

Tides of Battle

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

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Sometimes the way forward is also the way back.

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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 sourcebook 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 All Ranks rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank Four.

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. See the specific sections for details, and in general try to choose higher-Rank targets over lower-Rank ones where possible.

Adventure Summary and Background

With the help of the Yumemusha, Kitsuki Ryushi's scientists have been able to pinpoint which of the thousands of dream reflections of Rokugan is the source of the corruption that threatens all of them. They know where the Yumemusha need to head next, but they don't know when to arrive, or the exact nature of the event that kicked off the Nightmare Storms.

Given the urgency of their mission, and the quickly fraying stability – and patience – of the Empire Sezaru chose as his base of operations, the Wolf has decided to send a small group of Yumemusha to scout out this cancerous Dream, in order to determine what needs to be stopped, and when.

One of the natives of the suspect Dream, Yasuki Fumoki, has also been sent to set Fate back on course, but on a smaller scale. As part of his penance for having unknowingly breaking a major taboo, the nezumi has been turned human, and is bound to serve as an envoy for Ryujin, the King of the Orochi. Ryujin knows why the Yumemusha have arrived, and has decided to help them, but only if they succeed at a trial. Fumoki has been dispatched to ask for their assistance in returning his jade-studded kobune, *The Deathless*, to the Island of Mist, so that Ikoma Otemi is able to achieve his Destiny in the near future.

Unfortunately for the PCs, Seizoku's network of informants has managed to track the man once known as Doji Takara to this same dream. Based on evidence left at two separate massacres, the Owl's Eyes has determined that Takara has been corrupted by the power released from the Dream Stone, and has been working with that entity to prevent the Yumemusha from ending the Nightmare Storm.

Please have the players fill out one of the abbreviated character sheets from **GM Aid #1**. Additionally, determine if any of the players were from the Akodo family of the Lion prior to joining up with Sezaru's

Owls. There is a chance that this family's history with the Lying Darkness could affect them during this module.

Introduction

The last four years have been a procession of tragedy and discovery; each revelation a reversal of previous failure, and vice versa. Since rescuing you from your collapsing reality, Sezaru has sent you to dreams scattered all across Yume-do, chasing after any possibility of a solution to the Nightmare Storm. From the beginnings of the Empire to the farthest reaches of the Universe, and even along paths meant for the feet of Emma-O alone.

Despite your efforts to hold back the destructive Storm, a number of incursions wiped out many of the Unicorn Clans most important strongholds and sacred sites, leading them to join forces with blood-thirsty Spider clan and the Phoenix, who feel that they are better suited for dealing with the spiritual turmoil. Their combined forces over-ran the Castle of the Owl, resulting in its destruction and the deaths of dozens of Yumemusha, including the Kobe family daimyo.

*And now, here you are, huddled together in the shadows cast by the walls of Zakyo Toshi, waiting for the clans native to *this* Dream to decide whether or not you are fit to complete the task of protecting the remaining dreams from the storm that is consuming them.*

Ask the players how they are currently spending their time in the City. Many of the better inns, tea houses, and gambling halls have been closed and most of the city's civilian population has been evacuated ahead of an assault that could happen at any time. There are a few of the less reputable establishments still open, however, for those interested in such.

A few Kaiu and their peasant crews work at shoring up the walls and other defenses. They are always happy to have an extra set of arms to speed the work along.

The kagekusha (scientists) are still gathering testimony, if there is something that a PC feels they need to know about.

The players can attempt to get a feel for the general state of the clan, with their findings based on what activities they wish to pursue.

Have anyone that wants to roll **Courtier (Gossip) / Awareness TN 10**. Better rolls could result in more information. If one or more of the options is unexplored by the PCs (or no one rolls well enough), feel free to offer the information to someone who rolls really well.

Assisting with Defenses:

TN 10: The Crab are focused on assisting the Owls by building up the defenses of Zakyo Toshi. The Unicorn and Spider are masters of powerful hit-and-run assaults, and the assistance of Phoenix shugenja only makes them more dangerous.

TN 25 (20 for Nezume): The Scorpion are also working on several sections of Zakyo Toshi, though they have refused assistance from the Owl or Crab. Some of the Nezume members of the Owl Clan have reported being chased out of a series of tunnels under the city.

Offering Testimony:

TN 10: In addition to the attack on a Nezume encampment near the Castle of the Owl, a Naga shrine was desecrated, and the sleeping snake-people within were used in horrendous magical experiments. In both cases, the names of yumemusha were carved into the flesh of the deceased, along with a jagged spiral symbol associated with the Lying Darkness.

TN 20 (15 for Non-Human): The Naga members of the Tsukune family have been silent on the matter, but there have been rumors that an outsider has gained access to the Akasha, and is sending threatening and harassing imagery through their mental network. The kagekusha are looking into a way to block this interloper, but most of their energies have focused on locating the origin of the Nightmare Storm.

Samurai Bourgeoisie:

TN 10: There is talk of abandoning the Owl to their fates, and letting the Phoenix take over the task of defending this version of the Empire from the Nightmare Storm. Whether these sentiments reach beyond the peasants and merchants and into the ranks of actual Samurai is uncertain.

TN 20 (15 for Seizoku Family): The Spider clan has been trying to get their agents into the city for weeks, but the Scorpion have foiled each attempt. Their magistrates have been unsuccessful in getting any useful information out of the captured spies, however.

It is late afternoon when a ronin woman approaches you with a message from the daimyo of the fallen Owl Clan.

