

Walking through Shadows

Waking Dreams: Part 2 of 3

**A 1-Round Low-Rank Adventure for
Heroes of Rokugan: The Nightmare War**

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Monsters hunt the Realm of Slaughter – but they might also hold the key to understanding the Nightmare Storms.

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This module is written for the Legend of the Five Rings: Fourth Edition, published by Alderac Entertainment.

GM's Information

THIS SCENARIO SHOULD NOT BE RUN COLD!

Please read the scenario thoroughly before attempting to run it.

A four-hour time block has been allocated for playing this game. The actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, gender, glory and status at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the website).

Rokugan has a complex and rich culture that is different in many ways from modern Western civilization. The Legend of the Five Rings book details these numerous differences, but it is suggested that GMs keep a few specifics in mind.

- Family name precedes personal name for all characters; Akodo Toturi was a member of the Akodo family with the personal name of Toturi.

- Samurai do not commonly concern themselves with money or commerce; exchanges between samurai are treated as gifts, and payments are made to peasants as though humoring the lower orders petty ways.
- An event is not truly considered to have happened without samurai witness; even criminal investigations rely entirely upon eyewitness testimony.

Some events that occur within this module affect the storyline and may need to be reported by the Campaign Administrators. This module has an effective 'active' period which is 3 months after its release, and these events (listed at the end of the module) **MUST** be reported by the GM to the campaign administration before the end of the active period for them to take effect.

Glory and Honor Awards and Penalties

This adventure contains suggested Glory and Honor awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. **Please consult the Honor table on page 91 and the Glory table on page 93** of the Legend of the Five Rings Fourth Edition core source book for more specific guidelines for Honor and Glory gains and losses. Specifically, be mindful of the performing PC's current Honor, Glory, and Infamy when meting out rewards and punishments.

Reminder

This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with both discretion and consideration.

Adjusting for Party Strength

This is a Low-Rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank 2.

Although most of the challenges here are role-play oriented and thus not terribly dependent on party strength, a few changes can be made to adjust the adventure difficulty for low-end and high-end parties, as follows:

Low End Party (most/all characters Rank 1): All the inhabitants of Toshigoku suffer from the rage-fueled madness of the Spirit Realm, which constantly distracts them and disrupts their souls. Treat all native Toshigoku residents as Fatigued at all times and they cannot spend Void Points or make any Raises except Free Raises.

High End Party (most/all characters Rank 3): All the inhabitants of Toshigoku are fueled by the eternal spirit of rage that pervades the Spirit Realm. When in the Full Attack Stance, all native Toshigoku residents gain Reduction equal to the Armor TN penalty they suffer from Full Attack (usually +10 Reduction). They may also use any Technique or other ability in Full Attack as though they were in Attack Stance. During the Reactions Stage of every Round, any Toshigoku spirit may choose to either heal out full Wound Rank automatically or treat their Wound Penalties as though they were three Wound Ranks less (so a character who is Down could function as though they were merely Hurt). This ability does not function once the spirit enters the Out Wound Rank.

Adventure Summary and Background

Sezaru has had a team of shugenja and samurai who call themselves *kagakusha* (scientists) investigating the strange properties displayed by the Dream Stones that have been recovered by the Owl Clan from the Umoeru Mines. Working with Cobra mystics from the Naga and Nezumi shaman, these scientists have learned much about the Stones, but many mysteries remain.

Among those mysteries is the origin of the Stones themselves. Traces of Pearl magic, Nezumi Name magic, and the elemental kami have been discovered, along with other forces not readily familiar to most members of the Owl or their allies. However, Kitsu Ryobei, a refugee from one of the more technologically advanced dreams, has determined that the unknown magic is a blend of energies from several different spirit realms, and has come to a couple of interesting conclusions.

The first of these hypotheses is that, when whole, the Dream Stones were intended to contain a tremendous amount of power. The second is that, because of the

energies involved, the unknown magic used in their creation likely belongs to the Tsuno, a race of malicious creatures with connections to Toshigoku and a long history of destructive raids against Ningen-do and the Empire. This is the more controversial of the two hypotheses, as no one believes there to be any reason for the Tsuno to have ever cooperated with the Naga and Nezumi.

Despite this, Sezaru believes that it is important to have a complete understanding of how the Dream Stones were created, in case they are somehow linked Yume-Do's incursions into Ningen-do and the resulting reality collapses. To this end, he has summoned a group of samurai to travel with Kitsu Ryobei to Toshigoku in order to find the Tsuno and attempt to get answers.

Before they leave, however, the Owl receive word that an unknown enemy is also attempting to blend magics for a far more sinister purpose. An encampment of Nezumi that had taken up residence in the nearby Shinomen Forest has been massacred, using what appears to be a horrific combination of Nezumi Name magic and the eradicating power of the Lying Darkness.

Even more troubling, however, is that the dead Nezumi have been marked with the names of several members of the Owl Clan - including the PCs.

Introduction

In the midst of your everyday routine, your thoughts are interrupted by the voice of Sezaru, seemingly from nowhere.

"Forgive my intrusion, samurai, but I have an urgent matter that requires your attention. Please proceed with all due haste to my location, where I will explain further. Transportation is being arranged as I speak."

Before the message ends, your vision is overlaid by a map of the Shinomen Forest, with Sezaru's mask floating in the air above a small clearing.

Human characters have been provided with horses, if they are needed, and find them saddled and ready to go when they arrive at the stables. The homes of the Nezumi and Naga are close enough that they should arrive at about the same time.

Nezumi characters are aware that the location indicated in Sezaru's message has recently become the home of a small band of Nezumi that fled the Crane Lands following the events that occurred at Umoeru Mura.

There aren't enough ratlings in the camp to count as a full tribe, but Nezumi breed quickly, so it's only a matter of time.

Your journey through the Shinomen is uneventful, and finding Sezaruru is made infinitely easier by the translucent Wolf's mask that floats near the correct path at every branching point and intersection along the way. It isn't long before you find yourself in a clearing near the conflux of two small streams. A half dozen huts are built into a nearby hill, but your attention is drawn to the group of Owl samurai standing at the foot of the hill with a pair of eta, surrounded by a number of cloth-wrapped bundles.

Players may roll **Investigation (Notice) / Perception**. How well they roll may allow them to make additional rolls to draw more information out of the scene.

TN 10: It is apparent that there has been no activity in this encampment for several days. A character with **2 ranks in Hunting** is also aware that it has rained here since the last time the cook-fire was lit.

TN 20: Near the waters' edge, there are several muddy areas where it appears as though 6-7 objects similar in size and shape to the bundles near Sezaruru's group were dragged into the river. **Hunting (Survival) / Intelligence TN 20** reveals traces of Nezumi hair and animal tracks in the mud, but no sign of struggle, indicating the victims were probably dead or unconscious when they were pulled into the water.

TN 25: The cloth bundles are wrapped in a manner similar to the way eta wrap corpses for transport to the cremation fires. Based on the size and shape, it is likely these are dead Nezumi. **Lore: Theology / Intelligence TN 10 (or 2 ranks of the skill)** reminds the PC that this is unusual, as a priest as powerful as Sezaruru could perform the proper rituals and immolate the dead where they are, rather than having them taken somewhere else.

Sezaruru looks up as you approach and motions you to join the group, which is gathered around one of the bundles. "Thank you for coming. I apologize again for the unusual invitation, but this situation is just as unusual, and somehow involves at least one of you."

