



PLACES TO BE...

No great cinematic action scene happens in a vacuum — except the ones that take place in outer space, of course. No, for a great cinematic action scene you need a location, and when you're in a rush or don't have the time to rev up your GM engines before the game starts, you're gonna need *A Fistful of Fight Scenes*.

...PEOPLE TO SHOOT AT!

This booklet contains over a dozen iconic locations written by a dedicated team of location scouts just for that occasion when your imagination is cramped and your players are itching for somewhere to blow stuff up. Each location follows the same easy-to-use format.

- **Primary Juncture:** Which juncture the location is likely to be found in.
- **May Also Be Found In:** ...Or it could be found here.
- **Surroundings:** What's in the nearby vicinity, for help in staging and framing your scene.
- **Feng Shui Site?:** Indicates whether or not the location may be one of the prized feng shui sites, thereby increasing its value.
- **Description:** A tour of the scene in word pictures, including some items highlighted in bold text so that you can easily toss those into the action narrative.
- **Things That Can Happen During the Fight:** Lists of cool things to inflict upon your players or inspire them to try cooler stunts.
- **Who You Might Fight Here:** Suggestions of worthy and unworthy opponents to face in grim battle on location.

LET'S THROW DOWN!



ANCIENT TEMPLE

Primary Juncture(s): Ancient, Past **May Also Be Found In:** Contemporary, Netherworld

Surroundings: Remote locale of surpassing natural beauty. Verdant dale, cloud-draped mountain, island in the middle of a mirror-bright lake.

Feng Shui Site?: Most assuredly!

DESCRIPTION

Stone steps lead to a red gatehouse. The corners of its tiled, gabled roof curve upwards. Two smaller gatehouses flank it. The three-gate pattern symbolizes liberation from false attachments.

The temple's walls encompass various halls, which together form a symmetrical whole. At the center of the complex lies a courtyard, formed by four halls arranged around it: the reception hall, triple Buddha hall, sutra-chanting chamber, and scripture hall.

If welcome here, the heroes may be granted audience by temple worthies in the reception hall, also a long, single-story building.

The triple Buddha hall contains the temple's most splendid statuary, depicting the Buddha in three of his many manifestations.

Its opposite number to the north, the scripture hall,



contains the monastery's storehouse of Buddhist texts, or tripitakas, inscribed on scrolls.

Has the temple been abandoned or recently looted? If so, its statuary and precious scrolls are gone.

The single-story, longhouse-style sutra-chanting chamber is for, well, it says it right in the name.

In the courtyard stands a weary tree, bark pocked by hundreds of holes, as if attacked by the world's most methodical woodpecker. In fact these have been left by generations of martial artist monks, practicing their finger-punching on it.

One-story dorms for the monks, each a squarish structure with its own inner courtyard, form a buffer between central structures and outer walls.

The abbot's residence stands to the north of the temple center.

Two triple-roofed towers stand guard to the south of the central complex: the drum tower and the bell tower.

A few hundred meters outside the gates stands the pagoda forest, where stone tombs of illustrious monks and abbots tower together like cyclopean trees. Erected over many centuries, the pagoda-styled monuments take various shapes and sizes. The tallest reach a height of six stories. Larger tombs allow meditating visitors to enter through a curved arch into a central chamber. The pagoda forest could easily act as the site for a standalone fight scene.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Gong mallets. Huge ink pots. Rolls of paper. Roof tiles (already kicked free by another combatant). Water jugs. Wooden rice bowls.

- Burst out of a well to take a foe by surprise.
- Chase an enemy into one of the three gates and out another.
- Create a percussion effect by throwing a foe into the drum tower's drum.
- Or a smaller drum on its own stand in any worship hall.
- Ducking down into a well to escape blasts or missile fire.



- When an evildoer's attack nets a failed boxcar result near a Buddhist statue, the statue righteously topples onto him.
- Fight atop the narrow edge of a monastery wall.
- An honest tournament duel between a hero and a seeming good guy monk turns into a free-for-all to the death when the so-called monks reveal their true sinister nature.
- Fire laps away at the wooden structures.
- Grab a spear from a statue's hand to jab at a foe.
- Hide behind a row of bronze bells as an opponent tries to hit you and misses with a blunt instrument. CLANG! CLANK! CLONK!
- Leap up to duel atop a tower or other roof.
- Mook monks leap into action, joining the fight while jumping over each other and brandishing staffs in a synchronized fashion.
- A foe drops at the foot of a mural; it depicts a glorious victory over the enemies of righteousness.
- Staff strike pushes a person-sized candle stand as an interposing object between two dueling combatants.
- Mook monks subject the heroes to a massed wall of flailing staffs.
- One of the red timber support pillars holding up a first-floor gable of a meditation chamber breaks. Someone has been thrown into it. Or a sorcerous blast cuts through it.
- Fire triggers the sprinkler systems, filling a hall and leaving heroes and foes to duel while up to their ankles in water (*Contemporary Juncture*).
- Rescue fragile scrolls from a demon or sorcerer's fire blasts, or from the spreading flames of a toppled brazier.
- Roll down the gatehouse steps.

- Run along a gabled roof, kicking tiles at enemies.
- Sever a large gong from its frame and hurl it flying disc style at a foe.
- Sever a large gong from its frame and use it as a shield.
- Skirmish up and down the gatehouse steps.
- Someone's head gets smashed into the weary tree.
- Threatened tourists require protection from the fray (*Contemporary Juncture*).
- Toss a foe through one of the outer walls.
- Use an enemy's head as a mallet, to strike the bell tower's bell.
- Wounded pacifist monks need to be pulled to safety.

WHO YOU MIGHT FIGHT HERE

Kung fu monks who dwell, train, and worship here. Are they allied with the Hand, thwarting your perfectly sensible explodey Dragon plans with their stick-in-the-mud Confucianism? Faithful worshipers who just happen to have a scroll you need to save the world, and are none too eager to give it up to a ragtag pack of Giang Hu types? Or are they sincere dupes, unwittingly battling for a possessed or sinister abbot?

Bandits in the process of looting the place. They're stealing everything of value and putting the peaceful, noncombatant monks to the sword.

Denizens of the Giang Hu world. They've challenged you to meet and duel in this abandoned monastery, now overgrown with weeds and vines.

Demons. They've possessed the monks, with or without Lotus direction.

Sorcerers or recently transformed animals. They are lying in wait, posing as monks.



BAMBOO FOREST

Primary Juncture(s): Ancient, Past **May Also Be Found In:** Contemporary

Surroundings: A lush, green wilderness area nestled among high round-topped mountains and near a flowing river.

Feng Shui Site?: Probably!

DESCRIPTION

From the outside the bamboo forest is a vast sea of green leaves that follows the contours of the landscape beneath it. The bamboo rises high into the air and sways in great rippling waves at the slightest breeze.

Deep inside the forest the swaying and rustling of the leaves above becomes muted and there is an otherworldly silence and calm that descends upon the scene. The forest at ground level is still and unmoving.

Thick, segmented stems of deep green bamboo are densely packed together, standing straight and tall, and reach up high to the leafy canopy above. The forest is shrouded with mist and shadows and the sunlight only reaches the forest floor with occasional crepuscular rays shining through the dense canopy.

Distances become hard to judge as all the stems start to blend together and in the mists and become a far-off impenetrable wall of green bamboo.



The forest floor is dark, rich earth littered with dead, brown leaves with occasional dark, moss-slicked rocks sticking through. In some places green, leafy ferns will spring up and cover patches of the forest floor.

There is a road that winds through the forest just wide enough for a single cart pulled by a pair of horses or oxen. Over the gap of the road the bamboo arches and reaches towards the light forming a tunnel of bent stems.

One can easily climb the thick bamboo stalks to reach the understory layer where the floor disappears into the mist and there is nothing but a maze of vertical poles of bamboo. The simplest method is to jump from stem to stem using the closeness of the stalks and their naturally springy nature to propel oneself upwards. But other methods include running straight up the stems, or using them as long bendable arms to catapult high into the air. The easiest way down from this layer is to slide down the stems like firemen's poles, or to simply jump down.

Climbing to the top of the canopy is a much harder feat and only the most skilled martial artists are able to stand or run along the tenuously thin stems that bend and sway with the slightest weight and are covered with lush green leaves. Breaking out through the top of the canopy contrasts sharply with the darkness and silence of the forest interior, and heroes may find the bright sun blinding, and the sea of rustling leaves deafening.

A river winds slowly through the forest and the road occasionally crosses over it on ancient moss-covered stone bridges. In more mountainous sections of the forest the river becomes swift moving rapids with large boulders which can suddenly flow into still, crystal clear lakes surrounded by rocks and bamboo growing right up to the edge of the water. The road leads farther into the forest and into the mountains where breaks in the forest reveal high waterfalls surrounded by rocky walls, or dizzying heights as the road snakes along the edges of perilous cliffs.

There are small shrines with four stone columns supporting curved gabled roofs that protect statues and other religious icons. Old stone markers are also sometimes set up along the road, either grave markers or statues of local nature spirits.



THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Bamboo sliced off at a sharp angle makes perfect spears that whistle through the air when thrown. Bamboo staffs and clubs make a hollow fluting sound as they are swung. Bamboo, when struck hard enough, splinters on the ends into brush or rake-like strands that are both sharp and perfect for entangling foes and their weapons.

- A surprise ambush from above as mook foes slide down the bamboo and surround the heroes.
- The springy stems are bent into powerful snare traps that get triggered and then pull victims high into the air with their limbs bound.
- Assassins hide beneath the water of the rivers or lakes, using bamboo breathing tubes to follow their targets and then burst from the water.
- Bamboo can be cut down with the falling stems blocking the path of pursuers or pursuees.
- Use the dense stems to block incoming missile fire, with darts and arrows soundly THUNKING into the bamboo.
- Use bamboo to launch heroes into the air like a springboard or a pole-vaulter.
- Gain a higher platform by standing between two stems, or on the tops of cut off stalks.
- Ropes or nets can be dropped from above and then drawn up tight and lashed to bamboo stems.
- A massive stand of bamboo has fallen over and blocks the road and will have to be moved before continuing. Did it fall on its own, or is this a set up?
- Fire! Green, living bamboo is hard to burn, but use enough accelerant and it will burn like any other forest, especially the dead leaves that litter the forest floor.

- Use bamboo stalks like stilts.
- Foes' weapons can become stuck or embedded in the bamboo, use that to your advantage by forcing opponents into those weapons.
- Bend back a stalk of bamboo and then release it into your foes.
- A powerful blast or spell flattens all the stems in a circular area.
- Chase your foes through the tenuous footing at the sunlit top of the forest.
- Distract your foe by sweeping the leaves off of the forest floor and into the air.
- Skirmish across one of the bridges.
- Skirmish down one of the steep cliffs covered in bamboo.
- Fling a foe through the forest breaking multiple stalks of bamboo in their wake.
- A caravan of merchants, pilgrims, or players needs protection for safe passage through the forest.
- Chase an enemy through the dense and confusing forest.

WHO YOU MIGHT FIGHT HERE

Bandits, who use the forest as a hiding place and use the road through the forest as an excellent ambush spot. Potentially they could be Righteous Outlaws living in the green forest, protecting the poor and only robbing from the villainous imperial tax collectors. Perhaps to cross a bridge they claim as theirs and to avoid their toll, the leader challenges one of the heroes to a friendly duel atop the bridge using staffs of fresh cut bamboo.

