mary attempt by the New Simian Army to set up a powerbase in the Past Juncture. It may just work, assuming the New Simians can keep their cyborg bodies out of sight.



- Numerous fighting tongs. Typically run by a family with extended relations and hangers-on, each tong has a feud that can't be ended without violence or lots of money.
- Triad soldiers, armed traditionally or with western firearms. They get a lot of the new stuff that shows up in port.
- Lotus sorcerers and demons on a cross-juncture jaunt to commit some act of mayhem.
- Tomb robbers and treasure seekers looking to plunder the treasures of China.
- Jammer raiding parties seeking to grab a few feng shui sites for their plans.

WHERE YOU FIGHT

- The Temple of the Five Immortals, a large shrine memorializing the tale of the five immortals riding celestial rams who founded and help protect the city. Features a huge bell and statues of the ram-riding demigods of legend.
- The Thirteen Factories on Shamian Island. Formerly one of the few places foreign traders could operate before the Treaty of Nanking opened up more ports. Despite the name, these are trading posts and living quarters, not manufacturing plants.
- Multistory watchtowers, some over a century old, found near the city and across Canton province. Used to house troops and look out for bandits and rebels.
- Bright Filial Piety Temple, one of many ancient and poetically named Buddhist shrines and temples.
- Marketplaces bustling with European and local merchants and patrons.
- Multiple martial arts academies teaching a variety of fighting styles. Many are associated

with the Guiding Hand, though there are several independent ones too.

- Tea houses filled with bickering scholars and lounging officials.
- Numerous docks and wharves.
- Nearby Baiyun Mountain is a peaceful, scenic location teeming with natural beauty — a great place to have a bloody duel.
- Chigang Pagoda is a 9-level, 8-sided, pagoda from the reign of Emperor Wanli. Built a few decades ago when feng shui was even more fashionable than usual, it's one of southern China's most powerful feng shui sites.
- The Pearl River, named for the shiny white shells that lie at its bottom, runs through the city and eventually to the sea. A major trade and transport route.
- Trade and military ships that regularly pass through Canton's ports.
- The Quarry of Lotus Mountain, used to provide building materials for various dynasties for 2000 years.
- Guangxiao Temple, one of the oldest Buddhist temples in the city. Filled with statues and multiple pagodas, it is a potent feng shui site that has drawn the interest of the Eaters of the Lotus in the past.
- The Tomb of the King of Nanyue is buried under Xianggang Hill. Though not discovered officially until 1983, this ten centuries-old tomb contains the jade-clad remains of the king as well as countless other treasures.

FILM LIBRARY

Blood Brothers, Bodyguards and Assassins, Legendary Weapons of China, Once Upon a Time in China, Opium and the Kung Fu Master, Ten Tigers of Kwangtung, Warlords.



MODERN PROBLEMS

Yes, you live here. But there's more to the present than is apparent. This section includes a modern day smorgasbord of ideas and hooks for your Contemporary Juncture adventures, going beyond the core setting premise of modern day Hong Kong.

THIS IS A MODERN WORLD

Increased knowledge of Asian culture means that even westerners are interested in feng shui these days, though few really understand or believe its true power and purpose. With these practices becoming more popular and widespread, the chi flow of various areas and sites could be altered by enthusiastic amateurs not realizing they're playing with reality-altering fire. It's conceivable a modern theologian or scientist could discover the true purpose of feng shui. Such an individual would be a threat to the Ascended and an asset to other chi warriors.

Increase of communications and surveillance technology in the information age makes it increasingly harder for chi warriors to work covertly in this juncture. This is the least problematic for the Ascended, who control or influence most media and communication technology. In fact, the Ascended find it easier than ever to keep tabs on rivals and enemies operating in the Contemporary Juncture.

Urban development not only changes the landscape of various areas worldwide, it occasionally unearths important archaeological sites long believed lost. Any of these discoveries could lead to newly rediscovered chi sites, mouldering tombs containing the remains of ancient sorcerers, or imprisoned demons or spirits.

Modern gang wars are harming innocents and altering the chi flow of entire areas in urban locations by burning down, vandalizing, and damaging local feng shui sites. Whether this is coincidence or part of some larger plan remains to be seen, but either way, they need to be stopped.



Lotus Eater agents are constantly searching for artifacts and hidden tombs in China and other parts of East Asia seeking items and the remains of their former leaders.

The Ascended are constantly pushing to maintain the status quo. Any group or movement that destabilizes a region or decreases corporation and government power could easily become a target.

With biotechnology and genetic research on the rise, the New Simian Army are all about the Contemporary Juncture. Anything that will aid in creation of an army of cyborgs and gene freak super-soldiers will result in Furious George sending NSA commando teams.

Magic-using factions and chi warriors are aware of Hong Kong's special mystical status in the Contemporary Juncture. An enterprising sorcerer could seek to attune the majority of feng shui sites in any one location with a strong mystical history, hoping to create a similar area.

The Contemporary Juncture is a great place to find obstacle-removing technology. While many ancient and past chi warriors aren't keen on using modern weapons and vehicles, they might figure the ends justifies the means if high explosives or mini-sub are required to complete a vital operation in some earlier juncture. This should be discouraged by chi warriors who like the modern world mostly as it is.

While modern terrorism is a real threat, it's also a great cover for blowing up feng shui sites. Factions seeking to damage the key sites, especially those controlled by the Ascended, could masquerade as terrorists to gain allies and hide their activities.

Modern terrorism also causes most authorities to completely lose it. Chi warriors who blow up a rival's feng shui site could easily find themselves being labeled a terrorist. That means every government agency with an acronym will suddenly take an interest in them and their friends, family, and allies.

Jammers and New Simian Army operatives find the Contemporary Juncture the only stable alternative for many vital parts and resources becoming scarce in the future. Even if sometimes they're a bit rudimentary or primitive, contemporary medicines,

fuels, and technological components are worth both factions sending their innerwalkers back to seize them. The Jammers are also on a desperate, cross-juncture campaign to undo their future mistake of detonating the C-Bomb. Any feng shui site, especially those in unstable or out of the way areas, could be attacked by Jammer raiding parties seeking to get the chi they need to change the future.

Numerous demonstrations and uprisings occur worldwide, especially in Africa and the former Soviet Union. In Hong Kong, recent peaceful demonstrations have been met with strong government resistance and split opinions among local celebrities.

The Nazca Lines, the Ohio Serpent Mound, Stonehenge and other ancient world heritage sites are also potentially powerful feng shui sites.

Recently, chi warriors from a rival faction have begun altering, defacing, or destroying ancient sites under the guise of ecological activism as part of a plan to increase their power.

With control of Hong Kong reverting back to the Chinese, the city is a bit harder to operate in for many innerwalkers trying to keep their actions hidden. However, frequent trade, travel, significant crime, and other realities of modern Hong Kong make it in many ways not that different than it was under British governance. The city's unique mystical strengths remain intact, making it a common destination for Eaters of the Lotus and other magic-users visiting the present.

Middle Eastern conflicts have contributed to worldwide concerns of terrorism. Insurgents operating in various war-torn regions have created opportunities to seize outlying feng shui sites. However, recent campaigns of vandalizing or destroying ancient historical landmarks endanger these sites and risk putting chi warriors attuned to them into conflict with contemporary terrorists and extremists.

Despite being temporarily closest to the time where they lost their dominance of Earth, the Four Monarchs are hard pressed to break the Ascended stranglehold on the Contemporary Juncture, especially because they can't seem to work together. This doesn't stop the occasional raiding parties or





them lending assistance to others, especially Lotus attempts to increase magical energies.

While various government operatives and spies might not be aware of the Chi War, they do notice when gun-toting weirdos have shootouts and part of Chinatown explodes in green flame. The Ascended use their influence to quash many investigations, but a dogged team of investigators could target innerwalker activities and uncover more than anyone is comfortable with.

BLOWING UP SEOUL

Modern Seoul in the Republic of South Korea stands out as a bold, fast-paced, technologically advanced city in many Korean action films. Spies, serial killers, and ruthless criminals feature prominently in such tales, hitting themes of excitement mixed with dread that compliments the reality of life in Seoul — modern urban progress darkened by crime, corruption, and threats from neighboring powers. Home to action, crime, and martial arts films that rival Hong Kong in its heyday, this pop-up juncture is a great place to go and blow things up while remaining hip, stylish, and relevant.

WIRED FOR VENGEANCE

Films portray modern Seoul as a mix of its best and worst features writ large. Technology and industry provide slick modernity mixed with corruption and greed. Modern development leads to modern crime, with serial killers, vengeance-obsessed criminals and cops, and ruthless secret agents seemingly everywhere. The heroes and villains of films set here often have a strong focus on themes of loyalty and family mixed with danger and violence. Given South Korea's divisive and tense history with

North Korea, it's hardly surprising so many films set here deal with bloody games of cat-and-mouse between two driven and uncompromising groups or individuals. The fact that the North Korean border lies only 35 miles away only heightens this sense of menace and danger.

Contemporary Seoul is overseen by the National Police Agency (NPA), which handles all law enforcement in South Korea. While officers are assigned to various cases and jurisdictions, there is no "national-versus-local" police divide. Intelligence services are under the National Intelligence Service (NIS).

Where Chinese cinema often focuses on complex three-way conflicts between antagonists, protagonists, and supporting characters, Korean films tend to be stories of two intense and often brutal forces, and the innocents who find themselves trapped in the middle. This stylistic change renders Korean films more akin to American action movies in many ways, making them somewhat more subtly familiar to westerners.

Technology is everywhere in Seoul. It is the most wired city in the world, with computers and lightning-fast internet even in many of the poorest areas. Everything travels fast here, especially information.

Non-Korean looking chi warriors won't raise much attention just by being in Seoul, given the city's significance in international business and politics. However, any outsider causing trouble is going to stick out and quickly draw the attention of local authorities.

SPY VS. SPY

Chinese and North Korean spies operate heavily in the area. North Korea in particular has two

DARKEST SEOUL

Many films set in contemporary Seoul and other parts of South Korea are noticeably darker than their Hong Kong and Chinese counterparts, especially given the reality of Chinese government censorship. Even heroes and other morally upstanding characters end up making serious compromises to accepted morality to achieve their goals. Violence, mutilation, and other mature and shocking images and themes are common. The result is many compelling and powerful stories that some might find too nihilistic, intense, or disturbing. Films like *I Saw the Devil* or *Oldboy* (2003) are fantastic, compelling films in many ways, but they are also filled with scenes of extreme violence that not only don't pull punches, but often windup to deliver haymakers.

As a friendly warning, particularly violent or intense selections in the **Film Library** section for Seoul are listed under the (Dark) subheading. They are highly recommended for their stories and themes, but they might be too much for some viewers and are absolutely not suitable for younger audiences. Yes, that means they are exceptionally intense and violent for Asian action and crime films—seriously.



intelligence agencies which seek to infiltrate and undermine their southern neighbor, the 225th Bureau and the Reconnaissance General Bureau (RGB), while the Ministry of State Security (MSS) conducts counter-espionage operations and seeks to recover defectors. In addition North Korea's United Front Department (UFD) tries to overtly promote pro-Northern groups and sentiments. Combine this with other foreign intelligence agencies operating in Seoul and any covert operation has an excellent chance of attracting an alphabet soup of spies, counter-spies, assassins, and commandos.

BLOOD IN THE STREETS

Crime is largely controlled by the Kkangpae, a "Korean mafia" which operates both here and abroad. The three major gangs are the Seven Star Mob, the Double Dragon, and the H.S.S., though various smaller Kkangpae gangs exist as well. Korean gangsters are known for their martial arts skill and ruthless gangland tactics.

Outside criminal forces such as the Russian mafia, triads, and yakuza have tried to carve out territory in Seoul with limited success, with local criminals and cops both doing a good job of keeping their influence low.

Gunplay and major battles in the street will likely draw the attention of government forces and local crime lords, as well as any spies and covert operatives in the area. Overt violence makes waves and is bad for business and tourism, after all.

In film, Seoul is home to various ritual and serial killers as well. While murder rates are lower than many other nations, in reality South Korea does have its share of terrible murderers, including a gang of cannibals who operated in the 1990s. The shadow of these crimes echoes in modern Korean film, making the cinematic serial killer a common and dangerous antagonist.

MONSTERS & MAGIC

While not as prevalent as in other Asian media, monster and magic-themed films are beginning to gain traction in Korea and this is echoed in Seoul in *Feng Shui 2*. Whether from ancient arcane evil or secret government experiments gone awry, frightening demonic monsters and evil sorcerers sometimes operate in the shadowy corners of the city. These threats are a sharp contrast to the urban setting and modern sensibilities so common to this juncture, forcing them to operate in secret or run the risk of inviting organized and aggressive resistance by the government. The same goes for chi warriors with supernatural, demonic, or mutant powers.



WHY YOU GO THERE

- The Ascended have a serious interest in keeping high-tech, modern cities like Seoul focused on science and technology. Many Ascended have sizable business interests in the city and jealously guard their feng shui sites there.
- A secret facility in Seoul's industrial district is manufacturing superhuman operatives. Various factions in the Chi War wish to control or destroy this technology. Cyborg and Gene Freak characters may find this facility holds a key to their own origins, or simply a good place to snag significant upgrades.
- An anti-technology extremist group has attracted the interest of the Guiding Hand. While the traditionalists in this faction find dealing with modern foreigners distasteful, they hope by pushing the group to destroy or alter valuable sites they can nudge humanity towards a more "enlightened" future. To make things more interesting, these extremists may also be supported by North Korean intelligence services looking to undermine South Korea.
- An old master and last scion of an ancient order of assassins seeks a worthy pupil to teach. Any student he accepts will become a highly trained warrior and infiltrator. Unfortunately, he's capricious, cantankerous, and honestly a bit of a dick.
- For vacation. Seoul's a cool place with lots to do. Maybe you've got friends or family there. Of course, your enemies don't know you're on vacation and are just sure you're there to foil their plans for the city. So they need to take you out. Hilarity ensues.
- An ally or loved one has run afoul of the Kkangpae and has gone missing. The chi warriors must brave the gambling dens and gang hangouts of the shadier sides of Seoul to learn their friend's fate and, if possible, rescue them.

WHO YOU FIGHT

- North Korean spies. They're out to undermine the government and cause chaos. From setting up resistance cells to forcibly repatriating defectors, these guys get around.
- Twisted serial killers. They may or may not be performing blood sacrifices to summon demonic powers on behalf of the Lotus Eaters.
- Defectors from North Korea. They're actually a secret hit squad sent to eliminate an important

dignitary.

- A revenge-obsessed assassin. She's been manipulated to believe you're responsible for the tragedies in her life.
- Kkangpe gangsters. They control much of the organized crime in Seoul. Gambling, racketeering, human trafficking, and anything else shady you can think of? They've got their hands in it.
- NIS operatives. They work for a highly placed Ascended in the government.
- Lotus sorcerers and demons. They seek to steal the remains of one of their brethren who operated in Korea during the Han dynasty from the National Museum of Korea.
- New Simian Army commandos. They want to kidnap leading geneticists and engineers.
- Twisted industrialists and corrupt dignitaries. They hide their decadent pastimes of murder and mayhem with their power and influence.
- Zombie cyborg Kim Jong-il. He has a shadow army of undead cyber commandos programmed to serve Supreme Leader.
- Angry ghosts. As always, seeking vengeance.
- Ultra-hip Gangnam mercenaries. They're trained in the deadly arts of assassination.
- Secret societies of Hwarang or "Flowering Knights." They're a mix of Korean ninja and wandering martial warriors.
- Foreign intelligence agents. Operating covertly in the city, they work to undermine governments.
- Guiding Hand agents. They seek genealogical information on the forbearers of influential Koreans so they can recruit their ancestors into a Korean Confucian subset of their organization.
- A cult of cannibal killers. Each one gains strength and power from consuming their victims' bodies and souls.
- Time-displaced Korean warriors who managed to get themselves stranded in this juncture.
- Twisted mutant monsters created by scientific mishap or design.
- Jammer raiding parties seeking to seize key sites to shape their future or undermine their New Simian Army rivals.

WHERE YOU FIGHT

- The National Museum of Korea or one of



Seoul's numerous other museums. Priceless artifacts and elaborate exhibits can be the source of a conflict between chi warriors, or just a cool backdrop for a fight.

- The gleaming high-tech government buildings and plazas of Jongno District.
- Jongmyo Shrine, a World Heritage Site in Jongno and important feng shui site. An icon of Confucianism sure to attract Guiding Hand agents.
- The Bank of Korea and City Hall of the Jung district, a popular spot for demonstrations and rallies.
- Myeongdong shopping district near City Hall, one of the fanciest and most expensive shopping districts in the world.
- Hongdae and Sinchon are the biggest nightlife and entertainment districts in town. Clubs, bars, and shops are everywhere. Sinchon is popular with students at nearby universities, while Hongdae boasts a major music scene, big crowds, and lots of foreign visitors.
- The US military base in Yongsan district.
- Gangnam Station, the place for young people and modern high-tech entertainment — and for those who want to step things up Oppan Gangnam style.
- The National Assembly, either during its bustling weekdays or fairly quiet weekends.
- Olympic Park and the Seoul Sports Complex for sports-minded chi warriors.
- Incheon International Airport is technically in nearby Incheon, but most tourists come through here. Filled with tourists, travelers, aircraft, and, of course, tanker trucks of jet fuel.
- For less conspicuous air travel and plane-related mayhem, check out the older Gimpo Airport that mostly handles shuttle and private flights.
- The Seoul subway system, servicing most of town and running day or night.
- Five palaces from various dynasties and kingdoms: Gyeongbok-gung, Changdeok-gung, Deoksugung, Changgyeong-gung, and Gyeonghui-gung. All have significant feng shui sites that have been repeatedly razed, rebuilt, restored, and remodeled.
- Guryong Slum, where many of the city's least fortunate live. While scheduled for demolition and redevelopment, it's still currently a mix of crumbling infrastructure and dilapidated

housing. A good place to lay low for criminals, enemy spies, and chi warriors on the lam.

- International Finance Centre Seoul in Yeongdeungpo district sports three towering skyscrapers, one of them the largest in the city, as well as the Conrad Seoul luxury hotel and the IFC Mall.
- The King Sejong statue in Gwanghwamun Square. Sejong was a paragon of Confucian ideals and great supporter of technological and cultural advancement.
- Countless shrines, temples, and other historic landmarks.
- Numerous markets, plazas, and parks.
- The freeways and tollways that intersect and surround the city.
- Various gambling dens, brothels, and clubs owned by the Kkangpae or one of their foreign-based rivals.

FILM LIBRARY

A Better Tomorrow (2010), *A Company Man*, *The Host*, *Swiri*, *Suspect*, *Woochi the Demonlayer*,

Dark: *I Saw the Devil*, *Lady Vengeance*, *Memories of Murder*, *Oldboy* (2003), *Sympathy for Mister Vengeance*, *Tell Me Something*.

BLOWING UP TOKYO

By population, Tokyo is the biggest city in the world, and has been for at least fifty years. Unless you've been there, it's actually hard to imagine the raw enormity of Tokyo. The crush of people on a busy Akihabara subway makes it feel like everyone, *everyone* in the whole world, is in Tokyo at the same time you are.

Tokyo is Japan, but not all of Japan is Tokyo, as the giant city has its own unique culture, dialect, and aesthetic. People pass each other in the streets and the subways hundreds at a time, and so friendships are insular, groups are tight, and strangers, especially larger than life hero-type strangers, are best ignored. And since almost every major city block has at least a small shrine or temple, the city is full of feng shui sites worth battling over.

Japan has kept out all but the most causal invasion from outside factions, though, it has some parallel groups. The Ascended in Tokyo do not think they are the same as the Ascended outside of Tokyo, for example, and maybe they're right about that.



JAPANESE ACTION THEATER

Of course, Japanese cinema has a long history of action and violence. While China has the market on kung fu, in Japan, the samurai flick is king. Action in Japanese film is varied and colorful, whether it's high-color laser-filled anime with giant robots, latex costumed super sentai warriors fighting, live action against a background of pyrotechnics, or the glorious joy of men in rubber costumes destroying scale-model versions of Tokyo. Despite the over-the-top antics, much of Japanese action film draws from ancient sources. Traditional Japanese theater leaves its mark on film and TV with traditional beats and flags that the audience is already familiar with. You can tell who will win a fight thanks to staging and character behavior. While you can dig into specific subgenres of action movies in Japan, and have a damn fine time with kaiju or latex costumes, the following beats will bring a taste and feel of Japanese action. This is in no way meant to bring authenticity or be a replacement for the study and enjoyment of actual Japanese productions, of course. Everyone should watch Yojimbo or Rashomon at least once in their lives, why not do it as research for your game?

THEATER TRICKS

Noh and kabuki theater come with sets of rules you can troll for ideas, storylines, and pacing. Heroes fight from right to left. Or, you might borrow from rakugo performance, turning your body to face in opposite directions to indicate two people talking to each other. Staging matters, and details like how far across the stage is, where a bridge was placed, or how the stage was painted, could make or break a performance. Every costume detail means something, so consider the colors you describe. What do white and red mean in Japan? What does a light pink, flowered dress say about a character? Your NPCs probably won't be wearing noh masks but consider naming them in ways that suggest what mask they would wear if they were masked archetypes

THE COOL IS IN THE PAUSE

Speed and flurries of fighting are the norm for action flicks but the drama, the tension, and the sheer cool isn't found there. It's in the pauses, the breaks that come before or after the fatal blow is struck. A full, tense beat where the audience doesn't know who lived and who died is necessary to do Japanese action right. Break up a crazy, intense fight with a single moment of crystalline clarity, watch the cherry blossoms fall, and then let the bodies hit the floor.