"This is Sezaruru Ryobei, previously of the Kitsuru family," Sezaruru continues, introducing the slim man kneeling nearby. He wears a strange kimono with several pockets on the front, and his bright orange hair is pulled back in a loose ponytail. "Ryobei-san is from a dream where the powers of the kami have been

harnessed by machines. I've tasked him, and others with similar knowledge, to examine the diamonds recovered from the mine in Umoeru Mura. They refer to themselves as 'kagakusha'."

"Hello, cousins," Ryobei greets, bowing slightly as he stands. "My team and I had planned to interview the Nezumi here about their experiences with the Dream Stones, but when we arrived this morning, all we found were their bodies. Due to the nature of their deaths, I felt it necessary to contact Sezaruru-sama right away."

"And you were correct to do so, Ryobei-san. Normally, I would let the Nezumi take care of their fallen, but this is an extenuating circumstance. I apologize for what we are about to show you, my friends, but you will understand once you see what has happened here. Gen, please uncover this one, so these samurai may see it," the Wolf asks, prompting one of the eta to pull the cloth away from one of the bodies.

As soon as the body is revealed, a sense of 'wrongness' fills your mind, as though it doesn't want to process what you are seeing. It doesn't take much effort to figure out the cause; the dead Nezumi has no face. The creature's snout is still there, but the eyes, nose, and mouth are covered by smooth, black skin. Jagged spirals have been cut into the poor ratling's hide, but the most startling thing is the kanji carved into its forehead. It reads "[The name of a human PC at the table.]"

The PCs must make a check against Fear 2.

"Again, I apologize, but I hope you can see part of the reason I summoned you. Each of these bodies has similar markings, and each bears the name of someone involved in the events that took place at Umoeru Mura last year. One of them even has my name."

Players can roll **Lore: Nezumi or Lore: Non-humans / Intelligence TN 20** to be reminded that Nezumi are immune to the Shadowlands Taint, but can still be subjected to the corruption of the Nothing.

A Nezumi shaman who attempts to determine the True Name of the dead (via *Seek Name* or a similar spell) will find it altered to a crude approximation of the name carved into their skin.

Ryobei motions for the eta to cover up the corpse once more. "If I had to guess, I would say that someone is attempting to blend the Name magic of the Nezumi with the power of the Lying Darkness. It's been theorized for some time that the two are somehow related, but..."

Sezaru clears his throat, interrupting the scientist.

"This unusual combination of magic is of great concern, and I felt it important that you were aware that you have been targeted. However, it is not the primary reason I called you here. As I mentioned earlier, Ryobei's team of kagakusha has been looking into the possible origins of the Dream Stones, and their purpose. Their findings so far indicate the stones were created using another unusual combination of magic power, but I will allow Ryobei to explain further before I explain what I need you to do."

Ryobei pulls a strange rectangle of metal and black glass out of one of the pockets on the front of his robe. With one hand holding it face up in front of him, he begins to make a series of gestures over the object's surface with the other and requests, flatly, "Kami, please run Dream_Stones.air." Almost instantly, an image of nearly a dozen rocks appears, hovering in the air over the glass. They range in size from barely larger than a pebble to the large fist sized stone used by Doji Takara to build his dream city.

Waving his hand over the device, Ryobei then pinches his fingers together, which causes the stones to move closer together, revealing that they are all parts of a larger whole. "We believe we have recovered approximately 90 percent of the pieces, and our current hypothesis is that the stone was used to contain a vast amount of mystic power. Our preliminary findings indicate that it was created using a combination of several different types of mystic energy. Nezume Name magic, our own kami-based rituals, and a few others, layered together and strengthened by the Pearl magic of the Naga. We've been able to confirm most of the energies used with native practitioners, but some of them are outside of our knowledge."

"At first," Sezaru continues, taking over the explanation, "I suggested that we may be looking at something from the time of the Five Races, but further research makes me think one of the forces involved comes from a much more surprising source. It is a blend of energies from each of the Spirit Realms bordering Ningen-do. I have spoken with the head sensei of the Kitsu Sodan-Senzo, and she believes that a barbarous race called the Tsuno was somehow involved in the creation of the Dream Stone. We need to confirm this of course, which is where you come in."

Sezaru looks at you expectantly.

PCs make roll Lore: Spirit Realms/ Shadowlands/ Non-Humans / Intelligence TN 20 to recall information about these creatures. They are known to be hideous

beasts with elongated fangs and large horns protruding from their faces. They claim to be descendants of the original Kitsu, but twisted by centuries of wandering the Spirit Realms in search of ways to get revenge on the humans who forced them into hiding. The Tsuno are known the violent and cruel, with little trust of outsiders, even their own allies.

"Right. I need you to track down the Tsuno and learn what you can about their involvement in the creation of the Dream Stone. They may be the only beings still alive from the time it was made. Supposedly, they are masters of the forces that shape the Spirit Realms, so they may also offer some insight into what is causing the Yume-do incursions. We'll do what we can to track down the people responsible for slaughtering these Nezumi, but their deaths may provide us with an opportunity to open a portal to the one place the Kitsu are positive the Tsuno reside."

"Kami," Ryobei's voice intones. "Please prepare ritual Portal_TOSHIGOKU.sdn."

Part One: Hitching a Ride

The red-haired former Lion begins moving around the camp, inscribing sacred words into the muddy ground and placing offerings to the kami at the cardinal points of a large circle.

"It's going to take a little time to prepare for the ritual," Sezaru explains, "so I guess now's the time to ask any questions you have before you leave."

Sezaru is assuming the PCs are going to do as he wishes and travel into Toshigoku. If a player seems to be balking at the idea of taking their character further into this module, feel free to offer them 1 XP for playing and 1 XP for role play.

What exactly do you need us to do?

"Locate and enter negotiations with the Tsuno in order to get their assistance in identifying the unknown forces used in the creation of the Dream Stone, as well as their insight into what its true purpose was. If you can, find out what they know about what is causing the Nightmare Storms."

The Tsuno are known to have attacked the Empire in the past, and to be actively hostile against humans in general. Do you actually expect us to negotiate with them?

"I don't really care how you get the information we need, but it's of the utmost importance that you get it. If killing one convinces another to answer our questions, then that is a choice they will have made, not us."

What about the person responsible for murdering these Nezumi? Could it be Doji Takara (the Crane who disappeared from Umoeru Mura)?

"I agree that his involvement is likely, but I need your primary concern to be locating the Tsuno and doing whatever is necessary to get their cooperation. We'll do what we can here to track him down."

What if they refuse? What if we have to kill the Tsuno?

"Then bring back whatever you can find. Scrolls, books.. anything that might help us understand what is happening."

After the PCs have asked their questions and made their decision whether or not to follow Sezar's request, the Wolf makes one more: ***"Tell me what you know of Toshigoku, so I may be assured you are adequately prepared."***

Players should be encouraged to use their own knowledge of Toshigoku, no matter how right or wrong they may be. If no one is close, you should offer the information below, following the guidelines provided.

Characters with **2 or more ranks in Lore: Theology or Lore: Spirit Realms** know this information already, but other characters will need to roll **[Appropriate Lore] / Intelligence** to get this information:

TN15: Toshigoku is also called the Realm of Slaughter. It is a war-torn wasteland, with only the occasional stronghold dotting the landscape, surrounded by large encampments. The souls of the those who gave themselves over to senseless violence, or those who died seeking revenge are sent there to fight an endless battle. Those spirits who fall in combat here soon find themselves hale and whole, ready to fight once more. Additionally, mortals find it difficult to remain calm, as Toshigoku exerts its influence on them. It seeks violence and conflict, and will push hardest against those who wish for peace.

