

# Blood on the Snow

It's the most wonderful time of the year, but not everyone is happy. Someone hates Christmas, hates happiness, hates Santa! And this year, when Santa's workshop (and powerful Feng Shui site) is attacked, only Hong Kong's premiere team of hard-luck heroes – the Dragons – has a chance of kicking butt and getting Santa back on schedule!

Silent night, chi warrior? Not likely!

## What's going on?

The Guiding Hand have decided to undermine Western influence in Hong Kong by taking Santa Clause's powerful feng shui site at the north pole. To do this, they have made a bargain with another western demon, Gryla, and her children, the Jolasveinnar. With the Hand's kung fu and Gryla's ogre powers, they have succeeded, but an elf escaped to summon help. And who can a lone elf turn to but those champions of personal freedom and exploding, the Dragons?



*Feng Shui 2* is a roleplaying game written by Robin D. Laws, published by Atlas Games. They own all the intellectual property and copyright material in this document, but have given me permission to distribute this adventure, free of charge. Also, I have stolen the character Buzz Smite-Yer in the *Polar Express* section from *Shadow of the Future of the Apes*, in the *FS2* core rulebook.

Finally, I have included graphics from the Internet. I do not own these images and, if the various image owners wish, I will remove them or provide credit. Just let me know.

## If, on a Winter's Night, a Traveler...

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The history of Hong Kong as a British colony means that Christmas is a big deal in the city, and the efforts of the inhabitants to keep Hong Kong culture distinct from that of mainland China pumps it up a notch. Lights and trees and Santas are everywhere, and Christmas muzak is piped from every loudspeaker.

Under this aggressive holiday onslaught, the Dragons have gathered for a Christmas Eve dinner at the Eating Counter, a small restaurant in the heart of Temple Street, where the owner, Shen Kar-Wai, has a soft spot for you. His niece, Carina, whom you saved from an evil sorcerer a few months back, brings you tea and bao while Kar-Wai grumbles and curses in the kitchen as he prepares your meal.

Suddenly, a tiny man – no more than three feet tall - in a green suit and pointy hat rushes up the stairs. He is panicked and out of breath, his eyes darting manically around the crowded restaurant before lighting on your table. He pushes through the crowd toward you, calling, “Dragons! Dragons! We need you!”

A shot rings out, and the little man gasps and collapses. Clustered at the head of the stairs, a gang of young men and women in kung fu silks are gathered around a few shaven-headed monks. “Stay out of this, Dragons!” one snarls, pointing his machete at you. “This doesn’t concern you!”

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The gang is a team loyal to the Guiding Hand, and have come to make sure that no help will be heading North. Unless the Dragons back right down like cowards, the gang attacks. If the Dragons DO back down like cowards, the Hand taunts them horribly while they collect the elf’s body, pushes around other customers, and finally try to make off with Carina. Yeah, they’re trying to pick a fight, because otherwise the scenario’s over. After all, I thought the Dragons were *heroes*.

### Things That Can Happen During the Fight

**Improvised Weapons:** Bowls of noodles, chopsticks, chairs, food carts, kitchen knives, light fixtures, hot woks, ducks, pots of hot tea

- A table gets flipped, maybe on someone, maybe to hide behind, maybe just to clear the path. But the table flips.
- Someone gets pelted with hot bao.
- Someone leaps over the counter separating the dining area from the kitchen.
- Is there a lobster tank? There’s probably a lobster tank. You can have lots of fun with a tank of water and cranky lobsters.
- A foe grabs a fleeing customer to use as a shield.
- An oblivious middle-aged business man comes out of the bathroom into the chaos at the worst possible time.
- Someone gets knocked down the stairs.
- Someone grabs a tray and surfs down the stairs
- Someone gets spun on the lazy susan in the middle of the table.
- Someone grabs one of the fans or screens on the wall to boost themselves either into or out of trouble.

## Foes

Use one featured foe per PC, starting at the top of the list and going down. Use three mooks per PC, with an extra one or two if someone's playing the Killer or another archetype with mook-eraser abilities.

### Tung Pi-Ling

Slender female with shaved head and monk's robes.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 14           | 13      | 5         | 7     |

**Weapon:** Sword (10)

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

### Wu Jan-To

Hefty monk with extensive dragon tattoos on his arms

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 13*     | 6         | 7     |

**Weapon:** Unarmed Strike (10)

\*+1 Defense vs. ranged attacks. Explain this after the first ranged attack.