THE DRAMA IS IN THE SLOW MO

Of course, Kurosawa made slow motion famous with Seven Samurai in the fifties, but it has brought drama to audiences since ancient times in Japan, and you better use it. Sometimes mooks just die, but sometimes, they die in slow motion.

SETTING DESCRIPTION

Tokyo is cherry blossoms, rain, adorable mascots, and exhausted salary men sleeping or drinking on subways. Tokyo is incredibly fashionable women in tall boots and short skirts. Tokyo has men casually stylish in a way that American men only dream of. Tokyo has ghosts on every corner, and the past is both decoration and a thing that haunts even the most vapid Tokyoite. A couple in traditional kimono, tens of thousands of dollars' worth of

**A SHATTERED SKYLIGHT,
BLOOD RAINING, A SUDDEN STORM,
SHARDS OF GLASS, STAR-LIKE.**

**WITH NO NAME, CAN
HE BE MOURNED?
NEVER MIND...
HERE COME MORE MOOKS.**

embroidery and silk, sit under an umbrella drinking tea next to a shop that sells plastic giant robot models and busts of cartoon characters. A group of boys with bleached blonde, blue, and red hair, covered in metal and black leather, wearing black hospital masks, pass by with a faint, polite nod of their head. Behind them, a woman in a uniform escorts someone dressed up like a giant-headed puppy with a bowl of ramen overturned on its head as a hat and waves at some children in smart blue sailor-like uniforms. And that's Tokyo.



WHY YOU GO THERE

Probably, you're in Tokyo because you've grown up in Tokyo, and never thought to live anywhere else. Maybe you're there because you're from "the country" outside of Tokyo and come to the city to party, to work, or to explore. Maybe you're from outside of Japan and you want to see the Japan the rest of the world describes, as a tourist or on business. Maybe you're here to study with a master, as Tokyo is home to many incredible and (sometimes secret) martial arts.

WHO YOU FIGHT

Tokyo is a big, diverse place where, more or less, everyone is pretty well behaved. Since this is the action movie version of Tokyo, there have to be a lot more violent gangs, foreign criminals looking for trouble, and thugs that operate as private security for so-called black companies who take cutthroat pretty literally. And because this is action movie Tokyo, causing trouble can bring up a whole new cast of enemies to fight. Locals who mysteriously know how to kick ass like the best of the best, or beat cops with super powers loyal to Tokyo to a fault, might show up to ruin your day if you cause too much mayhem.

WHERE YOU FIGHT

If you're in Tokyo, you're going to have a fight in the subway system, hopping over turnstiles, getting chased by subway security, dodging oncoming trains, and fighting your way through hundreds of commuting people.

You're also going to have to fight across the roofs and along the girders of the towers erected to business and commerce and consumerism. Slate roofs give way to thatched temples with ten-story shopping malls all within a single city block, and the heroes will have to run across them, fighting, swinging on power lines and climbing window frames. It's got to get really acrobatic, and that helps give an idea of just how amazingly huge and crowded it is in Tokyo.

Why not arrange a fight in a cubicle farm in some high-stakes Tokyo business where diligent and exhausted salary men work their lives away for the good of the company? Ducking and leaping over cubicle walls, beating a guy unconscious while a fax machine sends pictures of his face to his employer, and using scalding tea as a weapon.

You're going to want to have some fights in more traditional and artistic backdrops like the moat around the Imperial Palace, surrounded by cherry blossoms, or inside a shady izakaya, its red lantern casting crimson shadows through the open door. The place is full of hot metal griddles for seared meat and fish and bad guys. Liquor bottles and flaming cups of shōchū make this an exceptional place for a combat. And don't forget temples and shrines, with their ceremonial weapons on the walls with monks or nuns or shrine maidens trained in lost martial arts and spirit ways.

DISTRACTIONS

Aside from high style combat in slow motion and katanas, heroes might take some time to meditate on the beautiful brevity of life, here now, and then gone as symbolized in the dying rose, petals brown and dried, as lovely as it is tragic.

But probably not.

Training montages abound, of course, and maybe mystical studies. Ghost stories are common, and haunting moments with the dead that cannot be fought, or the mysterious which cannot be solved pepper Japanese movies, and might make neat scenes in your adventure.

When in doubt, put the characters in a high-stakes baseball game. Seriously. Baseball is serious business in Japan, and cinema is full of team competition and sports. Just skip the dull and boring parts.

FILM LIBRARY

Movies: *13 Assassins*, *Machine Girl*, *Battle Royale*, *Confessions*, *Versus*, *Full Metal Yakuza*, *Tokyo Gore Police*, *City Hunter*, *The Shinjuku Incident*

Anime: *Final Fight*, *Fatal Fury*, *Hunter × Hunter*, *Jo Jo's Bizarre Adventure*, *Samurai Girl*.



VISIONS OF THE FUTURE

Chi warriors who know about the C-Bomb expect the Future Juncture to be an unrecognizable wasteland. When they arrive, they are disturbed to find the modern world looking back at them, fractured but familiar, like a mirror that met a brick. Faded signs, cracked roads, and collapsed buildings all point to what used to be. The sky is purple-black with clouds of mutagenic ash kicked up by the C-Bomb or the factories of Furious George's New Simian Army. Still, it is possible to drive the ruined highways and remember.

HONG KONG DISNEYLAND RESORT

The demon Kun Chau influenced the construction of the Hong Kong Disneyland Resort following exacting feng shui principles. Publicly, this was to promote cultural harmony and increase tourism from mainland China. In reality, Kun Chau created a personal buffet of chi energy channeled from the millions who visited every year.

When the C-Bomb hit and the Earth's chi burned away, Kun Chau burned with it. With her vast stores of power, however, it took her days to die. Her spiritual death throes manifested as earthquakes that splintered Lantau Island. One of the remaining sections holds the eerily intact remains of the Disneyland park.

While its plentiful vegetation turned to ash like most of the world, Disneyland otherwise appears untouched by the C-Bomb and the death of Kun Chau. The steam train has run off the tracks in Fantasyland and the Jungle River Cruise boats list in their dried-out canal, but the rest of the park is in perfect condition, as if waiting for the gates to open again.

Behind the nearly pristine facade, however, Disneyland is riddled with holes. Portals to the Netherworld lie in nearly every show building, and they lead to tunnels unknown to even the most experienced innerwalkers. Rumors persist of pop-up junctures unheard of anywhere else. One of interest to the Eaters of the Lotus

leads to China in 620 AD, where legendary warrior Hua Mulan wages war against the nascent Tang dynasty.

The New Simian Army moved quickly to secure such a valuable resource in the Chi War. The garrison of two-dozen mutants and nearly a hundred normal humans is led by the cyber-orangutan King Louis. Sentries posted atop Sleeping Beauty Castle and the spire of Space Mountain scan the ocean for miles around in search of intruders. Getting past the apes will take a lot of skill and more than a little luck, but the reward may spell victory in the war itself.

ARRAY 33199

Furious George's dream of creating a new race of cyber-apes depends on the greatest minds of the modern age. Simian operatives identify the most promising scientists in genetics and cybernetics and guide their research in the appropriate directions. Those who cannot be persuaded by money or threats are abducted and forced to continue under more direct supervision.

The victim is fitted with a Scroungotech brain implant that resembles a gold skull clamp connected to a radial telephone. The body is held in suspended animation, while the mind awakens to a new reality: Array 33199.

In the Future Juncture, Array 33199 is an abandoned Architects of the New Flesh facility that once housed the cognitive scientists responsible for expanding the minds of George and Battlechimp Potemkin. Now the physical structure is abandoned save for a handful of Simian priest-technicians and a battalion of mutant guards. Using a massive version of the Hot Hot Hotspot Scroungotech, the priests have connected the Array's supercomputer to the modern internet, and from there to the captive scientists.

The virtual Array 33199 is a cross between a cutting-edge laboratory and a Buddhist monastery. Situated atop an impossibly tall mountain, the Array sports breathtaking views that double as punishment devices. Those who disobey are thrown off the cliff. Even knowing it's not real, the sensation of a mile-long fall onto

sharp rocks followed by a convincing artificial death is traumatizing.

Captives forcefully connected to the program can only be freed using the Array's physical controls. The easiest way to uncover Array 33199's location is to analyze it from within. Anyone who willingly enters the Array can hack the implants for limited control over the virtual reality. Players are encouraged to embellish their descriptions even more than usual.

WAYSTATION

The desert of the Future Juncture is prowled by marauders in cobbled-together vehicles that run largely on biofuels. The destruction of the world's ecosystem and the collapse of large-scale agriculture made such fuel scarce, and anyone with a ready source commands untold wealth.

One such source is known only as Waystation, and it serves as a free city where all are welcome so long as they maintain the peace. Located at the confluence of two surviving highway networks, Waystation sits on an elevated platform above the vast interchange. Scroungotech cannons bristle from the thick iron walls.

Waystation is run by a bipartite (consisting of two parts) entity known as Sibling. Sibling appears as a pair of human forms with a myriad of physical features that flow between the two bodies at random. Outsiders are never sure if Sibling is two beings in constant telepathic communion or a single mind that resides in both bodies. They hold conversations using both mouths, but they have been known to confer with themselves as if each half held unique thoughts.

Every two weeks, a dust storm materializes between 10 and 20 miles from Waystation. Four huge black tanker trucks with heavily tinted windows emerge from the storm and drive toward the oasis. After delivering their haul (presumably of fuel, but few claim to know that for sure), the tankers leave in another direction and are swallowed by another dust storm. To date, no one has been able to track them either coming or going.





A concerted effort by the New Simian Army could capture Waystation, but it would be very costly. No mutant tribe would even dare to try it. The Jammers view the community with a mix of concern and wistful hope. Everyone sends their agents and scroungers to trade for goods and intelligence. Just about any information worth having flows through Waystation, making it a key destination in the future wastes.

BLOWING UP APEWORLD

To the fanatic cyber-apes and psychotic mutants of the New Simian Army, the entire Future Juncture is Apeworld, by divine right. To other survivors, however, Apeworld is the capital Furious George built from scrap in the heart of the wasteland. From here, zealots spread across the world, delivering his apocalyptic message at gunpoint.

The walls of Apeworld can be seen for miles, glowing sodium orange beneath the bruised sky. Countless pure-strain serfs toil under mutant overseers, expanding the city with material scavenged from the remains of human civilization. Above it all, cyber-apes plan, train, and vie for the favor of their furious leader.

THE CITY

To the unfamiliar, Apeworld looks like it was grown, not built, a wasp nest or tumor of grey-brown stone nestled in the bones of a forgotten city. The Simians build not with concrete or metal but with a construction nanogel that is sprayed onto ruined structures and sets harder than steel. They then attach scrap to these shells as both decoration and fortification.

At the center of the city, the frame of an unfinished skyscraper is dotted with two-story nanogel apartments for the ruling cyber-apes. Furious George occupies the highest spot, a 40-foot sphere of reinforced nanogel bristling with high-caliber weapons, from which he watches all of Apeworld. Lower units change hands frequently, as cyber-apes constantly rise and fall in his esteem.

Beyond the central spire, rings of hastily set buildings spread out in all directions. Each is home to another level of the Simian hierarchy. The inner ring is comprised of labs, workshops, and the War Temple, the command center of the Simians' military and theological wings. These buildings are staffed almost entirely by cyber-apes, with

only a few high-ranking mutant associates. High walls block this from normal human eyes, a small Forbidden City within Apeworld.

Further out are barracks, training halls, and other facilities to support the ranks of mutant soldiers. Life here is highly regimented, with every mutant answering to someone smarter or more powerful (and occasionally both). Still, with ready access to food, drink, and equipment, Apeworld is paradise compared to the rest of Future Earth.

Finally, a vast slum spreads beyond the walls, housing the humans who work under the apes' gaze. The Army doesn't spare nanogel for the normals, so the shacks here are cobbled together from scrap metal and disabled vehicles. Irrigation canals divide the slum into sectors, and residents are carefully pitted against each other by their Simian overlords. A system of quotas keeps each sector working hard for the greatest share of food and the occasional Scroungotech trinket.

IN THE ARMY NOW

Officially, every sapient being left on Earth has a place in the New Simian Army. Most just don't realize it yet. Until the day when all march beneath Furious George's banner, the soldiers of Apeworld will man its walls against any who threaten it.

Three-quarters of cyber-apes and mutants are soldiers. Apeworld proper feels like a military base, with all of the services you'd expect to support the troops. In addition to the official facilities, there are bars, theaters, brothels, and of course, the twin stages of carnage: the arena and the track. In their limited free time, soldiers may engage in whatever activities they wish, so long as they don't damage each other or the infrastructure too badly.

To maintain discipline, the city is patrolled by a company of mutant secret police, led by the cyber-gibbon Lookout Bilou. These officers exhibit mutations that enhance their senses, let them read thoughts, or give them uncanny glimpses of the future. They operate in pairs, with one partner shaving the left side of their head and the other, the right. Cyber-apes are beyond their purview, but mutants and especially normal humans fear the half-bald thugs.

Most of Apeworld's power feeds into the Cerebrum, the central hall in the War Temple where the Orangutank coordinates the Army's forces and breeds future strategy. Cyber-apes plug directly into huge banks of Scroungotech computers, drinking in data collected by other



apes' implants, drone sensors, and mutant ESP. Hubcap-sized reels of storage tape spin in the background while walls of blinking lights paint the chamber with pinpoints of color.

MUTANT SECRET POLICE			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

*+1 Defense from start of 3rd sequence; +1 Defense vs. Guns, Mutant and Scroungeteck attacks.

Weapons: Force blast (11).

Pause That Refreshes: As an interrupt when a hero makes a Dodge, the mutant may remove 4 Wound Points from any foe, including itself.

RELIGIOUS FURY

The theocratic wing of the New Simian Army functions more as a propaganda and reeducation machine than a proper religion. Missionary priests are responsible for converting survivors to Furious George's commandments. They extol the virtues of Simian order and preach the evolutionary hierarchy whereby cyber-apes lead righteous mutants and care for the poor normals trapped in the dust. Any who refuse their teachings are offered the compassionate release of annihilation.

The church occupies half of the War Temple at the center of Apeworld. The largest chamber devoted to the faith is the Pineal, a vast cathedral hall where crowds gather monthly to chant the words of George and Pontius Primate. The Temple holds many small cells used for conditioning mutants too valuable to be destroyed, a process that employs a combination of drugs, torture, and electronic stimulation.

While only cyber-ape priests serve at the War Temple, missionaries are chiefly mutants with showy powers to impress the heathens. All priests wear saffron sashes over their fatigues, with church rank indicated by increasingly complex geometric designs in silver. It is easy to spot their bright colors among the rust and dust of Apeworld, and anyone who sees the priests coming immediately springs to work. Indolence is a parasite in Simian theology, a tick to be burned off the body of the community. Priests happily wield the flame.

MISSIONARY PRIEST			
FEATURED FOE			
MARTIAL ARTS/ GUNS	DEF	TOU	SPEED
13	13	6	7

Weapons: Unidentifiable rifle (13/5/1).

Energy Drain: Add +2 AV if any hero spent a Fortune point (including sub-types) since the priest's previous attack.

Furious Wrath: If the priest's last attack missed, its current one gains +1 attack and +3 Damage. Not cumulative.

GLADIATOR BOWL

The Gladiator Bowl is an ongoing blood sport tournament held in the arena, a disused water treatment facility on the edge of the city. The stench of rotting waste and gore wafts from the Bowl, signaling to everyone downwind of the spectacle what awaits.

Individual contests are held weekly, with scheduled matches between established fighters. These bouts are for the entertainment of the workers and rarely fatal, instead resembling modern martial arts competitions or even professional wrestling. The last day of every month is given over to proper gladiatorial combat, including grand melees and more exotic matches. Cyber-apes come to the arena to watch normal humans and sometimes mutants meet their end in the sludge.

Anyone can volunteer for the Bowl. Beginning fighters must distinguish themselves in a grand melee before they are booked in a headline match. Challengers are at a numerical disadvantage, as established fighters (read: Featured Foes) may call on teams of slave troops. (Being the plucky underdogs they are, your heroes will always take the role of the unlucky challengers.) Winning a match gives you the right to challenge the next level of fighters, on and on until you reach the top.

Combat in the Bowl heavily favors melee over ranged attacks and weapons over unarmed style. To accommodate this, the walls are festooned with cargo nets bearing all manner of blades, clubs, and bits of rusty metal with duct-tape hilts. Fighters may not use outside weapons during their debut match, but established combatants earn increasing leeway. By the time fighters reach the top of the bracket, anything goes.

The reigning champions of the Bowl are an odd pair of cyber-apes. The King is a chimpanzee who styles himself after ancient human royalty, complete with flowing purple cape. He leads his hulking gorilla servant Donkey into the arena by a plain hemp rope. Donkey presents an overwhelming physical threat to any challengers while the King analyzes their technique and devises cunning tricks to dispatch them. The champions must be challenged as a pair, and they have the right to refuse any matchup the King feels is beneath them.



THE KING

BOSS

MARTIAL ARTS	DEF	TOU	SPEED
17	14	9	8

Weapons: Unidentifiable submachine gun (Highest PC Damage Value +1), Bite (11).

Resistances: Strength 10.

Auto Re-Arm: The King can swap, replace, or pick up weapons at a shot cost of 0. Even so, gun users rarely reload, instead pulling out a new piece, for the coolness factor of it.

Back to the Wall: If the King is attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Monkey See, Monkey Crouch: When a hero Dodges, The King gains +3 Defense against next attack. Not cumulative.

Tactical Genius: Spend 1 shot; until the King goes down, mooks gain +2 attack.

Taskmaster: Add +3 to Featured Foe Initiative while The King is up.

DONKEY

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

Weapons: Unarmed (11).

Resistances: Strength 11.

Disarm: Donkey's first successful hit against a hero each fight disarms that hero.

Rock Hard: Heroes making successful unarmed attacks against Donkey take 2 Wound Points per attack.

DEMOLITION DERBY

Beyond Apeworld's walls, a vast patch of desert has been fenced off to provide a vehicular counterpart to the personal combat of the Gladiatorial Bowl. The Demolition Derby features drivers in all manner of scrounged conveyances mounted with every weapon imaginable. Combatants race around the track and batter, burn, and blast each other with guns, chains, gas-launched harpoons, and even flammable and caustic chemicals.

When the Army engages a raider band, they try to capture vehicles to send to the track. Those in the best condition form the basis of new Derby cars, while the rest are torn apart and bolted back together into new mechanical monsters. Most Derby cars can use the Armored Jalopy stats, with one or more mounted heavy weapons.

A Derby match is the perfect example of a chaseless vehicle combat (see the *Feng Shui 2* rules). In most matches, each vehicle will feature a driver and a single passenger to man the onboard weapons. Drivers should focus on maneuvering their ride for rams and sideswipes, though they are allowed to make attacks if they choose. Passengers should go wild describing insane weapon attacks.

Derby matches may feature obstacles seeded around the track, from ramps and pits to exploding



containers or even cages of helpless victims. Since combatants remain within the fence for the entire match, treat obstacles as conditions. As long as any obstacles remain on the track, drivers take a -1 penalty. Anyone can try to destroy an obstacle with an attack. Treat the obstacle as a mook; any attack hitting a Defense of 13 will destroy it.

Rarely, the Derby will host a one-on-one fight to the death. The goal of such a grudge match is to destroy your opponent's car in the biggest fireball you can manage. Barring that, drivers will disable the other vehicle and then the battle turns into a gladiatorial bout in the middle of the track. As such, the most successful drivers are also competent in personal combat.

The Goodyear Chimp holds the greatest count of scrapped vehicles at 39. Goodyear is a swaggering cyber-chimp who wears a custom white armored driving suit and helmet. His car started life as a Dodge Challenger, but it has been rebuilt and refitted so many times that it is known today as the Spirit.

GOODYEAR CHIMP			
BOSS			
GUNS	DEF	TOU	SPEED
17	14	9	8

Weapons: Unidentifiable submachine gun (Highest PC Damage Value +1), Bite (11).

Vehicles: The Spirit: Acceleration 8; Handling 10 (Squeal 12); Frame 8 (Crunch 10).

Resistances: Strength 10.

Skull-Mounted Targeting Goggles: Add +3 Initiative if Wound Points are less than 20.

Counterslam: If Goodyear's vehicle's higher Frame gives an opposing vehicle a Bump value, that value increases by 3.

Ram-alama-bam: When driving, if Goodyear rams a vehicle, gains +2 Frame. +4 Damage Value when foe hits a pedestrian.

BLOWING UP THE GENEZONE

In the Future Juncture, New York City may be destroyed, but there's a hotbed of action underneath its ruins: the undercity of Mutopolis. Its mutant rulers call it New Rome. Cyber apes call it a cesspool of genetic backwash. Normos — the pitiful non-mutated — call it Hell. Whatever you call it, strap your Geiger counter to your hip and plunge down into the mutagenic depths!

MUTANT PRIDE!

Mutants take all manner of forms. Most have something weird like vestigial arms, others third eyes, frog-like skin, fur, and really freakish stuff like face quills or antennae on the spine. The lucky ones that have mutant powers rise to the top of mutant society. Anyone who looks too normo gets spat on, so they paint themselves up with grease and tattoos to look as wicked as possible. Fashion's spot on from a '80s post-apocalypse action film mixed with dubstep music videos.

The basements, subways, and sewers under old New York house teeming mutant masses. The Mutopolis labyrinth split into two parts: the slice of civilization called the Bazaar at its center, and the lawless Fringes all around it.

No matter where the heroes go in Mutopolis, there are common bits of mutant culture. Mutants use fresh meat and water as barter. Everyone looks down on normos — the well-to-do have normo servants, but those who can't afford a normo slave just plain hate them.