Assassins. A group of hired killers who are either hot on the heroes' trail, or have set a trap for the heroes in the bamboo forest.



Imperial troops. Marching through the bamboo forest, they are either looking for the heroes, or must be stopped from advancing any further.

A demon, ghost, or other supernatural creature. Such a being might haunt the forest, especially the near the old shrine, or in the hidden cave behind the waterfall.

A lone traveler, walking down the road through the forest in the opposite direction. The traveler is a powerful denizen of the Giang Hu, or a sorcerer. They pick a fight with the heroes for some reason, or perhaps the heroes pick a fight with them after a perceived insult.

CASINO

Primary Juncture(s): Contemporary (Macau Las Vegas, Atlantic City, Monaco, etc.), some 20th Century Pop-Up Junctures

May Also Be Found In: Past, Future, much less extravagant than Contemporary versions.

Surroundings: Hotels, pools, restaurants, shops, and lots and lots of gambling.

Feng Shui Site?: Possibly. Especially if built on top of some ancient temple, burial ground, or other mystic site.

DESCRIPTION

The gigantic well-decorated lobby leads to a check-in area and has a direct line to the gambling areas.

Various restaurants are found inside the casino, with gourmet-class cuisine and ample seating. Buffets are also popular. Many celebrity chefs have restaurants in the bigger casinos.

Numerous shops sell everything from souvenirs to expensive luxury items. They're designed to keep patrons in the casino even while they shop.

Multiple pools often have their own bars and gambling areas. In some casinos you can even sit in the pool and gamble.

Various bars are attached to the casino floor, supplying free or very cheap liquor to the patrons.

Gambling tables and slot machines stretch as far as the eye can see, organized in huge high-ceilinged sections of the casino.

Table games (roulette, blackjack, craps) are available for patrons. Available games vary wildly by casino. For example, poker wasn't introduced to Macau casinos until 2007.

High-stakes and private games exist for high rollers, superspies, and evil masterminds. They often come with their own staff and security.

Service staff is everywhere and can be summoned with a phone call or request.

Hotels are attached to the casino with various rooms and suites, including penthouse-style suites for the biggest whales (high rollers).

The vault is where the bulk of the casino's money and valuables are stored, including those of many guests.

Showgirls and other performers from different shows pose for photos with tourists, promoting both their own productions and the casino as a whole.

Security is high, tight, and focused on the gaming, finding cheaters, and dealing quickly and decisively with anything that would distract people from spending money.

Transportation to and from the casino is easily available. Cabs and shuttles are usually right outside the front doors either picking up or dropping off.

Casinos are a popular spot for boxing, mixed martial arts, and other one-on-one personal contests. Gambling on these fights is naturally encouraged.

Shows of various sorts are popular, often focusing on circus and magic acts or celebrity performers. Novelty acts or those matching a casino's theme are also popular.

Providing more adult entertainment and opportunities to dance and mingle, clubs can





have their own burlesque or dance shows or just be bars with loud music and pulsing lights.

Conventions, trade shows, and other industry-based gatherings often use casinos with large event halls to host their events. This often results in a lot of sober people interested in a particular field wandering around in the day and a lot of drunk partiers at night.

Some casinos are on native or indigenous peoples' tribal land, taking advantage of tax laws and federal exemptions. This is more common in North America than elsewhere.

THINGS THAT CAN HAPPEN DURING THE FIGHT

- Slot machines get damaged, spilling coins everywhere and causing brave or greedy patrons to scramble to collect the cash.
- A celebrity (with armed security detail) arrives to gamble or perform and gets in the way.
- Casino security decides to get involved, attempting to detain combatants or eject them from the casino.
- Porters pushing large luggage carts around a corner suddenly.
- An excited patron hits it big and starts dancing around and yelling, oblivious to the carnage around them.
- Fight spills into stage area setting up for a big magic show, concert, or other performance.
- A tough guy celebrity, professional fighter, or other similar bystander decides to get involved.
- A cartload of kitchen supplies enroute to the newest celebrity chef restaurant is broken open in the chaos, providing access to lots of high-quality knives, cleavers, pots, and pans.

THEMED CASINOS

While not universal, many casinos in Macau, Las Vegas, Atlantic City, and other gambling hotspots have themes. A theme provides unifying décor and style for the casino, making branding and advertising easier as well as giving the whole casino experience a more exotic feel. Often staff are dressed to evoke the theme, though this isn't universal. These themes can be almost anything, from medieval fantasy to real world Renaissance to popular vacation spots. Some casino owners even theme their establishments after concepts or lifestyles like "hip adult urbanite" or "family friendly fun."

You can use established casinos as locations in games or create your own. A few ideas that might be appropriate:

- **Forbidden City:** Imperial Chinese-themed casino with colorful décor and artwork mixed from a variety of dynasties and periods guaranteed to give a Lotus sorcerer or Chinese history scholar fits.
- **The Galactic:** Space and sci-fi-themed casinos with showgirls in body paint and bubble helmets, starship themed clubs, and lots of flashing lights. Performers playfully pointing rayguns at the PCs could lead to hilarity.
- **The Victorian:** Decorated with classic Victorian-themed décor, including elaborate lounges and lots of cultural appropriation. If business has been down, the owners might rebrand this as steampunk, slapping gears, dials, and brass wire on everything.
- Buffet tables or decorative aquariums are destroyed, spilling their contents all over the floor.
- Gunfire or violence causes a panic on the main floor, resulting in chaos among patrons and security alike.
- Casino is hosting a major convention dedicated to the weapons or auto industry. There are plenty of samples and prototypes nearby.

- Tigers or lions used in the casino's magic show get loose.
- Actual mystic artifact being used as a decoration gets damaged or activated.

WHO YOU MIGHT FIGHT HERE

Casino security. Your basic guys in suits with guns.

Assassins disguised as showgirls or other performers.

Gangsters. They might be working for the organized crime syndicate that runs the casino.

Ascended casino mogul and his army of thugs. Don't bet against the house.

Gambling-addicted boss or lieutenant for a rival organization.

Guiding Hand monks. They seek to demolish this "monument to decadence and unrestrained materialism."

A gang of charismatic and eccentric thieves. They're out to rob the casino with an unnecessarily elaborate but incredibly stylish plan.

Shapeshifting Lotus assassins. They're disguised as celebrity impersonators.

Ninjas. Their goal: kill a billionaire executive or other high-stakes player.

Members of the Dragons or similar faction in the Chi War. Maybe they're here for a bachelor or bachelorette party, and don't appreciate the interruption.

Corrupt fight promoter and his army of boxing or MMA-trained heavies. They're ready to rumble.

New Simian Army agents. Perhaps they're trying to kidnap a vacationing geneticist to force her to develop an army of super-apes.

Secret agents and evil masterminds. A surprising number of them, really.

Your new spouse. You **do** remember marrying them last night, right.

Eccentric millionaire. They're quite interested to sleep with your significant other.

Celebrities almost no one would want to fight. Elvis, Tom Jones, for example.

Celebrities nearly everyone would want to fight. Criss Angel, Justin Bieber, Celine Dion, for example.

Ancient and very angry luck god or spirit. A mystic being very upset the house is rigging their games.

CASTLE/FORTRESS

Primary Juncture(s): Ancient, Past, Netherworld **May Also Be Found In:** Contemporary, Future

Surroundings: An imposing natural landscape bulwarked by hills, mountains, or the sea. Or else built on a rise in a wide-open plain.

Feng Shui Site?: Probably.

DESCRIPTION

A great stone wall surrounds the compound on all sides and a moat or trench surrounds the wall. A drawbridge crosses the moat and leads to the large gatehouse which is the main entrance, and the main entranceway is blocked with a heavy metal portcullis and a massive wooden door banded with iron that locks from the inside with a thick wooden bar which takes many men to swing into place. Two towers flank the gatehouse and anchor a defensive fighting position above the main gate. Complete with a bubbling cauldron of oil or pitch ready to be poured onto attackers trying to breach the gate during a siege.

Inside the walls there is a large courtyard paved with stone. Smaller buildings like stables, smithy, and barracks line the interior walls of the courtyard. There are defensive towers at every corner of the wall and stone stairs and ladders lead up to the walkways atop the walls. Guards stand watch and patrol from the

top of the walls behind crenelated parapets. Colorful banners proclaiming the castle's lord stream from the watchtowers' roofs.

The main castle keep is a tall square fortress surrounded by an inner wall that features a path with high walls and several right angles that prevent invaders from marching straight on the keep, and gives defenders convenient chokepoints to harass any enemies foolish enough to charge down the path. Inside the inner wall are a few more buildings including a small temple and garden complex.

The keep is a tall multi-story building where the lord's family, his household staff, and his most trusted warriors are housed. On the ground floor is the main hall where feasts and other large meetings can take place, which is connected to the kitchen and a series of large storerooms and servants' living quarters. Stairways lead up to the higher levels of the keep and to the private quarters of the lord and other notables.



THINGS THAT CAN HAPPEN DURING THE FIGHT

- Fight foes along the tops of the walls.
- Defend the castle gate by leaping down and fighting off the enemy before they can breach it with a battering ram.
- Swing into battle on a chandelier in the main feasting hall.
- Run along the outbuilding rooftops to silently reach the inner keep.
- Skirmish up and down the curving tower stairs.
- Sneak into the castle through abandoned tunnels or the sewer systems.
- Fight on the steep slanted roof of the tallest tower.
- Cut the counterweight to the drawbridge or the portcullis to ride them up or down.
- Climb the high outer walls by tossing or firing a grappling hook and a rope over the top of the wall. The hook might be discovered by the defenders and then they can either haul up the rope, or cut it.
- Silently fly over the walls and into the keep on a hang glider (*Contemporary Juncture.*), hot air balloon (*Past Juncture*), or on the back of a winged supernatural creature (*Ancient Juncture*).
- A long ladder is propped against the wall. Fight your way up it and go over the top, force it off the wall sending climbers plummeting, or even use it to climb down and fight off the invaders.
- Use a set of poles placed in the castle wall like parallel bars, or walking across the top of them.
- The old knife slide down a hanging tapestry or banner.

TIME, PLACE, AND PURPOSE

The main purpose, location, and juncture determines much about how the fortress is constructed and how it is laid out. Castles and forts mirror their cultures and, for instance, Chinese castles feature tile-covered, curved, gabled roofs. Temporary forts, or permanent military installations may be very different from castles serving as a great lord's official palace or residence. Usually strictly military fortresses have a simpler layout and are much more concerned with function rather than form and decoration.

Stone is the most common material for castle walls, but more temporary forts have palisades of wooden logs and earthwork defenses. Forts in the Future Juncture construct their walls from tires, old rubble, barbed wire, sheet metal, and old wrecked cars piled on top of each other, and likely guard precious resources like scrapheaps, coal mines, and wells for oil or even clean water.

- Skirmish in the courtyard.
- A storm of arrows launch through the sky, the next wave of arrows is on fire.
- Recent construction or repairs have left the conveniently high pulley, rope, and counterweight needed to launch one into the air.
- Boiling oil in a cauldron is ready to be poured.
- Stones and loose rocks rain down from overhead.
- Climb a gate or wall by having allies fire arrows, or throw spears or axes, giving the hero something to grab.
- Fire is a constant danger to anyone attacking or defending a fort, and can spread from roofs to floors.
- Siege towers advance on the castle and spill out attackers onto the wall if they are not stopped.
- Catapults and trebuchets hurl rocks, firepots, and the occasional hero high into the air.



