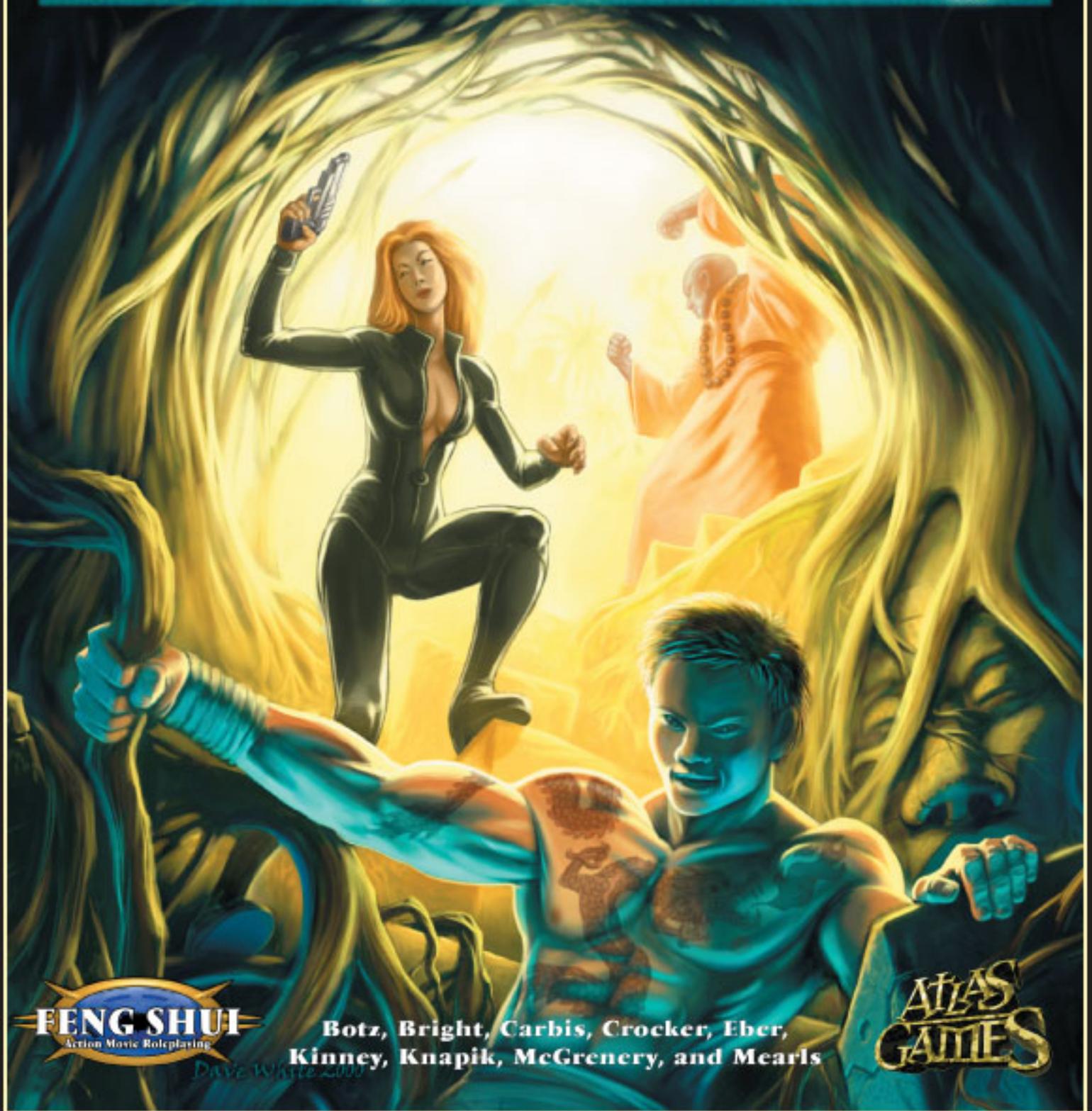


# IN YOUR FACE AGAIN

A Feng Shui Scenario Anthology



**FENG SHUI**  
Action Movie Roleplaying

Botz, Bright, Carbis, Crocker, Eber,  
Kinney, Knapik, McGrenery, and Mearls

**ATLAS  
GAMES**

*Dave White*

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## CHAPTER 1

# Fast Forward

BY DARRIN BRIGHT

**Premise:** It's the old switcheroo — some harmless videotapes get swapped for a bag of incriminating evidence.

**Twist:** A simple misunderstanding turns into a hostage crisis.

**Climax:** The bad guys open a Netherworld gateway to contemporary Hong Kong. The player characters throw a housewarming party for some abominations who come through to check out the new juncture.

## BACKSTORY

The Architects of the Flesh have their eyes on contemporary Hong Kong. They've recently purchased a TV studio from the Triads, where they have set up shop and are currently building a new gate to the Biomass Reprocessing Center (see *Elevator to the Netherworld*, p. 45).

The Dragons caught wind of the situation and sent Jan Jiang, a modern HK operative, to investigate the studio. She raided a tape closet before being discovered, and managed to get away — but unfortunately not cleanly. A bunch of Architect security goons in hot pursuit have followed Jan to a nearby shopping center, where she runs into the PCs . . . literally, of course.

If the PCs are already involved with the Dragons, then you'll need to make some adjustments with Jan and the other Dragon GMCs mentioned later. Specifically, it'll seem pretty odd if your PCs have never heard of

them before. You could tell the PCs something like, "She looks a little familiar, you think you've seen her at the Dragons' hideout," or maybe, "She was at the last Christmas mixer the Prof threw in the Junkyard." If this would cause too many continuity problems, you may want to substitute your own GMCs for Jan and the other Dragons, or adjust the scenario so they are working for the Ice Queen instead.

## GETTING STARTED

It's early in the evening, around dinnertime, and the PCs are returning a bag of videos to Tommy Hou's Happy Video Store in the Yaumatei district. If none of the PCs have any reason to rent videos, they are returning them for a relative, friend, or co-worker as a favor.

Jan runs full-tilt into the PC carrying the videos. Both are knocked flat and everyone's bags go flying, but there's no damage. Jan spits out a quick but sincere apology and picks up the wrong bag of videos. Avoid calling attention to the switch, because the rest of the action depends on the PCs winding up with the wrong videos. Even if what has happened is immediately obvious to the PCs, the Architect goons are just

behind Jan, and she ducks into Tommy Hou's Happy Video Store before anyone can grab her. The goons shout out a few lines