Enslaved normos handle the filthiest work. A lot of that work is in toxic runoff and mutagenic gunk, and enough exposure means becoming mutated. The way some in power see it, the normos are getting a good deal: for a bit of labor, they get to become part of humanity's next evolution. Some normos even hope to get awesome mutations like new limbs or psychic powers, and they narc on rebellious slaves.

THE BAZAAR

In and around Grand Central Terminal is the heart of Mutopolis's greatest fiefdom: the Bazaar. You'll find a vast sea of street peddlers hawking anything they can in exchange for meat, skills, or other random goods. Maestro Raven rules the Bazaar and surrounding area with an iron fist — literally, her skin is as hard as iron. She keeps the people in line with a clever mixture of armed guards, dens of every vice imaginable, novel ways to channel aggression, and slave labor.

The Chamber is key to the Bazaar's harsh rule of law. Disputes are settled in trial by combat, and people bet on outcomes. When the Chamber isn't "in session," there are still regular fights purely for entertainment and prestige. Whether for spectacle or to "advocate" in a trial, especially badass-looking heroes might be offered something they need in exchange for fighting in the Chamber.



THE FRINGES

As twisted as the Bazaar is, it gets even crazier in the Fringes. The following are the most noteworthy Fringe gangs, but there are plenty of other dangers and curiosities in the dark and twisted chaos!

THE GATOR GANG

Head far enough west and you'll run into Javi Cross and his gator-riders. Some say that Javi can psychically control gators. Others swear that everyone in the gang can turn into gators. Those are the saner stories, but whichever one happens to be true doesn't matter when you're on the business end of a gator's snout.

VISIONARIES

Lead by the brilliant and utterly mad scientist Master Odin Newfather (self-named for his single, giant eye), the Visionaries are the backbone of Mutopolis. They grow meat in vats and keep the power generators (mostly) running. All they ask for in exchange are new test subjects so that Odin and his cabal of mutagenists can further their experiments in the mutant genome. Lab assistants in dark red lab coats scour the Fringes for "volunteers" foolish enough to venture alone.

MONKS OF THE ARCHIVE

A few mutants believe in the noble purpose of preserving knowledge from before the C-Bomb. They survive in a heavily barricaded and equally armed enclave, since Raven has a price on their heads. Rumor has it the monks even have a functioning computer.

CANNIBALS

If you believe the stories others tell, you become a Cannibal when you file your teeth to points and eat someone in your family. Led by the mysterious Skilllets, the Cannibals currently have a hold on the north end of Mutopolis, which holds one of Mutopolis's water processing machines. Water is power, so the Cannibals are threats to everyone. Weirdly, this otherwise vicious gang holds the Archive as a sacred place.

WE BUILT THIS UNDERCITY

The depths of the New York subway seemed to protect some people from the worst of the C-Bomb. Too bad for them, because instead of becoming irradiated dust, they breathed that dust while being quarantined under the city.

What started out as peaceful attempts to keep civilization going went to pot once people visibly mutated. Everyone freaked, and these new mutants rioted. Gangs formed to restore order, and eventually the mutants created Mutopolis, with the Bazaar at its heart. Those that disagreed were cast out to the Fringes.

Today, few mutants remember any of this. The mutagenists who grow the vat-meat put drugs in their product that wipes away old memories. Those mutants who genuinely remember the way things were are dangerous... part of why Mutopolis's rulers enflame distrust and hatred of anything normo.

WHY YOU GO THERE

- A normo escapee finds a hero with a particularly soft heart, and pleads for her people's freedom from their mutie overlords. For those less softhearted, she talks about the lost tech that's waiting to be put to better use than whatever the muties are doing with it.
- Battlechimp Potemkin hears rumors of mutant chi-abominations being created in the depths of Mutopolis. Sending his own kind could turn a tense truce into a war, so he needs some non-apes to subtly investigate and sabotage whatever they find. The heroes can be subtle, right?
- Chumrunners — hunters and slavers that brave the surface — kidnap someone the heroes care about. The heroes must fight their way underground, find their friend in the slave pens, and escape. A word of warning: no gang will let themselves be shamed by a bunch of surface-dwelling normos. That's bad for business, and no business means no meat.
- Mutants are really good at taking surviving tech and making it somehow work — unreliably at best, but for what the heroes need, that's better than nothing. Once in Mutopolis, everyone's willing to give them some lead, for the right price. Depending on who has what they need, this cumulates in a fight to get it from its current holders, or the holders acquiesce but are in dire need of the heroes' help.
- While hunting for relics in the ruins of New York, the heroes are knocked unconscious by gas that only affects normos. They wake up in slave pens, and already have been sold to fight in the Chamber. If they want to find an exit to the surface that's not swarming with guards, it'll take making the right friends.



- Wouldn't you know it, a portal just opened near Mutopolis's power reactor. Who knows how long it'll stay open.
- One of the heroes could be a mutant, making any of the reasons above personal.

WHO YOU FIGHT

- Any of the various gangs on the Fringes, or would-be tough guys that wander the Fringes acting like they're a badass gang.
- Chumrunners. They're the mutants most likely to be encountered topside.
- Lost tribe of feral mutant children that even the hardest gangs steer clear of. They look cute, but don't get close.
- Maestro Raven's loyalists. Fighting for Raven means getting the best meat. Those with the most prestige get more lavish perks.
- Meat racketeers. They prey on the weak for "protection," but the more honorable ones actually provide the very service they force people to take. All of them see intrusive heroes as threats to power.
- Mutated rats, alligators, bats, and other fierce fauna. Rumor has it that an octopus lurks southeast of the Bazaar. (The hyperintelligent cockroaches avoid fighting.)

- Prestigious pit fighters, fighting for fame or freedom. There's not much sport in killing a normo, but if one's put in the Chamber, these fighters won't hold back.
- Rioters. Sometimes slaves riot. Sometimes it's a meat-line riot.
- The occasional squad of cyber apes that brave Mutopolis. Could be Jammers, New Simian Army, or rogue apes.
- Violent mutants who see even keeping normos as slaves as damning.
- Visionaries. They could be fighting the heroes to take them as test subjects, or because the heroes are threats to grand plans of genetic domination. Particularly unlucky heroes might be used as field tests for newly birthed living weapons.

WHERE YOU FIGHT

- A chapel a ways east of the Bazaar, where people pray to a giant altar made of old, broken tech — that probably has a couple items worth salvaging in it.
- A gang stronghold, with crude, bloody weapons in an armory that everyone can see. (Water is too precious to waste on washing blades!)



- A laboratory with tech cobbled together, littered with all sorts of equipment. Definitely a vat tube or two filled with goo no normo should touch.
- A meat line, where common mutants line up for their ration of meat.
- A very cramped merchants' row in the Bazaar. Merchants yelling at the heroes for causing a ruckus (and getting scared when they realize that's going on). Plenty of random things just begging to be used as improvised weapons.
- Exile — what used to be called the Central Park Zoo, back when it wasn't full of mutated animals. Rabid, mutated animals, if you need more of a picture.
- Iniquity, the Bazaar's infamous den where any vice can be had, for the right price.
- Large holding pen where mutants keep normo slaves.
- No-man's land between the Bazaar's influence and a Fringe gang. Food and water might be scarce, but explosive traps certainly aren't.
- Small holding pen where mutants keep violent normos that don't work so well as slaves.
- The Archive or the Chamber.
- Winding tunnels, empty except for mutant rats and gators, or some thugs looking for an easy score. For double trouble, the Gator Gang.

DISTRACTIONS

- The farther you get from the Bazaar, everything is in increasing disrepair. Sure, the heroes could escape the ravages of a little earthquake or flood, but the same isn't true for any bystanders suddenly in peril. Disrepair also means it's easy to get lost, fall down a hole, find the electricity shut down, etc.
- Curious heroes will have many questions about how Mutopolis runs, notably discovering

who maintains the aging infrastructure and generates the power. Knowing such answers might even provide an edge to surviving, if they're forced to stay down there long enough. Other curiosities include odd "ancient" tech and other knowledge, though the heroes are just as likely to find peddlers of useless trinkets.

- Hedonistic heroes can find many different pleasures and vices in Iniquity, and not all of them are wholly unsavory. High-stakes gambling takes place here, in plain view with spectators.
- Maestro Raven throws "flash raves:" sudden dance parties where the denizens of the Bazaar cut loose and throw themselves into the music. Not participating is a crime.
- Many different environmental hazards exist for normos that mutants don't care much about, namely noxious gases or mutagenic compounds. Such passive dangers are always in the cards. And there's always something weird in the water.
- One hallmark of Bazaar life is random street performances. Heroes looking for someone with particular skills might see those abilities on display.
- Someone makes a plea to the heroes to take him away from this place. That becomes two people, five, twenty, and snowballs from there.
- Sympathetic heroes could find anyone they've spoken with or who has helped them suddenly imprisoned, to be fed into the entertainment grinder that is the Chamber — as a sign to others to not help normos.

FILM LIBRARY

District 9, Fringe, Judge Dredd comics & Dredd, Heroes, Mad Max: Beyond Thunderdome, Planet of the Apes movies, Push, Total Recall (1990), Toxic Avenger, X-Men franchise.



THE NETHERWORLD

There's more to the Netherworld than just the Four Monarchs and their machinations. The wandering tunnels can reveal memorable individuals and abandoned wonders.

FRIEND OR FOE?

You'll find a wide range of people in the Netherworld: soldiers whose timeline has been wiped from history, sorcerers and ghosts with nowhere else to go, freedom fighters hiding from their foes, and lost travelers trying to reach the one portal that might bring them home. You're as likely to meet an ancient Chinese farmer as you are a half-human magically transformed animal, or a cybernetic super-soldier from a future that no longer exists.

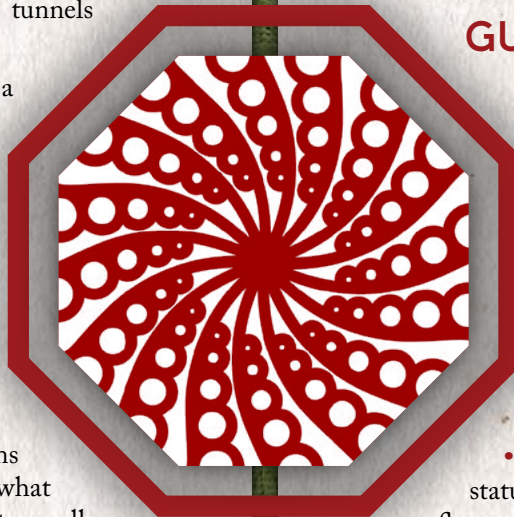
- When you want a low profile after a lifetime of infamy, the Netherworld isn't a bad place to disappear to. Brutal warlords, career criminals with a price on their head, famous lovers who have faked their deaths in order to disappear, and royal heirs stalked by assassins all might seek refuge here. They typically go under assumed names, and may kill to protect their secrets.
- From the small and humble, a legend can grow. You may find a peasant stranded in the Inner Kingdom who has the raw force of charisma sufficient to elevate her to true greatness as a leader. All she or he needs is a mentor.
- Mutated and cybernetically adapted soldiers who once fought for a terrifyingly autocratic and controlling government. Now that their nation has been erased, these men and women fight for whoever will pay them.
- Some people can't help but stir the pot. Self-destructive troublemakers seem to always complicate life, whether it's a bully starting a civil war at a time you need peaceful travel, or a schemer trying to manipulate Netherworld factions in a way that's bound to backfire.



- The enlightened sage is a priceless treasure. Whether a wandering mendicant or a local town elder, a librarian or sage who maps the Netherworld and records its history may supply essential clues for achieving your goals. Just be sure to find out what they want first, because information is seldom given away for free.
- An isolated battle ape occasionally finds its way into the Inner Kingdom, whether accidentally or as part of a scheme by one of the Four Monarchs. These apes typically stake out territory and try to conquer all who challenge them. Establish yourself as an Alpha and you may find an ally.
- Hauntings can be more than simple ghosts. Ancient demons whose magic has been compromised by technological implants scream in pain as they drag themselves through another day of eternal existence. Approach these shrieking, echoing tunnels with caution.
- The Warsmith is a weaponmaker of great speed and productivity, but mediocre skill. His slaves craft items of death and pain, sold at market and purchased by those who hope to claim a greater stake of the Inner Kingdom. Killing the Warsmith will limit the flow of arms into the Netherworld, just what you need if you're trying to quell a rebellion. He's typically guarded by those who need his services the most.
- Old Farmer Li is a farmer who guards a portal to extensive farms in China. More of a thief and rustler than a man of the soil, Li brings crops and livestock into the Netherworld to sell at market. He is a secret power behind the throne here, as he can decide who eats and who starves.
- Baozhai was once the royal artist to the King of Thunder. Now disgraced, her sorcery animates the words and drawings on her scrolls to literally take physical shape and fight for her. Unless caught in complete darkness and unable to read, she is never undefended.
- Huang is a mad sorcerer attempting to capture acoustical power cast aside by the Thunder King. His crystalline caverns collect and distill the echoes of thunder that batter the air, and Huang siphons off whatever strength he can find. He'll sell this

power for the right price, but he's as eccentric and erratic as the Thunder King himself.

- There is no shortage of people who need a helping hand. Amnesiac ghosts, lost gangsters, a threatened town, disenfranchised power brokers, insane sorceresses, broken emotional shells, tinkers who will trade protection and information for goods; if you're looking for a good deed to do or for someone to help, you're in the right place.
- Conversely, the bureaucracy of power is vast. The Four Monarchs employ or command numerous lieutenants and lackeys, sycophants, advisors, administrators, generals, tax collectors, and torturers. Many travel on business throughout the Inner Kingdom, and it's easy to accidentally run afoul of a powerful or well-connected stranger.



GUARDED PORTALS

Portals stud the walls of the Netherworld, and not all take a traditional form. These can be assigned to any location you wish, and may change destination or suddenly become active.

- A thick forest of ice-rimed, skeletal bamboo trees near the Ice Pagoda.
- Atop a massive Buddha statue in open air, with a cavern floor that drops away hundreds of meters below.
- A pool of unending wine, created years ago by an alcoholic chi warrior who uses it to ensure a constant supply of loyal friends and guards. She doubtlessly never expected the pool to also function as a portal, and now has guards watching it non-stop.
- This portal halfway down a 20-meter-deep pit is entered by taking a leap of faith: step off into open air and fall into your destination. People arriving through the portal may find a net, platform and ladder if they're lucky...or a deadly spike-lined apparatus if they're not.
- Not all portals appear to be ancient. Laser tripwires, defense robots, and human guards with heavy firearms might protect a futuristic-looking metal frame in a more technological portion of the Inner Kingdom.



BLOWING UP THE PAGODAS

Not every entrance to the Netherworld opens into featureless tunnels. If you emerge into a meticulously sculpted environment and survive the guards stationed there, you've likely crossed into the territory of one of the Four Monarchs. Your first priority is to discover whose territory you've entered. The Aztec-styled ziggurats of Ming I, Queen of the Darkness Pagoda, look very little like the western-style fortified towns of Huan Ken, King of the Thunder Pagoda. The isolated egotism of Li Ting, King of the Fire Pagoda, is exemplified by a severe and emotionless elegance and simplicity in design that you'd never mistake for the frigid ice palaces of Pui Ti, Queen of the Ice Pagoda.

Your second priority is to not give accidental offense. To meet one of the Four Monarchs is to take a master class in manipulation. Each Monarch detests the others with a vitriol perfected over many human lifetimes. Empathy and kindness aren't their strong suit; they care little for the welfare of most visitors to their realms, but they're much more solicitous of emissaries and diplomats. Politics is a game they know and love, and games have rules. Visitors can use this to their advantage. Should you meet a Monarch in person, a gracious and diplomatic show of strength is the best method for walking away in one piece.

A DARKNESS OF SCREAMS

Queen of Darkness Ming I doesn't intentionally convince her fanatical priests that she's the embodiment of an Aztec sun god, a spirit of darkness like Tezcatlipoca before her, but neither does she go out of her way to deny it. Priests run her bureaucracy and her secret network of informers. She glories in human sacrifice, and it's easier to understand the competitiveness and intrigues of her priesthood when you realize that public humiliation and sacrifice may be the best result if a priest is out-maneuvered by his or her peers. In the court of Ming I, losing face in public is a quite literal punishment.

As a result, the Queen's priests are a cowardly and ambitious lot who will go to any lengths to seize a political advantage. When an opportunity seems too risky, priests arrange for a hated rival to handle it instead. Remember that each priest is determined to win, is terrified of losing, and cannot trust their so-called allies, and the bureaucracy of the Darkness Queen becomes more predictable.

The Darkness Pagoda swallows light. It is always gloomy in the Queen's lands, and those who kindle their own light feel something watching them. The Darkness Pagoda is a vast complex of step pyramids mixing Aztec and Chinese features, engraved with art that glorifies the Queen and depicts her siblings' submission. The pyramids are made from utter darkness, an absence of light so solid it becomes stronger than stone. It's easiest to navigate the pagoda's labyrinthine interior by using screams from the torture-halls as landmarks.

The Queen's minions and servants live their life in shadow and fear, stopping hourly to intone prayers to their mistress and ever-aware that they may be spied upon at any time. Peasants are rewarded for reporting on the unfaithfulness of their friends and family, and this paranoia informs any dealings that her subjects have with outsiders.

THUNDERING TEMPEST

Huan Ken's territory is molded into an omnipresent demand for worship and respect. His wisdom and great rank are evidenced in the statues, temples, and parade grounds that cover his lands. Trained musicians are commanded to sing his praise, and he rules his territory in the roles of both Pope and King.

The thunder that continually rumbles here increases to a fierce and terrifying cacophony when the King's anger is aroused. The Thunder King is temperamental by nature and prone to both sudden fury and fits of forgiveness, so it's common to meet out-of-favor subjects who have decided that temporarily absenting themselves from court is the better part of valor. This is almost always a more popular choice than being burned alive as a heretic.

The Thunder Pagoda's vast towers and domes feature both northern and southern European architecture integrated with northern Chinese design. The walls of the pagoda are made of solid cloud that shimmers with electricity, and the entire pagoda darkens and flashes when the King wishes his displeasure to be known.

A MOST RATIONAL FLAME

The lands of Li Ting are a study in elegant simplicity. The Fire King's obsession with emotionless reason has pushed aside many architectural quirks found in the lands of his siblings. Here, elegant and clinical lines sweep forward with near mathematical precision; sterile gardens and lakes and trees are groomed for precise harmony with the landscape, and animals



or humans who disrupt this beauty seldom survive long. The nature of fire is woven into every aspect of the landscape, from air that shimmers and dances with heat to lakes that boil just enough to emit breathtakingly beautiful steam.

A visitor might assume his rationality makes Li Ting a reasonable monarch to deal with. His power is that of a sheathed sword, so razor-sharp that even its threat brings people into line. He certainly presents himself as charming and personable, understanding and gracious to those he meets. This veneer is a charade that covers relentless and heartless logic. He is not known for empathy or mercy.

The Fire King's subjects are encouraged to think problems through before following the most reasonable course of action. This results in followers who demonstrate reasonable (if heartless) judgment and decision-making that they think would make their King proud. Outsiders should trust such people only to the extent their interests are aligned, and no longer. Betrayal is common once allies' usefulness is exhausted, but is never personal.

THE FIELDS OF FRIGID BALANCE

Arctic air warns you of Pui Ti's kingdom long before you notice ice and snow. The Ice Queen

works to maintain total and complete control of her Inner Kingdom lands; no one enters her territory without being observed, and no one helps an outsider without her express or tacit approval. Pui Ti can be breathtakingly subtle in her political manipulations, but her warnings tend towards the obvious and simple; the handful of people who have rebelled against her edicts are frozen solid in ice and propped up outside of the homes they once lived in.

The Queen consistently uses her power to frustrate and oppose her siblings, acting as a counterbalance to their sprawling and dangerous ambitions. She is wary of unannounced visitors, and those entering her lands without her leave receive a chilly reception, with snow and ice hindering their travels. Welcomed visitors, by contrast, find that frigid winds blow drifting snow away from their path. Should the uninvited manage to make their way to one of the Queen's spies and plead their case, they may find she isn't unreasonable so long as her interests align with the outsiders' goals.

The Ice Queen's sycophants claim that in the remade world outside, the Awakened failed to eliminate her presence from popular stories, movies, books, and songs. They may even claim that she can see through the eyes of every single child who dresses up as the Ice Queen on Halloween. It's unknown if this is truth or simply bluster.



WHY YOU GO THERE

- **Assistance.** There's nowhere else in the Inner Kingdom that approaches the quantity of resources and knowledge possessed by the Four Monarchs. They may be tempestuous and undependable, prone to fits of murderous fury and smiling revenge, but the Four Monarchs see themselves as true royalty. If you're willing to bargain (and perhaps plead or kowtow), they may grant their assistance.
- **Dangerous Politics.** Attempting to directly thwart a Monarch's schemes, or even try an assassination, is tantamount to suicide. A better strategy is convincing one or more monarchs to foil their siblings' plans. By understanding who wishes to oppose whom, a clever visitor can play both sides off against each other and possibly escape with their head in the process.
- **Unique Resources.** Need an army? A unique and ancient icicle spear? A pillar of purifying flame that burns away the soul's taint? An ancient spell, entangled with history from a world that no longer exists? The Four Monarchs have all these things and more.

WHO YOU FIGHT

If you're feeling pugnacious, the Pagodas have no shortage of people who'd like to kill you.