### Ko Shao

Short, thin monk with a nunchaku.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 14           | 13      | 5         | 7     |

**Weapon:** nunchaku (8), see below

**Whirl of Fury:** On your first attack each sequence, when you make a Martial Arts nunchaku attack, if you hit, this and all your nunchaku attacks for the rest of the fight have a Damage value of 14.

### Huang Rui

Short, stocky woman, with hand wrappings.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 13*     | 6         | 7     |

**Weapon:** Unarmed Strike (10)

**Fire Strike:** Once per sequence, ignite your hands and make a barehanded Martial Arts attack at +2 Damage. On a success, if your opponent is wearing flammable clothing, that clothing ignites and the opponent must take 3 shots to slip the fire out or suffer 1 Wound Point every 3 shots until something is done about the fire.

\*+1 Defense vs. ranged attacks. Explain this after the first ranged attack.

### Jin Yi

Tall man with a huge sword.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 14           | 13      | 5         | 7     |

**Weapon:** Sword (see below)

**Cyclical Flow:** Damage equals current shot number +5

### Fang Long

Burly man with scarred chest and face.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 13*     | 6         | 7     |

**Weapon:** Unarmed Strike (10)

**Hands Without Shadow:** You get +X Martial Arts vs. opponents whose Defense values, bonuses included, exceed your current Defense. X is equal to the difference between Defense values.

\*+1 Defense vs. ranged attacks. Explain this after the first ranged attack.

### Kung Fu Students (Mooks)

| Attack | Defense | Speed |
|--------|---------|-------|
| 8      | 13      | 5     |

**Damage:** 9 (Various kung-fu weapons)

### Initiative Table

| Name             | Sequence 1 | Sequence 2 | Sequence 3 |
|------------------|------------|------------|------------|
| Tung Pi-Ling     | 13         | 13         | 9          |
| Wu Jan-To        | 8          | 12         | 13         |
| Ko Shao          | 8          | 10         | 8          |
| Huang Ri         | 13         | 9          | 9          |
| Jin Yi           | 10         | 11         | 12         |
| Fang Long        | 10         | 11         | 13         |
| Kung Fu Students | 7          | 7          | 9          |

## Connective Tissue 1

The tiny man is, of course, one of Santa's elves, named Herbie. He escaped the assault on the workshop, and made his way through the Netherworld to Hong Kong. He lives long enough to say, "They've taken the workshop. Santa's captured. Gryla. Jolasveinar. You must..." Then, he presses something into the closest Dragon's hand, coughs up blood that smells of peppermint and balsam spruce, and dies.

The item is a star-shaped Christmas tree ornament. As the hero holds and turns it, it becomes obvious that points of the star in one direction are glowing slightly. The heroes can use this to lead them to the next scene: the Starry Christmas Train Station at Harbour City Shopping Mall.

The train at the mall is hollow, just a tunnel for entering the shopping centre. But, with the ornament in hand, instead of entering the mall, the Dragons leave the back of the tunnel right into a moving train car. This is the Netherworld Polar Express, running straight to the North Pole.

If the heroes do any checking to find out what Gryla or Jolasveinar mean, they get the following information:

Gryla is the name of an Icelandic ogress who kidnaps, cooks, and eats children who don't obey their parents. She's only recently (the past 400-500 years) been associated with Christmas, and has a much longer history as an evil baby-eater. She had, apparently, three different husbands (whom she wound up killing and eating), and 72 children. These children are the Jolasveinar, the Yule Lads, who help her torment the homes she has targeted. If that weren't enough, she is also said to live with the Jolakotturinn, the Christmas Cat, who eats children who don't get new clothes for Christmas.

## Polar Express

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The inside of the train is large and luxurious, though it looks like it was designed with Victorian England in mind. The gas lighting has green and red shades, holly and mistletoe twine around the window casements, and a light sprinkling of sparkly snow dusts the top of the seat backs and the carpet down the aisle. Outside the windows, you see close-packed, snow-laden evergreens whipping past, almost a solid wall. Through the occasional brief gap in the trunks and branches, you catch a glimpse of what seems to be walls made of Christmas wrapping paper and ribbons. A whistle blares a tuneful blast.