TOURIST ATTRACTION

If used in the Contemporary Juncture, the castle is no longer serving its original defensive purpose and is now a cultural landmark or museum. The gates are unlikely to be barred, and the walls will not be patrolled. During the day museum attendants will take tickets and lead tours, and at night there will be a couple of security guard. Some Contemporary fight possibilities include:

- Tour guides and tourists.
- Ancient weapons in glass cases and hanging on walls.
- Heavy siege weapons in roped off sections.
- Priceless scrolls and textiles hanging from the walls just waiting to be torn down and used to envelope gangs of mooks.
- Gift shops are filled with throwable knick-knacks.
- Restaurants and kitchens filled with handy improvised weapons.

- A grated hole leading down a long stone shaft to an oubliette.
- Chandeliers on tables and torches on walls can be thrown or cut down, either setting fires or casting rooms into darkness.
- Dungeons complete with a real torture chamber.
 - Iron barred cells.
 - The wheel, the rack, and other torture devices.
 - Hot irons heating over coals.
 - A wooden bench with an array of torturer's tools and blades.

- Chains on the walls, ceilings, and floors.
- Cannon and explosives. (*Past, Contemporary, and Future Juncture*)
- Siege towers and other massive siege engines at the castle walls.

WHO YOU MIGHT FIGHT HERE

Castle defenders. This could be either the lord of the castle's guards, or the troops of the general or captain in charge of holding the fort. In this situation the heroes are trying to get into the castle, but it depends on the specifics if they need to sneak in, assault it, or lay siege to it.

An opposing army laying siege to the castle. In this situation the heroes are the ones defending the castle. Depending on the available resources, the job of defending the castle might be laughably simple, or an impossible task that can only end in a bloody last stand.

A wizard and his summoned demons. The castle is home to a foul sorcerer and his horde of summoned demons and other supernatural creatures. The sorcerer might also have an army of magical acolytes as well.

Bandits intent on raiding the lightly defended fortress. This situation works best when the fortress is abandoned or nearly so, but some people still live there. And if the heroes don't come up with some sort of defense plan they will be all be slaughtered.

Assassins. A band of killers have breached the walls and are now inside the castle, either making a sneak attack or out to murder the lord and the other notables.

CRUISE LINER

Primary Juncture(s): Contemporary, Past **May Also Be Found In:** Future, various Pop-Up Junctures

Surroundings: Multiple levels of floating vacation estate prowling the oceans of the world.
Outside is either scenic ports of call or lots of empty ocean.

Feng Shui Site?: Nope.

DESCRIPTION

Modern cruise ships are massive vessels, and function more like floating cities focused on pleasure-cruising rather than transportation. Ocean liners look similar to cruise ships and share many of the same luxuries, but are designed to travel from one destination to the next. While they are often quite fancy, ocean liners often forgo certain luxuries for faster engines and larger fuel stores.

Cabins range from cramped, cheap affairs to floating luxury apartments depending on cost. Multiple ballrooms are used for dances, parties, and events.

Dining halls filed with high-quality food and attentive staff. Dining with the captain is often considered an honor reserved for the most important passengers.

Crew quarters range greatly in size and quality based on the crewperson's job. Captains and high level crew have very nice quarters while porters and cleaning staff make due with less.



A helipad provides takeoff and landing facilities for emergencies and very important passengers.

Multiple decks are divided by function and amenities. Some are off limits except to crew, usually decks devoted to running vital ship functions.

Pools on the top deck provide ample swimming and pool party opportunities. Irony is optional. Leisure areas are filled with pool tables, ping-pong tables, and shuffleboard for the older folks. Fitness clubs and gyms filled with weights and exercise machines are also available. Some ships have modestly-sized casinos onboard, where patrons can be found playing table games or slots.

The ship's doctor and infirmary provide basic medical care and services, though major operations require assistance from the mainland.

In a restricted area and usually only accessible by high-rank crew, the ships' vault or safe stores passenger valuables. Ocean liners may also carry mail, parcels, or valuables for shipment.

Lifeboats and other small launches and craft are located to help evacuate the ship in case of an emergency. Many in modern days are either inflatable or completely sealed and have their own small engine. Even if one avoids getting sucked into the engines or eaten by hungry marine predators, falling overboard is dangerous if not fatal.

THINGS THAT CAN HAPPEN DURING THE FIGHT

- Someone gets knocked overboard, falling several decks to the sea below.
- The hull is breached above the waterline, creating a makeshift window to fall through.
- The hull is breached below the waterline, flooding the area and possibly causing the ship to begin sinking.
- A fight breaks out in or moves into a tiny cabin.

- Generators are damaged, disabling electronic locks and knocking out the lights.
- Lifeboats gets knocked loose and crash to the deck below.
- The ship's engines are damaged so it either stops moving or can't stop.
- A seasick or inebriated passenger wanders into line of fire.
- A group of passengers heading to dinner or a show enter the combat area.
- A fire or similar alarm is triggered, causing shipwide panic.
- A rich socialite and poor stowaway or crewmember are engaged in a forbidden rendezvous where the fight breaks out.
- A giant aquatic demon is summoned below the ship, attacking it.
- Exotic or dangerous animals being transported break loose from the cargo hold.
- Bad weather or damage to the ship causes it to violently shift or even capsizes.
- A violent storm erupts, making being on deck dangerous and severely hindering visibility.
- A fight spills over into a wedding being performed on ship deck or in one of the ballrooms.
- The ship passes through a mystic triangle, causing magic levels to flare.
- Shipwide shuffleboard tournament!

WHO YOU MIGHT FIGHT HERE

Sea monsters and aquatic demons. Up from the depths they come, ready to kick ass.

Assassins. They've stowed away and aim to eliminate one of the passengers.



Crazed cruise line magnate. He's determined to declare himself king of his own floating city, backed by his army of goons.

Ghost pirates. Or living pirates.

Ascended frogmen. They may or may not be transformed amphibians, but are definitely armed soldiers in wetsuits.

Retired killer or special forces member. They're finally taking the spouse on that cruise they promised years ago.

Thieves. There are plenty of valuables on board, whether in passengers staterooms or in the ship's safe.

Delegations from factions in the Chi War. They're having a meeting to hash out some plot or truce.

Terrorists. The passengers and crew make great hostages.

Deranged ex-crewmember. They've decided to blow up the ship as revenge for losing his job.

Lotus sorcerers. They plan to take over the ship and force it to take them to a potent feng shui site in a nearby uncharted island or above an unknown sunken city.

Former Soviet naval officer. He's using his stolen Russian submarine to raid "monuments to capitalist aggression."

Megalodon or aquatic dinosaur. Whether from a prehistory pop-up juncture.

The ship itself, possessed by angry ghosts or demons. Cthulhu.

Deadly jilted lover. A seriously dangerous individual attacking a wedding being performed on ship.

FACTORY FLOOR

Primary Juncture(s): Contemporary **May Also Be Found In:** Past, Future

Surroundings: Industrial Park located on the outskirts of a major city. Other factories and warehouses dominate the landscape. Potentially near a trading hub like a port or a rail yard.

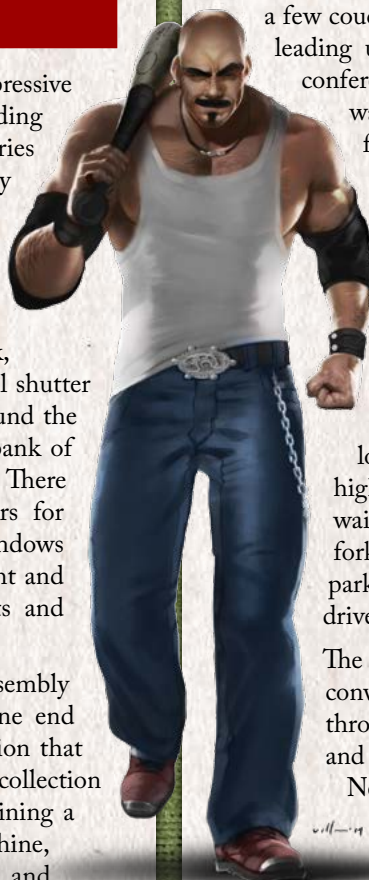
Feng Shui Site?: Unlikely.

DESCRIPTION

The factory is a huge building with an impressive amount of square footage. The main building is constructed of a steel frame, three stories tall, and with great metal columns evenly spaced along the floor supporting the roof frame above the vast cavernous interior.

The floor is all smooth concrete and the walls are made from brick, cinderblock, or sheet metal. Several huge rolling steel shutter doors are located at strategic places around the walls with a bunch of them serving a bank of loading docks at one end of the factory. There are also some normal-sized steel doors for personnel access. There are a few windows and some skylights, but most of the light and ventilation comes from banks of lights and massive HVAC ducts hanging overhead.

Most of the floor is covered with assembly lines and heavy machinery. Towards one end of the factory there is a walled-off section that contains offices and facilities. There is a collection of lockers and a small break area containing a small kitchen, a refrigerator, coffee machine, and microwave as well as tables, chairs, and



a few couches. There are several open stairways leading up to a second floor of offices and conference rooms, and the raised metal walkways that run throughout the factory between the large machinery and over the assembly lines.

On the walkway near the middle of the factory are the main control rooms, with big glass windows and banks of monitors, gauges, and a complex set of controls including buttons, knobs, levers, and switches.

The far end of the factory near the loading dock has huge shelves stacked high with boxes of finished products waiting to be shipped. Several carts, forklifts, and scissor lifts are normally parked there, or they can be found being driven around the factory floor.

The assembly lines are a long series of conveyer rollers that move materials through the series of heavy machinery and turning them into finished products.

Next to the line are huge stainless steel tanks, vats, and hoppers full of raw materials, which are connected to a collection of



WHAT KIND OF FACTORY IS IT?

The biggest consideration for making a factory floor a unique location is to determine what products it's producing. This gives you an idea of what kind of heavy machinery to put on the assembly line.

- **Ore Processor or Concrete:** Long heavy conveyor belts, big bocks crushed to little rocks, giant grinders and crushers.
- **Foundry, Refinery, or Glassworks:** Huge furnaces, red-hot molten material, giant crucibles, molds and shapers.
- **Brewery or Distillery:** Great big copper or stainless steel vats with bubbling fermenting liquids, a maze of pipes and pumps.
- **Computers, Electronics, and Appliances:** Glass-walled clean rooms and precise robotic arms with soldering irons and laser cutters.
- **Automotive Plants:** Chassis moved on hanging assembly lines, hydraulic metal presses, paint spray rooms, sparking welding stations, and even larger robots.
- **Shipyards:** Huge tracked cranes along the roof, massive multi-leveled dry docks, and heavy sheets of steel and iron joined with welding torches, rivet guns, or hammers and hot rivets.
- **Paper Mills and Newspaper Presses:** Gigantic rolls of paper, fed in streaming ribbons into huge metal rollers and presses.
- **Slaughterhouse:** White tiled walls, drains in the floor, animal carcasses hanging from meat hooks running along a hanging assembly line, and all manner of saws and rotating knives.
- **Lumberyards and Sawmills:** Heavy machines loading huge logs onto heavy conveyor lines, and dangerous spinning blades, chippers, and planers.
- **Ice Factory:** Noisy condensers and coolers, and big bricks of ice cut and shaved into manageable blocks which are slid around the floor and stacked with metal tongs.
- **Biotech Lab:** Gleaming steel incubators, glass boxes and tubes filled with biological material, and rows of tables covered with lab and science equipment.
- **Chemical Plant:** Volatile liquids and gasses in bubbling stainless steel vats and flowing through pressurized cylinders and pipes.
- **Drug Factory:** Masked workers measuring and processing drugs by hand, bricks of raw uncut product, and huge stacks of money being counted and collected.
- **Mill (Ancient Juncture):** Great paddle wheels or huge sails, turning a complex series of giant wooden gears to grind grain into flour with heavy millstones.

snaking feed pipes and electrical wires which run parallel to the assembly lines supplying power and additional raw materials to the machinery.