- **Sun Priests of the Queen of Darkness.** Brutal, fanatical, manipulative, numerous and paranoid. Expect daggers made from solid darkness, sacrifices atop pyramids, and the devious manipulation of truth.
- **The Four Thunders.** Storm-based martial artists loyal to the King of Thunder, they ride thunder and can appear anywhere their King's echoes reach.
- **Chae Rhee.** An elderly merchant in the markets of Walking Cloud, Rhee was once a world-class martial artist in Korea. Now he has retired to throw pottery, but his patience frays every time some brawling miscreant is kicked into his stall.
- **The Inkstained.** The King of Fire teaches his many scribes and bureaucrats the basics of martial arts. Offend them and you may find yourself beset by dozens of deadly sages wielding sharpened pens and bamboo scroll tubes.
- **The Loyal.** The Ice Queen animates the corpses of any who die of exposure within her territory. The Loyal typically burrow effortlessly beneath

the snow and rise unexpectedly beneath you, grabbing your ankles and dragging you down beneath banks of frozen snow to savage you in close quarters.

WHERE YOU FIGHT

- **The Well of Ghosts.** This simple stone well attracts dozens of ghosts who hover nearby for days at a time. If you've come to the Netherworld in search of a particular ghost, sooner or later you'll find it here in the territory of the Darkness Queen. The well's water has been changed by sorcery, and a draught of the oily liquid can temporarily restore the vigor and strength of youth. A wineskin of this water will restore the agility, strength and sometimes even the appearance of one's mid-20s. Although far from a fountain of youth — the weight of years returns with a vengeance within a score of hours, often with a worsening of age's aches and pains — there are many elderly who would pay a king's ransom for even a day spent as a young man or woman. Good luck retrieving it, though. Even disregarding the ghosts, the Queen of the Darkness Pagoda has enchanted this area to defend itself. Boulders rise up and fly in a grinding, circular orbit that shatters and crushes anything approaching the well. It'd take an incredibly nimble or lucky thief to even get close to the Well of Ghosts, and to steal the water is to incur the Queen's displeasure — assuming her spies find out.
- **Market of the Walking Cloud.** The biggest and best marketplace in the Netherworld can be found under the protection of Huan Ken, King of the Thunder Pagoda. This village appears to be a medieval European marketplace surrounded by a thick forest, and sycophantic advisors to the King make sure that every available necessity (and even a few luxuries) are available there for trade or sale. It pleases the King that even his hated siblings' peasants come to him for food and supplies that they cannot obtain elsewhere. The Market of the Walking Cloud boasts particularly fresh food, potent alcohol, beautiful fabrics, and the occasional quality weapon. The 40-meter-high cavern ceiling above the market is necessary; Walking Cloud is unique because any who call upon the Thunder King's name there can cast away gravity and take to the air. Although true flight isn't possible, all characters who invoke the King can gain *Prodigious Leap* (spend 1 Shot to make a horizontal, vertical or diagonal



leap of up to 28 meters) at the cost of 0 Chi. Rolling thunder accompanies every leap, and while active, even delicate platforms such as narrow tree branches can be stood upon. The forest surrounding Walking Cloud is often used as a battleground by competing students, and experienced merchants know enough to run for cover when a fight breaks out in the middle of the market. The market master does nothing to discourage this, believing that Huan Ken enjoys the spectacle such fights create.

- **Winter's Torrent.** A frozen waterfall a hundred meters tall cascades from a cavern ceiling. Jagged and razor-sharp, the ice hides an important portal somewhere in its frozen depths. The flash-frozen water creates multiple platforms and ledges, but the climb is far from safe; Pui Ti's sorcerous minions cling effortlessly to the ice, leaping from one precarious ledge to another to chase you away. In truth, it isn't the frozen portal they're truly guarding, but a huge, dark chest of unknown contents frozen into the heart of the waterfall.
- **The Fire Garden.** As precise and beautiful as any other portion of Li Ting's gardens, this cavern has been shaped into an active caldera. The path circumnavigating the lava pools features fountains of flame. Small eruptions split the light and cascade into a deadly shower of molten rock, igniting flammable gas that ripples serpent-like through the air. Mendicants come here seeking wisdom and guidance, as common wisdom says that any who circle the garden's lip three times will be granted an interview with the Fire King. A garrison of unfortunate soldiers

and a small monastery of monks do their best to prevent that from ever happening, with corpses being fed to the lava.

DISTRACTIONS

- **The Silence of Studied Years.** This hall of histories near the Fire Pagoda is noted for its privacy, consisting of numerous small rooms fitted with sliding screens and paper walls. It's used as much for assignations as for records review. A fight here would have combatants blundering through paper walls in a deadly hide and seek. No outside footwear is to be worn here, out of respect.
- **True Lust.** For centuries, the Darkness Queen has systematically spared the most beautiful male and female slaves she encounters. These live in the Darkness Pagoda, a cluster of ethereally beautiful humans whose breathtaking appearance can stun others into silence. She uses these valuable slaves sparingly, placing them deliberately when her schemes require the manipulation of lonely humans.
- **Crystallized Lament.** The Ice Queen cannot allow emotion to weaken her resolve, so she screams her sorrow into the frozen air when her regret over her father's murder becomes too much to bear. This purged sorrow freezes into twisting and tangled shapes. A trusted servant is charged with smashing such frozen emotion so that it never bothers her again, but shards of this ice slipped into a drink are said to make the most stoic warrior break down in unstoppable sobs.



POP-UP JUNCTURES

When the C-Bomb created a Critical Shift that forever altered the four primary Junctures, it also created waves of improbability and Netherworld instability that results in short-term windows into alternate timelines. These PopUp Junctures are introduced in the *Feng Shui 2* core rulebook, but there are countless others that may arise during the game. This section introduces more of them, from the pastelclothed drug war in Miami to the prehistoric age of the dinosaurs.

WHAT REALLY KILLED THE DINOSAURS

It's hard to imagine what your gun-toting assassins and kung fu heroes could gain by entering the Cretaceous Period. But when a hole opens up to the land of the triceratops and T. rex, what do you think the players are gonna do? Because dinosaurs. And what's that shining craft, blazing in the sky overhead?

YABBA-DABBA FU

Popular sci-fi movies of the silver screen occasionally blended elements of UFOs and giant thunder lizards in primeval landscapes and that's essentially what this Pop-Up Juncture is about. The late Cretaceous Period is a steamy, swampy jungle with stretches of rocky desert, river valleys, and inland seas populated with toothy reptilian life. Giant insects and freakishly large lizards abound. In the distance, a volcano erupts, the ground shakes, and herds of herbivorous duck-billed hadrosaurs break from the trees and head for the coastal waters. It all smells like sulfur, meat, and decaying plants. And there are flying saucers.

Chi warriors traveling through the portal to this Pop-Up Juncture may marvel at the prehistoric conditions and wonder what the gleaming silver vessels in the sky are; they may also wonder why the dinosaurs are, in some cases, a good deal more intelligent than they might expect. It's all connected.



In this timeline, industrious chi-harvesters from the far future have traveled back through history via super-science to seize powerful proto-feng shui sites in what will eventually become China and Mongolia. To do this, they have set up enormous metal pylons in key locations, dropped from their saucer-like spaceships. They are opposed by a group of extremely intelligent dinosaurs, the therizinosaurids, who previously had the monopoly on feng shui site control.

The war between the two groups ultimately ends in the extinction event that wipes out not only the dinosaurs but also the hapless chi-harvesters, so it falls to the chi warriors to get the most out of their adventures in the late Cretaceous while they can.

CHI-HARVESTING FROM THE FAR FUTURE

When the Chi-Bomb exploded, the wave of chi energy reversion flashed back through time and the Netherworld, rewriting the Future Juncture and having a powerful effect on the others. Prior to this event, the chi-harvesters had used a brief Pop-Up Juncture window to send three of their massive spaceships back to prehistory. Unfortunately for them, they can't go back again; their future is gone, and they're destined to be Netherworld neighbors with groups from other Critical Shifts.

However, they don't yet know about this. They're busy engaging in a battle for dominance over late Cretaceous Asia's feng shui sites with the therizinosaurids. In their corner, they have the pylons, which are twenty-foot tall metal monoliths that capture and store chi energy, as well as guns and armor and dune buggy-like vehicles powered by chi energy routed to them from the pylons (it's somewhat like the Arcanowave Devices used by the now-defunct Architects of the New Flesh, in fact).

The chi energy of this prehistoric era is remarkably potent and fluid; it doesn't like being harnessed like this, if one could assume that it likes anything at all. In due course, the placing of pylons by the chi-harvesters sets off a chain reaction that wrenches down meteors from space and triggers global earthquakes and eruptions, killing almost all larger life forms. Give 'em about a week before this happens.

THE THERIZINOSAURIDS: PREHISTORY'S OLD MASTERS

Prehistoric Asia had many, many dinosaur species of varying sizes and dietary preference, but the largest and most intelligent belonged to the clade therizinosauridae, a group of theropods who ate plants and had wicked curving scythe-like blades on their forelimbs. Some were small — around seven feet in length — while the largest were over thirty feet long and weighed several tons. All of them were kung fu masters.

To clarify, they were capable of harnessing the chi flow of the late Cretaceous because their nests and egg sites were located in feng shui sites. You could say they were born knowing kung fu, but that might be stretching it. Unlike all of the other dinosaurs of the period leading up to the extinction event, the therizinosaurids had large, intelligent brains and had the equivalent of a peaceful society, using their fu powers to defend and protect their nests from invasive carnivores and egg-stealing oviraptors.

When the chi-harvesters arrived, the first thing that happened was — several nests were crushed beneath the chi-pylons. The therizinosaurid elders rallied the surviving nests to immediate defense, and the chi-harvester teams were engaged by angry, high-leaping dinosaur kung fu masters with razor-sharp claws.

The war has reached something of a stalemate. The dinosaurs have recovered one or two of their feng shui sites by toppling pylons, but it's only a matter of time before the chi-harvester network of sites reaches critical mass.

WHY YOU GO THERE

- The Chi War is getting out of hand, and the PCs realize they need a strategic advantage. Rumors of pure, untouched feng shui sites existing in China before recorded time show up in ancient texts. When the portal to this juncture opens, the Dragons are sent through to seize what they can, perhaps even tasked to keep the juncture open. None of the old stories mentioned anything about flying saucers.





- A chi-harvester escapes into the Netherworld and the PCs meet him, desperate and unable to return to his own future. He initially stumbled into the Future Juncture and ran afoul of the New Simian Army, and now they're hunting him for his advanced knowledge. He asks that the PCs return with him to the late Cretaceous the next time the portal opens, to rescue the others in his scouting group. Obviously he doesn't let on the true nature of his expedition...
- The Ascended seek to isolate the magical properties of dinosaurs as a means of bringing them back, something modern biologists have yet to achieve. They plan to send Pledged scientists and security back to the late Cretaceous to return with live samples. Could a Transformed Tyrannosaurus be in the works?
- The Guiding Hand seek knowledge of how to master primal chi flow without the corrupting elements of sorcerers, cyborgs, and supernatural creatures. A band of monks uncovers the portal, makes contact with the therizinosaurid elders, and forms a temporary alliance.
- A portal to the land of the dinosaurs? Hey, who doesn't want to go check that out?

WHO YOU FIGHT

- Chi-harvester security team armed with chi-powered pulse rifles and D-Flecto shields.
- Chi-harvester scout team with sniper rifles and slave-collar troodons (three foot tall carnivorous raptor-like dinosaurs).
- Therizinosaurid ranger clutch, including one of the really big thirty-foot species with Big Bruiser schticks and a whole bunch of ten-foot long feathered neimongosauruses with Martial Artist schticks.
- Swarms of giant mosquitoes.
- A megalodon leaps from the water, huge razor-sharp teeth in a massive jaw.
- A herd of horned ceratopsians (like triceratops) leveling trees and underbrush as chi-harvester hunters chase them, armed with chi-pikes.
- Pteranodons swoop in from the skies.
- Chi-harvester pylon defense unit attacks with chi-powered restraint webbing.
- Somewhat underwhelming Tyrannosaurus strides in, interrupted by a much larger therizinosaurid defending its brood.
- Toxic centipedes the size of alligators.

- Poisonous alligators the size of semi-trucks.
- Duck-billed hadrosaurs possessed by demons from the Underworld.

WHERE YOU FIGHT

- A rocky plateau above the jungle, lightning striking off in the distance.
- Deep in the steamy jungle, surrounded by insects and conifers.
- Along the slopes of an active volcano, spewing sulfuric smoke into the atmosphere.
- At a chi-pylon site, the pylon humming with stored energy, ferns and grasses nearby sapped of life force and dying.
- A therizinosaurid egg-site, brimming with natural power and hidden behind walls of bright green conifer plants.
- The landing site of a chi-harvester drop team, blasted and smoking.
- A sandy coastline beside a wide, flat, and salty inland sea, lined with palm trees.
- The command deck of a chi-harvester saucer ship, chrome and glass and lights blinking in rows along the rear, with overstuffed seats and soft lighting.
- A rocky ravine, strewn with rubble and the tracks of thousands of herd dinosaurs.
- The dinosaurs' graveyard.

DISTRACTIONS

- Some PCs might worry about the butterfly effect, or have read that one short story where the whole future gets changed because somebody steps off the path. This could make them really anxious, or come up with some doomed plan to change the future.
- What other cultural secrets do the therizinosaurids know? How do they understand what the PCs and other humans say? Are they telepathic?
- With an entire prehistoric world to explore, Two-Fisted Archaeologists and other curious characters may feel the urge to stay as the extinction event looms.
- The buried remains of another expedition into this Pop-Up Juncture reveals startling clues to the origins of sorcery. Are there prehistoric sorcerers?
- The extinction event itself. Probably the biggest distraction ever.



FILM LIBRARY

The Valley of Gwangi (1969); *The Land That Time Forgot* (1975) and its sequels; *Jurassic Park* (1993) and its sequels; *A Sound of Thunder* (2005); *Journey to the Center of the Earth* (2008); *Land of the Lost* (2009); *You Are Umasou* (2010); *Transformers: Age of Extinction* (2014).

XIANYANG 230 BC

Back, far back, to the very origins of Imperial China, the Warring States period, when seven kingdoms vied for supremacy. Xianyang, the capital city of Qin, and home of the king, Ying Zheng, a ruthless and ambitious ruler who aims to unite the seven kingdoms into a single empire, an empire he will rule. This is a dangerous time, a time of great battles between armies of wuxia warriors, and a time when a hero's life depends on the edge of a sword. Will they see Ying Zheng become the first Emperor, Qin Shi Huang, or will they fall, their bodies joining the countless others that paved Qin Shi Huang's road to dominance?

THE SEVEN KINGDOMS

The year 230 BC is when the nation of Qin is on the cusp of unifying the seven kingdoms of China into a single nation. Ying Zheng, destined to become the first emperor, prosecutes this war ruthlessly and with a vast toll of death and destruction. Despite these horrific practices, he is still revered as the unifier of a great nation. This is little consolation for his victims.

The nation of Qin in the west is the largest of the Seven Kingdoms and will ultimately prove the strongest, although it is not immediately apparent at this phase. The key to Ying Zheng's victory is that the other states are not unified, and cannot present an allied front against him.

The three smallest kingdoms are Han, Wei, and Qi. The kingdom of Han, the weakest of all seven kingdoms, lies directly on Qin's western border and is likely to be the first to fall. The king of Han is already in a panic about Qin's power and is contemplating surrendering before Ying Zheng even bothers to invade. Wei, also just on the Qin border, is in a stronger position. The capital of Wei is heavily fortified and the king of Wei is putting up a brave front toward Qin aggression. Qi lies farther east, on the coast, and is more concerned with other bordering kingdoms than the upstart Qin.

Qin's greatest rival is Chu, the southernmost kingdom and an equal in size and manpower to Qin. The king of Chu does not fear Yang Zheng, but instead views him as a rival and a peer. He is certain the armies of Chu are a match for the upstart would-be Emperor.

The northern kingdom of Zhao is also quite strong, but not as threatening a rival as Chu. Yang Zheng's current goal is to eliminate Zhao in his first campaign, thus removing a strong enemy and placing his own armies in good position to strike at the remaining smaller kingdoms.

The last of the seven states is Yan, farthest to the northeast. It is not as small as the first three kingdoms, but not large enough to rival Qin, Chu, or Zhao.

GREAT BATTLES OF THE QIN

This period is marked by the great wuxia battles between the Seven Kingdoms. These great kingdoms didn't just face off on the battlefield, they had countless master martial arts warriors whose loyalty lay with the various rulers and despots in the Seven Kingdoms. Yang Zheng himself is a powerful warrior in his own right, fueled by his relentless ambition. Any time there is a pitched battle, great warriors face off in head-to-head conflict. Even the rank-and-file soldiers are well-trained in advanced martial arts. The heroes of this era are legendary, and many died facing one another in the pitched battles between Qin and the other states.

THE EMPEROR AND THE ASSASSINS

Yang Zheng's ambition does not go without opposition. Why defeat an enemy on the battlefield when you can take care of him with a well-planned assassination attempt? There were many such plots, and it is likely these schemes will interfere or cross over any plans the PCs have in this era. Yang Zheng is also well aware of these attacks, and unusual activity, such as the PCs are likely to be engaged in, will be viewed with great suspicion. Attracting attention will likely lead to a visit from the King of Qin's guards and investigators. A lack of good answers will lead to a dank cell awaiting execution.

THE EMPEROR'S SEARCH FOR IMMORTALITY

The king of Qin is not just seeking to rule over all of China, he also seeks the secret to living forever. What is the use of achieving greatness if you can't

WARRING STATES

POP-UP JUNCTURE

CHINA
230 AD



live to enjoy it? Alchemists from all over the world flock to his court in hopes of gaining his favor, including some from other eras. Of course, the consequences for failure will be severe. Though his quest will ultimately prove unsuccessful, there are many wise and learned people in his court.

Despite his hopes for immortality, the future emperor is already preparing his famous tomb. The vast army of terracotta soldiers are under construction, and the site is being excavated. Yang Zheng has ordered that the location be kept a secret, and this order is enforced ruthlessly. No one leaves the tomb, even the workmen will be executed when it is complete.

WHY YOU GO THERE

- The chaos of this time is an opportunity to conduct espionage and meet with informants or co-conspirators from all eras. Yang Zheng's strength of resolve and great power leave little opportunity to change the outcome of this conflict, the unification of China is in the interests of almost every Lodge and they will look unkindly on any traveler who attempts

to change the course of history. This leads to an interesting paradox, where the events of history are stable but the era itself is chaotic. Though dangerous, the opportunities for secret activity are large.

- The great battles of the unification led to the rise of many powerful warriors. By the same token, many of these heroic warriors died on the battlefield. You need the services of one of these heroes, and it would be easy to whisk them away from the fight where they died and bring them where they are needed.
- A variety of powerful artifacts were deployed in the battles of this era. Like the heroes, many of these items were lost forever. If you can locate one and steal it away, it would give you untold power.
- Someone important has suffered a deadly wound. An ancient alchemist may have an elixir that could provide a cure. Unfortunately this alchemist offended Yang Zheng and is in prison awaiting execution.



WHO YOU FIGHT

- **Soldiers.** Armies wander around constantly in this era, and any cross-country travel creates the risk of running afoul of one. This may be some mobile cavalry outriders, or walking right into a major column. Many of these soldiers won't wait to ask questions on seeing a stranger, things are at a high level of alert.
- **Assassins.** Anyone who is making too many waves is in danger of having assassins sent after them. The rulers of this era view this as an easy way to deal with enemies of all sorts. The PCs may have assets that are targeted, or just be in the wrong place at the wrong time.
- **Bandits.** Chaos breeds opportunity for a certain type of person, and bandits can be found all over the countryside, often following armies and looting whatever they leave behind. These types are not shy about taking what they want, even when their victims are still breathing.
- **Corrupt local rulers.** All of the kings, dukes, and lower ranked clan leaders are desperate to come out of this on top, or barring that, alive. If the PCs get in the way, all available force will be applied.
- **The future emperor's guards.** Yang Zheng is a temperamental and volatile man, and it is very easy to get on his bad side. If someone offends him, or is even rumored to have done something

to offend him, his well-armed guards may come looking.

- **Wandering heroes.** Bandits aren't the only ones who are taking this opportunity. These massive armies need heroes, and many seeking their fortune have taken up arms. These individuals will be a greater threat than the rank-and-file, they are highly skilled and ambitious martial artists.

WHERE YOU FIGHT

- Dusty canyon badlands.
- The crowded streets of Xianyang. Throngs of city-dwellers and unauthorized market stalls clog the streets.
- A ruined temple. Victim to the fighting, the monks have all fled.
- A hidden cave in the hills. Home to a reclusive alchemist, or a fugitive bandit.
- A wealthy clan leader's villa.
- A pitched battle, with crowds of soldiers, horses, and siege engines.
- The high walls of one of the capital cities in the Seven Kingdoms.
- The banks of the Yellow River.
- The courtyard of Yang Zheng's magnificent palace. His archers line the walls.



- The throne room of a petty king.
- A gaming hall. Gamblers will scramble for money tipped off the tables as the fight moves through.
- A narrow plank path clinging to the side of a tall stone cliff.
- A narrow caravan track in the hill country.
- A misty bamboo grove.
- The dungeons of Yang Zheng, a maze of subterranean corridors lit by flickering torches.
- A riverboat battle, with river warships clashing and ramming one another on the Yangtze River.
- An army camp. Hundreds of men are camped in tents with open fires, and the magnificent tent of the general is decorated with silks and carpet.

DISTRACTIONS

- A person that one of the PCs is looking for — or befriended, or taken as a lover, or recruited as an informant — has earned the ire of one of the kings. A team of assassins is already planning an attack, and will surely succeed unless confronted. Perhaps one of the kings has recruited one of the other PCs as an assassin...
- A PC meets a famous warrior from these ancient days, someone with vast wisdom and techniques to impart. The warrior is not willing to take on a new student, unless they could somehow prove themselves worthy of the warrior's knowledge.
- The palace of Yang Zheng is a true wonder, and the halls are filled with precious art and artifacts, many of which will be destroyed by later time periods. An art-lover will surely be excited to see these artifacts first-hand, or perhaps even meet one of the long-dead artisans who created these masterpieces.