The door at the end of the car slides open, revealing a train conductor with his face painted as a clown and a red and green fright wig forcing its way from under his cap. Each of the buttons on his uniform tunic is a bright, tinkly bell, and there are more attached to his oversized clown-shoe oxfords, so that he jingles with every step.

“Well, well, well,” he says, with a manic grin. “You don’t seem to have tickets. We’ll have to do something about that.”

Behind him, a crowd of large, animate toys, armed with absurd and frightening weapons, press into the car.

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This is the scene to skip if time is tight. Well, don’t skip it, but let the heroes finesse their way through it instead of fighting. Here are some options, but go with whatever seems most entertaining:

- A good con man convinces the conductor that he’s already taken their tickets.
- A quick attack takes the conductor out in such an impressive way that the other foes decide to live and let live.
- A surprise magic blast from a sorcerer hero tosses the conductor out a window.
- The group starts singing Christmas carols and the toys have no choice but to sing along.
- Bribing the conductor with candy canes.
- Bribing the conductor with non-candy-cane food. Do you know how sick he is of candy?
- Running to the car ahead and detaching the rest of the train cars.

But if you’re good for time, the heroes have to fight off the evil toys. These are reinforcements, coming to help Gryla secure the North Pole, so taking them out is good for Santa. The train pulls into the station on shot 8 of sequence 3. Any evil toys that are still up escape at this point, and go to join the besiegers. If someone tries to bring up the Cheesing It rules, they get coal in their stockings.

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| <p><b>Note:</b> This fight, during our play at the charity event, actually got pretty dark and disturbing. It’s easy to use the toy nature of the foes to create grisly and upsetting scenes. That worked for us, but it might not for all audiences. Just be aware that things can turn grim suddenly during this battle.</p> |
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## Things That Can Happen During the Fight

**Improvised Weapons:** Bunches of holly and mistletoe, gas fixtures, luggage in the luggage rack, someone's lost umbrella, a left-behind newspaper.

- Someone gets held in the flame of a gaslight fixture.
- Someone gets thrown from the train.
- The plush seats are shredded by gunfire, filling the air with stuffing.
- Someone separates the train cars to prevent reinforcements from arriving. Are there reinforcements? There must be if someone is separating cars.
- A running battle down the length of the train, inside or on top of the cars.
- Someone gets tangled in the ropes of ivy.
- Someone gets their head shoved through the window glass, and their face is slapped repeatedly by evergreen branches as the train speeds along.
- Someone pulls the emergency brake, sending everyone tumbling.
- The straps on the baggage rack break, sending luggage (mainly wrapped presents) flying everywhere.
- The fight moves into the locomotive, which is empty. Who's driving this thing?!?

## Foes

Use one featured foe per PC, starting at the top of the list and working down. Use three mooks per PC, with an extra one or two if someone's playing the Killer or another archetype with mook-eraser abilities.

### Clownductor Clem

A clown in a conductor's uniform.

| Martial Arts<br>/ Guns | Defense | Toughness | Speed |
|------------------------|---------|-----------|-------|
| 13                     | 13      | 5         | 7     |

**Weapon:** brightly coloured rifle (12/3/7), comically oversized pink handgun (10/1/3)

**Resistances:** Strength 10

**Headshot:** After a successful attack, foe may decide that hero takes -2 penalty to skill checks until beginning of subsequent fight. Usable once per fight.

### Magical Faerie Princess Hortense

A three-foot tall person with butterfly wings, a princess dress, magic wand, tiara, five-o'clock-shadow, and wig that sets slightly askew.

| Sorcery | Defense | Toughness | Speed |
|---------|---------|-----------|-------|
| 13      | 13      | 5         | 7     |

**Weapon:** Blast (10)

**Flight:** Fly through the air, moving up to 5m per shot.

### Buzz Smite-Yer

Space commando in heavy mechanized armour, with a buzz saw hand.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 12      | 8         | 5     |

**Weapon:** Buzzsaw hand (12), space command laser pistol (10/2/4)

**Backup Attack:** Guns 11

### Snugglephant

Six-foot tall, thin, purple, plush elephant, standing on hind legs, with an eight-foot trunk and absurdly long limbs.

| Creature | Defense | Toughness | Speed |
|----------|---------|-----------|-------|
| 14       | 13      | 5         | 6     |

**Weapon:** death hug (11)

**Constrict:** Once per fight, when you hit an opponent with a Creature attack, you can wrap him or her in your furry, chemical-scented embrace. Opponent takes 5 Wound Points whenever it attacks a target other than you. Lasts until you drop, or someone makes you let go.