For larger products (like cars) they are mounted on ceiling tracks and hanging cranes transport the products along the assembly line. Modern factories are highly dependent on robotic manufacturing arms, which process, assemble, and even pack products with mechanical speed and precision.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Fire hose (a long flexible hose attached to a heavy metal club, and that's even before you turn on the high-pressure stream of water to blast opponents). Shovels. Hammers. Crowbars. Box cutters. Power tools (both electric and pneumatic). Wooden pallets. Welding torches and plasma cutters.

Test tubes and beakers. Fire extinguishers. Sprayers. industrial stretch wrap dispensers.

- Molten metal heated in a great hanging crucible. Normally it is poured off in a carefully controlled manner but during a fight it can become dislodged, sending a stream of red-hot metal pouring over the floor and igniting anything flammable it touches. If the crucible is knocked over, then a wave of molten metal and slag gushes out, covering a good portion of the floor.
- Get caught up in gears, clockworks, and other moving machinery.
- Pounding presses that rise up with a slow mechanical whine, then hammer down with a sudden loud CHA-THUNK!
- Sparks from welders, plasma cutters, grinders, and even metal scraping the concrete floor can ignite anything that's flammable.



- Did you know that any combustible dust (coal, sawdust, metals, even flour) mixed into the air can be explosive when ignited?
- Drums of oil or industrial lubricant spill out over the floor, making every step treacherously slippery and combatants almost impossible to grab.
- Powered-up assembly lines of moving product, moving machinery, and busy robots make an excellent distraction and a chaotic fighting environment.
- Cranes can drop things on or pick up foes.
- Sliding in different directions on conveyor belts and conveyor rollers can be used to speed up or slow down attacks.
- Control rooms are filled with windows and monitors to be smashed, electric switches and buttons to spark, and, of course, factory controls to be fought over.
- Metal catwalks and stairs with open railings are perfect for swinging from, balancing on, or hanging onto. Fighting under low walkways can make anyone watch their head.
- Hanging lights can be shot out, swung on, or dropped down.
- Use exposed HVAC ductwork as a balance beam or walkway, or you could always sneak around inside them.
- Boxes, crates, and industrial shelving units can be knocked over, climbed on, or hidden in.
- Forklifts are always convenient improvised battle vehicles to drive around factories.
- Valves can be opened or pipes can be shot, cut, or ruptured and high-pressure liquids, volatile chemicals, or burning steam can shoot out of them.

- Huge tanks full of toxic waste can be ruptured.
- Caged tool rooms with sliding doors are filled with all sorts of tools and improvised weapons.
- A large saw blade spinning on a cutting table, or in a high-tech factory there might be a laser or plasma cutter.
- Lockers against the wall have doors that can be opened and closed on foes.
- Working pits and trenches cut into the floor offer opportunities for height advantages.
- A stack of pipes or logs is cut loose and rolls onto the floor towards opponents.

WHO YOU MIGHT FIGHT HERE

Factory workers. A gang of toughs who are willing to do their boss's bidding and bust some nosey heroes' heads.

Assembly Robots. Either they are out of control, or they are under the control of a named opponent. Sorcery or super-science are the likely culprits, but there might just be madman at the controls.

The Ascended. The corporate power types have control of many factories and their workers and operatives can often be found in them.

Criminals. A local crime syndicate is using the factory as a legitimate business while they engage in illegal activities. Or they have broken into the factory to steal something.

Jammers or Simians. They're raiding Contemporary factories for scientific equipment and desperately needed resources needed for survival in the blighted wasteland of the Future. Or, in the case of the Simians, to create their army of loyal robot apes.

LABORATORY



Primary Juncture(s): Contemporary **May Also Be Found In:** Future, Netherworld

Surroundings: College campus or research park, a remote island, or buried deep in a secret military facility.

Feng Shui Site?: Very likely

DESCRIPTION

The grounds of the laboratory vary depending on the location. There may be lawns and landscaped shrubs with a large parking lot if it's in a publicly accessible site. More remote locations will feature security fences, checkpoints, and possibly patrols.

Inside, the reception area has a desk, chairs for those waiting, and security doors to the interior. Televisions are set to innocuous news or business channels.

Past the reception area, the building is divided into the outer ring and inner ring of corridors. Along the outer ring, there are small offices, with desks and computers and bookshelves; meeting rooms with conference tables, chairs, and A/V presentation equipment; and the break room, with microwave, refrigerator, vending machines, tables, and chairs.

The inner ring is reached through a security checkpoint that requires an official pass. This is where the individual labs are located. Each lab has several work benches, lots of high-tech devices, breakable glassware, supplies of chemicals, and lab coats and goggles close at hand.

The inner ring also has storage closets with cleaning supplies and more exotic chemicals and materials, and server rooms with banks of blinking lights and miles of cabling.

The centerpiece of the laboratory is at the heart of the two rings. Depending on the kind of lab, it could be any interesting scientific project. Some ideas:

- **Particle Accelerator:** huge, circular tubes lined with powerful electromagnets.
- **Cold Fusion Reactor:** a giant, humming machine, glowing softly.
- **Wormhole Generator:** a ring of arcing pillars surrounding a weird hole in the air.
- **Chemical Distillery:** a maze of pipes and tanks, spewing strange vapors.
- **Biological Storage:** cages of exotic animals and strange hybrids, with a few surgical tables.

Looking down on the centerpiece from a row of observation windows high up on the wall is the control room, full of monitoring equipment. Nearby is the security office, which monitors and controls all the cameras, checkpoints, and other security measures

in the facility. There may be some high-security labs located here, as well, with stranger and more sinister equipment and experiments underway.

Below the entire complex are the maintenance tunnels, full of pipes, cables, flickering light, and dripping water.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Glassware. Desktop and laptop computers. Monitors. Various chemicals. Soldering iron. Scalpels and other surgical equipment.

- At the first sign of overt violence, alarms sound and security guards converge on the miscreant(s).
- Lock someone in a refrigerated sample storeroom.
- Creep from room to room above the ceiling tiles, avoiding the security cameras.
- Small robotic floor cleaners trail after the action, desperately trying to clean things up.
- Two (or more) chemicals that should never be mixed get mixed: exploding, releasing a toxic gas, eating through the floor, and/or spewing forth horrible tentacles of corrosive, hellish foam.
- Automated machinery runs amok, attacking anyone nearby.
- Fight on the metal catwalks ringing the centerpiece.
- Electricity arcs randomly from equipment: stunning someone, starting a fire, and/or freeing experimental subjects.
- Destroy the controls to open or close an important security door.





- Powerful magnetic fields yank weapons from the hands of the combatants (*Particle Accelerator*).
- A burst of radiation throws everyone into X-ray relief for a second or two (*Cold Fusion Reactor*).
- Someone is sucked through the wormhole (*Wormhole Generator*). If they're very lucky, it may just open into the Netherworld.
- A huge vat collapses, flooding the area with a noxious chemical mix (*Chemical Distillery*).
- The biggest, nastiest animal or hybrid (or cyberape?) in the cages breaks free and joins the party (*Biological Storage*).
- Stick someone's head in a centrifuge and turn it on for the ultimate swirly.
- Scientists desperately work at consoles and computers to keep the centerpiece from blowing up/collapsing/melting down/spilling/releasing.
- Random explosions.
- Kick someone into the exposed high voltage wiring behind a wall panel.
- Steal research data.
- Battle amid the computer servers, as the lights flicker and power arcs.
- Besiege the control room to prevent the villains inside from finishing their evil plan.
- Hold off reinforcements in the control room to give yourself enough time to shut down the villains' evil experiments.
- A foe yells at you to stop using a piece of equipment that you picked up as an improvised weapon because it's worth tens of thousands of dollars.
- Fall through a floor grate to continue your battle in the sump of the maintenance tunnels, knee-deep in slimy water, with the old light bulbs flickering.
- Storm through a security checkpoint.

- Someone reveals their truly terrifying — and dangerous — side experiment: killer robot, cyberlion, mutated virus, untested plasma rifle, clunky exoskeleton, or universal solvent.
- Fire suppression system sprays halon mist everywhere, fogging everything up.
- A fridge full of bacterial cultures is smashed, and any scientist nearby flees with hands over mouth and nose.
- Throw an enemy through the observation windows of the control room, down to the centerpiece floor below.
- Someone smashes into a junction box or nest of wiring, and all the power goes out. Emergency lights come on.
- And, of course, whatever the centerpiece is might just explode. Everything can explode.

WHO YOU MIGHT FIGHT HERE

The Ascended. They may hold this site, directing research towards further dampening of magic. Scientists and employees are probably just civilians, with a few Pledged scattered among them. Those working on the centerpiece project of the lab are probably all Pledged, with one or two Lodge members overseeing.

The Guiding Hand. These traditionalists seek to end the distasteful, Western-style scientific experimentation.

Jammers. They're using the lab and stolen secrets of the Architects to create more cyberapes.

A mundane corporation. Their scientists are tinkering with dangerous experiments out of sight of the government regulatory committees. They may or may not be influenced by one of the Chi War factions.

Sorcerers of the Lotus. They're secretly conducting magical experimentation under the guise of technological research.



MOVING TRAIN

Primary Juncture(s): Contemporary, Past **May Also Be Found In:** Modern, Past

Surroundings: Hundreds of tons of nigh unstoppable iron and steel hurtling forth on miles of track.

Feng Shui Site?: Highly unlikely, though tracks laid in significant patterns could shape the chi of an area in significant ways.

DESCRIPTION

The locomotive screams, hisses, or hums depending on the train's power source. This is mostly mechanism, with only a small area for conductor and crew.

Numerous cars define the function and intent of the train. The more developed the area, the more likely a train is devoted solely to one type of cargo.

Passengers cars are filled with commuters, travelers, and various bystanders. Narrow aisles make moving quickly more difficult. Some have two levels.

Commuter cars are generally only found on elevated trains and subways which are composed entirely of them. There's limited seating, but more space and convenient handrails and handholds to keep standing passengers from flying around.

Dining cars host tables and seating to dine, drink, and relax. On fancier trains, these are essentially moving restaurants with their own wait-staff.

Filled with goods, packages, and crates of various sizes, freight cars can hold secret packages or provide hiding places for stowaways. On passenger trains the baggage car serves a similar purpose.

Confined hallways lined with sliding doors define the sleeping car. The cars are filled with long-distance travelers.

For the truly wealthy, private cars are mobile apartments ranging in size from cozy to an entire split-level

car. They make great moving headquarters for bosses and other important characters.