TN20: The spirits of Toshigoku truly are trapped, as no soul has ever been known to return to the karmic wheel once sent there. Only those who manage to escape to another realm have rejoined the cycle of life and death. Mortals who die while in Toshigoku become trapped in the Realm as well, doomed to constant war.

Players with horses or other animal companions should be informed that they take them through the portal to Toshigoku, but that if the creature dies, it will also be trapped in that Realm of Slaughter, just as any other mortal creature. This also goes for PCs who are not native to Ningen-Do, such as hengeyokai.

Regardless of the results, Sezar responds with the following:

"Close enough. The important part is that you understand the fact that if you die in Toshigoku, you *stay* in Toshigoku. Ryobei-san, please begin."

Ryobei bows in obedience, and moves to the center of his ritual circle. Holding the strange tablet at arm's length front of him, he takes a deep breath and says, "Kami, please fix temporal axis to 27 AD4. Run program."

A series of whirs and screeches erupts from the device, and mystic energy swirls together, creating a massive disk in the center of the clearing. With a sudden flash, the portal somehow becomes more... real ...than anything around you. "We should move quickly. The portal is stable, but we don't want anyone on the other side to notice it. I'll follow once you're through."

Once the players have indicated they will continue through the portal to Toshigoku, continue. This is the last chance to change their minds.

There is a slight resistance, and a snapping sensation as you step from Ningen-do to Toshigoku. It is every bit the wasteland that you were told to expect, with no signs of life – animal or plant – visible from where you stand.

Large plumes of smoke appear at several points along the horizon, however, reminding you that you are not alone. There are others here who want you dead; enemies that will feel the cold edge of your steel before you crush their faces into the dust of this forsaken realm. Only you can bring order to this madness. Only you can.... Make a Raw Willpower roll.

The PCs must overcome Toshigoku's initial attempt to overwhelm them, and may add their Honor to the result of their roll. The starting TN is 5, but characters with the *Brash*, *Consumed by Control*, or *Touched / Cursed by Toshigoku* disadvantages have their TNs to resist this temptation increased by 5 for each one they possess.

Characters that fail this roll gain the *Brash* disadvantage, and those who already have it or *Cursed by Toshigoku* have the TN to overcome the disadvantage increased by

5. Let the players know that this will not be the last time they will be making this roll.

After all the PCs are through, Sezaru Ryobei joins them. Allow the players an opportunity to come up with a plan of action, now that they are here. The **Battle** and **Hunting** skills can be used to determine that a pillar of smoke on the western horizon is closer than the others, but a player who uses **Divination** or casts **Commune** to ask about the Tsuno will receive indications that they will be found in a cave to the east. The players are free to choose the direction they wish to travel.

Before they set off, however, choose a random player to have the following experience:

A sudden, icy pain slices along the back of your right leg, rapidly followed by another chilling stab through your back, just below your left shoulder blade. You gasp, and can see your breath as you exhale, despite the warm air surrounding you.

Presuming the player turns around, or shouts out, have anyone looking roll **Investigation (Notice) / Perception TN 20 (sight-based)**. Success reveals the almost invisible outline of a samurai in the midst of striking a killing blow on the PC and making **TN 30** indicates the character to be using a Mirumoto technique.

The targeted character should roll against **Fear 2**. Failing this roll results in the character screaming as the blow falls, and a loss of 2 points of glory.

The warrior's blade passes through the character's neck, bringing another ice-cold and brilliant flash of pain. Those watching then see the ghostly samurai tense just before its own head is removed by an unseen attacker.

The PC who was targeted does not take any actual wounds, except, perhaps, to his or her psyche.

"Ah," Ryobei says, as you begin walking. "I should probably explain something while we travel. This is Toshigoku as it exists relative to my home Dream. Unlike Ningen-do, which apparently has as many different variations as Yumi-Do will allow, there is only one of each of the other Spirit Realms. Every person or thing that dies passes through the same Meido, and each soul condemned to Toshigoku winds up here. With an infinite number of Rokugans filled with near constant war and vengeful samurai, you'd think this place would be packed solid with samurai fighting over the best place to stand, and at one point it was, though things started to thin out a bit faster once samurai who used guns and more modern weaponry started showing up."

"To make a long story short, a ritual-weapon called the Bakuden-no-kami was created that could kill millions of people all at once, and its creator was almost immediately banished to this realm, bringing the knowledge of how to recreate the weapon with her."

This is what we know of modern Toshigoku:

One: Most of the people banished here were killed by the use of this weapon. Their bodies were destroyed, but their spirits are still here. The ritual is used whenever the population gets beyond a certain point.

Two: The spirits that have been here longest take longer to regenerate their bodies, so anyone we are likely to encounter on our journey is going to be a relative newcomer. As we have witnessed, however, the older spirits are still here, and still fighting.

Three: The Bakuden-no-kami ritual draws all of the kami out of devices like my scrollpad, so we should not expect any potential threats to be using technology beyond that of chemical projectiles and combustion-based explosives (similar to gaijin pepper, for those of you old-timers).

Four: I'm just about tapped out, as far as spell casting goes. I'll do what I can to back you up, but I'll need to conserve my energies for reopening the portal to Ningen-do once our mission is complete.

While Ryobei speaks, have the players roll **Raw Perception TN20 (Hearing-based)**. Players who stated they were actively scouting or on guard may also roll **Investigate (Notice) or Battle (Ambush)/Perception TN 20**. Those who made the Perception check are able to make out a low rumbling noise coming from the north, while any look-outs who made their checks can see a cloud of dust rising from just over the horizon, in the direction of the rumbling. It sounds similar to a cavalry charge, but not quite. Characters from more modern Dreams of Rokugan can recognize the roar of several combustion engine-powered vehicles.

"Damn!" Ryobei exclaims, drawing his 'scrollpad' from his pocket once more. "I was hoping to avoid this. Kami, please run Petition.Matsu.sdn." Another series of beeps and screeches fills the air, then stops. Suddenly, you hear another loud roaring sound from behind you, and what looks like a large, box-shaped carriage made of metal launches itself towards you from behind a nearby dune. It is covered in rusty iron plates, spikes, and spirals of what looks like metal vines with sharp thorns. It hits the ground with a crunch, before carving a circle in the dirt around your party, revealing the

ferocious image of an angry lion painted on one side. A pane of glass near one end slides down, and a woman with close-cropped hair pokes her head out and yells, "Get in! We need to move!"

Ryobei motions for you to follow him as a panel on the side opens, revealing a large compartment. "Not who I was expecting," he can be heard saying to himself, "but we'll go with it."

Entering the van, several things become immediately obvious. A long bench is built onto one wall, with room for 4 people to sit. There are two seats up front, though one is occupied by an oddly familiar woman. A pair of doors at the rear of the van appear to open outward, and there is a hatch in the ceiling, with what looks like a folding ladder attached to it. The *most* obvious thing, however, is the strange apparatus in the center of the floor. Players may make the following rolls, depending on what draws their attention most.

Identifying the woman is pretty easy for most shugenja, monks, and former Lion samurai. **Lore: History or Heraldry / Intelligence TN25 or Lore: Theology TN 15** indicates that this woman is Matsu Hitomi, Hero of the Lion. She is surrounded by a soft golden glow, similar to that known to indicate the Spirits who returned through Oblivion's Gate.

Players who are interested in the device taking up the center of the floor should roll **Engineering / Perception TN 20 or Firearms Skill / Intelligence TN15**. Characters from Dreams that have not developed firearms may not make the later roll. Success identifies this machine as some sort of slug-thrower, designed for shooting heavy metal spikes with tremendous force. Figuring out how it works will take some time, and will be handled later.

"Friends," Ryobei begins, "it is my honor to introduce Matsu Hitomi. She's.. here to.. help?"

