

The Revolving Restaurant of Doom

A Feng Shui scenario by Ben Wright

Summary

A new revolving restaurant in Hong Kong is attacked by Ascended agents with guns, explosives, and a helicopter on the day of its grand opening. The player characters save the day.

Background

The restaurant – called The Revolver – is a feng shui site developed by Buro designers from the future as part of a plan to control the site in their home time. The grand opening is only for the public; Buro geomancers had a private opening last week when they attuned to the site. By making a prominent display of the site, the Buro is hoping to diminish the likelihood of a violent response from the Ascended. Any attack on a posh new restaurant at the top of the Hong Kong skyline would draw a lot of attention to itself.

The Ascended plans to shove the Buro's hopes down their throats and has dispatched a crack team of gunmen and explosives experts to utterly destroy the site on the night of its gala opening. Confusing the world with a surplus of contradictory cover stories may be tricky even for the Lodge's media spooks, but giving their enemies an on-air, primetime smackdown is worth it. Secret Warriors across the globe and throughout time will get the message: In 1996, the Secret War stays secret.

When the scenario starts, the Lodge's advance team has assumed control of the restaurant and planted huge bundles of explosives in the kitchen freezer. While oblivious diners eat their dinners, a digital read-out in the next room is slowly ticking towards zero. So far as the Lodge's soldiers are concerned, the revolving restaurant is doomed.

Set-Up

Give the players their choice of the pre-generated characters or assign them characters based on their preference for kung-fu, gunplay, or sorcery. Make sure everyone is comfortable with the character they received; remind new players that, in Feng Shui, even mechanics can be good with guns. Everyone's an action star. Talk them through the rules they need to know, such as how to make open and closed rolls and how to use Fortune dice. Explain what all their skills and schticks do. Give everyone a copy of the cheat sheet.

When everybody is ready, get cracking.

The Grand Opening

A posh new restaurant in Hong Kong is having its grand opening. The restaurant is called Revolver, and it's the shining crown at the top of a high-tech new sky-rise. The restaurant revolves like a crousel around a central spine that contains the eatery's elevators, ventilation, kitchen, and bathrooms. Around the base of the sky-rise is a plaza where TV crews are filming the event. Both the plaza and the mall are very crowded.

Can I Take Your Order?

All is calm in the restaurant. Most of the waiters are disguised Buro operatives. The diners are blissfully unaware that anything is wrong, even though it's easy to see the chaos downstairs out of the windows. The Buro have set up shop in the kitchen, which is through some of those swinging doors. The lifts and the stairs lead to a reception area in the centre of the restaurant. The restaurant revolves around it. There is a small sign asking diners to wait to be seated, and a reservation book on a stand. The Maitre d' is a monkey in a fancy velvet jacket and a jaunty hat. The monkey is Mooples; one of the Buro's many experiments. If the characters try to enter the restaurant, Mooples will get their attention and stab the reservation book with his finger. Crystelle, of course, has a reservation, if she remembers about it. Mooples isn't the sharpest tool in the box, so the characters can pretend to be someone else or otherwise fast-talk him with difficulty 5. If the characters get stuck here or try to enter without placating Mooples, then his walkie-talkie will crackle into life:

"Please excuse Mooples, ladies and gentlemen; he's a little overzealous. Please seat yourselves at table 13, compliments of the house. Bad Mooples!"

In any case, the table the characters sit at has one extra chair. Waiters will take their orders. Perception rolls that succeed at difficulty 8 will notice something is not quite right about the waiters. As their food starts to arrive, Jefferson will sit at their table.

Jefferson is in overall charge of the operation, and he has noticed the players' prowess and decided to try and recruit them for the Buro. He does not reveal who the Buro really are, but just says that a powerful and just organisation exists that would be willing to welcome them to its fold. He will make a great point of saying the organisation wishes to eradicate racism, inequality, crime and violence (all of which is technically true) but Police, Detective or Perception rolls at difficulty 12 will reveal he is not being entirely honest. He will tell them that the offer won't remain open for long. Just as he is finishing, the last dish arrives and the (genuine) waiter will drop a note

into the recipient's lap: 'Don't eat ANYTHING' (Handout #1). Jefferson will excuse himself and leave.