The caboose is the final car at the end. Either a crappy or a great place to hang out, depending on the design. Eccentric train-loving millionaires might claim the caboose as their private car.

The top of the train is a dangerous spot, with gaps between the cars to fall through and low clearance on tunnels to smash into.

The side of the train is not a pleasant place to ride, but it might be necessary if one needs to jump on or try to not fall off.

Rail bridges cross highways, rivers, and other obstacles. They're often high up with no clearance on the sides of for unlucky vagabonds walking the tracks.

Rail crossings are technically safe, with lots of visibility to see a train coming and signals to warn drivers or pedestrians that the train is coming. Unless of course the signal doesn't work, a car or bystander gets incapacitated on the tracks, or something else goes wrong.

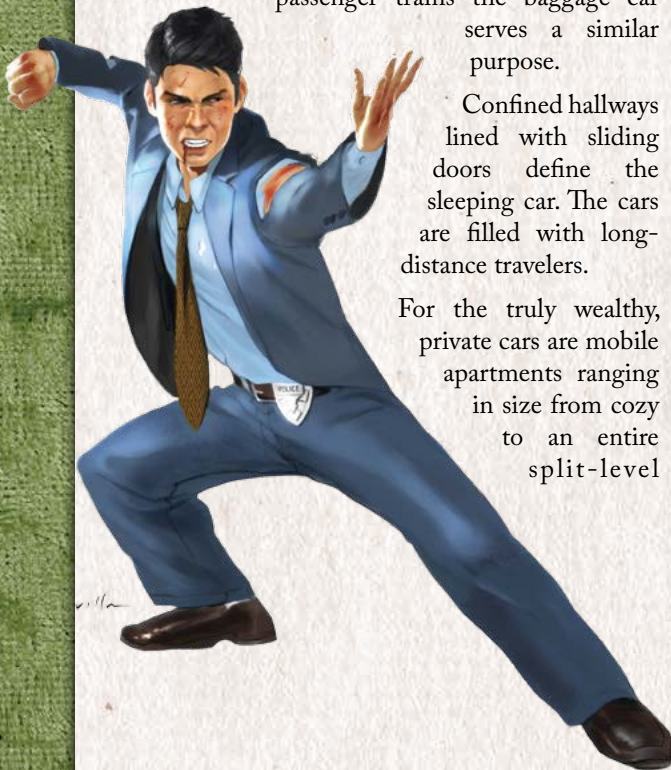
Couplings attach all the cars together. They can often be manually separated, but it's not something intended to be done while the train is moving and involves leaning over or climbing down between the cars.

Magnetic levitation or so-called bullet trains are like most passenger or commuter trains, except they are crazy fast — so crashing or falling off one is pretty bad.

For electric trains, the third rail provides enough juice to run the train, or fry anyone who touches it.

Circus cars aren't as common in the modern day as they once were, but they contain wild animals, clowns, and other dangers.

Surrounding the train is the fast-moving landscape. Rushing by as a blur, it is composed of whatever territory the train is traveling through. For elevated or commuter trains this is a big city like New York, Chicago, or Tokyo. For long-distance freight and passenger trains the backdrop is a mix of small towns, distant stations, and long stretches of wilderness. Trains were very popular in the Past Juncture in certain areas; expansion and building of railroads was a major part of industrialization and development across much of the civilized world.





THINGS THAT CAN HAPPEN DURING THE FIGHT

- A foe is thrown off the train through an open door.
- A foe is knocked off the top of the train, either catching themselves and holding on precariously from the side or falling off.
- A random passenger exits their seat or room at the wrong time, getting in between combatants.
- Damage to the tracks causes the train to shake dangerously or even derail.
- Trains can be separated from the front section, breaking loose to either eventually slow to a halt (boring!) or to reverse down a steep incline to crash into trains coming afterwards.
- The trains can get switched to another track, probably one with an oncoming train or a dead end ahead.
- Brakes get disabled or destroyed and now the train can't stop.
- Someone climbs on to the roof of the train to bypass obstacles inside or surprise their opponents.
- A train stops briefly and someone uses the opportunity to escape before the train starts up again. This is usually only possible on subways and commuter trains, where it happens a lot.
- Two trains end up on parallel tracks with combatants on both trains.
- Train attendant shows up to check tickets.
- Straps and restraints securing baggage break, causing cargo to shift all over.
- Train stops or slows to a crawl waiting for clearance ahead, making it easier to get on and off.

WHO YOU MIGHT FIGHT HERE

A private courier. They carry a valuable object or piece of information and can't or won't travel by other means.

Bandits. They're robbing the train for money or to seize some important cargo.

Assassins. They're out to kill an important passenger.

Bodyguards. They're protecting an important passenger.

Psychotic arch-villain. They have a train fetish and an army of mooks masquerading as train engineers, porters, or hobos.

Last-minute passengers. Demons, cyborgs, gangsters, or whoever else jumped aboard the train in a hurry right before it left.

Traveling band of monks. They can't drive and are unsettled by flying.

Street gangs or criminals. They're harassing passengers on their daily commute.

Daredevil killers. Anyone crazy enough to land on top of the train and try and start a fight.

Wasteland marauders. They've turned an old locomotive into a traveling deathwagon. (*Future Juncture*)

Terrorists. They plan to take over the train, plant a bomb on it, and drive it into a populated area.

The train itself. It could be possessed by an ancient demon or driven by the brain of a mad cyborg.

Kung Fu Hercule Poirot. Fear the little grey cells.

Tunnel creatures. Demons, monsters, or mutants who have staked out the train tunnels as their territory.

Circus animals. They've escaped from their pens, and are hungry for fresh meat.

Nearly anyone not riding a horse, ship, or coach to travel long distances in the (*Past Juncture*).



MUSEUM

Primary Juncture(s): Contemporary **May Also Be Found In:** Past, Future, Netherworld

Surroundings: A bustling downtown block in the heart of a city, a quiet university campus, the center of a tranquil public park area.

Feng Shui Site?: Possibly, depending on the age of the museum and the quality of its collection of artifacts.

DESCRIPTION

This museum is assumed to cover both natural and human history in some way. Tweak the particular exhibits and potential mayhem to fit a specific museum type. If your fight is taking place in an art museum, check out the sidebar on the following page.

A wide set of stone steps lead up to the multi-doored main entrance to the museum. Depending on the location (and juncture) a security check might lie right inside the door, but most museums don't see the need for that.

Both museum staff and security guards (usually not highly trained) move around the museum along with crowds of tourists and schoolchildren gawking at the objects on display.

The entrance opens into a large central atrium with a vaulted ceiling and huge array of skylights lies at the center, with several large balconies overlooking it.

A large central platform is raised up about four feet in the center of the atrium features a frequently-changed display of large artifacts related to the current exhibitions—from model woolly mammoths to historical military equipment to giant stone statues, depending on when one visits.

A gift shop lies to the left, just full of an array of books, posters, t-shirts, and other tchotchkes available for visitors to purchase.

A small coffee shop lies to the right, serving a wide variety of coffee drinks and pastries. It's outfitted with a full-sized espresso machine that it would really hurt to get thrown into.

A sweeping stone staircase with a landing provides access to the upper floors, with an elevator off to the right by the coffee shop.

Large hallways radiate out to the left and right from the central atrium, one leading to the natural history wing, the other to the human history wing. These are also feature high vaulted ceilings, skylights, and open balconies running the length of them. Galleries containing the museum's displays open off the central hallway.

The natural history wing contains exhibits pertaining to the history of the earth, science and nature.

Meteorites, aquariums, dinosaur skeletons, models of animals from epochs passed, Ven Der Graf generators, all are possible exhibits.

The human history wing's exhibits deal with the history of human societies—the history that current exists at least. ancient Egyptian or Chinese artifacts, relics of the wars of the previous century...it all might be here.

The basement of the building contains collection storage (although most museums also have off-site storage), offices, and a research library. A cargo elevator spans all three floors.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Limbs broken off of ancient statuary. Pottery. Trash cans. Benches. Fire extinguishers. Improperly stowed janitorial equipment. Stanchions and velvet ropes from rope barriers. Taxidermied animals.

- Display cases shatter as combatants are hurled into them.
- Museum gallery banners are torn down and used to wrap up opponents.
- The acrylic glass donation box near the entrance shatters, scattering money which visitors scramble to scoop up.
- Climb up a dinosaur skeleton to reach opponents on the second floor.
- Dinosaur bones make great clubs. Just putting that out there.
- Someone gets thrown into a dinosaur skeleton, which collapses, trapping them in the ribcage.
- Hide inside a sarcophagus to surprise an opponent.
- Start up an old military vehicle and start driving (as far as you can).
- Tall display cases get shoved over in an attempt to crush opponents. They might even knock over other cases like giant dominoes.
- Send an opponent flying into a just-opened elevator.



- Grab a weapon (or two) from a display and try to wreak some mayhem with it.
- Opponents smash through skylights and jump, rappel, or fly down into the atrium.
- Pull an ancient tapestry down from a wall onto an opponent.
- Throw one after another of the personal audio tour devices at opponents.
- Duel an opponent among a life-size diorama of pre-historic times.

- A punched opponent flies through the air and ends up hanging from the tusks of a stuffed mastodon.
- Protect a group of schoolchildren at the museum on a field trip.
- Kick someone into a drinking fountain that breaks off the wall soaking their unconscious body.
- A triggered alarm seals all the doors and windows of a gallery section.
- Throw someone into a coffee kiosk, where they smash the espresso machine.
- Opponents smuggled inside the museum inside packing crates burst out ready to kick butt.

BUT WHAT ABOUT ART?

Is your throwdown taking place in a museum dedicated to objects d'art rather than history, natural science and the like? A lot of the same things apply, but there are some special aspects that might liven up an art museum fight. To start with, security is likely be much higher, given the more valuable nature of what the museum contains. That means more and better trained guards (no matter what juncture), and a more sophisticated security system if in the Contemporary Juncture. Cue the laser tripwires and motion sensors! Additionally, there are some different things that could happen during a fight.

Improvised Weapons: Framed pictures. Plaster, bronze and stone sculptures. Ceramics. Art-student's easels. Chemicals for restoration projects.

- Set up on top of a huge sculpture for an ideal position for sniping.
- Swing across an atrium on a massive mobile hanging from the ceiling.
- Fight someone in a small, dark theater while a film about the artists in the exhibition plays automatically.
- Smash a picture over someone's head, trapping their arms against their body with the frame.

WHO YOU MIGHT FIGHT HERE

The usual reasons for a donnybrook in a museum are going to involve someone trying to get their hands on something that the place contains. Some potential fight opponents might include:

Jammers or New Simian Army members, looking to recover items from today before they're ruined in the cataclysm to come.

Minions of the Lotus, looking to "liberate" mystic artifacts and bring them back to the past...to destroy the future!

Jade Wheel monks or transformed animal agents of the Ascended, trying to make sure what's safely stowed in the museum stays there.

Monks of the Guiding Hand, intent on repatriating cultural artifacts stolen from the temples of China. This is even more likely if the museum is foreign.

Any given triad, tong, or other criminal organization looking to make some heavy cash through a major theft.



NIGHTCLUB

Primary Juncture(s): Contemporary **May Also Be Found In:** Past (but it will be a Dance or Music Hall)

Surroundings: Any urban locale. The club could be in a towering skyscraper, in the newest “hot” neighborhood, in a well-known entertainment district, or in a converted building in the rough part of town.