From her seat at the front of the carriage, the Matsu turns to speak to you, motioning for those who are bowing to rise. "Ryobei-san sent a request to Yomi for aid, so they sent me. We wanted to send Agetoki, but he can't drive a stick," the woman says, chuckling as she grips the handle of a lever protruding from the carriage floor.

Hitomi looks the party over, and singles out a character who appears to be from a modern Dream, and asking that character if they want to drive. *"How about you? Do you think you can handle this beast?"*

If there are no players with 2 or more ranks in the Drive skill at the table, Hitomi will take the wheel. **Matsu Hitomi's Drive / Agility roll is 6k4.**

"Here's your situation: There is a war band of approximately 25 samurai headed this way. You need to get wherever you're going before they catch up. Some of you will need to climb on top of this crate to fend off anyone who tries to climb on, while others work to get the bolt-thrower working. If you can get it primed and ready to fire, it can disable the war band's vehicles and cut off their pursuit. There are arrow slits in the side panels, but you'll have to open the rear doors to fire the spikes."

Characters who are unwilling or unable to take part in combat earn a scowl from the Matsu, who points to the bench. *"Strap yourself in, or try to help with the thrower. If you die here, you'll have plenty of time to learn how to fight."*

With Matsu Hitomi behind the wheel, she cranks the engine back to life, and calls back, *"Take your places, samurai! Which way are we headed?"*

If one of the PCs is driving, Hitomi will bow to the party, saying, *"Well, my duty here is done. Be careful, Children, and know that you have the support of Yomi in this fight. If Yume-do's illness is not cured, it will eventually consume us all."* Once she finishes speaking, Matsu Hitomi is simply.. gone.

Part Two: Fury Road

IMPORTANT: As the title suggests, this combat is intended to be very cinematic, with much of the combat relying on the actions of the players. Reward creative uses of the environment, and exceptionally high or clutch successes should likewise be rewarded with exceptional results. In a similar fashion, really bad rolls should have negative effects beyond simple failure, but should not necessarily result in player death or maiming.

Be creative with your descriptions of the combat, and try to give everyone an opportunity to shine, even pacifist or unskilled combatants. Some possible encounters are listed below, with suggested results and timing, though the Harpoon Buggies should use their anchors to try and set up the Ram's charge at least once.

The pursuing vehicles should begin approximately 1 round away from the van, starting with the Moto cycles, then the buggies, then the Ram. Their goal is to kill the PCs and bring their corpses back to Asako Kie-ra's stronghold (detailed in part 3).

Stats for the enemy combatants are listed in the appendix, and should be kept handy for the fight.

Equipment inside the van:

4 yumi with full quivers.
2 bolt cutters
2 pry bars
2 rolls gaffer tape
1 medicine kit (future tech: +10 to wounds healed by a medicine check, 3 uses)

Enemy vehicles:

2 Harpoon buggies, Engine Armor TN 20, Tire TN 25 – Driver (TN 25) and 2 Ikoma spearmen. Equipped with a ballista that fires a barbed harpoon attached to a chain. Once the harpoon impacts the target vehicle, the driver will engage the buggy's brakes, slowing it down considerably. The chain can be cut using a pair of bolt cutters found in the van, or broken with 20pts of damage from a heavy weapon. The vehicle can be disabled with one direct hit from the bolt-thrower to either the engine, the driver, or a wheel.

3 Moto cycles, Engine Armor TN 20, Tire TN 25, 20 wounds – Moto or Utaku driver and Hare or Toku passenger. The driver will bring the motorcycle up alongside the van, giving their passengers an opportunity a chance to jump on board. Once the passenger has left, the cyclist will attempt to get to the front of the van and either harry the driver/front passenger or attempt to destroy the vehicle's chain-wrapped tires. The cycles can be disabled by killing the driver, doing enough damage to one of the tires, or with a direct hit from the bolt-thrower.

Characters who jump onto the van take **2k2** damage extracting themselves from the spikes and barbed wire that line the edges of the van's roof and other surfaces. If this would reduce the character to Crippled or below, that combatant simply slides off of the spikes and falls under the wheels of the pursuing vehicles.

The Ram, Engine TN 25 – Driver (TN 40) and 2 Tsuruchi, 1 large Daidoji with an Ono, 2 Hida Berserkers, and 2 Matsu samurai. The Ram is essentially a large fist with wheels and 3 very large engines. The rig will attempt to destroy the van with sheer brutality, forcing it to crash into a cliff or another vehicle, or simply ramming it over and over until the van stops moving or everyone inside of it is dead. The Tsuruchi will be trying to pin down any defenders on the outside of the van, or those operating the bolt-thrower once the rear doors have been opened. The Ram's

extensive armor prevents the bolt-thrower from targeting the wheels or driver, but the exposed engine air intakes allow for an opportunity to disable the rig with 3 well-placed shots.

IMPORTANT: Each time a PC targets a new opponent with an attack or spell, they must roll **Raw Willpower (+ honor)**, with a **TN = 5 + 5 for each opponent they've attacked**, in order to resist the temptation of Toshigoku. As before, the penalty for failure is gaining the *Brash* disadvantage, or an increase to the TN to resist its effects increases by 5 for each attempt failed. A player who fails 3 or more times permanently gains *Cursed by Toshigoku*, as well.

FIGHT!

Figuring out how to operate the bolt-thrower requires a cooperative/combined roll of **Engineering / Intelligence TN 30, or Firearms / Intelligence TN 20**, but characters from technologically regressive Dreams cannot attempt the second roll. Failure means waiting until the next round to try again. After 2 rounds of failed attempts, Ryobei will jump from his seat and flip a series of switches on the side of the gun, turning it on and explaining how to load and fire it. Success grants the PCs the following information:

- The weapon is attached to the van's engine, so likely draws some of the vehicle's power to operate. It currently has no charge at all, and will take approximately 3 rounds to become operational.

- The weapon fires a single polished metal spike each round. One spike is approximately 1.5 feet in length and weighs as much as a tetsubo. There are 15 spikes in the van.

- There is no hopper or 'clip' for the bolts, so they will have to be loaded manually between shots.

- Firing the bolt-thrower requires a **Firearms / Reflexes** roll against the target's Armor TN. A hit results in **3k3** damage that ignores Reduction.

Players who wish to climb through the hatch onto the roof will find several metal loops bolted to the top of van, intended as foot-holds. There is also a set of ropes that can be used as safety harnesses, but there is only enough room up top for two characters.

The side door of the van can also be opened, allowing PCs to attack anyone coming up behind the driver, but also making it easier for enemies to get into the van.

Possible encounters

Narrow Cut – Have the driver roll **Investigate (Notice) / Perception TN20** to notice a narrow pass through rocky outcroppings. If they choose to take this path, the driver will need to roll **Drive / Agility TN 15** to make the quick turns necessary to navigate the pass. Failure results in the Van taking **2k2** damage. The Harpoon buggies and the Ram cannot follow, but the Moto Cycles can, and will. One of them will use the hills to either side of the cut to get above the van, and drop their passengers from overhead. PCs on the roof may attempt to attack the bikes as they fly over-head. **Armor TN: 25, 20 wounds.**

If a bike is successfully destroyed, its driver and passenger may attempt to land on the roof, taking the usual 2k2 damage.

Environmental Awareness – There are several opportunities for the PCs to use rocky outcroppings and other environmental hazards to their advantage. As one of the cycles comes up alongside the Van, have the driver roll **Investigation (Notice) / Perception TN15** to see a chance to brush it off by crushing the bike and riders between the van and the rock face. The driver should roll **Drive / Agility TN15** to complete the maneuver. Failure means the Van takes 2k2 damage, and the driver of bike may make an attack on the driver with their polearm.