### Kromag the Barbarian

Massive, mighty-thewed fellow in a fur breechcloth, wielding the biggest sword you've ever seen.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 13      | 7         | 5     |

**Weapon:** absurdly huge and unwieldy sword (12)

**Resistances:** Strong 11

### Ninjabunny

Baby-blue plush rabbit with a ninja costume and weapons.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 13      | 6         | 8     |

**Weapon:** carrot-shaped ninjato (10), shuriken (5)

**Backup Attack:** Guns 11

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

**Friend of Darkness:** When attacking an opponent for the first time in the current fight, treat the opponent's toughness as 4. This is inapplicable if the foe's toughness is less than 4.

### Deviant Toys

Pretty much any kind of toy that you can think of, twisted for evil.

| Attack | Defense | Speed |
|--------|---------|-------|
| 8      | 13      | 5     |

**Damage:** 7 (various furry and plastic weapons)

### Initiative Table

| Name             | Sequence 1 | Sequence 2 | Sequence 3 |
|------------------|------------|------------|------------|
| Clownductor Clem | 10         | 11         | 11         |
| MFP Hortense     | 10         | 17         | 10         |
| Buzz Smite-Yer   | 10         | 11         | 14         |
| Snugglephant     | 7          | 14         | 10         |
| Kromag           | 11         | 8          | 9          |
| Ninjabunny       | 17         | 12         | 11         |
| Deviant Toys     | 11         | 8          | 14         |
| Workshop Arrival |            |            | 12         |

## Connective Tissue 2

If the characters are fighting the evil toys, the train pulls into the station on shot 12 of sequence 3, and any toys that are still upright rush to join the jolasveinar. The heroes chase after them through the ruined elf village to join the battle at the workshop.

If the heroes used a different approach to deal with the toys, they don't have to worry about the toys joining the battle.

## Coming to Town

**Note:** I've tried to walk a line, in this scene, between cartoonish and disturbing, with a touch of both. So, the descriptions of the carnage contain absurd touches, but are still descriptions of carnage. That may not work for some audiences, so you might want to tone things down for your group. Or ramp them up: you know your group better than I do.

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The train station at the North Pole is burning. Bodies of elves and toy soldiers are strewn around, impaled on candy canes, hanging from tinsel nooses, and with the scorch marks of very powerful Christmas crackers on their ravaged faces. Large footprints track through the blood, showing where the foe has passed.

At the end of a street of ruined elf-sized houses, under the wavering aurora borealis, smoke rises from what can only be Santa's workshop. Screams and explosions echo in the cold, clear night. As you look in that direction, you see a flying reindeer swoop on an unseen target, the elves on its back dropping gift-wrapped presents that burst in colourful explosions.

Peering out the chimney is a familiar face, crowned by a red fur hat. Santa is directing squads of elves with buckets to douse the flames on the rooftop.

Santa needs you, Chi Warriors!

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The run through the ruined elf village is good theatre, but you probably want to push on to the end of the adventure at this point. Draw in images from war movies to help set the mood, but don't slow things down too much.

## The Workshop

You can ratchet up the tension of this fight by showing the fall of the workshop. I've included the workshop in the initiative table, along with a list of what happens on each workshop turn – each of these actions takes 3 shots. If the heroes do something in direct response to what happens to the workshop, delay the next workshop turn by 3 shots. Note that this list of workshop actions ends with the fall of the workshop, so you should let your players know that they're on a clock. Otherwise, it's just not fair.

### Workshop Events

1. Candle-Stealer throws burning candles at the roof of the workshop, restarting some of the fires there.
2. Meat-Hook starts using his hook to try and snatch elves down from the roof.
3. Window-Peeper begins smashing in the main floor windows, and the barricades behind them.
4. Door-Slammer leads a gang of Jolasveinar to bash down the door.
5. Santa sends a force of elves to cut their way through the siege, but they are quickly overwhelmed and slaughtered.
6. Gryla forces her way through the door.
7. Gryla emerges with Santa's head.

## Things That Can Happen During the Fight

**Improvised Weapons:** Snowballs, ice balls, bloody slush balls, candycane light poles, icicles, cookie cobblestones, crushed presents.