(Note: If appropriate, you could have great fun getting bags of crisps to represent the meals for the players. The looks on their faces when they freeze with a mouthful will be priceless.)

The food and drink the characters get is laced with an arcanotoxin. Once the note has been read, make any players who ate or drank anything roll Constitution at difficulty 10. If they succeed, they have fought off the toxin. If they fail, they get -3 impairment as their vision blurs and they feel incredibly nauseous and thirsty. Describe the symptoms in lurid detail. Every sequence they can roll again until they succeed and shake off the toxin. If someone has eaten a particularly large amount, you can adjust the difficulty and the severity accordingly. Purging someone's system of the toxin using the Heal sorcery schtick is difficulty 20. Attempting the same using Medicine is also difficulty 20. If the character drinks enough clean water, then they recover without a roll.

At some point someone might leave the table (perhaps to look for the hostage they followed earlier). If they enter the kitchen area the next stage kicks off straight away. If Jefferson is still at table when this happens, he will use his Neural Stimulator to go out through the kitchen and to the roof before anyone can stop him. Otherwise, once he has left the table he goes to the roof anyway and the next stage kicks off. He is counting on the toxin rendering the party unable to fight so he can take them back with him to 2056 in order to convert them to the Buro's cause.

Time trouble: Probably the most elegant way is to pick a character with a low Constitution (Hitachi is ideal) and tell them they need to visit the lavatory *right now*. This will get them into the kitchen area and thus kick off the next section.

Guess Who's Coming To Dinner

Whoever enters the kitchen area sees that a military command area has been set up. A group of waiters and a chef (plus the hostage taken earlier if there was one) are gagged and bound in one corner. A printout is prominently on the table (Handout #2). Twala is guarding the hostages and raises the alarm as soon as anyone arrives. Also plainly visible is the walk-in freezer with its door hanging open and stacks of boxes marked 'DANGER – high explosives' inside and a digital countdown.

Once the alarm is raised all hell breaks loose in the restaurant. The mook waiters shed their cover and Mooples gets his gun out from under the desk. One of the waiters is Stanky, who will bite the head off the nearest diner. The eaters caught in the crossfire will hide under tables. While the fight continues, someone should really go to deal with the explosives before they, well, explode. While the character is in the freezer, an enemy (or just bad luck) will close the door on them. Forcing the door open from the inside is an Intrusion or Strength check difficulty 10. De-activating the explosives is difficulty 8 on a Fix-it roll. If the door is closed then it is dark and the difficulty rises to 16. Failure has no consequences. Even if the first roll is a fumble, all that happens is that the counter is reset to one second, giving the character another chance to roll well.

Things that can happen during the fight:

- * The big windows are very tempting. However, they are also very strong and anyone thrown into them will bounce off, probably onto whoever threw them. Once a few stray bullets have been through the glass, however, the windows will shatter in a satisfactory manner.
- * Two words: Food fight.
- * Don't squander the opportunity to have a character hanging on the windowsill for dear life with a bad guy holding on to their ankles.
- * The helicopter has a couple of small rockets it will fire into the building to mix things up a little. Treat them as large explosions, although they will not be aimed well and will probably just cause a mess.
- * Somebody somewhere is messing with the rotation controls. Whenever the speed changes, everyone standing up must make an Agility check difficulty 7 not to fall over.

Time trouble: The remaining bad guys high tail it to the roof to try and get on the helicopter with Jefferson.