The passenger on the bike can attempt to leap free by making an **Athletics/Agility TN 25** check.

Leaf on the Wind – One of the Harpoon Buggies manages to line up a shot on the van, and fires its barbed missile. PCs on the roof or looking through the arrow slits should roll **Investigation (Notice) / Perception TN 15** to see the harpoon coming and call out a warning or take cover. The harpoon easily punches through the back door of the van and into the passenger seat. Characters near the door (or riding shotgun) should roll **Defense / Reflexes TN 20** to avoid being skewered by the harpoon and taking **3k3** damage that ignores reduction. The TN to dodge is reduced by 10 if a player shouted a warning.

Once the harpoon finds purchase, the driver of the Harpoon Buggy will hit the brakes, setting the harpoon and slowing down the van. The van's driver should roll **Drive / Agility TN 15** to keep the vehicle under control. This maneuver slows the van down enough that the Moto cycles can overtake the vehicle, and lines it up for a shot from the Ram.

Ramming Speed – The Ram sees an opening, kicking in its nitrous and lunging forward until it slams into the back of the van. If the rear doors are open, they are blown off by the impact, but closed doors are crumpled together, and refuse to open with some help. The Van takes **3k3** damage, and everyone inside must roll

Defense / Reflexes TN 15 or take **2k2** damage. Success limits the damage to **1k1**. Characters on top of the Van must make an **Athletics/Reflexes TN 15** roll to avoid getting shaken loose and toppling into the spikes along the edge of the roof, taking **2k2**.

Just before impact, one or two of the Ram's crew (GM's Choice) will attempt to leap from the rig onto the van. As with the passengers on the Moto cycles, they take **2k2** damage from the spikes and barbwire.

The Van has **60 wounds, and reduction 5**. If reduced to 0 wounds, the vehicle is struck by a catastrophic failure, stranding the PCs, and leaving them at the mercy of any surviving pursuers. Should the van's driver become incapacitated, another player may attempt to take over, but unless they come from a dream with access to the Drive skill, they will not be able to spend Void to fake the skill.

If the party is killed or captured, they will all awake the next morning in the Stronghold. Yes, this does mean that dead players may continue playing the mod.

Eliminating the enemy forces allows the party to reach their destination safely, whether they were headed west to the Stronghold or east to the Cave. The encounters experienced at the Stronghold are detailed in Part Three, while parties who chose to head straight towards the Tsuno will have their encounter described in Part 4.

Part Three: Overwhelming Odds

If the players arrived here willingly:

Free of your pursuers, you continue towards the smoke on the horizon, and soon find yourselves looking out over a desert valley. The source of the smoke is readily apparent, as an enormous fortress rises from the dirt. From where you sit in the van, you can see that the Stronghold is surrounded by a seething, blood-red moat, which, on closer examination resolves into a scene of absolute horror. Thousands of ichor-drenched men and women climb over the corpses of fallen warriors, slicing, stabbing, clawing, and in some cases even biting at the being closest to them. Someone must stop this madness. Someone.. You! must put an end to their pitiful existence by ripping their still beating hearts from their chests and... Making a Fear check.

Players should make a check against **Fear 2**, followed by another **Willpower + Honor** check against Toshigoku's call to murder, **TN 10** this time, plus any penalties the player has earned up to this point. Players who fail at this point will feel an urge to charge down into the valley,

unless they are talked down by the party. An unaffected PC may roll **Courtier (Manipulation)/Awareness** against the target character's **Etiquette/Willpower**, with success giving the target another chance to make the Willpower roll, this time adding both players' Honor to the roll. If no one successfully talks murder-minded PCs out of abandoning their mission, the PC rushes down to join the melee, where they will eventually die. The PC will awaken in the morning, so this will not necessarily eliminate them from the module.

Have any remaining PCs roll **Investigation (Notice) / Perception TN 20** to spot an opening in the gore-fest.

At the near edge of the moat is the beginning of a ramp that spirals up the outer wall. There appear to be several sets of bloody tire tracks already present on the ramp. Occasionally, one of the battle-mad warriors will try to climb up the ramp, only to be pulled back down and torn apart by the others. At the top of the ramp is a heavily armored gate, painted orange, red, and gold with a stylized bird at its center.

“That’s Asako Kie-ra’s mon; the one who developed the Bakuden-no-kami. If she’s coherent, Kie-ra may be able to tell us where the Tsuno are headquartered.”

The PCs may choose to seek the former Thunder’s aid by plowing through the carnage and heading up the ramp. Staying in the van makes this pretty simple, as all the driver needs to do is avoid flinching and slowing down when the van makes contact with the crowd. If the players try to fight their way through on their own, they will eventually be overwhelmed and killed. Alternately, the players can choose to find the Tsuno on their own.

If they decide to proceed to the Stronghold, continue reading here, but if they want to explore other options and track down the Tsuno themselves, skip ahead to **Part Four: Unsuspecting Allies**.

As your carriage rams into the bloodbath, there is a series of crunches and thuds as the fighters are shoved aside by the van’s heavy armor, or crushed under its wheels. Several of the murderous spirits try to force their way in, but you are easily able to fend them off. Once you are free of the carnage and begin heading up the ramp, you see that it has begun to open.

“I have a bad feeling about this,” Ryobei sighs under his breath.

The giant doors slam shut once you have passed through them, crushing a handful of samurai that managed to follow you up the ramp. An enormous woman stands between you and, well, everything else,

swinging a skull-studded tetsubo over her shoulder. She wears heavy armor bearing the mon of the Spider Clan and her helmet looks to have been crafted from the skull of some giant beast. “Come on out, little spies. Asako-sama wants to see your tongues wag before I rip them from your throats.”

Characters with Brash should roll. If they try to attack Daigotsu Deiji, she will laugh a deeply felt and condescending laugh and promise to pull the PC’s limbs off soon enough. Should the PC persist, Deiji will sigh loudly, and accept the challenge, as a single-combat duel. She will go for the kill, and will fight to the death.

If the players are captured or killed before finding the Tsuno:

You remember a long period of darkness, but now you can see light of some sort creeping under the door to the cell that you now find yourself in. At that moment, a series of loud bangs echoes through the hall outside as the door opens. A large woman in heavy, black and white armor stands just outside, one giant hand on each hip. “Come along, little spyzies]. Asako-sama promised I could take you apart myself once she’s learned what she can from you. Now move!”

Characters with Brash should roll. If they try to attack Daigotsu Deiji, she will laugh a deeply felt and condescending laugh and promise to pull the PC’s limbs off soon enough. Should the PC persist, Deiji will sigh loudly, and accept the challenge, as a single-combat duel. She will go for the kill, and will fight to the death.

Once that is out of the way, any remaining PCs will be lead into the stronghold’s central courtyard, where a device of metal and concrete the size of a large samurai residence is being tended to by a middle-aged woman in orange and yellow robes.

The woman turns, and you are somewhat surprised to see that the left side of her face is covered by a metal plate. Extending from where her eye should be, a bundle of strange, vine-like objects stretches down along her left arm to her metal hand, which holds something similar to Ryobei’s scrollpad. She bows the absolute minimum etiquette demands, and holds the tablet near her throat.

“Ah. You have arrived,” a flat, metallic voice says. “I am Asako Kie-ra, Fourth Phoenix Thunder, and Master of this stronghold. Tell me why you are here, and I will have your deaths be swift.”

Upon learning of the quest to locate the Tsuno, Kie-ra will make a sound something like the purr of a contented tiger, and gains a predatory smile.