FILM LIBRARY

Hero, The Emperor and the Assassin, Red Cliff (full two-part Chinese release if you can), *Battle of the Warriors, The Emperor's Shadow, Painted Skin, The Warring States*.

ZODIAC SUMMER

The Golden Gate swings wide open (temporarily), and the Chi War spills into the streets of the City by the Bay. As fog drifts in during the June Gloom, tough cops on the edge fight an onslaught of street crime, bizarre serial killers stalk San Francisco, and the secret struggle for control of history continues.

Whether throwing down in the winding alleys of Chinatown, or kicking butt in the hippie-held byways of Haight-Ashbury, your chi warriors might end up leaving their hearts in San Francisco in more ways than one...

SEISMIC CULTURE SHIFTS

The 1960s rocked San Francisco as hard as 1906. Middle-class whites fled to the suburbs, leaving the downtown areas to the Chinese immigrants and swarms of hippies. College professors founded pharmaceutical companies and college drop-outs sampled street concoctions.

San Francisco's films of the period depict it as harsh and gritty. The best-known — *Dirty Harry*, *Point Blank*, and *Vertigo* — blend action and noir. Protagonists are driven loners fighting to keep afloat in a society that's corrupt from top to bottom. Your Maverick Cop feels right at home here.

TONGS, TRIADS, AND TROUBLE

During the 1960s, San Francisco expanded with a wave of new Chinese immigrants, primarily from Hong Kong. While Chinatown at Grant and Stockton remained a cultural center, changes in property laws and space left by white flight allowed the immigrants to spread outside their ethnic ghetto. The population would continue growing through the 70s until it included four Chinatowns in San Francisco itself and another across the bridge in Oakland.

Until now, Chinatown had been dominated by Tongs. Originally benevolent societies and cultural associations formed for support and protection of vulnerable immigrant workers, they had grown to control gambling, prostitution, drug trade, and everything else that comes with organized crime. An influx of Triads, particularly the powerful Wah Ching and its smaller rival the Chung Ching Yee (Joe Boys), challenged Tong authority. Confrontations ranged from backroom brawls to shoot-outs in broad daylight.

BLOOM IS OFF THE ROSE

Two years later, the Summer of Love has turned sour. The original artists and musicians whose influence drew in hippies from all over the country to Haight-Ashbury have symbolically buried that idyllic period and moved on, but the newcomers remain. Residents board up their homes and leave, unable to sell in such an unappealing neighborhood. Businesses shut down as the crush of homeless



teens and college drop-outs on the streets keep paying customers away.

Many hippies who remain succumb to drug addiction, malnourishment, and disease. Some lose themselves in marijuana haze, dreaming of free love and world peace. Others experiment with heroin and LSD, leading to violent outbursts from bad trips. The once-peaceful flower children fight over scarce space and resources. Some turn to drug dealing to support themselves, others to prostitution, while police respond by abandoning the area except for shows of force.

DANGEROUS IN-GENE-UIITY

Deep in that labs of the University of California, San Francisco, geneticists experiment with the intricacies of DNA. The city is about to experience a biotechnology boom which made it one of two hubs in the United States for genetic experimentation and advancement. Many biotech company founders were already working here but hadn't yet met the venture capitalists who launched them into the mainstream.

These same companies would become the subjects of Michael Crichton's *Jurassic Park* and lesser-known *Prey*. The budding industry is full of opportunities for mischief and mayhem. Sure, we don't hear about the genetics projects that went horribly wrong, but that's just proof of how well They covered it up.

CRYPTIC KILLER IN THE FOG

The violent murder of a young couple at make-out point in December 1968 shocked the community with its apparent lack of motive. It wasn't until the second attack in July 1969 and the letters which followed in August that the San Francisco area realized they were dealing with a serial killer. Newspapers printed his mysterious cryptograms under threat of an all-out shooting spree.

When intrepid amateurs cracked the cypher, it revealed the twisted psyche of a man who hunted humans for sport. By claiming his victims' lives in this life, he believed he could enslave their souls in the next.

WHY YOU GO THERE

- A diadem belonging to Empress Wu will be exhibited at the Asian Art Museum before going back into the hands of a mysterious private collector. Lotus have been itching to get their hands on it for a rite to weaken her power.
- Your team's Sword Master possesses a journal, passed down by generations of Sword Masters before him. But by the time he got it, several pages were missing. In the 1960s, the journal belonged to legendary female Sword Master Feng Yeh who taught in San Francisco's Chinatown. Can



he discover the secret contained in the missing pages? Will it put your heroes in danger? Of course. Perhaps your team is the one to remove the pages.

- The Golden Gate Bridge is precariously close to the San Andreas Fault. When the pop-up juncture opens, the resulting shift in chi energy throws shocks up and down the fault line. Do your heroes have the geomantic skill necessary to bring things back into alignment and prevent another catastrophic quake?
- A corporation which proved influential in the construction of the C-Bomb opened its doors in 1969. You've been trying to find out who's behind it, so why not get in on the ground floor?
- Your heroes have been chasing a mutant serial killer from the future through the Netherworld. He flees through the pop-up juncture into the foggy streets of San Francisco. Is he the Zodiac or one of the other killers who haunt the region? His powers keep him hidden from the regular police, but your heroes are a cut above regular.
- Dozens of transformed animals went missing in San Francisco during the late 1960s. Was it kidnapping? A substance triggering permanent reversions? Whether they're being powdered and sold by Chinatown's herbalists or undergoing experimentation by university geneticists, only your heroes can save them from a tragic fate. And if your heroes include a transformed animal or two? You'd better sleep with one eye open.

WHO YOU FIGHT

- Triads. With so many new players in town, the turf war is on for control of Chinatown. If the heroes pose enough of a threat, multiple Triads might form an alliance (strictly-temporary) against these newcomers.
- Bikers. Most just want to ride their hogs, but some gangs have their fingers in everything from money laundering to gambling to drug dealing. That's not even counting assault, kidnapping, and murder. Your heroes may clash with them over turf, as hired thugs, or over a driving caper gone wrong.
- SFPD. They're no LAPD, but the city's cops are under pressure on all sides. Chinatown is entirely out of their control. Thousands of hippies have made Haight-Ashbury a lost cause. The department also has its standard mix of corrupt cops. A few years before, several went on trial for breaking into the house of a former

madam. If the heroes step on their toes, they're likely to snap.

- Solo artists. Between the Zodiac Killer and the films of this period, this is the era of the "crazed-loner." One man with a grudge against the Triads, nothing to lose, and no concern about civilians who get in the way? A marksman who turns skills used in Vietnam into taking the city hostage Beltway sniper-style?
- Hippies. Whether they're mugging you for drug money or being used as pawns by a bigger power, it's no longer the Summer of Love for these desperate teens.
- Rogue scientists. Unlocking the secrets of DNA isn't something you waste on medical advances like synthetic insulin. These scientists have bigger plans and a whole lot of flower children looking for the next score. Whether it's augmenting human ability or creating monstrous human-animal hybrids, they're giving it a shot.
- The Ascended. They have a double-sided interest in research going on at the city's universities. The Lodge wishes to capitalize on developments which can expand their genetic potential. Perhaps some are even behind the venture capitalists who give the city's geneticists funding to open their biotech companies. But they also fear the possibilities which could come out of these laboratories. Scientists with such potential require close monitoring.
- The New Simian Army. Genetic secrets to uplifting apes were lost in the C-Bomb explosion. If they can get that technology back, whether by stealing it or the scientists who will invent it, Furious George and his cyber-ape army will be unstoppable.
- The Guiding Hand. The Triads in Chinatown care more for profit and power than Confucian virtue. The entire city is tainted by anti-authoritarian hippie corruption. By seizing control of the temporary juncture, the Hand plan to bring order to this out-of-control situation.

WHERE YOU FIGHT

- Cable cars. Preferably standing on top as they careen over the city's forty-nine hills.
- On speedboats in the harbor. Don't fall overboard or you may find yourself up against a 10-foot-long sevengill shark. It thinks you look quite a bit like its favorite snack — sea lion.



- Vaulting over open-air displays of the day's catch at the Fisherman's Wharf.
- Amid the underground exhibits in the Fong Family's Wax Museum. Highlights include Vincent Price, King Tut, and that Chinese sorcerer who probably didn't just blink.
- The empty halls of the abandoned Alcatraz Federal Penitentiary. Fog surrounding the island grows heavier in the summer, filling the cells and passages.
- The streets of Chinatown during the Autumn Moon Festival (September).
- Chinatown's smoky pool halls and smokier back rooms, where younger sets of the Triads get things done.
- Among priceless treasures of the Asian Art Museum, located in a wing of the de Young Museum.
- A chase across Chinatown's clay-tiled pagoda roofs.
- In Portsmouth square, "the heart of Chinatown," disrupting elderly gentlemen playing Chinese chess.
- The police-patrolled alleys of Haight-Ashbury, where billy clubs meet hippie heads.
- The alligator pits in the Steinhart Aquarium at the California Academy of Sciences. Don't slip into their swimming tank!
- In the bell tower of the Mission Dolores Basilica. Scale the tight, spiraling wooden staircase with care, as it was designed with more artistic vision than safety in mind.
- At the juncture itself, deep in the fog that pours off the Golden Gate bridge.
- Vaulting between two levels of the Bay Bridge.
- The steam-filled bath houses of the Castro district.
- The heights of the nearly-completed 555 California Street, the tallest building in California, or the bare steel structure of its successor, the freshly-begun Transamerica Pyramid.
- In the test tube-lined laboratories of the University of California, San Francisco.
- The main lobby of one of the new skyscrapers in the financial district. Bring all the firepower you want — metal detectors haven't yet been adopted.
- On the San Andreas Fault itself! Head North on Rt. 1 along the Point Reyes National Seashore Park or South along Rt. 280 and its many state parks. The geography of the San Francisco fault

doesn't the have the twisted geographic markings the fault line takes on in deserts farther south. That said, but take plenty of license — twin hills collide where plates scrape together, a fault-lake's water is unusually hot or acidic and its bottom deeper than geologists had realized, steam rises from a crack in the ground. And if a player falls in, well, perhaps your team will find out where it leads.

DISTRACTIONS

- Codebreakers were unable to solve the final 18 letters of the Zodiac's cryptogram. Maybe your heroes can put their minds to it and unlock the secret of the killer's identity or the chi-infused mechanism he used to evade detection all these years later.
- While they're here, music-loving heroes may be minded to take a cross-country drive or flight to White Lake, NY for what they know will be the summer's greatest attraction: Woodstock.
- The San Francisco Zoo is celebrating its 40th anniversary. Your heroes may enjoy relaxing walks through the exhibits. One poster mentions it was originally named the "Fleischhacker Zoo." Sure, that's German for "flesh hacker", but it's probably nothing.

FILM LIBRARY

Vertigo, Dirty Harry, Bullit, Point Blank, Zodiac.

HONG KONG '73

1973 Hong Kong: its familiar streets and shores are open for your butt-kicking pleasure, but now with a funky 1970s style. The modern 7-11 convenience stores aren't there, but everything else still is, and so is the graphic and gritty era of 1970s exploitation cinema, as the modern elements of life in Hong Kong get explored on screen. Sex, drugs, crime, and violence are all exploited as the new backdrop for classic martial arts action plots. Enter this Pop-Up juncture and walk in the footsteps of the Dragon; make a name for yourself battling the Ascended on the streets of Hong Kong '73 where the gangs rule, corruption reigns, and kung fu is king! Play the game of death! Fight the big boss! And try not to end up floating face down in Tathong Channel.

CORRUPTION AND EXPLOITATION

The Hong Kong portrayed in 1970s films was a reflection of the real streets and the real problems



THE HARLEM CONNECTION

The Eaters of the Lotus are using the unusual conjunction of the two 1970s Pop-Up junctures in both Hong Kong and Harlem in 1973 to make an all-out bid to gain control of key feng shui sites in the recent past. To finance their operations they are using the Netherworld to smuggle heroin from Hong Kong to Harlem. The magical energies of the Netherworld and the Lotus's own alchemists have been experimenting with their product, making a highly addictive and potently supernatural strain of heroin which they have plans to unleash on both major world markets in the 1970s.

Their main goal in the past is to gather enough feng shui sites to wake the demon Kun Chau who inhabits Lantau Island. If the island awakens in 1973 and manages to acquire enough power to open a portal to her Contemporary and Ancient Portals then the Hong Kong '73 Pop-Up juncture might not remain a short lived Pop-Up juncture for long.

that blighted the urban landscape of the city crime, corruption, and exploitation. In the late 1960s and 1970s American Exploitation films were hitting Hong Kong just as Hong Kong Chopsocky films were hitting Hollywood. Each informed the other and many filmmakers incorporated violent and lurid exploitative elements into their films on both sides of the Pacific.

As a result the pace of Hong Kong films set in the contemporary period of the 1970s is faster and more intense than the historical kung fu films that dominated the previous decade. The static shots and studio sets gave way to dynamic compositions and location shooting which imparted a new sense of realism to the action. The highflying wirework and precise stylized kung fu were replaced with a more realistic, grounded, and often brawling style of martial arts. The ancient costumes and silks were replaced with polyesters, wide collars, and tight bellbottoms.

In Hong Kong '73 the clash of east and west, old and new, traditional and modern is front and center in the desperate struggle to survive in Hong Kong, a city where corruption rules. Hong Kong '73 film protagonists are still martial artists, and their martial arts skills are what place them right in the middle of this struggle. Their skills set them apart, and the corrupt forces of the city either want to recruit them or destroy them. Using the lure of easy money, fast cars, and faster women to exploit their skills, all of which can lead to corruption, addiction, and self-destructive behavior.

MARTIAL ARTS

Hong Kong '73 is an exciting time for the martial arts, one of the driving forces behind this excitement was Bruce Lee. The first breakout international martial arts movie star, Lee's earlier films were gigantic hits, and *Enter the Dragon* was

the first major joint Hong Kong and Hollywood production. His appearances and philosophy helped spark a worldwide interest in the martial arts. Fighters from all over the world have come to Hong Kong '73, and fighting styles and techniques are tested against each other.

With all the focus on the martial arts, violent shootouts are a rare commodity. Kung fu reigns supreme on the streets of Hong Kong '73. Heroic bloodshed is still mostly done with long knives and throwing daggers. Gang bosses and their named lieutenants are far more likely to know kung fu than gun fu.

BOOM TIMES

In 1970s while the rest of China was struggling with the effects of the Cultural Revolution, Hong Kong was booming economically and people flocked to the city looking for a chance to change their lives. Chi warriors are no exception, and Hong Kong '73 still has the most feng shui sites, along with the mix of modern technology and high magic that makes it so important to every faction in the Chi War.

The Ascended, as always, are riding high on the economic boom, in both legal and illegal goods that flow through Hong Kong. The Guiding Hand suffered a serious setback during the Cultural Revolution, and they are also losing many of their most promising students to decadent western influences. This includes the Dragons and, even worse, the film industry! The Lotus and Monarch agents have been working from the shadows since 1850, using subtle magics and vulgar sorceries to gain control of Hong Kong feng shui sites.

With the pop-up juncture active, chi warriors from all factions are flooding into funky Hong Kong '73 and making it even funkier. While the portal remains open, the Jammers and the Simians are looking for advantages while hiding



out in the shadows of the Kowloon Walled City. The Ascended are clamping down their iron grip to keep any of the other factions from disrupting their control of Hong Kong in this vulnerable time between the Past and the Contemporary Junctures. The Lotus have leapt on the opportunity presented by both the Hong Kong '73 and the Harlem Beatdown pop-up junctures to do just that. If their plans go well, they may establish a new, permanent foothold in the 1970s

THE BIG BOSS

One of the curious phenomena of Hong Kong '73 is the rise of the Big Boss, the shadowy figure who controls all the crime in Hong Kong. All of the criminal organizations in the city report to a big boss, and every gang knows that their big boss is the real big boss and all the others are just pretenders.

The Ascended have made a huge investment in corruption and illegal enterprises in Hong Kong, and the post that controls that corruption is the Big Boss. Eventually the post and its duties will become known as the Hong Kong Operations Chief, or HKOC in the Contemporary Juncture, but in Hong Kong '73 it is just called the Big Boss. There are also rumors that the Ascended use similar titles for their illegal operations all over the globe in the 1970s, and Mr. Big and The Man in the Harlem Beatdown pop-up juncture would seem to confirm that.

The current Big Boss is an Ascended Dragon known as Mr. Wong. He lives like a king on a private island fortress in disputed territorial waters, which is also far enough from Hong Kong proper that the city's magic does not affect him. He often holds martial arts tournaments to recruit new fighters, and to test their skills against his own and his lieutenants. His tournaments are also a convenient way of luring any would-be assassins or spies to his lair where he can deal with them personally at his leisure.

But other factions have latched onto the concept of the Big Boss and there are many pretenders to the title. The Jammers, the Simians, and the Lotus each have a Big Boss as the head of their Hong Kong '73 operations. There are even rumors that a renegade Shaolin monk from the Guiding Hand turned criminal has taken up the mantle of the Big Boss.

WHY YOU GO THERE

- Because it's the 1970s and it's a fun and funky time to visit, and Hong Kong is a great place to explore the era. The martial arts scene is exploding worldwide and Hong Kong is at the heart. It is also a gateway to the rest of the world in the 1970s. Thanks to modern air travel almost everywhere is accessible by commercial jet, but there is enough going on in Hong Kong that



most heroes will never have to leave to find all the excitement they can handle.

- The big martial arts tournament, or one of them anyway. There are several tournaments happening in 1973 Hong Kong. Each with a different sponsor and feel, from the ultra-traditional kung fu tournament put on by the Guiding Hand, to the underground bloodsports put on by the Triads, and finally Mr. Big's invitation-only tournament held on his private island fortress. Why are you fighting? Is it for the glory? The challenge? The prize money? The secret technique taught only to tournament winners? The only way to gain access to Mr. Big? A chance to finally face the fighter who is part of your melodramatic hook in single combat?
- The Pagoda. There is a rumor of a six-story pagoda in the center of a martial arts training compound, in which all firearms are forbidden. Each floor of the pagoda is guarded by a different martial arts master, and no one knows what secrets await on the Pagoda's top floor. Do you have what it takes to win the game of death? Challenge the guards and make your way to the top of the pagoda and reveal the secrets it holds.

WHO YOU FIGHT

- Gangs. Street gangs are looking to protect their turf and prove their toughness against any strong fighter they come across. They are also always looking to recruit top fighters into their gangs, and those gangs are gateways into larger criminal organizations, like the Triads and Tongs, who are also looking to recruit or eliminate any strong fighters in Hong Kong.
- The Ascended are still in control of Hong Kong in 1973 through a combination of rampant capitalism and investment in corruption, but that hasn't stopped other factions in the Chi War from moving in to challenge them especially with the new access granted by the Pop-Up juncture. The Guiding Hand made one final big push to gain control of chi sites by attaching themselves to Mao's Cultural Revolution, only to have it backfire spectacularly on them. They are now licking their wounds in Hong Kong. The Eaters of the Lotus have taken full advantage of the new gateways from the Netherworld to make an all-out assault on Hong Kong chi sites, and are gathering their forces there for a big push against the Ascended.

- Kun Chau, the demon that inhabits Lantau Island, still slumbers in 1973, but if the demon island is awakened, then the Lotus' foothold will be assured. To awaken her, the Lotus sorcerers are doing all in their power to wrench control of enough Hong Kong '73 feng shui sites away from the Ascended.
- Martial Artists. The top fighters from all over the world flock to Hong Kong. To take part in tournaments. To become enforcers for the gangs. To learn ancient kung fu secrets. To become famous in the film industry. There is no shortage of dangerous martial artists, representing all nationalities and fighting styles to battle in Hong Kong.
- Chinese Communists. The Cultural Revolution was the Guiding Hand's last gasp attempt to organize a return to traditional Chinese values and it failed horribly. Now Chinese Communist agents and agitators have infiltrated Hong Kong, stirring up revolution wherever they go.

WHERE YOU FIGHT

- Kowloon Walled City in 1973 not only still exists, but was at the height of its lawless glory days. A former military fort in the New Territories, it was an ungoverned settlement that grew into a sprawling collection of teeming slums and tenement buildings where sunlight rarely reached its street level. There are many portals to the Netherworld in Hong Kong '73 located in the Walled City and it is often hard to know where the Netherworld ends and the Walled City begins. It's controlled by the Triads, and home to countless brothels, opium dens, gambling parlors, and underground fighting rings. The Walled City is a haven for all sorts of illegal activities and those looking to disappear, like chi warriors, Jammers, and supernatural creatures. The Hong Kong Police have been planning major raids, but for now it remains totally ungoverned and one of the darkest, most dangerous slums in the world.
- Aberdeen Harbour in 1973 is home to the junks and sampans that make up the floating village. There are also dragon boat races, and the floating restaurants. It's still dangerous and still a haven for smugglers and Triads.
- Ever want a chance to have a fight in the Aw Boon Haw Gardens in their heyday? Well in 1973 it's there in all its glory, filled with all sorts of brightly painted sculptures and strange, psychedelic, landscape features.



- The RMS Queen Elizabeth, a once great ocean liner that caught fire in 1972 and is now an abandoned, burnt-out, rusting wreck half-submerged in the middle of Victoria Harbor at an odd canted angle.