I'll Get You Next Time

Once the fight in the restaurant has finished, the characters will hear the noises from the roof. This together with a 'Where's Jefferson?' should get them out on top in short order. Remind anyone passing through the kitchen about the printout. Jefferson will be hanging onto a rope from the helicopter as it speeds away. Practical ways to stop him might be trying to shoot out the rope or shooting the helicopter. Shooting the rope is difficulty 20. If Billy still has his Fortune die, you might want to remind him of his unique schtick so he can pull out a suitable gadget for the occasion. Jefferson will fire on the players while climbing the rope. His climbing is a continuous action, and it will take him a full sequence to get to the helicopter. After the first sequence the helicopter will fly away, and will only be visible for one sequence before it vanishes behind another building. If a character manages to hitch a ride with it, it will continue to circle so the other characters don't get left out.

The scenario effectively ends when Jefferson either dies or escapes. The party should really make their escape before the SWAT teams arrive.

If It All Goes Wrong

The most obvious problem is if the explosives go off. Anyone too close should be given a chance to get away from the kitchen (even if a curious mook has to open the freezer to let them out) before things go boom. The explosion will destroy about a third of the rotating part of the restaurant, blowing out all the remaining windows and making the whole thing lean to one side dangerously. The fight will continue as before, but with loud creaking noises from the building. Passage to the roof will be blocked, so Jefferson will probably get clean away. After the fight is over the characters will likely try to get the diners out safely. They will have just enough time to do this before the restaurant falls off and smashes a nearby building (or Joseph's car, if it somehow survived intact).

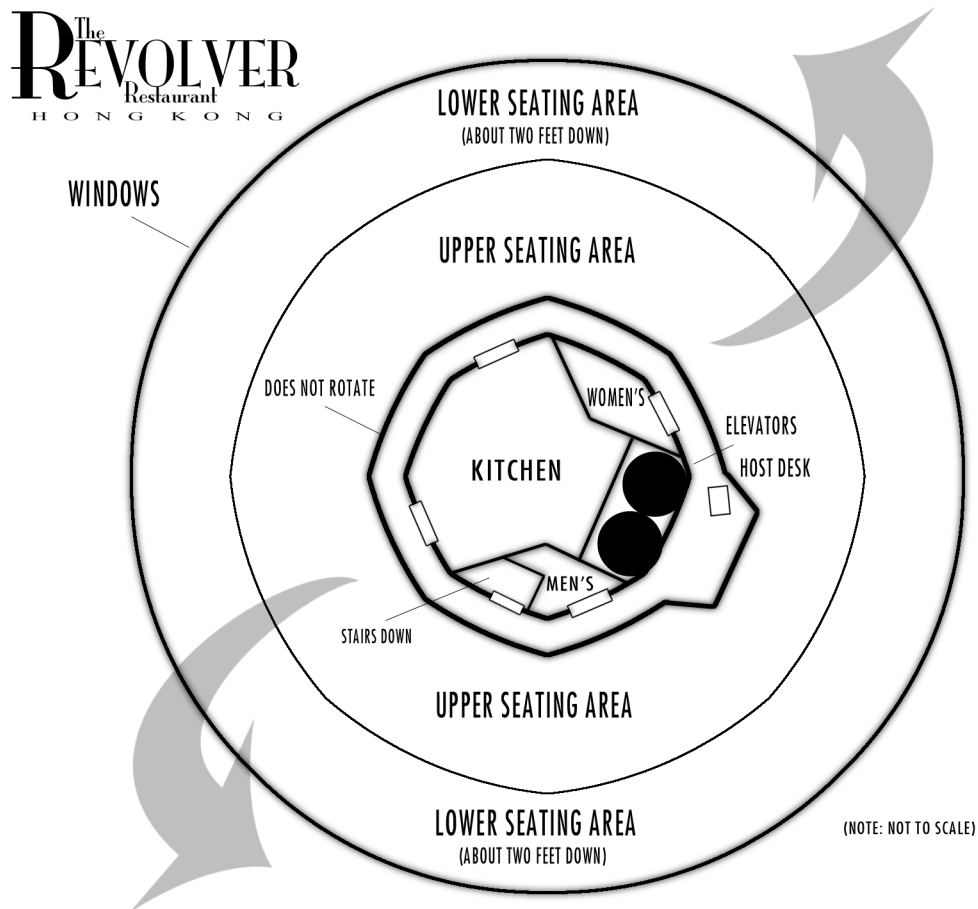
If the players don't want to get involved, remind them they're meant to be action heroes. They may not be paragons of virtue, but they won't stand for the bad guys getting away with it. If someone wants to accept Jefferson's offer, it makes no difference as he plans on drugging them all anyway. If someone gets around the obstacles and wants to abscond with Jefferson anyway, let them.