- Someone climbs on a reindeer for a ride to the roof, or a strafing run.
- Someone works the pump to help the elves extinguish the fires.
- Someone finds a sled, and rides through the battle, shooting left and right.
- Someone climbs to the rooftop for a better firing position.
- Someone uses the laser sight on a rifle to distract Jolakotturin.
- The elves dump boiling cocoa – complete with napalm-like melted marshmallows – on foes trying to scale the walls of the workshop.
- Someone knocks down the North Pole onto an enemy, or to use as a weapon or battering ram.
- Someone pops up from the snow drifts to surprise an enemy.
- Someone starts rolling a little snowball down the hill toward the battle. It (of course) snowballs to boulder size before hitting the fight – or the workshop.
- Someone makes their way into the workshop to help co-ordinate defenses.

## Foes

Gryla is front and centre, of course. Use one featured foe per PC, starting at the top of the list and working down. Then add any of the featured foes from the last battle that were up when the train pulled into the station. Use three mooks per PC, with an extra one or two if someone's playing the Killer or another archetype with mook-eraser abilities, and add the leftover mooks from the last fight that were still up when the train pulled into the station.

Note that there are 13 Jolasveinar in the stories, but Gryla has 72 children. I've used four of the Jolasveinar as featured foes – all the ones that aren't featured foes are mooks.

### Boss – Gryla

Twelve-foot-tall ogress in peasant dress, probably munching on an elf leg. It's not children, but it'll do in a pinch.

| Creature | Defense | Toughness | Speed |
|----------|---------|-----------|-------|
| 17       | 15      | 7         | 8     |

**Weapon:** Nasty claws (14)

**Resistances:** Constitution 13

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

**Domination:** Gryla spends 1 shot and chooses a hero to make a Difficulty 10 Will Check. If the hero fails, the foe spends another 2 shots and chooses the target of the hero's next attack.

**Shouted Orders:** As an interrupt when a mook hits a hero, the foe may spend 1 shot to add 4 Damage to the mook's hit.

### Jolakotturin – the Yule Cat<sup>1</sup>

Panther-sized black cat with a tiny head and sharp claws.

| Creature | Defense | Toughness | Speed |
|----------|---------|-----------|-------|
| 14       | 13      | 5         | 7     |

**Weapon:** Claws (11)

**Don't Turn Your Back:** Add +2 to Attack if the foe has not been attacked since it last attacked.

### Candle-Stealer

Seven-foot-tall, thin Icelandic troll, with hands covered in flaming wax.

| Sorcery | Defense | Toughness | Speed |
|---------|---------|-----------|-------|
| 13      | 13      | 5         | 7     |

**Weapon:** Magic flaming candle blasts (10)

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<sup>1</sup> Okay, I didn't try this, because it didn't come up, but if the heroes got the info from Connective Tissue 1, they may know that Jolakotturin only attacks children that didn't get new clothes. If they took the time before coming here to get new clothes and put them on, I think it's fine to reward them by having Jolakotturin sniff them, then ignore them.

### Meat-Hook

Eight-foot-tall, burly Icelandic troll with a long cast-iron meat hook.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 13           | 13      | 6         | 8     |

**Weapon:** meat hook (11)

**Meat Hook Grab:** Spend 1 shot; the foe draws the target hero from ranged distance to close combat distance.

### Window-Peeper

Six-foot-tall, stooped Icelandic troll with mirror and telescope that flare with bright light.

| Sorcery | Defense | Toughness | Speed |
|---------|---------|-----------|-------|
| 13      | 13      | 5         | 7     |

**Weapon:** Blasts of intense light (10)

**Clear Aim:** Add +3 Attack vs. characters whose current Defense exceeds they base Defense.

### Gully-Gawk

Nine-foot-tall, hugely muscled Icelandic troll, dressed in snow camouflage.

| Martial Arts | Defense | Toughness | Speed |
|--------------|---------|-----------|-------|
| 14           | 13      | 5         | 8     |

**Weapon:** Cow femur (10)

**Resistance:** Strength 11

### Lesser Jolasveinar – Mooks

Six-foot-tall Icelandic trolls with makeshift weapons.

| Attack | Defense | Speed |
|--------|---------|-------|
| 8      | 14      | 6     |

