



SECRETS OF THE CHI WAR

風水



REVEAL NOW THE SECRETS OF THE CHI WAR!

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

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

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

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

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

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ANCIENT TIMES

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

A WORLD STEEPED IN POWER

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

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

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

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



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Thanks to: Robin D. Laws, Jeff Tidball, and Legions of Playtesters and Kickstarter Backers

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