Clean Up

Thank the players for taking part, and ask if they enjoyed themselves. Answer any questions they have about the system or the scenario. Point them in the direction of the Feng Shui books and the Atlas Games website, <http://www.atlas-games.com>. Also point out the other fine products available from Atlas Games.

Author

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GMCs

Jefferson

Monster Hunter

BOD: 7 CHI: 5 MND: 8 REF: 5

Skills:

Arcanowave devices 15, Deceit 12, Guns 12, Info/Contemporary Hong Kong 12, Leadership 12, Martial arts 9

Arcanowave Schticks:

Neural Stimulator

Wave Scanner

Gun Schtick:

Eagle Eye

Weapons:

Punch (8), Kick (9), Buro 9A (10/1/17+1)

Jefferson is in overall charge of the operation. He is ambitious, cunning and fanatically loyal to the Buro. He attempts to turn a setback to his advantage by trying to recruit the player group. However, time is of the essence in his mission so he plans to drug the players and take them back to 2056 where the Buro of Happiness and Productivity can break them. He's in his mid-twenties, tall but not heavily built with wavy brown hair. He wears dark glasses to disguise his wave scanner. He is also wearing a black leather trenchcoat.

Mooples

Monkey

BOD: 6 CHI: 0 MND: 2 REF: 7

Skills:

Guns 12, Martial arts 12

Weapons:

Punch (7), Bite (8), Buro Hellharrower (14**/8/20)

Mooples is an experiment that (surprisingly) didn't go wrong. He has implants that render him able to understand and act on simple orders from his superiors, and use complicated equipment. Apart from that, he's just a monkey. The Hellharrower he carries is way too heavy for him to use properly; whenever he fires he is thrown backwards, probably taking damage. Only Malcolm has the necessary strength to use it properly.

Twala

Ex-Special Forces

BOD: 7 CHI: 0 MND: 6 REF: 8

Skills:

Driving 12, Guns 14, Info/Cookery 11, Martial arts 13, Sabotage 12

Gun Schticks:

Lightning Reload III

Both Guns Blazing II

Weapons:

Punch (8), Kick (9), Cleaver (10), Buro Backup Arm (8/1/5+1), Buro Godhammer (12/4/5), 2x Buro Blade of Truth (10/3/30)

Twala's purpose on the mission is twofold. Firstly, he is in charge of planting the charges and setting the detonator. Secondly, he is also preparing the meals for the restaurant so the diners suspect nothing. He's pure Afro-Caribbean, a rarity in 2056, in his forties with a long and distinguished service record. He's wearing a Buro uniform under his apron.

Stanky

Abomination

BOD: 10 CHI: 0 (Mag: 8)

MND: 3 (Cha: 1) REF: 6

Skills:

Arcanowave devices 13, Creature powers 13, Guns 13, Martial arts 11

Creature Schticks:

Damage Immunity: Bullets

Transformation

Arcanowave Schticks:

Aerial Mobility Unit

Helix Ripper 15**/7/-

Reinforcer

Stanky was brought along in case things went wrong. His transformation involves opening his mouth *very* wide and turning inside out. In this way, his arcanowave gear is unnoticeable when he wears human form. He'll have no cause to use his AMU unless someone throws him out of the window, in which case it will come as a nasty surprise for the players.

Mooks

BOD: 5 CHI: 0 MND: 5 REF: 6

Skills:

Guns 8, Martial arts 8

Weapons:

Punch (6), Kick (7), Uzi (10/4/40)

The mooks are using contemporary equipment to look less conspicuous. They are still wearing Buro uniforms under their disguises, however.