Feng Shui Site?: Probably not.

DESCRIPTION

A stylish metal sign illuminated with neon hangs above the main entrance to the nightclub. The heavy double doors are staffed by a doorman holding a clipboard and listening to a radio headset, flanked by two huge bouncers. A velvet rope cordons off a line of people waiting to get inside.

Luxury and sports cars regularly pull up to the front door where a crew of uniformed valets park them for the notable and the beautiful, each of whom breezes up the few red carpeted stairs and past the crowded lines with a simple nod to the doorman.

Through the doors is a long, elegantly decorated corridor that is lit with a mixture of neon and ultraviolet lights. A coat room and an attendant wait off to one side, while the corridor leads into the club proper. The music and noise begin to grow louder and well-dressed patrons begin to line the walls.

The main hall of the nightclub has a high ceiling where rows of lights, spotlights, lasers, strobes lights, and several disco balls hang from metal catwalks and shine down on the main dance with many different colors.

At one end of the main dance floor is a raised stage and a proscenium covered in neon lights. Some nights on stage there is live entertainment, either a rock band, or singers and back up dancers. To one side of the stage is a raised DJ booth where a DJ spins out the bass beats and deafening house music that blares from huge powerful speakers surrounding the main dance floor.

The main dance floor is made of large square plastic tiles illuminated from below, and barely visible through the tightly packed dancers who grind and move with the music.

Large square columns surround the main dance floor and support the second floor which looks down on the main floor and stage. Three huge neon-lit bars dominate the rest of the walls of the main floor. Rows and rows of liquor bottles are displayed behind the bars below long mirrors. Video screens and lights take up any wall space that is left.

Near the bars and the walls are high-top metal tables and no chairs where people can set their drinks. In between the bars and the main dance floor clusters of

low tables and long couches where patrons can lounge and smaller dance floors where they can party. Raised illuminated walkways run between these tables and beautiful dancers use them show off their moves.

The second floor has another bar and several smaller dance floors with a railing and small tables that look down on the main floor and roped-off private booths along the wall. Several doors guarded by bouncers lead off to private VIP rooms. Those rooms are opulent suites and private club offices.

Alleyways behind the club are where the private entrances, back doors, and fire escapes leading to higher doors and windows and other points of covert entry can be found.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Bottles used as clubs at first, then as knives when they break. Glasses. Drink trays. Bar towels. Shotglasses. Ice picks. Corkscrews. Velvet ropes and their stanchions. Guitars. Drumsticks. Drums and cymbals. Tables. Chairs. Turntables. Records. Speakers and amplifiers.

- Bottles behind the bar full of alcohol ready to break, spilling flammable liquid all over, or they can be turned into Molotov cocktails.
- A shotgun, baseball bat, or other handy weapon kept under the bar to discourage rowdy patrons and potential robbers is brought out by the bartender or club owner.
- Gunfire brings lights and disco balls crashing to the main dance floor.
- Giant speakers tipped over onto foes.
- Speakers turned into a deafening blast with a microphone or access to the DJ booth.
- A glass tabletop is smashed into deadly daggers, or picked up and used as a weapon.
- Foes are tossed from the second floor balcony and onto tables below before crashing onto the main floor.
- Foes are thrown into the edges of the walkways or the stage.
- Stairs and railings can be climbed and spun on.



- Normally the nightclub is packed with partiers, but it can also be empty usually during the off hours of the day, or it might be a trap as the partiers are suddenly replaced with a crowd of mooks.
- Diving over the bar for cover as mooks with automatic weapons unload on the place.
- Space in the middle of the dance floor clears as a group of foes prepares to face off.
- Sliding across the dance floor.
- Slam an opponent onto the bar and then push them along it, smashing into bottles and glasses.
- Use columns as cover or convenient objects to slam opponents into.
- A section of the bar is hinged and can be lifted up or down as needed. Be sure not to get your hand — or head — slammed in it.
- The music is so loud, the light is so dim, and the crowd is so into partying that quick takedowns go unnoticed for a time. But gunfire sends crowds of people running and screaming
- Shouldering your way through the crowd with mooks chasing heroes, or, when the guns have come out, the panicked crowd can block the hero's shots.
- Foam or water sprayers are a popular dance floor feature in some clubs, with machines spraying a bubbly foam that blankets the dance floor and the dancers or sprinklers spraying water everywhere.
- Back offices have glass windows looking out on the club and are just waiting to be smashed, sending mooks or glass crashing to the dance floor below.

- Nightclub restrooms have all sorts of nefarious activities happening in them, and they are great places to start exciting fights; porcelain and metal fixtures and mirrors all waiting to be broken, water spraying out on tiled floors from broken plumbing, and stall doors and walls for slamming into.

WHO YOU MIGHT FIGHT HERE

Criminals. Nightclubs often act as fronts for illegal enterprises. Drugs, booze, and many other vices are usually available and so clubs are popular hangouts for criminals to party and to conduct business especially in private back rooms.

Cops. Where there are criminals there are cops. Normally there are only a few cops around, either undercover or a few uniforms parked outside. The Ascended might also organize a full-on tactical police raid of a nightclub without too much effort.

Bouncers. All nightclubs have bouncers, big tough guys who specialize in ending fights and tossing out rowdy patrons. Some clubs have other more serious armed security types as well, especially when VIPs or criminal operations need protection. Club security always has a uniform of some type, whether it's t-shirts with logos, matching ties, or button-down shirts under their suits. These uniforms make them distinctive and easy to pick out during a fight.

Lone killers. From dangerous hitmen to supernatural creatures, the crowds, the noise, and the dark corners make nightclubs the perfect stalking grounds for those hunting human prey.





SHOPPING MALL

Primary Juncture(s): Contemporary **May Also Be Found In:** Netherworld, Future (albeit ruined)

Surroundings: The heart of a downtown district, encircled by massive parking structures both above and below ground. Alternatively, amidst a seemingly placid suburbia, surrounded by town homes and fast food joints.

Feng Shui Site?: Possibly. As the chi flows, so does the money.

DESCRIPTION

The main entrance to the Mall (for there are many ways in and out) lies at the end of an avenue paved in gleaming marble, flanked by chrome lamps that shine day and night. The entryway resembles a massive ship's prow, a galleon of stained glass and steel grilles.

The shopping mall is three stories tall, filled with a variety of small businesses and chain stores. Most sell nearly the exact same goods, differing only by brand name. Clothing, electronics, a few novelties, some tchotchkes. If you're lucky, one of the stores sells bricks that lock together with other bricks.

The floors of the shopping mall are gleaming white tiles, smooth red tiles, and/or polished marble. Whatever their make, they are all slick when wet.

There is a security center of operations in a quiet corner of the Mall. The mall cops are not armed with guns. They do, however, carry pepper spray, tasers, and occasionally boast a fair amount of martial arts training.

Where the main branches of the mall cross there is a rotunda, at the center of which is a massive fountain. The fountain is a semi-abstract statue resembling an archer partially embracing a woman who is grasping at a sun or a moon. Water spills from the top of the celestial body, splashing down into a large circular pool below. The pool is full of wishing coins.

Within the mall is a movie theater. It has eighteen screens, though it likely only has twelve films playing upon them. Its "food" is hideously overpriced.

Flimsy kiosks are spread evenly throughout the Mall. Some sell food, others beauty products. Many offer cellular phones and contracts.

There are several rows of automated massage chairs that hum and ripple in an imitation of a massage if fed money. There are several real masseuses with their own chairs that provide actual massages if given far more money.

The shopping mall has a children's area. It is filled with plastic-covered foam sea creatures to play on, one of which (a sea dragon) forms a small slide.

At one end of the shopping mall, there is a food court. The court proper consists of a wide-open atrium connected by escalators, sprawling across all three floors

of the mall. Each tier is filled with free standing and fixed chairs, along with accompanying tables. There is a wide variety of fare offered here, a lot of it fried. Whole fights could manage to never leave the food court.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Big screen TVs. Clothing racks, with or without clothes. Crowd control rope. Mannequins and mannequin limbs. Potted plants. Tables and chairs from the food court. Trash cans.

- A crying child gets separated from their mother and has to be rescued before being caught in the crossfire.
- A duel is briefly shown across a dozen screens at an electronics store.
- A particularly petty mook rubs salt from the pretzel stand into a hero's wounds.
- A sorcerous blast causes storefront mannequins to smash through their display windows and attack.
- Bodily crash (or hurl) someone through a kiosk, spilling cell phones across the floor.
- Fight up the down escalator or vice-versa.
- Glide along the blood-slick floor shooting/swinging wildly.
- Hurl someone head first into the automated massage chairs which proceed to beat them mercilessly.
- Kick up a sheet of fountain water as a distraction.
- Martial types with the proper schticks promptly leap from one floor of the shopping mall to another, causing everyone lacking the proper abilities to run to the stairs/escalators/elevator in order to catch them.
- Mid-air duel over the archer fountain as foes leap back and forth across the open rotunda.
- Mooks use a crowd of moviegoers flooding out of the theater as cover and/or hostages.
- Pause to take a bite of a cinnamon roll, pretzel, or cookie before attacking.
- Rapidly slide down a massive advertising banner to change floors.



- Somebody catches a fistful of wishing coins to the face either clutched in hand or thrown.
- Squads of mall cops wade into the fray, attempting to arrest everyone in sight.
- Two maniacs briefly interrupt the fight by driving a car through the mall.

WHO YOU MIGHT FIGHT HERE

Pledged operatives. They're using the shopping mall as a petri dish for an insidious series of "consumer initiatives" that are designed to compel shoppers to buy more of, well, everything. Do the Dragons set out

to merely stop their operation or perhaps appropriate some of their equipment for more righteous uses...

Triad goons or dirty cops. They're shaking down the shop owners for protection money in desperate need of some schooling in two-fisted justice.

Guiding Hand agents. They are determined to teach some "valuable lessons" in avoiding attachments to the corruption of material things. While these lessons start peacefully enough, the monks, frustrated by the rampant consumerism of the Contemporary Juncture, may well start handing out buyer beat downs.

Lotus eunuch sorcerers. They're interested in why it is so ridiculously easy to raise zombies in malls.

SLUM ROOFTOPS

Primary Juncture(s): Contemporary **May Also Be Found In:** Ancient, Past, Future

Surroundings: On the outskirts of a teeming metropolis, bounded by high walls, both natural and manmade. Either tall hills and mountains, or actual walls built to keep the slums separate from the rest of city.

Feng Shui Site?: Possible, but unlikely.

DESCRIPTION

A cluttered mass of buildings and structures all jammed together and constructed of any cheap materials that can be found or scavenged like cinderblocks, wood, or sheet metal. And are built one on top of the other with little regard for architecture or aesthetics and even less regard for building codes.

Some are little more than shacks, but others are more substantial, especially the multistory dwellings. Roofs are most often made from corrugated metal, but occasionally slab concrete, cheap tile, wood, and other more traditional materials are used.

Electricity, clean water, and sanitation are scarce or non-existent. Wiring and pipes are exposed and drainage and leaks are a constant problem. Power lines, phone cables, and clotheslines are strung between buildings and trash and rotting garbage litter the streets and hallways. Fire is always a threat and local emergency services are nearly nonexistent.