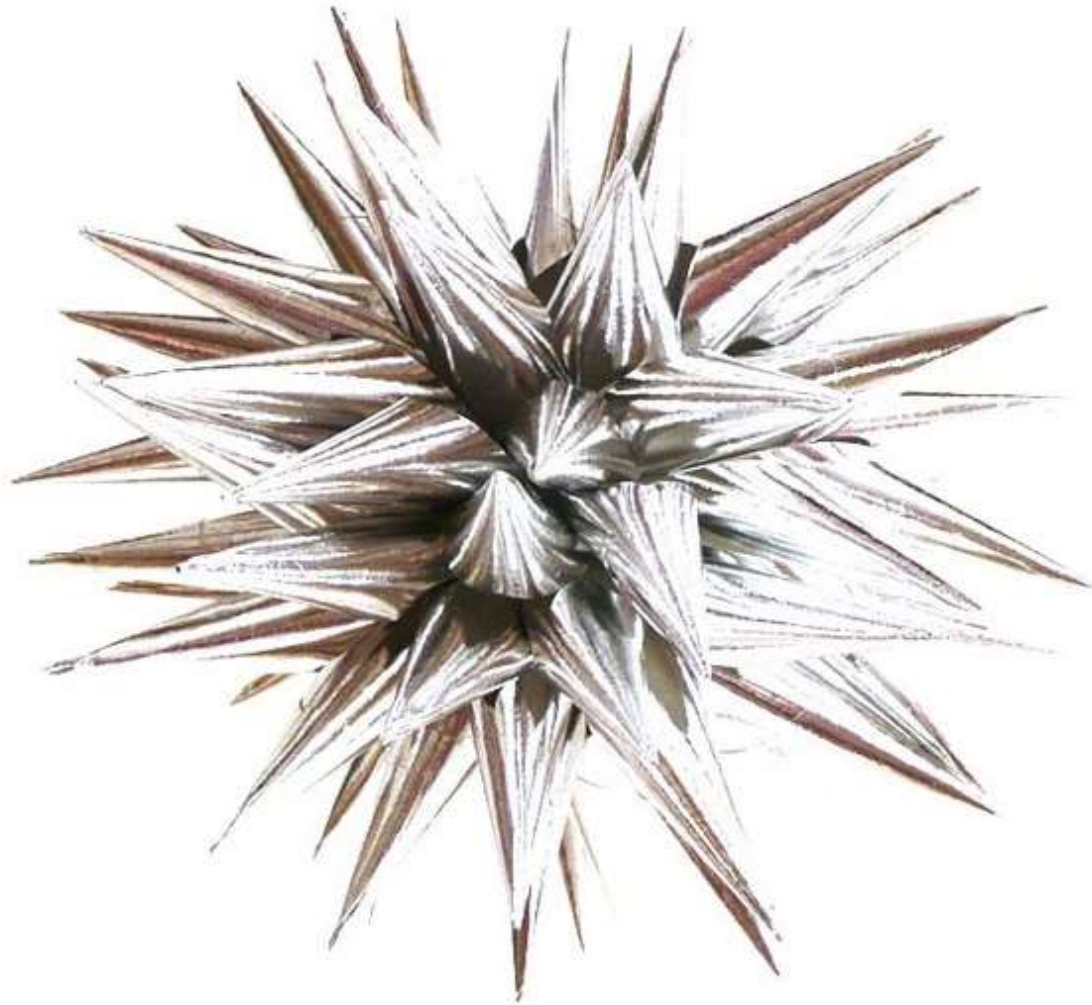
**Damage:** 7 (Sticks, bones, rocks, and fists)

### Initiative Table

| Name               | Sequence 1 | Sequence 2 | Sequence 3 |
|--------------------|------------|------------|------------|
| Workshop           | 15         | 15         | 15         |
| Gryla              | 17         | 18         | 11         |
| Jolakotturin       | 12         | 9          | 8          |
| Candle-Stealer     | 8          | 16         | 10         |
| Meat-Hook          | 13         | 18         | 16         |
| Window Peeper      | 17         | 13         | 14         |
| Gully-Gawk         | 16         | 12         | 9          |
| Lesser Jolasveinar | 15         | 11         | 15         |



The Eating Counter



Herbie's Christmas Star





Starry Christmas Train Station

Gryla





Jolasveinar





Jolakotturin