Helicopter

Tgh: 8

Dodge: 15

The helicopter has the standard 35 wound points. Once the helicopter has impairment, it will circle the restaurant under poor control. If you prefer you can use the car chase rules from *Golden Comeback*.

ATTN: JEFFERSON
FROM: BOATMAN
REF: DIF 0036-96

I AM PLEASED TO HEAR ALL IS GOING WELL. WE MUST ENSURE THIS BUILDING IS DESTROYED UTTERLY. CLECH ASSURES ME YOU CAN EXPECT NO WHEEL INTERFERENCE AND I BELIEVE HIS SOURCE IS SOUND. WE HAVE FOUND THAT THE BUILDING HAS AN EFFECT ON CHI FLOW IN THE SURROUNDING AREA THAT IS TO THE DETRIMENT OF OUR INTERESTS IN HONG KONG. FURTHER, IT OVERLOOKS A SITE THAT WILL BE OF GREAT STRATEGIC IMPORTANCE IN THE COMING YEARS. THE RESTAURANT IS AN ASCENDED OFFENSIVE NOT JUST AGAINST OUR BEACHHEAD IN 1996 HONG KONG, BUT AN ATTEMPT TO WEAKEN OUR POWER HERE. I CANNOT STRESS THE IMPORTANCE OF THIS OPERATION AND I WILL NOT TOLERATE FAILURE.

Malcolm 'Arnie' Goddard

Big Bruiser

"I was bullied at the orphanage. I always said when I grew up I wouldn't let it happen any more. So I grew up, then I grew up more and more. I still can't stand to see people getting picked on but now I can show the bullies the errors of their ways. Or at least, the inside of the hospital. Nowadays I make a little money here and there impersonating Arnold Swartzenegger. It doesn't pay much, but it's better than working in the docks. Just don't ask me to do the voice."

BODY: 11 CHI: 0 MIND: 5 REFLEXES: 7

Toughness: 12

Skills:

Deceit 6, Guns 10, Info/Bodybuilding 7, Info/Celebrity impersonation 7, Intimidation 9, Martial arts 12

Weapons:

Punch (12), Kick (13), Baseball Bat (14), Knife (13), AK-47 (13**/5/30)

**The AK-47 takes down mooks *very* easily.

Unique Schtick:

Ich Bin Ein Bruiser – You have 50 wound points instead of the standard 35. You make death checks and suffer impairment 15 wound points later than usual.

Wealth: Poor

Billy Sun

Techie

"Whut? What do I do? I fix things. All kinds of things. You break it, I fix it, I charge you by the hour. All my work comes with a lifetime guarantee, as long as you don't mess with it. Man, I hate it when people mess with my work. Whut? Never heard of it. I don't get out much, see? Look, do you want something fixing or are you just wasting my time?"

BODY: 6 CHI: 0 MIND: 8 REFLEXES: 7

Fortune: 1

Skills:

Driving 15, Fix-it 15, Guns 13, Info/Science 12, Medicine 11

Weapons:

Punch (7), Kick (8), Bereta Bobcat (8/1/8+1)

Unique Schtick:

Techie schtick – Whenever you need a specific tool or gadget, you can spend a Fortune point to have it ready.

Wealth: Working stiff

Hitachi

Scrappy Kid

“My name? Easy peasy. I used to live in an old TV box, least until they cleaned it up. The other kids on the street called me by my box. Now I got me a widescreen box. Upwardly mobile, that’s me. Guess I had parents once, but I can’t remember ’em now. They must have loved me and stuff, I just don’t remember. It’s enough just remembering the back way into places- What? If you want to know that, mister, you’ll have to buy me more than a burger.”

BODY: 4 CHI: 7 MIND: 7 REFLEXES: 10

Skills:

Deceit 9, Info/Comics 12, Info/Computers 11, Info/Skateboarding 11, Info/Pop music 10, Info/The back way in to any building in Hong Kong 9, Intrusion 10, Martial arts 13

Weapons:

Punch (5), Kick (6)

Unique Schticks:

Squirmy Li'l B*stard – Your dodge value is always two points higher than normal (in this case, 15).