Some slums are collections of massive slab-like tenement block towers of cheap apartment buildings and neglected government housing. These are often built right next to raised roadways, tall parking structures, and pedestrian walkways creating a maze of crumbling concrete.



The apartments inside the towers are cramped, and can even feature cage homes where residents sleep ten or more to a single room. Each tenant lives in an individual human-sized cage (stacked on top of and under many others) that serves as a bed, and a place to lock up their possessions to prevent theft.

The elevators rarely work and narrow hallways connect cramped apartments. Stairs, balconies, fire escapes, and walkways add to the maze-like interior of these huge tenement buildings. The exterior is often crumbling and damaged, with decorative ironwork rusting away under flaking paint.

There are also slums built into huge abandoned structures, extra territorial zones, and half-finished building projects that attract squatters and form the basis for squat cities. Businesses pop up in them as well as dwellings. Such places are often still bare concrete over steel frames and lack any sort of amenities like water, power, or elevators until the locals improvise them.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Cinderblocks and loose bricks. Pots and pans, Knives and other kitchen implements. Electric fans, TVs and other appliances. Scraps of wood. Lose roof tiles. Broken bottles and window glass. Hot plates.

- Unstable roofs built from cheap materials are prone to collapse.
- Gaps in between roofs to jump. Unsuccessful jumpers can end up hanging off the edges, landing on fire escapes, or crashing through windows.
- A confusing flock of birds like pigeons or gulls can get in the way.
- Use a support beam between two buildings as a balance beam.
- Iron gates and chain link fences can block the way.

- Wires and clotheslines are there to slide across, or to swing on if they get cut.
- Satellite dishes and TV antennas cluster on rooftops even in the poorest slums.
- Leap down the sides of buildings by jumping from air conditioner to air conditioner and hope they are safely secured to the walls.
- A pack of feral dogs in an alleyway joins the chase
- Skylights can be jumped through, or shot out if anyone is standing on one.
- Once inside apartments, refrigerators can be used as cover and their doors as weapons.
- Alleyways packed with trash and containers that can be dumped out and thrown at pursuers.
- Strings of lights with bare bulbs that can be smashed into cutting glass or exposed electrical sparks.
- Balconies and exterior ironwork and decorative elements are great for climbing.
- Narrow hallways filled with mooks are perfect places to display a hero's fighting prowess or parkour moves, especially if there are exposed pipes near the ceiling to act as handholds.
- Large vehicles will have a hard time moving through slums and getting up to rooftops, but motorcycles and bikes can easily negotiate such tight spaces.
- Fights burst through doors, windows, and even walls and into cluttered apartments.
- Ladders, ropes, and walkways can be found or set up ahead of time for escape routes.
- Stairs can be vaulted especially if there is a large gap leading to a potentially very long fall between them.
- Leap onto the tops of moving buses or trains that run through the slum on the few roads or railways.
- Bamboo or metal scaffolding surrounds the latest building project, and is a perfect jungle gym of carnage.





- Trucks or other large vehicles with drivers who care little about the slum's residents can simply drive through multiple cheaply made slum dwellings leaving a trail of destruction in their wake.
- Dead end alleys where heroes have to either stand and fight or find a way over around or through the dead end.
- Broken glass mortared into the tops of walls as an improvised barbed wire.
- Cooking or warming fires in hibachis, BBQ grills, or old oil drums.
- Drainpipes can be shimmed up or slid down. They can also come loose from shoddy moorings on the wall and bend out over the roofs and streets below.
- Running across multiple levels of rooftops and jumping down between the levels, farther and farther each time.
- Turn a corner or burst through a door only to disturb a gang of criminals engaged in some illegal activity (drug factory, gambling den, chop shop, arms deal, etc.). They are all heavily armed and it's their turf.

WHO YOU MIGHT FIGHT HERE

Local Gangs, Criminals are the main power in slums, they've got the weapons and a steady supply of new recruits eager to use them. They run the gamut from small gangs to large organizations controlled by kingpins with ties to organized crime families.

Authorities, Cops, SWAT, or Spec Ops Teams may pursue targets in slums. When they do head into slums they come in force and armed for bear. They are also likely bring things like Helicopter and Sniper support.

Lone assassins; slums are a perfect location for a deadly game of cat and mouse between trained killers.

The Ascended, city officials, and national governments the Ascended control often seek to clear out slums, with lengthy eviction processes followed by razing the slums to the ground. But if rehabilitation or relocation proves too costly or too difficult high concrete walls are built around the area and they are then mostly forgotten about officially.

Jammers, Simians, and Eaters of the Lotus can all be found operating out of hidden strongholds in slums.

TEA HOUSE

Primary Juncture(s): Past, Ancient **May Also Be Found In:** Contemporary

Surroundings: Whether in a bustling city or at a lonely crossroads, the tea house is at the center of social activity wherever you find it.

Feng Shui Site?: Probably not.

DESCRIPTION

The tea house is a large multistory building with tiled gabled roofs and carved wooden columns varnished with red lacquer. It's located on one corner of a busy intersection. On the corner nearest the intersection, below the wooden sign proclaiming the tea house's name and up several stairs, is the main door which opens onto a large, main hall.

The ground floor windows are floor to ceiling and are usually left open, but can be closed with a set of interlocking vertical wooden shutters. The main floor is built above the street and is tiled in stone while a railing runs along the outside of the building forming an outdoor patio.

The main floor of the tea house is spacious with large columns support the upper floors. A large center staircase leads up to the second floor. It runs along the wall and leaves an open space surrounded by railings and linked by walkways above the center of the main

floor. Sets of smaller stairs lead up to higher levels where sliding walls conceal private rooms.

Ornate wooden tables and chairs are set up on the main floor and on the patio, and more tables are set up on the second floor along the interior railings and on the exterior balconies. Lanterns hang from crossbeams above the tables, and from the ceiling along the second floor.

Along the back wall on the main floor of the tea house is the display counter with shelves of tea reaching up to the ceiling. The tea is displayed in jars with various paper labels touting its type and provenance. A tall ladder and long, hooked tools are used to retrieve the different teas. On either side of the counter, round open interior doorways lead back into the kitchen and storage areas.

In the kitchen there is a big stove with large fires burning beneath several great cauldrons of hot water, alongside smaller fires for heating up numerous teapots. The raw tea is selected and then it is steeped



in the teapots, and then brought to waiting customers on trays along with cups.

Many carved wooden screens and partitions are used to create the illusion of interior walls and offer patrons some privacy. Hanging birdcages are another common sight in tea houses as people bring their birds with them as they chat with others over tea. In addition to tea, dim sum is served in traditional round bamboo steamers. For more substantial meals, orders need to be placed at nearby restaurants.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Teacups. Heavy teapots filled with hot water. Dim sum dishes. Jars of tea. Tea trays. Chopsticks. Chairs. Benches. Tables. Wooden window shutters. Ladders. Hooked poles.

- Leap from column to column, or use them to climb to the upper floors of the tea house.
- Knock an opponent over or through the railings and send them crashing onto a table below.
- A blind musician wanders through the fray, or is asked by the honorable opponents to play one more tune.
- Windows, interior screens, fences, and columns are smashed by powerful kung fu.
- Skirmish up and down the main stairs.
- It's real quiet all of a sudden, as all the patrons have cleared out, meanwhile mooks surround the tea house and start flooding in from every conceivable entrance; doors, windows, up and down the stairs in an endless supply.
- Tables get flipped over or smashed sending their contents crashing to the ground.
- Standing and balancing on a large table, using it as a fighting platform to take on all serious opponents one-on-one.

NOT JUST A TEA HOUSE

Tea houses are places to mingle and share ideas and news as well as tea, and all levels of society come together to share a drink and discourse. The layout of a tea house also works as a good model for many other busy locations with lots of customers and servers in the Past and Ancient Junctions. All you need to do is change some décor and the focus away from the tea.

- **Restaurants:** Keep some of the tea, but add a bigger kitchen and focus on the food. Both on its preparation in big, hot woks and bubbling pots, and on its service on fine porcelain dishes and bowls. Banquets, feasts, and celebrations are common.
 - **Bars and Wine Shops:** Take out the tea and put in a bar, and stack the shelves with bottles and big ceramic jars and pots of different alcohols and liquors. Pack in a lot of shadier customers and drunks who can get rowdy with only the slightest provocation.
 - **Inns:** Will often feature small restaurants, bars, or tea houses on their ground floor, but their other floors will be taken up with individual rooms where customers can spend the night.
 - **Theaters:** Entertainment will be the main attraction and the main stage where music, dance, opera, and all sorts of shows are performed will replace the tea counter.
 - **Gaming Halls:** Are also usually bars but they tend to have smoky back rooms where tables are set up with games of chance.
 - **Brothels:** Combine many features of inns, gambling halls, and bars, as they want to make sure to show their customers a good time for the evening. At the larger and higher priced establishments theatrical entertainment is also available, but their main focus is always on selling sex.
- Slide down railings taking out mooks as you go.
 - Stairs or walkways get destroyed and fall down with a huge CRASH!
 - Birdcages get smashed releasing distracting birds and potentially weapons hidden in false bottoms.



- Stone floor tiles are smashed, which now leaves them loose to use as missile weapons.
- Tea houses are sometimes built on stilts out over rivers and lakes, which can change up the fighting environment especially if too much of the structure becomes unstable.

WHO YOU MIGHT FIGHT HERE

Members of the Giang Hu. Often two or more powerful fighters will meet in a tea house. The subsequent destruction depends on how legendary the fighters are.

Imperial officials. Whether sent on orders from the Lotus, or from the Empress herself, or they just happen to be enjoying a nice cup of tea. They are chi masters, or powerful sorcerers, or both!

Local Magistrates. Local authorities on the look out for troublesome heroes know to keep an eye on the comings and goings at the local tea houses.

Triad Criminals. Local gangs and organized criminals often use tea houses for making deals and connections. And they are even likely to own or at least lay claim to wine shops, gambling halls, and brothels. In the Contemporary Juncture, this option is the most likely.

THE DOCKS

Primary Juncture(s): Contemporary, Past

May Also Be Found In: Ancient, Netherworld (by the shores of a blood-red sea)

Surroundings: A seemingly endless line of piers, with moored ships in a wide array of sizes, encircled by mountains of cargo containers. Found near the edge of the seaward-rim of any big port city, such as Shanghai, Hong Kong, Singapore, or Los Angeles.

Feng Shui Site?: Unlikely, though there may be some fortuitous warehouses or sites that the docks are connected to.

DESCRIPTION

Wide concrete quays border the sea, lined with steel rails that act as tie off points for ship mooring. Long piers stretch out over the water. Many are made of reinforced wood, lacquered and salt-stained. Some of the piers are only for mooring boats. Others are part of large commercial wharfs, with charter businesses, tourist shops, and the freshest of fresh fish markets. In the early morning hours, restaurant agents haggle with fishermen over their day's catch.

Seagulls wheel to and fro, their mournful cries echoing over the water.

Ships are moored along many of the quays. The majority are cargo haulers, ships with wide open decks to hold as many shipping containers as possible. Private ships, yachts, houseboats, junks, and various other sea-going vessels are moored in their own harbors nearby (which technically have their own docks).