DISTRACTIONS

- When a Pop-Up juncture is so close in time to a main juncture it's always possible to run into an older friend, relative, or teacher in their younger glory days.
- Take a fast hydrofoil ferry trip across Pearl River Delta to the casinos of Macau for some high-stakes gambling, some high-action butt-kicking, or both!
- With Hong Kong as the gateway, Thailand, Vietnam, and all of Southeast Asia in the 1970s beckons. You might shut down a golden triangle heroin smuggling operation at the source. Free an old buddy who was taken as a POW in Vietnam. Test your kung fu versus Muay Thai kickboxing on the streets of Bangkok.
- Rescue the Dragon. Bruce Lee died in 1973 and the world mourned the passing of a great martial artist and a huge HK film star on the verge of his major Hollywood breakthrough. But what if that's just the official story? Any Dragon martial artist could learn something from Lee, and perhaps he learned a secret technique from his teacher Ip Man. If the heroes couldn't discover the technique from Ip in Shanghai 1937, then learning it from his most famous student in 1973 could be possible. And who knows, maybe Lee escaped his fate with the help of the Dragons and became a chi warrior. Triad curses, foul play, and all sorts of other conspiracies surround his death. The Lotus might have had a hand in his demise. And even if he can't be saved, getting revenge for the Little Dragon could also be on the menu.

FILM LIBRARY

Hong Kong/China: *The Big Boss*, *The Way of the Dragon*, *The Game of Death*, *Street Gangs of Hong*

Kong, *Chinatown Kid*, *Kiss of Death*, *The Drug Addicts*, *Bullet to the Head*

Hollywood: *Enter the Dragon*, *That Man Bolt*, *The Man With The Golden Gun*, *Bloodsport*.

HARLEM BEATDOWN

It's 1973. The Big Apple has a rotten core and the chrono-locals need Dragon help sticking it to the Man. Harlem, New York City, with its cool style, funky music, solid action, and righteous social upheaval was one of the main focal points of Blaxploitation cinema. Thanks to this Pop-Up Juncture your heroes can shoot it out with corrupt cops across 110th Street. Kick transformed animal ass as you hurtle through the subway tunnels beneath Manhattan. Beat down Order-backed pimps and pushers on the mean streets. Bring kick butt kung fu justice to the people of New York or it's going to be Hell up in Harlem.

EXPLOITATION AND STICKING IT TO THE MAN

Blaxploitation films were part of a long history of Hollywood making up for a film's lack of budget by exploiting a subculture to sell tickets. In the 1970s they hit upon a winning combination in Blaxploitation films. They exploited black culture and were filmed with black stars, for a black audience. But they were also a chance for black filmmakers and actors to make movies and tell the stories they wanted to tell. The films were filled with heroes who weren't going to take the Man's shit anymore, who fought back and won against the corrupt system that oppressed them, all to the bass beat of a funky soul soundtrack. All of these elements led to their huge crossover appeal.

These Blaxploitation films portray 1970s Harlem as a wild place; everything is bigger, cooler, and badder. New York City is bustling and dangerous, a hub of world finance and trade dominated by towering skyscrapers, and a center of poverty and oppression filled with crumbling ghettos. Chrono-local heroes are on the scene and ready to stick it to the Man.

THE MAN

The idea of the Man who controls everything is a real and tangible idea in 1973. The Man is the face of oppression and power. In *Feng Shui 2* the Man is obviously connected to the Ascended and their multilayered conspiracy, but just where he sits in the hierarchy is the question. Is it a corrupt cop or police commissioner? A Mafia godfather or a politician? Any and all could be the face of the Man in Harlem Beatdown. There is also a similar idea in Hong Kong '73 in the form of the Big Boss and Mr. Big.



In the Harlem Beatdown pop-up juncture the Man is very real; the Ascended run everything. They control the mechanisms of power: the government, the police, the press, and even the criminal underworld. But a new breed of heroes is out there, and after years of oppression they are standing up. At least in Harlem they have a chance to beat the Man.

GETTING OUT AND FIGHTING BACK

The heroes and plots of Blaxploitation films exist in the areas where the two worlds of the ghetto and the system brush together. Heroes are often looking to carve out a piece of the pie. They are either tied into the ghetto power structure and looking to get out, get revenge, or take over, or they are middlemen dealing with the both the establishment and the criminal element with their own code of honor for their brothers on the streets.

The Ascended control Harlem mainly through intermediaries and most of those are growing old and tired while the young bloods who are working the streets see their opportunity to get out of the game, and they are taking it. Others are taking their own opportunities to cut out the Ascended completely and go into business for themselves.

The tumultuous events of the recent decades, especially the civil rights movement, the Vietnam War, and the

rise of counterculture have caused the Ascended's control to slip just enough that local heroes put right injustices as the investigators and defenders that the city and the ghetto desperately need.

ENTER THE DRAGONS

In Harlem Beatdown, the chrono-local Dragons are off to a strong start, but they are up against the powerful forces of the Man. Many of the chrono-local Dragons begin as part of the corrupt system that the Ascended perpetuates in the ghetto, but the new, young heroes are trying to get out from under the Man and they have the skills and the street smarts to do just that. But the Man will do anything he can to bring them back in line and under control.

Dragons from other junctures have a chance to help the local heroes fight the Man. The Chi War and the battle for feng shui sites is something that the locals may know nothing about. If that's the case, they are doomed to failure no matter how hard they fight back. The chi warriors can clue them in on what they need to do to take over the key sites and make some real changes, you dig?

Most Dragons will love this juncture — everything is super cool, especially the fashion and style. Bellbottoms, Afros, cars, guns, kung fu, and my god the music! But that's really just the surface, because what it's really about is rebellion. Standing



THE HONG KONG CONNECTION

Harlem Beatdown and Hong Kong '73 are a unique set of Pop-Up Junctures. They are happening concurrently, and in a time and technological period where both locations are only a long jumbo-jet ride away from each other. If one juncture starts to close it may be possible to race to the other to avoid getting trapped in the past.

They are also close enough in time to the Contemporary Juncture that trapped innerwalkers could take the long way home to the Contemporary Juncture. 40+ years is a long time to wait, but it is possible, and for long-lived Supernatural Creatures and semi-immortal Sorcerers it's practically an eye blink.

Plus both cities and Pop-Up Junctures have much in common and a lot going on in the 1970s. All the reasons to go to Harlem also apply to Hong Kong especially if you want to check out some authentic HK Chopsocky action in your funky exploitation cinema groove.

The Lotus in particular are taking advantage of the simultaneous 1973 Pop-Up Junctures, and are using the Netherworld to smuggle heroin from Hong Kong to sell on the streets of New York. But not just any heroin, the mystic energies from the Netherworld and the Lotus's own alchemists have charged it with supernatural power. What will happen if a big shipment is unloaded in NYC?

They much prefer Hong Kong with its high magic levels, but by coordinating strikes from both cities and unleashing a flood of supernatural heroin onto the streets of Hong Kong and Harlem, the Lotus might just be able to gather enough feng shui sites to make a permanent gateway to 1973 a reality.

up against the Man who keeps you down, fighting back against an oppressive system, and not taking shit from anyone. What Dragon can resist such a righteous call to action?

WHY YOU GO THERE

- Because the 1970s were cool, and Harlem was the place to be. Everything was bigger and badder, the music was funky, and all the over-the-top styles were plain out of sight. Plus, who doesn't want to stick it to the Man? Though in this Pop-Up Juncture the Man is actually a conspiracy perpetrated by a secret society of Transformed Animals, but who cares? Those jive turkeys are going down!
- The early Seventies were an era of hope and change amid chaos and corruption, and the Dragons are just starting out. It might not be Kar Fai and the Professor, but there were a lot of righteous heroes out there fighting the good fight and inspiring the next generation of chi warriors that would be there in the 1990s.
- Old Masters can be young masters in 1973, and other mentors might need help or guidance from their future students. This is especially true if they become targets of one or more factions looking to take out the Old Master before they even know about the Chi War.
- Did the chrono-simultaneous Dragons start to actually make a difference? Revolution was in the air and the Man was losing control of a corrupt system. Could the Dragons be just

a few feng shui sites away from taking over? Your characters could be the tipping point and change things for the better. Gain control of those key sites in this Pop-Up Juncture and strike a deathblow to the Ascended to change the Chi War forever.

- Take a look at your melodramatic hooks. Is there something you want to try to change in the past? This Pop-Up Juncture could be your best chance. If you kill that Mafia boss while he's just a young punk maybe you can save your family. Of course tracking down people in the 1970s is a lot harder without the Internet. I guess you'll have to hit the mean streets to find your quarry.
- Several factions might get the same idea, and taking out heroes (especially some of the original Dragons when they are little kids or their parents before they've even been born) is a relatively easy thing to accomplish unless the heroes can go back and put a stop to it.

WHO YOU FIGHT

- The Man(or at least the Ascended). They control just about everything in 1973: government, trade, media, crime, everything. And New York is one of their main power bases that lacks the pesky high magic levels found in Hong Kong. Their hold on power is slipping, however. Between unpopular foreign wars, the energy crisis, race and class tensions, and riots, revolution is ready to break out all over. Maybe this is all part of



their plan, or perhaps it's the result of struggles between two factions within the ranks of the Ascended. Either way, the Man has the power and it's up to the heroes to take it back.

- **The Mafia.** The American mob was an institution in the 1970s, run more like a corporation or big business, though a family business to be sure. Their main reason for being in Harlem is to make money, and to make sure that they get their cut of all the illegal dollars made in the ghetto through dope, prostitution, and gambling.
- **The gangs.** Black gangsters like Bumpy Johnson are the template for an old-school Harlem godfather figure, while Frank Lucas, Nicky Barnes, and Frank Matthews are the templates for the new-school, big-time drug dealers operating in Harlem. Usually these gangsters have heavy ties to the Mafia as their main suppliers of imported drugs.
- **The police.** They are the blue uniformed face of the Man. Police corruption and brutality were rampant in the 1970s, they were much more concerned with keeping order and making a profit than enforcing the law in the ghetto. There are a few honest cops, and a few dirty ones that tried to buck the system, but not a lot of them.
- **The revolutionaries.** Militants and revolutionaries had laudable goals, but too often they were seen as little better than the system they wanted to replace. Such groups might oppose the heroes, especially if one or more of the factions has duped them. But if the heroes need an army to back them up, the revolutionaries are the ones to call.
- **The Eaters of the Lotus** have set up shop in New York's Chinatown and are using it as a base of operations to gain a foothold in the 1970s and create a permanent Netherworld gateway to both of the 1973 Pop-Up Junctures. Harlem and New York are not nearly as friendly to their magic, and so their main target is still Hong Kong. They are, however, using Harlem as a revenue stream by smuggling and selling dope on the streets. And dope isn't the only thing they've been importing: jiangshi and other demons now lurk underneath the streets of Chinatown.
- **Jammers and Simians** — Future Juncture factions — have jumped on the opportunity presented by the Pop-Up Juncture to easily acquire pre-catalytic converter, pre-computer controlled, V8-powered American muscle cars and other vehicles for their road wars. The same

goes for acquiring weapons and other equipment from a more rugged and less finicky age than the high-tech digital one of the Contemporary Juncture.

WHERE YOU FIGHT

- Harlem is a only one neighborhood in Manhattan, which is just one of the five boroughs that make up New York City. The other four are Brooklyn, Queens, the Bronx, and Staten Island. There are plenty of interesting locations to be found all over the outer boroughs. There is also New Jersey right across the river if you are really desperate for some additional scenery.
- The famous Apollo Theater where established acts and hopeful amateurs perform on stage nightly.
- The swanky mansions and apartment buildings of Hamilton Heights and Sugar Hill.
- Rucker Park Courts is the home of streetball tournaments and the proving ground for many famous ball players including Kareem Abdul-Jabbar, Julius "Dr J" Irving, and Wilt Chamberlain.
- Nestled in Fort Tyron Park high up on the north tip of Manhattan, the Cloisters is a museum pieced together from five different European cloistered abbeys shipped to New York stone by stone and chocked full of medieval art, tapestries, manuscripts, and relics. It's almost certainly an early attempt to manufacture a feng shui site.
- Bars of all types, from a no-name bar in the Village with a generous owner, to Harlem's famous Lenox Lounge and its Art Deco-styled Zebra Room.
- Nightclubs and discos are flourishing for all different music scenes from live acts to DJs, and lighted dance floors are the perfect place to do a little kung fu fighting.
- A shady pool hall, filled with cues and pool balls and a whole bunch of other objects just waiting to be used as improvised weapons.
- The rooftops in New York are perfect for chases: multiple levels, fire escapes, water towers, and plenty of gaps to jump.
- Dirty alleyways filled with trashcans, dumpsters, and mounds of rotting garbage.
- Tenement buildings and slums, often neighbored by abandoned and burned out buildings, and vacant lots strewn with trash and brickbats.



- A swanky brownstone apartment.
- Churches and cathedrals are ever-present in New York City.
- Warehouses are often connected to docks and piers.
- A slaughterhouse filled with rotating knives, meat hooks, and sides of beef down in the Gansevoort Meatpacking District.
- Hotels, including famous high-class places (like the Plaza, the Ritz, or the Waldorf Astoria), low-key mobbed-up hideaway hotels, and seedy pay-by-the-hour places.
- The Statue of Liberty and plenty of other well-known New York tourist traps
- There are museums of every type, from the classical Metropolitan Museum of Art, to the modern spiral gallery of the Guggenheim, to the Museum of Natural History, and the New York Public Library.
- The FDR Drive is perfect for a car chase in Manhattan. This highway runs the entire eastern edge of the island along the East River going under multiple bridges and eventually turns into Harlem River Drive. On the west side of the island, the elevated West Side Highway is shut down in 1973 due to a collapse, but above 72nd Street, the Henry Hudson Parkway is open for high-speed chases.
- The twisted, bustling streets in Chinatown where shadowy alleys hide secret entrances to the Netherworld, and is the natural stronghold for the Eaters of the Lotus in New York.
- In 1973, Chinatown has yet to take over Little Italy and the other adjacent neighborhoods, and Little Italy is a vibrant stronghold for the Ascended's Mafia goons.
- The skyscrapers of New York are spectacular for set piece action. Duke it out in the heights of the newly opened Twin Towers of the World Trade Center, battle Jammers and Simians on the Empire State Building, or maybe fight giant winged serpents nesting on the top of the Chrysler Building.
- A luxury penthouse in a downtown high-rise, usually owned by someone with enough bread to make sure the lobby and building are crawling with armed goons on security detail. Getting past them and up to the penthouse should be half the fun for some cool cats.
- Take in a rock concert, a basketball or hockey game, a boxing match, or a dramatic showdown

at Madison Square Garden located above Penn Station on 8th Avenue.

- Fight under the grand astronomical ceiling of the main concourse of Grand Central Terminal in midtown.
- Catch a ride on the New York City subway where there is plenty of graffiti and crime. Grimy, dangerous platforms, miles of dark underground tunnels, the electrified third rail, and the elevated tracks that run throughout Harlem and the outer boroughs are perfect for chases.
- The Staten Island Ferry is a scenic place to meet an informant that can easily turn into a scenic place to have a fight.
- Times Square is awash in flashing lights, porno theaters, and peep shows. It's a vibrant and seedy location filled with vice and crime, and a dangerous spot for tourists (unlike the scrubbed clean, corporate paradise Times Square of the Contemporary Juncture).
- Central Park in 1973 has a rightfully dangerous reputation and after a decade of mismanagement only a fool or a hero would venture into the park at night. The park's northern border along 110th street is also the beginning of Harlem proper.
- New York's bridges are world famous and each has their own character: the gothic stone arches of the Brooklyn Bridge, the blue painted ironwork of the Manhattan Bridge, the grey and rusting Williamsburg Bridge, the double cantilever Queensboro Bridge, the double-decker George Washington Bridge (for if you really have to get to New Jersey).
- The cable cars to Roosevelt Island run right next to the Queensboro 59th Street Bridge, and are perfect place for high wire fight scenes.

FILM LIBRARY

Hollywood/Blaxploitation: *Shaft* (1971), *Super Fly* (1972), *Foxy Brown* (1974), *Cotton Comes to Harlem* (1971), *Across 110th Street* (1972), *Cleopatra Jones* (1973), *Coffy* (1973), *Willie Dynamite* (1974), *Gordon's War* (1973), *Hammer* (1972), *Black Caesar* (1973), *Bucktown*, *Slaughter* (1972), *Black Belt Jones* (1974), *Three The Hard Way* (1974), *The Mack* (1973), *Truck Turner* (1974), *Trouble Man* (1972), *Dolemite* (1975).

Hollywood: *The French Connection* (1971), *Live and Let Die* (1973), *Serpico* (1973), *Taxi Driver* (1976), *Dirty Harry* (1971), *Carlito's Way* (1993), *Dead Presidents* (1995), *American Gangster* (2007), *Black Dynamite* (2009).



MIAMI '86

If you've got it, flaunt it. Miami '86 is all about need and greed. Pastel colored suits, pushed-up sleeves, and gold chains. Speedboats, speedos, and pop anthems blasting on the boombox. Life is all about you, and you could have it all!

So turn off your pager, give into the cocaine-fueled madness, and lose yourself on Miami's bustling boardwalks and golden beaches. This is where the Chi War collides with the drug war... In the immortal words of the Communards, "Come on down and do what you've got to do."

POWDERED NOSES

Miami in '86 is a tidal wave of cocaine highs, get rich quick schemes, and cartel takeovers. Whether you are in a penthouse, dance club bathroom, or making a deal in a side alley, murmurs of planned raids lead by local and federal forces have reached your ears.

Sites across Florida used for transport and storage of cocaine are being seized and desperate criminals are on the run. This may be a downturn for the drug trade, but even Reagan's \$1.7 billion dollar Anti-Drug Abuse Act isn't enough to stop Miami's love affair with the drug business.

From well-to-do billionaires to street corner thugs, every class of people can find themselves swept up in drug politics. This could be an opportunity to find out if the Pledged have actually been working with the Cartels at the behest of the Lodge... But get in the way of a cartel operation, or witness the wrong person get shot, and you may find yourself in a courtroom convicted of something you may or may not have done. In this haze of glitz and glam, survival can mean keeping your nose clean and knowing who to call if things get too heated.

NEIGHBORHOOD NOISE

The Miami Boys are expanding and cocaine is selling for three times the local price in other cities. But there have been increasing pressures from a rival Miami gang. Threats and drive-bys could be nothing, but the Miami Boys have gotta keep their local routes secure and be careful not spread their operations too thin or they may leave themselves vulnerable.

Visitors might be sniffed out as federal agents, but if someone were to vouch for em' there's no telling how deep they could get themselves in the business. A chi warrior should expect to find many everyday

folks caught up in this local drug route. After all, diapers are expensive. Not everyone can afford to use, and not all users are bad people.

Local law enforcement is involved in these politics as well, but it's one battle in a war for control; focused sting operations and arrests alone won't stop a turf war from boiling over into a hostile takeover. The Miami Boys are growing rapidly and working their way to the top, but rumors that their "untouchable" status is due to a group called the Lodge have never been confirmed. Ascended or not, how long can they hold up with police informants and other local gangs making a play for their territory?

SERVE AND PROTECT THE PERSONAL INTEREST

The Miami Police Department is ripe with corruption in '86. The drug trade has infiltrated the force and federal agents are launching investigations and inquiries about MPD misconduct. Undercover agents and gunfights on the streets have the cops on edge.

Feds, Police, Order of the Wheel? It's hard to tell who is working for whom, but one thing is painfully apparent: when the bullets start to fly, every warrior stands alone.

WHY YOU GO THERE

- There is need to pay an exuberant ransom in an earlier time, so what better way to get rich quick then go back to Miami in '86? Our heroes won't stand out as they try their hand at their own "get rich quick" scheme in the Magic City.
- Grandmother Wei is a powerful kung fu master who retired in Miami circa '84. She last contacted our heroes with a cryptic message that mentioned a great disturbance in '86 Miami.
- On their way to catch their connecting flight, our heroes are stuck in Miami overnight. "Technical difficulties," they say at the front desk, but our heroes notice someone tailing them when they leave the airport. It becomes apparent that this delay was intended to ground them in Miami... permanently.
- '86 Miami is electric and alive with feng shui potential. Our heroes have word that someone is planning a drug heist that will impact more than the locals of this time frame. Once they identify which cartel member is pulling the strings they can ensure that the energy doesn't end up in the wrong hands.



- One of our heroes' friends from way back is calling in a debt. She's been living in '86 Miami for a long time, but she's in over her head when a new lead in a federal investigation points to her and her operations.

WHO YOU FIGHT

- Local drug cartel. Deals go down regularly. Sometimes in public, other times in private, but you bet if our heroes see something they shouldn't, the cartel will hear of it and send lots of guys with guns to tie up loose ends.
- Gang of thugs. It would be easy for our heroes to be caught talking to the wrong kind of people on the wrong side of town. Sometimes the police don't make house calls and gangs rule the block to protect their neighborhood from outsiders, sending strong messages to other gangs who mess with their turf.
- Muggers. Hard working criminals are hard up for cash more often than not. If our heroes are sporting a nice car, fancy dress, or other interesting objects, it will most definitely attract the interest of everyday street folk trying to make ends meet.
- Cops. Our heroes are bound to get the attention of local law enforcement. The men and women of the Miami police force are not likely to let them carry on fighting in public without a fight of their own.

- Gang of stripper assassins. Who is let into all of the private meetings without a second thought? Who overhears all of the underworld's darkest desires? The Pink Flamingo employs dancers from all walks of life, but male or female, they all have a deadly talent for blowing a guy away.
- Federal Agents. They might be looking for our heroes or on the tail of the same foes the heroes are hunting. Either way, 1986 is a trigger-happy time for the FBI in Miami and chi warriors better stay sharp.
- Alligators. Weighing over 990 lbs and stretching over fourteen feet in length, they have adapted to survive in extreme conditions. Their jaws are lined with teeth and their signature move is called a death-roll. A body can be disposed of in many different ways... none less terrifying than being eaten alive by a bunch of alligators.