Distraction – You may make an attack to distract instead of a normal attack. If successful, the target suffers –3 impairment for a number of shots equal to your Outcome.

Fu Schticks:

Friend of Darkness (Fu 1, Shots 1) – You may see perfectly in darkness for one sequence.

Dark’s Soft Whisper (Fu 4, Shots 3) – You may make a martial arts attack that is totally silent.

Wealth: Poor

Joseph Barnes

Maverick Cop

“I don’t have time for this, sir. The barge is leaving in ten minutes and I’m not going to let him get away this time. Can’t say, sir. Maybe it got lost in the internal mail. I’ll write it up again first thing tomorrow. I’m going to need another squad car- Sir, it wasn’t my fault what happened to the last one, I swear- Sir, I- You know what you can do with that report, sir? That’s right. With mustard.”

BODY: 5 CHI: 0 MIND: 7 REFLEXES: 8
Fortune: 2

Skills:

Driving 15, Guns 14, Martial arts 10, Police 11, Sabotage 10

Weapons:

Punch (6), Kick (7), Night stick (7), Desert Eagle .357 Magnum (signature) (14/2/7+1), Remington 870 Police Shotgun (13*/5/7)

* You can spend a shot to go Ka-Chink! with the shotgun and increase the damage next time it is fired to 14.

Gun Schticks:

Carnival of Carnage – Attacks you make against mooks only take 2 shots.

Signature Weapon (Desert Eagle .357) – That weapon does extra damage and cannot be destroyed.

Fast Draw – You add 1 to your initiative score if your first action is to use a gun.

Hair Trigger Neck Hairs – You add +2 to Perception checks when someone is about to attack you. If you pass the perception check, add the Outcome to your first gun attack or dodge value when combat starts.

Wealth: Working stiff

Crystelle Waters

Sorceress

“Oh, absolutely, darling. It’s the only place to be seen at. And make sure you bring that dishy new boyfriend of yours- show him off to the rest of us.”

Note: You will probably want to keep your magical skill under wraps; or at least disguise it, as much as possible. Some powerful people behind the scenes don’t like to see it practised. Feel free to cut loose once the action starts, however.

BODY: 7 CHI: 0 MIND: 7 REFLEXES: 7
 Magic: 8 Charisma: 9

Skills:

Info/Where to eat in Hong Kong 11, Info/Occult 11, Seduction 11, Sorcery 15

Sorcery Schticks:

Blast (Fire, Steam, Acid) – You may attack an enemy with one of these forms of magic for 10 damage.

Fertility – You may spend magic points as Fortune points. Each point you spend in this way decreases your Sorcery skill and your Blast damage by 1.

Heal – You may heal yourself or other characters.

Influence – You may try to mess with NPCs’ heads.

Divination – You may attempt to find a person or thing, or try to listen or watch distant events.

Wealth: Rich

Harmony Wong

Martial Artist

“My life has been a search for spiritual perfection. However, my path is strewn with the bodies of those who disturbed my meditation at the wrong time. It suits me to work in Mr. Fong’s shop; he seldom has customers, which leaves me plenty of time to seek enlightenment. Would you like to buy this exquisite porcelain vase? Mr. Fong assures me it is splendid.”

BODY: 8 CHI: 0 MIND: 7 REFLEXES: 6
 Fu: 8

Skills:

Info/Eastern philosophy 13, Leadership 9, Martial arts 15

Weapons:

Punch (9), Kick (10), Sword (12)

Fu Schticks:

Fox’s Retreat (Fu 1, Shots 1) – You may make an active dodge at a +5 instead of a +3 dodge.

Prodigious Leap (Fu 1, Shots 1) – You may leap 16 metres in one shot.

Flying Windmill Kick (Fu 7, Shots 5) – You may continue to make kick attacks against a single target until you miss.

Wealth: Poor