“You are seeking the Tsuno? Exxxcellent. I will lead you to their lair first thing in the morning, provided you do me a favor, first.”

“One of you must kill my hatamoto, Daigotsu Deiji.”

If they haven’t already killed Deiji, Kie-ra will demand one of the PCs fight the giantess before helping them locate the Tsuno. The former Thunder doesn’t care who does the fighting, or how, nor does she care if someone ‘cheats’ by offering assistance to the primary combatant. She just wants the fight to happen as a means to feed her own bloodlust.

Matsu Hitomi, however, will simply vanish at the first hint of foul play or interference, without comment.

The players may have questions, and Kie-ra will answer as best she can, but will remain cagey about the particulars of topics like the inner working Bakuden-nokami.

Why do you want us to kill your hatamoto?

“Because you are asking a favor of me, and this is my price. She’ll be fine in the morning, and I could use the quiet.”

Why should we risk sacrificing one of our own? If our champion dies, their soul will be stuck here forever.

“That’s really not my concern, but I promise to answer your questions regardless of who dies in the fight.”

What’s to keep us from ganging up and fighting the Daigotsu as a group?

“Honestly? I don’t care if you call upon the Dark Brother Himself to fight for you, but I bet your chaperone does.”

Matsu Hitomi, if she is still around, will nod in acknowledgement. *“The challenge was issued as a one-on-one skirmish. I will not be party to a dishonorable contest.”*

The following morning, Kie-ra and Deiji will gather up their army and lead the PCs to the cave where the Tsuno dwell.

Part Four: Unsuspecting Allies

If the PCs arrive here after escaping or defeating the Warriors of the Road:

Free of your pursuers, you continue to the East. Approaching the crest of a low hill, a large stone outcropping appears in the distance. As you get nearer, the stones begin to resemble the skull of a giant onikage. Filling the space between your vehicle and the rocks is a massive army of phantom samurai. It’s nearly impossible to make out any details of the warriors, though you can tell that they fight with a ferocity commonly reserved for the battle-crazed berserkers of the Crab or Lion clans.

PCs who think to do so may once again use **Divination** / **Void** or *Commune* to seek clues as to the whereabouts of the Tsuno, and will be directed towards the stone skull.

Presuming the PCs decide to press forward through the ghostly melee, continue reading here. If the PCs decide to turn around and head back towards the west, go back to **Part Three: Overwhelming Odds**.

Pressing forward, the ghosts of Toshigoku begin to change. Instead of fighting each other, the human warriors can now be seen fighting giant, horned beasts. The Tsuno are vastly outnumbered, but a dozen samurai disappear for every Tsuno that falls. Occasionally, you feel an icy sting as shimmering blades slice harmlessly through the sides of the van as they turn their attention towards you.

When you are within a few yards of the Tsuno’s refuge, a hunched figure appears in one of the upper caves, leaning on a jagged sword as though it were a walking stick. The wretched creature waves a clawed hand, and one of the beasts suddenly appears in greater detail, slamming its giant blade through the van’s engine, bringing the strange carriage to a sudden halt. As you watch, six more of the ghostly Tsuno take on a greater presence in front of you, brandishing vicious weapons and growling menacingly.

The Phantom Tsuno will fight to the death, but since they are not completely real, they not only take half damage from regular weapons, they only deal half damage with each attack. During the combat, Mitsukai will stay in the onikage’s eye, using his soul-twisting magic to hinder the PCs. If he is reduced to Down or less, the Phantom Tsuno will vanish, and he will reluctantly ask for mercy.

If the PCs arrive with Kie-ra’s war band,

Approaching the crest of a low hill, a large stone outcropping appears in the distance. As you get nearer, the stones begin to resemble the skull of a giant onikage. Filling the space between your vehicle and the rocks is

a massive army of phantom samurai. It's nearly impossible to make out any details of the warriors, though you can tell that they fight with a ferocity commonly reserved for the battle-crazed berserkers of the Crab or Lion clans.

Pressing forward, the ghosts of Toshigoku begin to change. Instead of fighting each other, the human warriors can now be seen fighting giant, horned beasts. The Tsuno are vastly outnumbered, but a dozen samurai disappear for every Tsuno that falls. Occasionally, you feel an icy sting as shimmering blades slice harmlessly through the sides of the van as they turn their attention towards you. A silence falls over the tableau as Kie-ra's war band halts its advance and turns off their engines, refusing to advance into the Tsuno lines.

A hunched figure appears in one of the upper caves, carrying a wicked looking sword over its horned head. Surprisingly, the wretched creature kneels, and places the sword at its feet before rising and taking a step back, apparently offering to surrender itself.

If the PCs decide to approach, the Tsuno will carefully reclaim its weapon, and re-enter the cave before reappearing a moment later, at ground level. It once again places the sword on the ground as the party approaches him.

The PCs should notice that Kie-Ra's troops do not show any signs of advancing, and the shugenja smiles crookedly, waving the group forward without her.

"It will be absolutely delightful to be rid of that thing once and for all. Please, take your time."

Should the PCs allow Mitsukai to survive long enough to speak:

The withered creature before you would be pitiful, if you couldn't feel the aura of power surrounding it.

"I am Tsuno Mitsukai, last of my race. The magic that witch unleashed on this Realm destroyed the home of my people, and its continued use has made it impossible for me to gather enough energy to bring them back. In exchange for your word that I will be allowed to live, I will do whatever you ask of me."

If the PCs agree to let him live, he will identify their magic was indeed used in the construction of the Dream Stone, but since he has no memory if it having been created, it must not have happened yet.

Why was the Dream Stone created? What was it used to contain?

"I cannot say why it was created, or what it was created to contain, because I do not know when, or even if, it will be created. All I can tell you is that I, or one of my students was – or rather, will be – involved in creating the Stone."

What do you mean when you say it hasn't been created yet? How is that possible?

"I retain all that is left of the memory of my people, and I have no memory of the Tsuno creating this Stone. Therefore, it must not have been created yet. Whatever was stored in the stone will be very powerful; so powerful that the magic of my race will be used to shift the stone and its contents across many different Dreams."

So there are more Dream Stones?

"You misunderstand. There will only be one Dream Stone, but it will exist in different dreams at the same time. As long as the Dream Stone remains spread out in this way, whatever power it contains will be hidden away."

I'm not sure I understand.

The shriveled creature sighs heavily, and beckons you to follow it to a shaded area. It claps clawed hands together, and several small orbs of light appear, hovering randomly in the air. "Look at the shadows," Mitsukai growls as he jams his sword into the ground. "See how there are many different shadows but only one blade? Some are fainter than others, but there is a shadow for each ball of light."

"It is the same with the Dream Stone."

If it was created to hold so much power, how did it break?

"Watch what happens when the lights are brought together." As Mitsukai speaks, the orbs spin slowly until they are all in one place; a single, brightly shining sphere. "The shadow is darker now, hidden from the light."

"Sezaru-sama!" Ryobei exclaims "When he combined so many of the remaining dreams together to create the strong point, he also aligned the 'shadows' of the Dream Stone!"

"Yesss. You understand. Your Wolf's meddling allowed something to escape."

Is whatever escaped from the Dream Stone causing the Nightmare Storms?

"I believe the two things are related, but one is not necessarily the cause of the other."

Do you know what is causing Yume-do to destroy the various 'dreams' of Ningen-do?

"Not precisely, but I know that one of these dreams has become poisoned, and this poison is causing Yume-do to fight back. If you find the poisoned dream, and cure it, I believe things will return to how they were."

Could this poison be what escaped from the Dream Stone?