WHERE YOU FIGHT

- A nice retirement center. Bingo or poolside, there are lots of folks here who would rather you get off their lawn!
- A fitness club. Full of workout equipment and aerobics classes packed with people in leotards, legwarmers, and sweatbands.
- A quiet suburb. Off a main road, cookie cutter houses with palm trees and freshly cut lawns fill the 'burbs.



- A gas station. There is a lot of distance to cover in Miami and you've gotta fill up sometime.
- A nightclub. Sequin dresses and gold chains shine under the spinning techno-colored lights.
- An airport. You can likely outrun most security or make it to the tarmac without much difficulty, but it's crowded. Terminals and gates are full of people embracing and waving goodbye to loved ones.
- A roller rink. Saturday night date in a dimly lit skate rink. With arcade games, a DJ dedicating songs to customers, and fast wheels burning up the rink.
- A rooftop Miami photo shoot. The scenery is almost as beautiful as the swimsuit models who litter rooftops with up-and-coming photographers.
- Poolside. Speedos, high-waisted bikinis, and tan lines can be distracting, but remember to walk and not run while fighting in the pool area.
- A car chase. There is a lot of ground to cover in the streets of Miami. Danger awaits whether you are inside of a van or hanging out of a pink Mustang convertible.
- A hair salon. Storefronts are oh-so inviting and you can always catch the salon with their doors open for business.
- Beach side. Beach towels, umbrellas, deep sand underfoot with a glittering ocean on the horizon and the lively city at your back.
- On a boat! Locals know who has the best boat around, but any of them would be suitable for an open ocean fight.
- On a boat hitched to a car on the freeway. Hold on tight because the coast guard can't reach you here.
- At the mall. Shop till you drop is king here. Can you keep up with the crowd?
- Bank lobby. Bad art on the walls and a security system ready to be tripped at a moment's notice. Can you finish your business before the cops show?
- A strip club. Nightlife is full of intrigue and danger. Keep a careful eye out for trouble and don't get distracted by flashy shows.
- A corporate building. Some place high up with a lot of floors and grey cubicles between you and the bustle of the street below.
- A Cuban restaurant. You've gotta eat sometime, man. Why not sample some of the local cuisine?
- A bathroom. The towel maid looks awfully suspicious and someone else followed you into the washroom.

- The immigration office. Don't let the comfortable blue speckled upholstery fool you, if you get caught up in the system it means a lot of hassling questions, paperwork, and the threat of jail time.
- A hotel room. This is a place where hearts are too often broken. Watch out for uninvited, lonely guests in dark sunglasses.
- Under an overpass. A private rendezvous for anyone looking to make a deal without the gaze of prying eyes.
- A quinceañera. Beautiful dresses, dancing, cake, and powerful families gathered to celebrate. Be sure not to upset the hosts on this special day.
- Docks. Whether you are headed out to the water or just checking the parked boats, there is plenty of trouble to find hopping from boat to boat.
- Football stadium. Fans and cheerleaders don't just root for their favorite team. Here in Miami they take the sport deadly serious.

DISTRACTIONS

- Gambling-inclined heroes would easily sniff out some underground Bolita gambling by talking to a street dancer with a boombox. Bolita is a lottery game known to be easily rigged, but that just adds to the gambling intrigue, doesn't it?
- Redemption-seeking heroes might get wind of serial murders that have been targeting a demographic that they fit. They could easily be the next victim if they choose to put themselves in harm's way to stop the killings.
- Pleasure-seeking heroes are in the right place! Drugs are flowing, and it wouldn't be too hard to get your hands on your substance of choice. If the heroes are skimming off the top of a big drug bust or going through more traditional meeting methods, they deserve a nice pay out. Working hard means you can afford a little harmless fun, right?
- Romance-seeking heroes might find themselves wrapped up in a relationship with a stripper at a high ritz nightclub. This might be a male or female, but either way they are ready for action and attracted to your energy. Neither the hero nor dancer can explain it, but it feels as if they lived as lovers in a past life...

FILM LIBRARY

Miami Vice, Scarface, Pain and Gain, Bad Boys and Bad Boys II.



THE LOTUS & THE POPPY

Getting a new designer drug off the streets might not sound like a job for chi warriors, but when that drug's side effects include turning the user into a horrific ravening beast with a taste for human flesh, it's a different story. Battle demon-backed drug dealers, meddling monks, and the sinister alchemy of ancient sorcerers in a whirlwind of fists, firearms, and fangs!

SET-UP

Shinjuku is Tokyo's primary political center and also a haven for various bōryokudan (Japanese: "violence gangs") just under the nose of the powers-that-be. In fact, the large immigrant population here has long been a pawn in power struggles between rival criminal enterprises, with Tokyo police "looking the other way" at the struggles of foreigners.

Hundreds of years ago, disgraced Lotus Eater Wan Ying was exiled to Japan by the Chinese court. He proved too gentle and too romantic to be useful in the Lotus Eaters' manipulations, but too powerful an alchemist to destroy outright. He has since spent his virtual immortality in quiet contemplation of the abuses he suffered, the damage done to him, the nature of violence, and love's ability to overcome such adversity. Ying changed his name to Shiragiku in a promise to always pursue the truth. He's also looking for a magical cure to the physical and spiritual damage done to him in his childhood. He hopes to "cure" the rest of his faction.

Recently Song Dan (or Dan-san), an up and coming foot soldier in the faction, has manipulated Shiragiku into releasing one of his failed experiments, a powerful drug that releases swaths of magical energy in certain lucky people (and turns everyone else into shambling monsters). Dan-san is experimenting on the disenfranchised here in Japan, hoping to bring successful news back to China and climb the Lotus Eaters' ranks.



GUNS GUNS NONE

Hey, Japan doesn't have guns. Really, look it up, there's like, six or something. What do you do about that when some archetypes are straight up built for guns? Well, there's two ways, really. The best solution is to remember this is an action flick, and they break the rules sometimes; maybe mention no one else — even the cops — have guns and people think you're crazy for having them. But other than NPC reactions, don't sweat it. The second choice is to steer players away from archetypes that are gun-heavy, and replace gun-related skills or attacks with other things, but this is clearly the least interesting of the two.

Meanwhile, Hiore Yukiko, leader of the Nekono'onna violence gang and daughter of a powerful Ascended, has been moving her gang in to investigate the drug's effects. Little does she know, but she is also the reincarnation of a woman once deeply in love with Shiragiku, and is unwittingly drawn by fate to him. The characters may get right in the middle of this triangle, of course.

But enough about that background stuff, let's talk about fighting and drugs and monsters.

Get the players to each describe their character and what they are doing at this pachinko parlor on this Saturday night on this street in Shinjuku. To set the mood, read or paraphrase these details:

- The Pachi'Neko Pachinko Parlor is a hangout and front for the Nekono'onna, a violence gang run by Hiore Yukiko, a tattooed, badass warrior. Undercover work or private investigation tends to yield fruit here as the Nekono'onna let their guard down in this location.
- The criminal underworld is rumbling with rumors that an unknown street drug is about to hit the streets of Tokyo, and rumors suggest that deliveries of so-called "Pappi Waito" have been made to the parlor, but no one knows why, as the Nekono'onna doesn't deal in drugs, designer or otherwise.
- Rumors suggest that a famous pop idol comes to this parlor to indulge his need to play pachinko because, well, who would look for him here?

Players can build hooks off of these ideas, or bring in their own hooks with statements like:

- *My master lost herself to booze years back, and I have tracked her down to this place.*
- *I work here, actually. Heroism doesn't always cover rent.*
- *Me and a few friends ducked in here to dodge a creep that was following us home from school. I could have taken him, but I'll get in trouble if I get into another fight.*
- *All you can drink for 4,000 yen is hard to resist.*

THE PACHI'NEKO PACHINKO PARLOR OPENER

Use the following as description or inspiration:

- Things start out at the Pachi'Neko Pachinko Parlor on a filthy street in Shinjuku full of flashing lights, grime, and cheerful electronic music at odds with the sallow faces of the listless gambling addicts within.
- The crowd on this dull, rainy night in late spring is sluggish and distracted. A grandmother bumps into you, dropping the ashes of her cigarette onto your foot. Uncharacteristically, she does not mumble an apology.
- The drinks tonight, brought around by cheerful young women in too-much makeup and cute kitten t-shirts, taste too sweet, and seem too thick. This doesn't seem to bother most of the crowd.
- Is the music from the machine especially distorted now? The tinny, electronic midi tunes drag, just barely out of sync with the lights and balls erupting on each machine.
- A pretty boy in dark glasses, dodging the attention of an older woman, knocks over the Lucky Cat statue. It breaks. Everyone goes quiet for a moment, then resumes what they were doing.

Ask if the characters know each other. Have they run into each other before? Tokyo is the biggest city in the world, but it's still a "small" island and coincidences just happen in this kind of flick. Give each player a chance to describe a single moment like a still frame in the characters' shared past. These descriptions should be evocative but not spell too much out. That way, players aren't restricted and the descriptions quickly flow. If the players can describe the moments in tanka even better.

What are the characters doing? Who do they want to talk to and interact with? Each other or NPCs? It might be cool to introduce some of the people who will be threats during the fight before the drug takes effect. Go ahead and



PAPPI WAITO

What it is: It's basically an opiate laced with ancient magic and alchemy. It's water-soluble. It's nasty, addictive, and super dangerous. Drug abuse is bad, the more you know, right?

What it does: What it does: Initially, a quick rush of euphoria, a feeling of wellbeing, and a surge of energy, just like any other opiate. But the user's veins become UV reactive, and if they're exposed to black light in an otherwise dark setting, it triggers a horrific transformation.

- Veins glow and pull towards the surface of the skin
- Muscles twitch and shiver, and movements become jerky, puppet-like, and filled with a spooky supernatural strength
- Teeth and fingernails sharpen, lengthen, and fluoresce a blazing white
- Skin calcifies into patchy body armor

Or, you know, whatever you want the monsters to look like for your game. If the monsters can be cured or not is up to you.

foreshadow something is wrong here. Then, when the characters start to get anxious, turn out the lights, and start the fight.

THROWDOWN IN THE PACHINKO PARLOR

Agents of Dan-san and the Lotus Eaters have spiked the chūhai (fruity beer-like drink) with Pappi Waito. When exposed to black light the drug activates and turns the people into horrific monsters. The characters will need to fight their way out while:

- Saving people who haven't transformed.
- Fighting through Lotus agents who want to keep the event contained and gather data.

BYSTANDERS

Not everyone in the parlor is changing, there should be about four or five people, general employees and a patron or two who don't drink or were otherwise unaffected. Here's two quick examples:

- **Sho Kyan:** Kyan's a pretty normal guy, he's just got a kind of weird job. With his free time he plays the parlors and builds models of giant robots. He's a local and a little awkward. For a living, he wears makeup, leather, and sequins and was voted "the hottest male idol" for the last three years running. He really doesn't like to make a big deal out of his job.
- **Obaa-chan:** She's about 75, she survived World War II, and she just wants to see her grandchildren graduate high school and play another round of pachinko. She's a tough old

bird and she's reputedly beaten three young men senseless when they tried to interfere with the parlor's operations early this year. Granny can handle herself, if she has to. She just doesn't want to have to.

STARTING THE FIGHT

At the last minute, characters will see evidence of attacks from outside the parlor. The Nekono'onna are fighting with the Lotus Eaters over turf. Call for Initiative rolls.

FOES

The number of featured foes appearing equals the PC group size minus 1. Add 3 mooks per hero. Leave out named foes in the following order: Toothy, Claws, Sorcerous Saito, With a Pool Cue.



Bad guy initiative is as follows:

FOE	SEQUENCE			
	1	2	3	4
Toothy	14	9	13	11
Claws	13	13	8	8
Sorcerous Saito	11	12	11	12
Lotus Face Tattoo	11	9	9	12
With a Pool Cue	9	11	13	8
Oyaji-of-the-Dead	8	11	9	12
Mutant Monster Mooks	8	8	6	6



SORCEROUS SAITO, LOTUS FACE TATTOO

Low-level sorcerers who will do anything to prove themselves and move up the Lotus ranks.

SORCEROUS SAITO, LOTUS FACE TATTOO			
FEATURED FOES			
SORCERY	DEF	TOU	SPEED
13	13	5	7

Weapons: Blast (10).

TOOTHY AND CLAWS

Your basic hulking, screaming, mutated magical monsters that were human just moments ago.

TOOTHY AND CLAWS			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	13	5	7

Weapons: Claws (11).

Resistances: Constitution 11.

Kneecapper: When the foe's close attack hits with an Outcome of 3 or more, the target loses 3 Speed until end of fight. No hero can lose more than 3 Speed to any Kneecapper effect in any one fight.

WITH A POOL CUE

It's a suffering, angry, mutant monster... with a pool cue.

WITH A POOL CUE			
FEATURED FOE			
CREATURE	DEF	TOU	SPEED
14	13	5	7

Weapons: Claws (11), Pool Cue (12, but breaks first time it's used).

Resistances: Constitution 11.

Kneecapper: When the foe's close attack hits with an Outcome of 3 or more, the target loses 3 Speed until end of fight. No hero can lose more than 3 Speed to any Kneecapper effect in any one fight.

OYAJI-OF-THE-DEAD

Oh man... even grandpa mutated?

OYAJI-OF-THE-DEAD			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

*+1 Defense at start of 3rd sequence.

Weapons: Claw (11), Bite (12).

Resistances: Constitution 10.



THINGS THAT CAN HAPPEN DURING THE FIGHT

- Someone jammed into a machine and electrocuted.
- Barstools used as weapons.
- Fighting and kicking ass over the tops of a dozen machines.
- Bones cracking and the sound of ripping flesh as victims become monsters.
- Getting pelted with hundreds of little silver balls.
- Glass bottles that break and turn into green flame that drives back the monsters.
- Karaoke machines giving away a hiding spot.
- The katanas and naginatas on the walls are not merely ornamental.
- Monsters dislocated jaws trying to bite off hero's limbs.
- Smashing through a trophy case full of prized manga statues.
- Sho Kyan takes mortal or near mortal wounds doing something heroic.

PACHI'NEKO PACHINKO PARLOR MOP-UP

The tattooed women outside offer to clean up the bodies, assuring the player characters that "The cops don't come down this street." They're pretty insistent that the characters get off their turf.

The scene offers two main ways forward:

- Investigate the bodies of the monsters medically, mystically, or both.
- Try to interrogate surviving Lotus foot soldiers, or chase them down. (One escapes or survives.)

OH THAT'S JUST GROSS

With a Medicine or even Police or Detective Check of 10, the characters can discover a good bit from the bodies before they are "politely" asked to leave by the gang members. They'll let the heroes take a body, but only if they promise to burn it properly when they're done.

- The bodies are still light reactive, their veins responding to UV even in death.
- An unnatural increase in adrenaline and hormones has led to the bodies' rapid changes. (If you've got any biology teachers in your group who argue that's not how that works, change

the explanation to one they'll accept or else tell them to relax, it's a movie.) The bottom line is, while there is Pappi Waito in their system, these changes are not scientific in origin.

- From initial introduction of the drug, the victims can remain unaffected indefinitely so long as they aren't exposed to UV light. However, a very small dose can cause complete transformation. It's possible that the victims who haven't been transformed can be treated, but the heroes will need more information on the drug itself.

With a Sorcery Check of 8, there can be no doubt that these bodies were changed with powerful alchemy. Specifically, a corruption of chi that releases all of the victim's psychic potential at once. Theoretically, if the victim is already able to use Sorcery or Fu powers they could handle the release.

AYUMA FAILED P.E.

Plenty of the Lotus operatives stay to fight the good fight and are KO'd in the process. However, as soon as things seem bad, at least one guy will try to Cheese It. Ideally, the characters will be too busy to immediately track him down, what with the monsters and all, but if necessary, some heroes might split off to chase him. Ayuma is a skinny guy, but he is woefully out of shape, so even if they don't catch up to him right away, the trail of overturned trash cans and broken things should give him away. If in doubt, they can find him two blocks over, still dressed in dark robes, being beaten with a magazine by an elderly shopkeeper next to an overturned display of fruit. He is wheezing and exhausted. He knows the following things:

- Magic should totally come back to the world because magic is cool.
- He was in a cell that received dead drop orders. He doesn't have a boss exactly. Not that he can identify.
- He's willing to tell where the dead drop is if the heroes promise to let him go. He says his masters will know if he dies, and shows a glowing tattoo on his chest.
- He doesn't know what the drug is, he's never taken it, and he doesn't know where it's manufactured, but he is sure it's being made in Tokyo. It isn't imported.

BUY-IN

Strictly speaking, it's the players' job to buy-in with their characters, but you can help them along. Here are some quick suggestions:



- Romance: Sho Kyan was killed/almost killed in the encounter, and thus a character smitten with him must avenge him.
- You uh... you drank some of that chūhai, buddy.
- You're hired (off screen) by the Nekono'onna to keep an eye on the heroes.

FLASHBACK

While the heroes are figuring out where to go next, possibly as a result of the explosions of magical energy from the Pappi Waito, a portal opens and sucks the characters into the distant past. This is a brief, temporary portal that transports the characters to one important moment in the Ancient Juncture in Shinjuku. Each hero finds herself in a past incarnation based on one of the specific archetypes listed. Pick one at random for each hero. It'll be more fun that way.

- Wealthy farmer.
- Poor fisherman.
- Earnest shopkeeper.
- Penniless samurai.
- Wealthy kimono saleswoman.
- Shrine maiden.
- Ukiyo-e artist.
- Ichiyō Higuchi, novelist. (It is totally ahistorical to put her in this Edo period flashback, but she's really cool and you should read about her anyway.)

It's okay to let the heroes explore the period a bit, maybe some kids wants to see a samurai sword, or a woman wants to haggle over the price of a kimono, some little mundane interactions to set time and place. Before that drags, or before any characters leave the market, have the main event take place. Use the words below or your own to describe the important moment. Characters are free to try to stop the tragic events, but what is past is past in this case, and even if they save Yukiko now, they know she will die by accident or otherwise soon enough. It's a fate thing.

In the shadow of Edo Castle, Shinjuku stands as one of the earliest urban centers in Japan. Filled with temples, shrines, markets, and one of the biggest roads of the era, Shinjuku seems like the center of the whole world.

It's spring, the warm noonday sun is still burning away the last chill in the air from a particularly harsh winter. The citrus scent of

orange blossoms mixes heady with the barely blooming cherry blossoms.

Men, women, and young children roam the market in their spring finery, happy for the chance to break out their lovely cotton and silk. Unmarried girls with their long, flowing sleeves stand at a shrine wishing for good husbands. Among them one stands off to the side, distracted and disinterested. Her kimono is a brilliant magenta, a daring color, with images of black cats playing with light pink cherry blossom petals as they fall. Her eyes flash like a cat's when she meets your gaze, but only for a moment.

Across the way, closing the door to a small but popular apothecary is a slight and beautiful youth with straight black hair that hangs down waist length. The youth wears a kimono in dark blue with white chrysanthemums embroidered across it. This, it can be assumed, is the alchemist Shiragiku. The youth's voice is gentle, kind and lilting as passersby make greetings. The youth is clearly Chinese, but has a polite respect for neighbors.

The girl in magenta calls out, "Shiragiku-kun!" Giddily and rushes to him. A breeze brings a flutter of orange blossoms past, and perhaps, in that moment, the two exchange a secret kiss.

"Yamamoto Yukiko!" A stern voiced man calls from some distance.

The girl panics and the youth steps away from her, looking at the ground. Alarmed and afraid, she rushes into the street to avoid the

TRAVELING TO EDO

The "portals" to Edo are not true portals leading to this point in the ancient past. They do not pass through the Netherworld. Rather, they are rips in time and space, and that is why direct physical transportation into the juncture is impossible. This strange aberrant behavior allows only the heroes' spirits to travel into Tokyo's past. It's a mystery the characters can look into after the adventure is over. Or, they could not worry too much about it because they've got better things to do and gangsters to punch. Is it possible that the characters can find other such tears and move, as spirits, into their past selves to delve into ancient Japan for it's mysteries and powers? Maybe. But that'll take a sequel.

(Incidentally, Ancient Edo makes for a great pop-up juncture if you're willing to do a little legwork to develop it.)



stern man catching up to her. In her haste, she does not see the cart coming.

Women scream and everyone looks away in horror. A pot painted with chrysanthemums falls into the street, shattering.

The spiritual flashback is over, and the heroes are themselves again in modern Shinjuku.

CONNECTIVE TISSUE I

Let's get the heroes back to the action. The next fight may lie in one of these directions:

- They can dig into the Japanese underworld or police.
- They can check in with occult contacts.
- If they chased Ayuma, they can also follow up on his dead drop.

If they follow up with the dead drop, they'll find Lotus Eater gang graffiti. The dead drop appears to have been burned when Ayuma went missing, leaving him and his cell in the wind for now. But, at least, the markings should give them a way to track down other Lotus locations.

If they dig into the occult world, then they are pointed in the direction of Connective Tissue II and a scene with Shiragiku. His signature is all over the alchemical drug, and therefore he **MUST** be the villain behind all this mayhem! Local occultists just don't trust the mysterious alchemist. He must be up to something. On their way to confront Shiragiku, Yukiko and her gang get in the way, leading to the Falling Petals fight.

If they follow up medically, or with the police and underworld, they will be directed toward the drug lab (and secret alchemical school) belonging to Shiragiku. To find that, they'll have to find him. To find him, they'll first run into Yukiko, her gang, and the Falling Petals fight. Some things are just fated.

FALLING PETALS AS THE RAIN FALLS

Basically, Yukiko and her gang show up to test the character's mettle. She will test their knowledge of the situation, and most importantly, test their heart by battle because that's how these things work. If they are pure-of-heart or something, she will pull back. If they aren't, she'll be pulled away but they'll go forward without her aid (and in conflict with the Ascended for future stories).