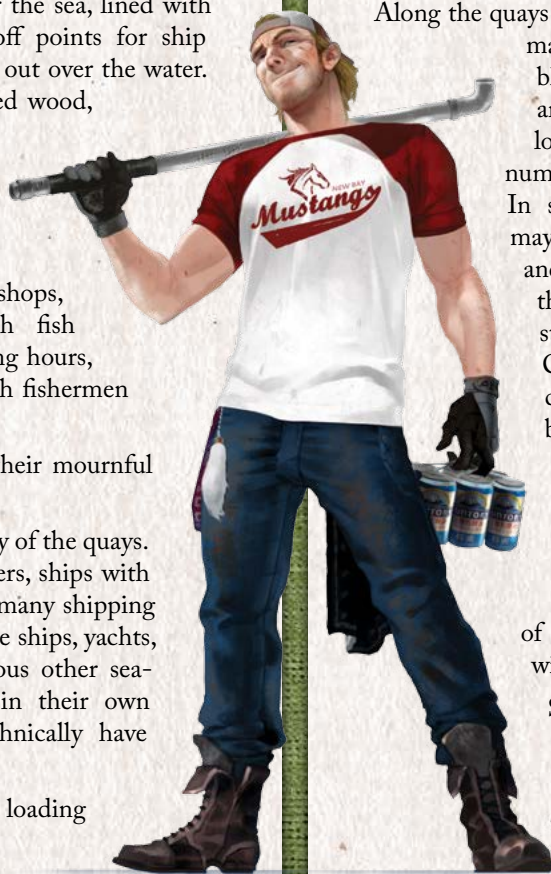
Steel framework towers with loading arms called derricks rise at intervals from the

edge of the quays. They load fleets of flatbed trucks with shipping containers.

Along the quays there are shipping containers in many colors, favoring red and blue. Many of the containers are eight feet tall and forty feet long, stamped with logos from numerous global shipping lines. In some areas, unused containers may be stacked up to seven high, and placed in strange patterns that create artificial mazes of steel. In junctures other than the Contemporary, the huge steel containers are generally replaced by twice as many wooden crates and barrels.

All of the shipping containers in use are filled with seemingly endless amounts of unidentifiable cargo, the identity of which can only be discerned with a proper shipping manifest.

Some docks, especially in the Ancient and Past Junctures, will have seaside taverns where sailors, fishermen, pirates, merchants, prostitutes, and a wide variety of sea-going





folk gather. In the Contemporary Juncture, these are often trendy places filled with far less interesting clientele.

A block away from the quays are the beginnings of the long lines of warehouses that surround a busy port. Some are old, constructed from crumbling bricks or rotting wood. Others are pristine, with endless bays for trucks and polished metal exteriors.

Warehouses along the docks are generally filled with the cargo that has issued from shipping containers. Some are immaculate, filled with carefully labeled crates. Others are a riot of containers, loaded pallets, drums, barrels, and dubiously labeled crates. Warehouses with valuable cargo always have some kind of security present.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Big fish. Telescoping brass spyglass. Spiky pieces of coral. Crowbars. Lots and lots of rope. Small anchor (or massive anchor, for someone like a Big Bruiser).

- A shipping container gets dropped from a derrick onto someone. Treat just like an explosion.
- A voracious creature leaps from the water along the edge of a pier and bites an unfortunate target in half.
- After an attack nets a successful boxcars result, a group of sailors start singing a sea shanty that seems oddly appropriate to the fight at hand, causing a small bonus for heroes that can fight to the cadence.
- Bread, a bowlful of chowder, or some other tasty morsels get hurled onto a mook, causing them to be utterly swarmed by seagulls.
- Control a derrick arm to swing a shipping container like a wrecking ball.
- Dive off a pier to avoid a dangerous adversary.
- Duel with swordfish till someone gets skewered.
- Dunk a head into a tank where a surly octopus gets a good grip on a face blinding/distracting somebody.
- Fight atop a moving flatbed truck.
- Fight to the top of a pyramid of shipping containers. Certain Jammers or Simians may wish to start hurling barrels therefrom.
- Grab likely looking guns from a crate, only to realize that they are all props/fake when the time comes to shoot somebody with one.
- Jump out of an empty high-stacked shipping container onto a passing foe.
- Keep one's balance while fighting on the mooring lines of a big ship, as enemies come from either side.
- Knock over a fish stand, spilling a slippery obstacle across the dock.
- Leap between the riggings of a derrick.
- Mook sailors join the fight with whatever side appeals to their sensibilities the most.
- Pick up someone with a cargo arm.
- Pluck starfish off a pier support and throw them like shuriken.
- Scoop up a live squid/octopus and squirt ink in a foe's face.
- Slug the wrong target in a dockside watering hole, setting off a general bar brawl.
- Surprise an opponent by leaping out of a box of innocuous cargo, e.g., counterfeit baseball team jerseys.
- Use a forklift to trap and/or impale an unwary mook.



WHO YOU MIGHT FIGHT HERE

Triads or other criminal groups. These groups use the docks to move their illicit wares, anything from smuggled knockoff toys, to drug runners slipping in their latest haul for distribution, to scum who traffic in human lives. Would-be heroes can bust up dockside meetings or prevent valuable cargo from ever reaching its destination, but you never know how somebody may be connected...

...since the Ascended do their level best to control the flow of all goods, legal and otherwise, through many ports. Pledged dockworkers and sailor toughs are always up for a scrap. Far more dangerously, there are frequently some fearsome Lodge members that “just happen” to be more comfortable around the sea.

Pirates!

Lotus sorcerers. They’ve taken over a warehouse on the edge of the sea to enact their foul rituals. They are trying to make contact with something that dwells far beneath the ocean, dreaming...

TRAIN STATION

Primary Juncture(s): Contemporary **May Also Be Found In:** Past, Future

Surroundings: In the middle of a city, surrounded by tall buildings, busy streets, and crowds of people.

Feng Shui Site?: Probably not.

DESCRIPTION

In front of the main entrance, with its steps, brightly colored signs, and statues, is the bus stop and taxi stand. Pedestrian traffic is heavy, and police officers keep things moving.

Inside, the ticket lobby features a high, vaulted ceiling, the arrivals/departures board, and ticket windows on one edge of the open space. Perspex stands hold posters and advertisements, and warnings about pickpockets, riding without a ticket, and other dangers.

Shops and stands sell snacks, coffee, newspapers, and magazines. A few tables and benches provide space for passengers to sit and watch the TV screens hanging from a framework of aluminum tubes suspended at normal ceiling height.

The dining room opens off one end of the ticket lobby, and features rows of plain institutional tables and chairs. A cafeteria buffet lines one wall, with stacks of trays, bins of cutlery and condiments, steam trays to keep the food hot, and and refrigerators holding cold drinks.

Late at night, most of the shops and the dining room are closed, and visitors have to make do with a bank of vending machines in one corner of the ticket lobby.

The platforms are past the turnstiles, and are crowded with luggage carts, confused tourists, the occasional porter, and rushing commuters. Large arrival/departure signs direct people to the various trains. Empty platforms expose the tracks.

If the action moves onto a train, jump to the Moving Train fight location.

Behind all the public areas wind a maze of service corridors, connecting the employee break room, the

dining room kitchen, the lost luggage room, and the security office. The latter area contains all the camera feeds for the entire station, as well as the PA system and control panels.

Outside the station, away from the main entrance, is the parking lot, usually filled with cars and monitored by cameras and a bored parking attendant.

If the train station is a subway station, most of these features still exist, spread over a tangle of halls, stairs, and escalators. The quarters are much tighter, the ceilings much lower, and you can’t forget about that third rail.

In the Future Juncture, the tech for the train station or the subway station is more advanced, but the location may also be ruined, with all the collapsed sections, rubbish, and malfunctioning machines that entails.

THINGS THAT CAN HAPPEN DURING THE FIGHT

Improvised Weapons: Suitcase, briefcases and other luggage. Potted plants. Pots of hot coffee. Cafeteria trays. Fire extinguishers. Trash bins. Umbrellas.

- Crowds stampede into and out of the line of fire.
- A security guard, out of his depth, draws down on a hero.
- Duel atop the aluminum framework supporting the video screens and security cameras.
- Someone falls on the tracks. In the subway, they may hit the third rail.
- Mooks dogpile someone, and the whole mass falls on the tracks.
- Shoot out the security cameras.



- Throw a foe through a Perspex poster holder.
- Smash through a coffee stand.
- Commandeer the security office to watch the security camera feeds.
- Chase through a train.
- Luggage carts. They can be leapt over, hidden behind, fired over, slammed into someone, ridden across the floor, or set rolling freely.
- Security alarms go off at a deafening volume, calling in more guards and, eventually, the police.
- Crazy dash in front of a moving train. In the subway, they may hit the third rail.
- Someone grabs a hostage.
- A stroller with an infant slips free and starts rolling into danger — the stairs, the tracks, into the field of fire, etc.
- Cabs arrive, disgorging mooks to reinforce the bad guys.
- Struggle through the panicked crowd to reach an enemy or objective.
- Run across the heads of the crowd.
- Slide along the floor between the trampling legs.
- Dash across the floor and dive into a knee-slide, firing guns in both directions at the rows of enemies.
- Trigger the sprinkler system to make the floors slick.
- Fight a holding action at the door of a train to give it time to pull out of the station.
- Leap up and grab a TV screen to smash down on someone's head.
- Sever the bolts holding up the arrival/departure board to drop it on someone, arcing and sparking as it falls.
- Lure someone into the close quarters of the maintenance halls.

- Dive through the ticket counter window for cover.
- In the subway, topple down the escalators.
- Duel with someone at the turnstiles, rolling back and forth to keep the turnstile between you.
- Someone's head smashed through the plastic over the steam tables in the cafeteria line-up.
- A vending machine topples on someone.
- Chi-irradiated monstrosities rise from the rubble to attack. (*Future Juncture*.)

WHO YOU MIGHT FIGHT HERE

Train stations are story hubs. Lots of things move through them, and that makes them good places for good guys to catch up with bad guys, or vice versa. If there's a MacGuffin involved, having it transported through the train station is a good way to make sure the chasing team knows where it's going to be. Ambush time!

Criminals. Members of the mob like traveling by train, because there's less security than at the airports. If you're after some gangsters — or they're after you — you'll probably run into them at the train station.

Jammers. A disguised squad of them, traveling under the radar to a feng shui site.

The Ascended. A cadre of the Pledged, guarding a train from the Netherworld, to prevent invaders from escaping into the city.

Morlocks. In the subway, underground dwellers who don't like anyone wandering away from the light and on to their turf.

Simians or mutants. New Simian Army members or those warped by the Chi Bomb try to protect — or steal — the AI transit computers left in the old stations. (*Future Juncture*)

The Guiding Hand. Activists try to destroy the railway, to weaken the British opium trade. (*Past Juncture*)



Conceal the secrets of the Chi Wars from the prying eyes of your players behind a wall of mystery and knowledge! This heavy-duty, three-panel screen also contains the most important reference material from the *Feng Shui 2* core book, to keep your game running smoothly.

Included with the GM Screen is *A Fistful of Fight Scenes*. This 32-page booklet presents 15 locations in which to set dazzling battles between your players and the nefarious factions of the Chi War. Thrill to such cinematic classics as Nightclub, Ancient Temple, Moving Train, Bamboo Forest, Tea House, Factory Floor, and Shopping Mall! Each location is packed with ideas for things to explode violently while the heroes show off their action movie moves.

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