The Dream Stone didn't break until Sezarū bound the dreams together. Whatever created the poison happened before that.

After the PCs have run out of questions, Tsuno Mitsukai will offer to help the Yumemusha find the source of the contagion, but cannot help create the Dream Stone on his own. In order to succeed, someone with the blood of Mitsukai's ancestors must undergo a ritual to become, at least partially, a Tsuno. A character originally from the Kitsū family of the Lion may volunteer to undergo this ritual, gaining the **Scion of the Tsuno** cert.

If there are no players at the table with Kitsū blood in the party, Sezarū Ryobei will agree to this, saying Sezarū told him to do whatever was necessary to enlist the aid of the Tsuno, though he never expected it to involve becoming one.

If any of the PCs died while in Toshigoku, Mitsukai will make the following offer.

"Your fallen sword-brother [sister]. I can allow them to return to Ningen-do, if they do not wish to remain in this place."

While Mitsukai does not have enough mystic power available to him to bring his race back from the brink of extinction, he can use his soul-twisting magic to bind the soul of a Tsuno warrior to that of a fallen PC, making that PC's spirit strong enough to escape Toshigoku's grasp.

A player that qualifies for this offer should be told that doing so grants some physical bonuses, but comes with a price. The next time the player dies, they are instead reduced to 1 wound as if they had Great Destiny or Dark Fate, but they are physically transformed into a Tsuno. If they accept, that player should be given the **Soul-bound Tsuno** cert.

Killing Tsuno Mitsukai means that he will not be able to restore a PC to life in this manner, but the party is able to recover his journals and bring them back to Sezarū.

Conclusion

The PCs return to Ningen-do just where they left it, in the forest and the site of the strange Nezumi massacre. Sezarū awaits them, although the bodies of the ratlings have been either removed or cremated, as the glade is now largely empty. If the PCs are accompanied by a tsuno, Sezarū immediately begins a prayer of flame to strike it down, but holds his hand if the PCs stop him or once he realizes that the PCs are not treating the Tsuno with them as an enemy. His curt, "Report, samurai!" carries more than enough tone to recognize his dangerous wariness about the situation.

Regardless of how the PCs acquired the information, as long as they possess Mitsukai's knowledge about the Spirit Realms and the Dream Stone, their mission is a success. Sezarū turns the recovered lore over to Ryobei's kagakusha for further study. (If Ryobei is now a tsuno, Sezarū remove him from leadership over the kagakusha, unwilling to trust him so completely.) Any PCs who has the Scion of the Tsuno cert likewise suffers certain penalties within the Owl Clan (see the cert for details, and how to offset them). Shortly thereafter, Sezarū orders that work begin on a new Dream Stone, so that Mitsukai's prophecy can be fulfilled.

The End

Rewards for Completing the Adventure

At the end of the scenario, any PCs with Shadowlands Taint must make a Raw Earth roll with a TN of 5 + (5 x Taint Rank). If the roll fails, the PC acquires one additional point of Taint.

Experience Points

Surviving the adventure:	+2XP
Good roleplaying:	+2XP
Surviving Fury Road:	+2XP
Defeating or Capturing Mitsukai:	+1XP
Recovering the Tsuno Journals:	+1XP

Total Possible Experience: 8XP

Honor

No gains or losses beyond individual rewards or penalties based on roleplay.

Glory

The PCs gain 0.3 Glory for surviving Fury Road. However, any Glory gain is negated if they return to Ningen-do with a Tsuno (whether it be Mitsukai, Ryobei

or a PC) – although this negation does not trigger a loss for inactivity.

Other Awards/Penalties

None

Module Tracking Sheets

Did Mitsukai survive?

Appendix #1: People of Interest

Hida Bushi

Air 2 Earth 3 Fire 2 Water 3 Void 2

Honor 3.5 Agility 3 Status 1.0 Glory 1.0

Initiative: 4k2 **Attack:** 8k3e (Tetsubo, Complex)

Armor TN: 25 (Heavy Armor) **Damage:** 8k3 (Tetsubo)

Reduction: 8

Wounds: 15 (+0), 21 (+0), 27 (+2), 33 (+7), 39 (+12), 45 (+17), 51 (Down, +37), 57 (Dead)

School/Rank: Hida Bushi 2

Techniques: *The Way of the Crab:* ignore TN penalties for wearing heavy armor for all Skills except Stealth. +1k0 to damage rolls with Heavy Weapons.

The Mountain Does Not Move: Reduction equal to Earth Ring.

Skills: Athletics 3, Battle 2, Defense 3, Heavy Weapons (Tetsubo) 5, Intimidation 2, Jujutsu 3, Kenjutsu 3, Lore: Shadowlands 3

Mastery Abilities: Free Raise to Knockdown with Heavy Weapon, ignore 2 points of Reduction with Heavy Weapon; +1k0 unarmed damage

Advantages/Disadvantages: Large, Strength of the Earth

Daidoji Axeman

Air 2 Earth 4 Fire 3 Water 4 Void 3

Reflexes 3 Honor 6.8 Agility 4 Status 4.0 Glory 5.0

Initiative: 7k3 **Attack:** 10k4e-5 (ono, Simple)

Armor TN: 30 (heavy armor) **Damage:** 5k4 (ono)

Reduction: 5

Wounds: 21 (+0), 30 (+3), 39 (+5), 48 (+10), 57 (+15), 66 (+20), 75 (Down, +40), 84 (Dead)

School/Rank: Daidoji Iron Warrior 3/Daidoji Heavy Regular

Techniques: *The Force of Honor:* +1 Wound at each Wound Rank. +1k0 to attack rolls while in the Attack Stance.

The Shield of Faith: When performing the Guard Maneuver, the benefits last for an additional Round and the Armor TN bonus of the Guard Maneuver is increased by 5.

Strike Beneath the Veil: Simple Action melee attacks while in the Attack Stance.

Way of the Iron Crane: +1k1 to attack rolls when target is in Attack or Full Attack Stance (while in Attack

Stance and wielding a Heavy Weapon); +5 to Armor TN while in Defense or Full Defense Stance (and wielding a Heavy Weapon)

Skills: Athletics 4, Battle 3, Defense 5, Heavy Weapon (Ono) 5, Iaijutsu 4, Kenjutsu (Katana) 4, Kyujutsu 3

Advantages/Disadvantages: Large

Tsuruchi Archers

Air 2 Earth 2 Fire 2 Water 3 Void 2

Reflexes 3 Honor 3.5 Agility 3 Status 1.0 Glory 2.4

Initiative: 4k3+3 **Attack:** 8k3e (yumi, Complex)

Armor TN: 25 (light armor) **Damage:** 5k2 (yumi)

Reduction: 3

Wounds: 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Dead)

School/Rank: Tsuruchi Archer 1

Techniques: *Always Be Ready:* +1k0 to the total of all attack rolls while using a bow; +3 to Initiative Score.

Skills: Athletics 3, Defense 2, Hunting 3, Investigation 2, Kyujutsu (Yumi) 4, Stealth 3

Matsu Bushi

Air 2 Earth 3 Fire 3 Water 3 Void 2

Reflexes 3 Honor 6.5 Status 3.0 Strength 4 Glory 3.0

Initiative: 5k3 (+5) **Attack:** 10k4-5 (naginata in first round, Complex, Full Attack)

Armor TN: 20 (heavy armor, Full Attack) **Damage:** 8k2+6 (naginata)

Reduction: 5

Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)

School/Rank: Matsu Bushi 2

Techniques: *The Lion's Roar:* Adds Honor Rank to damage. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

Matsu's Fury: When taking Full Attack Stance, choose an opponent within 30'. If you successfully hit him this Turn, the target is frozen with fear and cannot take Move Actions to move from current position. During the Reactions Stage, an affected opponent may attempt a Willpower roll (TN equal to the amount of damage dealt from your latest attack) to negate the effects of this Technique (the opponent does not suffer Wound Penalties for this roll). If he fails, the effects of this Technique end during the next Reactions Stage (the

second after he was struck). Enemies who are immune to Fear cannot be affected by this Technique.