And the only way to know if they have heart is in not-quite-lethal battle.

FIGHT!

風水

At the time of this writing, "fight" is an English word quite popular in Japan. However, rather than violence, it suggests competition. So, fight your best, heroes!

SET-UP

Your heroes should be out in the streets of Shinjuku. Describe the set up like this:

Rain falls in sudden sheets, a surprise spring shower. It lets up just as fast, revealing a tattooed woman in jeans and a leather vest showing off the beautiful cat-themed sleeves of her full-body tattoo. Her hair is dyed a bright magenta, and in her hand, a sheathed katana; the scabbard is the same color as her hair, with a black cat glaring baleful at the hilt. Behind her, are a dozen or so similarly badass-looking women with glimmering katanas.

"I am Hiore Yukiko. Shinjuku is mine." She nods her head instead of bowing formally, but the meaning is similar.

"(character-name)-kun, I've heard about you, and what you did at my parlor. We have some business to settle." Her thumb flicks by the hilt of the katana, it flashes the first inch of her blade, "But first I want to see the color of your soul!" (If there are no heroes that present as male, she'll call one of them by name with -chan attached.)

Her gang moves cautiously forward, she stays in place. *"No one dies tonight."* She warns her gang. *"They are too talented to slay."*

Underfoot, the street is slick and with every step you crush a dozen flower petals that have fallen from the nearby cherry tree. The whole neighborhood seems to be watching from between blinds or peeking through cracked open doors.

FOES

One featured foe per hero appears in this fight, plus three ganger mooks per hero. Drop later-listed featured foes from the roster first.



COMBAT MANAGER
APP SCENE LINK



Bad guy initiative is as follows:

FOE	SEQUENCE			
	1	2	3	4
Hiore Yukiko	12	12	15	10
Hikara-chan	11	8	11	6
Hello Pity	10	10	9	8
Dorama Mama	9	8	6	11
Sailor Mercy	7	12	11	10
Company Man-Slaughter	7	9	11	9
Die-Con	7	8	9	10
Mooks	8	11	10	6

YUKIKO

Tattooed badass, katana master, cat-woman, and hopeless romantic.

Yukiko is a hardened gangster who has done some very bad things in the name of protecting her turf. She's not against doing it again, but she still holds to a sense of honor. Her code is tough and it's not that far from typical Japanese sensibility. She also calls any male character she meets with -kun, this will include the heroes. Despite her distant feline heritage, she is not kawaii or a "girl" by any definition.

YUKIKO

FEATURED FOE

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

Weapons: Sword (12),

Disarm: Yukiko's first successful hit against a hero each fight disarms that hero.

Prodigious Leap: Spend 1 shot to leap up to 14 m in any direction.

THE OTHER GANGSTERS

They are colorful, loud, brash, and wield katanas. Give them personalities to suit their names, and imagine them behaving a lot like a roller derby team or a particularly nasty super sentai team. They all have similar stats.

THE OTHER GANGSTERS

FEATURED FOES

MARTIAL ARTS	DEF	TOU	SPEED
14	13	5	7

Weapons: Katana (10).

Prodigious Leap: Spend 1 shot to leap up to 14 m in any direction.



THINGS THAT CAN HAPPEN DURING THE FIGHT

- Someone runs up a wall.
- Someone might slide along power lines.
- Katanas should spark off of metal.
- Someone should balance on the tip of something a person can't otherwise stand on.
- Dramatic fall of cherry blossom petals.
- A neighbor hits someone over the head with a flower pot when they get too close to her home.
- Local cats come and hiss at the heroes, even though it's raining and they shouldn't be out.
- Someone should get pushed through a paper or cardboard sign advertising a popular romantic comedy.
- Someone should get hit with a fresh fish.
- A hero should get a chance to help his opponent to her feet after she falls.
- Someone gets blinded by a spray of water coming off the slash of a sword.
- Disarming and weapon swapping.
- Near the end, a pot of chrysanthemums is broken.

FALLING PETALS MOP-UP

Yukiko has information for the characters, but it's a give and take. Depending on what they've already uncovered and what they choose to tell her, she has the following information she can give or confirm.

- The Lotus Eaters are bad news and she doesn't want to cross swords with them unless she has to.
- Drugs are strictly forbidden, even among the criminals in Tokyo. (She hints that the Ascended don't like drugs because of a connection between mind alteration and magical potential. Keep it ambiguous though.) Pappi Waito didn't get imported, either.
- If the characters have visited Ayuma's dead-drop, Yukiko confirms that she's seen similar graffiti in parts of Shinjuku, and yes, she can point out where.
- Yukiko has had some similar dreams to the Edo flashback. They make her sad and uncomfortable and she doesn't want to talk about them. She doesn't know the person in the chrysanthemum kimono.

- She doesn't know much about the occult, she doesn't know why these people turn into monsters. One of her gang suggests that they should check with a small apothecary named The Healing Flower in Ni-Chome, a Shinjuku neighborhood known for clubs, parties, and alternative lifestyles.
- She can't help them directly other than giving information, but because the heroes fought bravely, she promises to be their friend in the future, especially if they can end this magical nightmare.

OPTIONAL FIGHT: BAR FIGHT, SAMURAI STYLE.

If you want to use this fight, have the heroes together in some place, preferably near a bar, when a strange time portal opens up and sucks the heroes back into the past. Tell the players that in the coming fight, they can use their hero as written, but they are in the past-life incarnation. If a character uses Guns, hand wave it and call it super archery. Don't try to apply too much logic to the whole thing. This is gonzo spiritual flashback time travel, just roll with it.

BAR FIGHT SET-UP

As soon as the heroes slip into history, they find themselves once again in their previous incarnation. They are standing outside of a rough-looking bar. The air is hot and sticky, summer time perhaps, and it's just the right temperature to make the skin prickle and make someone size up their neighbors and crack their knuckles.

Just as the heroes are trying to figure out why they're back, the bar's storefront, really just shuttered blinds pulled down to the ground to block out the sun and hold back the rain, bursts open from the inside. Shards of wood fly everywhere. The projectile that came through the shutters? A slight youth in a somewhat dingy kimono lying flat-out, face bloodied. The youth does not seem eager to get up, and has clearly already taken a beating. A rowdy type carrying a katana steps out through the ruined shutters, followed by decidedly not-samurai companions. The samurai with the katana, Mushi, is a shiftless sort and itching for a real fight. He says some nasty things to the beaten and battered youth, then points a finger at one of the heroes. If they don't immediately jump to the aid of the youth, he'll pick a fight with them anyway. Some things are just fated.



FOES

The number of featured foes appearing equals the PC group size. Leave off named combatants from last to first. Add 3 mooks per hero.

Call for Initiative rolls.
Bad guy initiative is as follows:



FOE	SEQUENCE			
	1	2	3	4
Mushi	14	9	13	11
Ashikaga	13	13	8	8
Yamanote	11	12	11	12
Angry Farmer	11	9	9	12
Yamaguchi	11	13	8	10
Naoichi	8	11	9	12
Drunken Samurai Fansi Mooks	8	8	6	6

MUSHI

Mushi's kind of a big deal around here, and wants everyone to know it. His family used to be important, but he's drank up his inheritance and lost his land in a card game. An embarrassment to his ancestors, he has since spent much of his time just hanging around, pushing around friend and foe alike, brow-beating the other guys in his group into spineless obedience.

MUSHI			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13	6	8

Weapons: Unarmed (9), Chain (11), Sword (11).

Resistances: Strong 11.

ASHIKAGA, YAMANOTE, YAMAGUCHI, NAOICHI

These boys aren't actually bad boys, per say, but they worship Mushi and his samurai allure to a point that they can't see who he is as a man. He tells them that you can only prove yourself through combat, and so they get into bar brawls at the drop of the hat with little self-reflection involved. He's a samurai, what reason would they have to do anything less than believe him?

ASHIKAGA, YAMANOTE, YAMAGUCHI, NAOICHI

FEATURED FOES			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

Weapons: Unarmed strike (8).

ANGRY FARMER

Kuchikura is just having a really lousy month, and so when a fight breaks out around her, she's happy to get in on it and throw some punches, break some bottles, and beat some ass. She has mook stats otherwise.

KUCHIKURA	
SUPPORTING PLAYER	
TOUGHNESS	SPEED
5	6

Damage: 8 (pitch fork), 7 (punch)

THINGS THAT CAN HAPPEN DURING THE FIGHT

- getting pushed through several thin wood or paper walls with one push/punch/kick.
- Running across thatch roofs.
- Sliding along a clothes line.
- Crashing a fruit cart.
- A bad guy gets thrown into a small shrine, covered in lucky charms.
- Scalding with a pot of cooking udon soup.
- A disarmed sword flies, embedding itself in a wall.
- A cloud of dust kicked up to create a moment to escape a tussle.
- Getting thrown in a well.
- Fireworks for later that night set off in someone's face.

BAR FIGHT MOP-UP

In this case, it is a literal mop-up. As their foes are scattered, the youth sneaks off in the fight, and the bar owner steps outside. She saw the whole thing: the youth, morose, tried to get himself killed by the cocksure samurai and his friends. If not for the heroes, that youth may well have been murdered in the streets.

Still, there is a big mess to clean up. The bar owner seems to imply that's something the heroes should do. If they offer to help or not, the portal returns, dropping them back off in modern day Shinjuku.



CONNECTIVE TISSUE II

Now that the heroes have some leads, they can reasonably find their way to meet Shiragiku. By way of contacts, dead-drops, or Yukiko's directions, the heroes find their way to Ni-Chome, a wild, crowded club and bar strip in the gayborhood.

THE HEALING FLOWER

Heroes may try to break in or just walk in. You should strongly encourage that they just go in, because heroes use the front door. If they break in, modify the description below. Shiragiku will be kind, even with a break-in.

The red wooden door to the Healing Flower apothecary is adorned only with a single piece of graffiti suggesting the place belonged to the Lotus. A gay couple come out, holding hands and carrying a little paper bag. They seem happy about their purchase, and, despite the rumors, it doesn't seem especially seedy.

Opening the door, the place smells like herbs and copal and soy wax candles. Distantly, there is also the smell of dried flowers under the stronger scents. The walls and furnishings are all solid, dark, heavy pieces and highly lacquered. A dozen apothecary cabinets line the walls holding countless herbal and magical ingredients. Nothing especially oppressive in the air, and despite the dark and heavy furniture, there is a lightness, a welcoming vibe.

From a curtain near the back steps a figure. This, it seems, is Shiragiku. The figure couldn't be a day older than the thin youth you all saw in Edo, with long, dark hair pulled back into a smart pony tail at the base of the neck. Shiragiku wears jeans and a tight graphic t-shirt with a stylistic impression of a chrysanthemum to one side. Shiragiku is androgynous, beautiful and strong in the same breath with a body a man or a woman might envy. Shiragiku speaks with a gentle, lilting voice that feels like cool water rolling over smooth pebbles on a warm summer evening.

"Greetings," the ancient youth says, "I'm afraid we have a great deal to talk about, don't we?"

SHIRAGIKU THE ALCHEMIST HAS WORDS

Shiragiku is welcoming, perhaps prone to ramble (the youth is ancient, after all), but otherwise actually interested in helping the heroes. The alchemist is blindsided to learn what the drug does to people. Shiragiku knew deep inside that Dan-san had nobody's best interests at heart when he browbeat the

alchemist into giving over old notes. But, Shiragiku never imagined Dan-san would use the information within it to mutate people. The drug is based on Shiragiku's old formula, and does close to what it was expected to do. This is of course why Shiragiku discarded it. Shiragiku has more information, and you can morsel it out in a conversation. Shiragiku will be more giving if the heroes show at least some level of understanding. The heroes may blame the alchemist, and Shiragiku carries the blame deep at heart.

- The magical change is reversible so long as the victim has not yet changed forms, something any character with Sorcery 12 or higher would know. Shiragiku will produce anti-toxins at the characters' behest, but it will take at least two nights.
- Shiragiku once had a laboratory, but hasn't used it in years. It's reasonable that Dan-san might be using it to produce more of the drug.
- Shiragiku warns the characters to proceed with caution. While what the Lotus Eaters and Dan-san are doing is wrong and must be stopped, a portion of understanding is more useful than blind rage. "What was done to me, to many young boys in the ancient courts, what is still done in the order to make us... what we are... is a wicked act of child abuse. It robs us of so much more than the ability to sire children. Very few of us were actually evil, despite the stories, and those of us who did... go bad... perhaps there's a very good reason as to why. Sympathy is a powerful tool, heroes, and perhaps one that you can use in going to that lab."
- If the characters tried to save Yukiko in the first flashback, the alchemist will thank them for their kindness, as he remembers them, even all these years later. If they came to his defense in the bar, Shiragiku thanks them likewise.
- If the characters probe a bit, Shiragiku will tell about the horrors of being a young eunuch in the ancient courts, and how horrible it is today, but better that you hand wave a detailed description than get too specific as a GM.
- Shiragiku knows Yukiko and explains that they were lovers once, decades ago. The alchemist feels her return, but does not want to interrupt her new life. Such things can be powerful moments, and Shiragiku would hate to harm her life in that way. If told that her life seems violent and sad now, the alchemist grows briefly lost in thought.
- Shiragiku doesn't know why the characters would be pulled back into Edo but calls it fate. However, the alchemist doesn't know what would end the random and aggressive portals.



- Shiragiku’s work has always been about healing those members of the Lotus who are the most damaged, soul and body. The alchemist is on the outs with the Lotus, as a result, and has no real pull with them. But. Shiragiku knows where “the bodies are buried” so to speak.

THE SECRET LABORATORY FIGHT

Heroes will have to leave the chaos of Shinjuku and visit Shinagawa. Much of Shinagawa consists of artificial islands built in Tokyo Bay. Some of the most important government buildings, for example, can only be reached by train over the water. What most people don’t know is that some of these artificial islands are technically invisible. Places mystically charged so that they can only be seen when you are on them, and gone when your feet leave ground. Shiragiku’s secret laboratory is on one of these invisible islands. The alchemist gives careful and specific instructions as to how to reach it. There’s no reason to assume the place will be heavily guarded, after all, no one can find it unless they know where it is already.

The heroes grab a little row boat hidden between buildings on the edge of the water right where Shiragiku said to find it, and locate the island under a thick curtain of fog. Once they set foot on it, they can see that it’s only a few meters across and is compromised almost entirely of a three-story concrete building, heavily tagged with Lotus graffiti. Shiragiku was right in saying the place wasn’t especially guarded, but it’s not a small operation.

People in robes shuffle in and out of the place, loading pallets of the drug up along a dock where, presumably, a boat would arrive to carry it off into the city. There are a dozen individuals outside, some literally crackling with magical energy.

If the characters try to stealth up to the place, they’ll know there’s at least another two dozen inside. Of them, one, a man in biker leather with bleached blonde hair, holds an uzi and smokes a cigarette, apparently guiding the flow of the work.

SECRET LABORATORY SET-UP

There’s about three dozen random Lotus servants and magical slaves, but only some of them will be direct threats to the heroes. Allow the rest to be scared off, exploded as collateral damage, or otherwise make things look more badass without actually adding to the difficulty of the fight.

They heroes can start the fight outside, or they can try to sneak in and fight out. Of course, if they go inside first, some of the drugs may get on a ship and vanish off into the foggy Tokyo night. If any of the players ask, burning the drug is the surest way to make sure it doesn’t get into the water supply. It’s water soluble, so that could be very, very bad news.

FOES

This is Dan-san, his men, and any Lotus gangers who made it out of the first fight. (Even Ayuma, betrayal!) Mutant mooks manifest midway through. Three monster mutant mooks show up for every



hero present. Add six more if you want to. If your group isn’t large, drop Featured Foes from the list, starting with Fists, Chin, and Seven Ghosts. You can also have some of them show up in the third sequence, rather than the first. With a small group of PCs, you definitely do not want to have twice as many named characters as PCs. Carryover enemies from earlier appear below those surer to appear here.

Bad guy initiative is as follows:

FOE	SEQUENCE			
	1	2	3	4
The Green Mistress	14	12	13	10
Fists	8	11	9	6
Lambent Slayer	11	10	8	11
Dan-san	10	11	12	12
Seven Ghosts	8	12	9	12
Chin	7	6	10	9
The Sickly	7	11	12	6
Ayuma	7	6	9	11
Lotus Face Tattoo	-	12	11	9
Sorceress Saito	-	12	8	9
Mutant Monster Mooks	8	8	6	6

DAN-SAN

Dan-san is a tough, short guy with bleached blonde hair and gold teeth, clearly a warrior rather than a sorcerer, and deeply devoted to the machinations of the Lotus. Between his swagger, frequently-brandished Uzi, and prodigious use of profanity, he appears to be overcompensating, but in reality he’s every bit as dangerous as he thinks he is.



DAN-SAN			
BOSS			
ATTACK	DEF	TOU	SPEED
16	15*	7	7

*+1 Defense vs. close attacks. Explain this to players after first close attack against Dan-san.

Weapons: Dan-san's Self Confidence (Highest PC Damage Value +1).

Auto Re-Arm: Swap, replace, or pick up weapons at a shot cost of 0.

Back to the Wall: If attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

Inspire Fanaticism: When a weapon-wielding hero announces an attack against Dan-san while at least 1 mook is still up, Dan-san spends 1 shot as an interrupt. 1 mook goes down. Roll a die. Odd: attack is nullified, and hero is Disarmed.

THE GREEN MISTRESS

A sorceress, bitter at the glass ceiling hanging over her head, despite her talent. She has beautiful green eyes.

THE GREEN MISTRESS			
FEATURED FOE			
SORCERY	DEF	TOU	SPEED
14	13	5	7

Weapons: Blast (11).

Resistances: Will 12.

Furious Wrath: If the Green Mistress' last attack missed, her current one gains +1 attack and +3 Damage. Not cumulative.

LAMBENT SLAYER, SEVEN GHOSTS, AYUMA

Three less dangerous and less memorable bad guys, but still a threat to the heroes.

LAMBENT SLAYER, SEVEN GHOSTS, AYUMA			
FEATURED FOES			
SORCERY	DEF	TOU	SPEED
13	13	5	7

Weapons: Blast (10).

FISTS, CHIN

Martial types with no magical potential.

FISTS, CHIN			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

*+1 Defense vs. ranged attacks. Explain this to players after first ranged attack against them.

Weapons: Unarmed strike (10).



THE SICKLY

Patient Zero, it just keeps getting bigger and hungrier. The Lotus only barely have the monster under control.

THE SICKLY			
FEATURED FOE			
MARTIAL ARTS	DEF	TOU	SPEED
13	13*	6	7

*+1 Defense from start of 3rd sequence.

Weapon: Crushing grasp (11).

Resistances: Constitution 10, Strength 11.

THINGS THAT CAN HAPPEN DURING THE FIGHT

- A hero shows mercy to a Lotus sorcerer and is karmically rewarded for it.
- Exploding glass jars full of weird alchemical ingredients. Acid burns, anyone?
- Magical monsters eating fallen foes.
- Piles of drugs burning a brilliant purple.
- Pressured stills explode in a fireball.
- Dan-san takes off layers of clothes as the fight progresses.
- Someone is thrown off the dock into the bay.
- Someone explodes through a pallet of drugs, sending powdered Pappi Waito out into the air.
- Climbing up into the vents and pipes inside the laboratory to get a better look.
- A mutant in a giant glass tube breaks out and grabs a hero.
- A boat pulling into the dock catches fire and explodes.
- A mutant explodes after being cut up by a sword.
- Mist from the sea splashes up, haloing a hero at just the right moment.
- A hero has the opportunity to stop a small garden of flowers from being trampled. Including, you guessed it, a chrysanthemum.

LABORATORY MOP-UP

There's a few things to clear up now that Dan-san's operation is destroyed. There's books that talk about shipments and tons of Pappi Waito to destroy, and probably the whole lab should just get blown up to be sure.

Have any of the heroes been dosed? Will they personally see to distribution of the cure? What will they do with Dan-san if he isn't killed? What about Shiragiku?

THE NEXT FIGHT?

The lab is destroyed, the Lotus are driven back, lots of people are dead, but a lot more are going to be cured with the help of the heroes. It's a win, but there's still that one loose end. Namely, the strange portals and the characters' past-life regressions.

OPTIONAL SCENE: REUNITED LOVERS

If the heroes choose to, they can reunite Yukiko and Shiragiku, which can trigger a new adventure or just roll credits with a pop ballad version of the love theme. Describe the scene in your own words, or borrow some that follow:

Shiragiku won't go to Yukiko, afraid to ruin her life again, but if the players bring her to meet the alchemist, there's no avoiding it. At the moment their eyes meet, she knows.

The rain that seems to have been falling for days suddenly stops, and a warm breeze passes through the air. The streets, lit by the night lights of Shinjuku, look like dreamy rivers of silver and the cicadas hum softly as the rain stopping allows them a chance to come out and sing their love song.

"I never thought I'd see you again," Shiragiku says, then stops. "No, I.. I can't be allowed to ruin your life again. We can never be. It is impossible. And you don't even know why, do you?"

This is a chance for the heroes to step in, make some crazy claims about why it will be different this time and so on. Yukiko, after all, is no delicate flower any more, and with heroes on the scene, even fate can be rewritten. (If necessary, have Yukiko prompt this by declaring it will be different this time, and asking the heroes to convince Shiragiku on her behalf.)

At the end of this, they embrace, a strange but beautiful couple for a strange but beautiful city. They are, in so many ways, the spirit of Shinjuku. And they have been saved by our heroes.

At *this* point, you can roll credits on a pop ballad version of the movie's theme song.

Or, if you prefer, a time hole could open up and pull the characters back into Edo-era Japan because why not? CLIFF HANGER!



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