Skills: Battle (Mass Combat) 3, Defense 1, Etiquette 2, Jujutsu 3, Kenjutsu (Katana) 5, Kyujutsu 3, Lore: History 3, Polearms (naginata) 5, Spears 2

Mastery Abilities: +1k0 unarmed, sword damage, may ready swords as a Free Action, may string a bow as a Simple Action, +5 to Initiative in first round when using a polearm, +1k0 damage with polearms against mounted or larger opponents

Advantages/Disadvantages: Large

Moto Bikers

Air 2	Earth 3	Fire 2	Water 2	Void 2
			2	
		Agility 3	Strength 3	
Honor 3.5	Status 1.0		Glory 1.0	
Armor TN: 25 (heavy armor)	Attack: 7k3-5 (scimitar, Complex)			
Initiative: 3k2	Damage: 7k3 (scimitar)			

Reduction: 5
Wounds: 21 (+0), 27 (+2), 33 (+7), 39 (+12), 45 (+17), 51 (Down, +37), 57 (Dead)
School/Rank: Moto Bushi 1
Techniques: *The Way of the Unicorn:* +1k0 to damage rolls while mounted, using a scimitar, or while using a two-handed weapon; may use two-handed melee weapons one-handed
Skills: Athletics 2, Battle 2, Defense 2, Driving 2, Hunting 2, Kenjutsu (Scimitar) 4, Firearms 2
Mastery Abilities: +1k0 damage with swords
Advantages/Disadvantages: Strength of the Earth

Usagi Bushi

Air 2	Earth 2	Fire 3	Water 3	Void 2
Reflexes 3				
Honor 4.0	Status 0		Glory 0	
Initiative: 5k3	Attack: 7k3 (katana, Complex)			
Armor TN: 25 (light armor)	Damage: 7k2 (katana)			

Reduction: 3
Wounds: 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Dead)
School/Rank: Usagi Bushi 2
Techniques: *Speed of the Hare:* as long as have room to maneuver, add Athletics to Armor TN except when in Full Attack or Center Stance; Water is considered 1 higher for movement
Leap of the Hare: If in Full Attack, may leap forward and attack opponent within 15' without a move action; all attacks that round must target that opponent
Skills: Athletics (Running) 4, Defense 3, Firearms 2,

Hunting 2, Jujutsu 3, Kenjutsu 4, Lore: Maho 2

Mastery Abilities: +1k0 sword damage

Advantages/Disadvantages: Daredevil

Daigotsu Deiji, Hatamoto

Air 2	Earth 3	Fire 3	Water 4	Void 2
	3		4	
Reflexes 4	Stamina 4			
Honor 1.5		Status 0		Glory 0
Initiative: 7k4	Attack: 9k4e-5 (tetsubo, Simple)			
Armor TN: 35 (heavy armor)	Damage: 8k3 (tetsubo)			

Reduction: 5
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)
School/Rank: Daigotsu Bushi 3
Techniques: *The Way of the Spider:* May reduce Wound Penalties or increase damage rolls by Strength Rank for one Round, chosen at start of turn; increase TN to detect Taint on you by +10.
Aura of Blood: Spend Void Point as Simple Action to add +2k0 to damage rolls for you and all allies within 30 ft. for (Strength) Rounds. Does not stack.
Ashura's Wing: Melee attacks as Simple Actions.
Skills: Athletics 3, Battle 4, Heavy Weapons (Tetsubo) 5, Hunting 3, Intimidation 5, Jujutsu 4, Kenjutsu (Katana) 4, Kyujutsu 3, Lore: Shadowlands 4
Mastery Abilities: ignore 2 points of Reduction, Free Raise with Knockdown
Advantages/Disadvantages: Large

Tsuno Ravager

Air 2	Earth 3	Fire 2	Water 2
Reflexes 3		Agility 3	Strength 3
Initiative: 4k3	Attack: 6k3e (Tsuno Blade, Complex)		
Armor TN: 25 (light armor)	Damage: 7k3		

Reduction: 8
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)
School/Rank: Tsuno Ravager 1
Techniques: *Kill Your Weakness:* gains Reduction equal to current Wound Penalties unless at Down or Out.
Skills: Athletics 2, Battle 1, Defense 1, Iaijutsu 2, Lore: Spirit Realms 2, Heavy Weapons (Tsuno Blade) 3, Jujutsu 2
Special Abilities:
Tsuno Blade: +1k0 on attack rolls against targets with Touched by the Realms, a Rank of Taint, or Spirit Quality
Spirit
Swift 3

Tsuno Mitsukai, The Last Soultwister

Air 5 Earth 4 Fire 5 Water 4

Initiative: 10k5

Attack: 9k5 (Tsuno Blade, Complex)

Armor TN: 30

Damage: 7k3 (Tsuno Blade)

Reduction: 5

Wounds: 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Dead)

Taint Rank: 4

School/Rank: Tsuno Soultwister 5

Techniques: The Power of the Spirits: Gain access to spirit realm magics.

Spells: *Chikushudo* (Air – 10k5): Primal Senses of Chikushudo (ML 1); *Gaki-do* (Earth – 9k4): Gaki-do's Consuming Hunger (ML 2); *Meido* (Earth – 9k4): Meido's Call (ML 2); *Tengoku* (Fire – 10k5): Tengoku's Grace (ML 3); *Toshigoku* (Water – 9k4): Agony of Toshigoku (ML 1); *Yomi* (Air – 10k5): Knowledge of Yomi (ML 1); *Yume-do* (Water – 9k4): Trapped in Yume-do (ML 3)

Optional Substitution: If you do not have access to *Enemies of the Empire*, use the following rules instead: *Spellcasting:* As a Complex Action, Mitsukai can roll 9k5+5 against a TN of 10 to deal 2k2 damage to one target of an appropriate type (GM's choice – it could be flames, ice, or a swarm of flesh-eating maggots,

among others, based on the Realm Mitsukai is calling on). He may increase the TN by +10 to increase the damage by +2k2; it may also increase the TN by +10 to have the effect inflict one of the following Statuses: Prone, Dazed or Fatigued; to increase its dice pool for the Contested Roll to inflict a Status by +2k2 (see below); or have the effect target an additional opponent; it may Raise the TN by +20 to have the effect instead inflict one of the following Statuses: Blinded or Stunned. Statuses allow a resistance roll by the target – select a Ring (other than Void) for the target to resist with; the spellcaster must beat the target in a Contested Roll of 4k4 against the chosen Ring. The total TN cannot exceed 50, and damage cannot exceed 6k6, but effects can otherwise be applied multiple times (multiple instances of the same Status have no additional effect, and one resistance roll applies to all Statuses from that effect).

Skills: Athletics 3, Battle 5, Defense 4, Heavy Weapons (Tsuno Blade) 5, Intimidation (Bullying, Torture) 5, Jiu-jitsu 3, Lore: Shadowlands 6, Lore: Spirit Realms 9, Meditation 5, Stealth 3

Special Abilities: *Fear* 2

- *Tsuno Blade:* +1k0 on attack rolls against targets with Touched by the Realms, a Rank of Taint, or Spirit Quality
- *Spirit*
- *Swift* 3