Sezaru's summons directs you to meet him at the House of Falling Frogs, largest of the few remaining structures in Zakyo Toshi. This inn was chosen as the new headquarters of the Wolf's kagekusha, led by Kitsuki Ryushi. Upon your arrival, you are lead past a series of rooms lit by multi-colored lanterns until reaching the large, central courtyard, where Sezaru waits, tapping his fingers against the brow of his red and white wolf's mask impatiently, drawing your attention to the large crack running own its center.

"Ah, there you are. We don't have much time, so think of your questions while I explain what's going on, and please don't make me repeat myself. We've located the Dream that contains the source of the Nightmare Storm, and, perhaps unsurprisingly, it's the dream that I came from originally. Ryushi-san's team has been able to determine that much, but cannot pinpoint the exact event that sparked the spreading cancer."

He looks weary as he approaches you, searching for something within the sleeve of his robes. Handing one of you a strange device made of metal and small glass bubbles, Sezaru continues laying out your mission.

"Ryushi-san has designed this.. scanner ..to help pinpoint the time and place where the fabric of my Rokugan was ripped, but we need you to carry it there while we continue working to repair the damage to Yume-do, as well as defending what remains of the Yumemusha. Any questions?"

How does this scanner work?

When you arrive through the portal, simply press the button marked "Push". The device will start its scan, and the indicator lamp will turn green when it is complete.

How long will the scan take?

It could take anywhere from hours to days. We don't recommend staying in one place for long, however, as movement will help the scan get better readings.

If the trouble started with the Dream you come from, why didn't we know this sooner?

Apparently, the magic I used to bind this realm together interferes with the kami's ability to detect the source of the Nightmare Storm. While I saved Yume-do from complete destruction, it appears I also hindered our ability to stop it all together.

Do you have any thoughts as to what event in your home Dream could have caused this?

I suggested a number of major events, up to and including the death of my mother, but these have all been ruled out. Ryushi-san suscts that it is a small thing,

something that may have gone unnoticed, that opened the door for the destruction we're now facing.

Once you've finished asking for more detail, Sezarú raises a hand and points to the wall behind you. Turning, you see a rip in the air, filled with swirling gray fog and violet energy.

"I'll open another portal when the device signals that is ready. Let the Fortunes guide you, my friends."

"Wait-wait! Wait-wait-wait!!" A Nezumi chitters urgently as it enters the chamber. You recognize it as A'chek'kir, shaman of the Waiting Over Here tribe. "Wolf-sama! You forget to te-tell them of the Enemy!"

"What ene- oh, right." Sezarú breathes in exasperation. "In my haste to rescue all of Creation, I forgot to mention a threat of a more immediate kind. One of our enemies from this reality has also discovered the importance of your destination, and we believe he is going to try and stop you. It seems that some one wishes to get revenge on us for interfering with the mining operation in Umoeru Mura by interfering in our attempt to save Everything."

"Yes-no. That man is gone. Has a new-new Name, and Tomorrow guides him. Has killed many-many Nezumi, and many-many Naga and stolen their Name. Will try to take your Name. I bring-bring protection."

The shaman approaches, and hands each of you a gnarled twig, a little longer than your middle finger and slightly damp in places that appear to have been chewed.

PCs may decide that Doji Takara is the person Sezarú and A'Chek-Kir are referring to, and you should inform them that their characters cannot remember the man's name, nor his appearance.

If there are any still-human, formerly-Akodo family characters at your table, roll 1k1. On a result of 4, A'chek'kir will neglect to offer that character a twig with an apology. *"So Sorry, Akodo-sama, but your Name is too powerful for my magic."* This should only affect characters from dreams set after the Battle at Oblivion's Gate.

"These will protect you-you. When you fight-fight Tomorrow-Man, you bite magic stick (maybe after dry). Nezumi magic, human magic. Wolf-sama says it will work-work, but A'chek'kir unsure. Good-good luck, be ready to run."

The shaman bows, and takes a step back. Sezarú clears his throat and motions towards the portal.

"Well, go on."

As you step through the portal, you feel an unusual pressure around you, and the shadow of a large, serpentine creature passes over head.

Part One: It's the End of the World as We Know It

"I'm telling you, this is some... sort of... trick?" A man clad in a [Owl Clan]-colored court kimono. Quickly regaining his composure, he lifts his fan to the air and shouts "GUARDS! Seize the intruders!"

Just as suddenly as you arrived here, you find yourselves surrounded by nearly a dozen large samurai pointing spiked mai-chong at your faces.

"I, Hantei Jigan, command you to explain your sudden interruption of the court of my lord Hantei Naseru-sama and the his Regent, Hantei Chisai." The sharp featured courtier introduces a boy of perhaps 12 yrs old, face half-hidden by a fan, and an elegant woman in her late 30's seated to the boy's left, and slightly behind him.

"I t-told you, Jigan-sama," a delighted voice says from behind you. "The Orochi King sent them to help me put my b-boat b-back." Turning to look, you see a well-muscled man, bare-chested, in faded blue and gray hakama. His mustache twitches with a smile as he bows.

"We have heard your tale, Yasuki-san," the woman responds, patiently. "Let us hear what our sudden guests have to say for themselves. Please, samurai, do as Jigan-san asks, and explain who you are and what business you have with the Owl clan."

It should be apparent that the leaders of the Owl believe that the party's arrival is somehow tied to the strange Yasuki that was in the courtroom when they arrived. Because of this, no one will explain the earlier conversation unless a PC asks.

Yasuki Fumoki's Tale

Many years ago, m-my crew and I inadvertently broke a taboo put in p-place by Ryujin, the Orochi King. As a result, I was turned into the abomination you see b-before you. After assisting the Oracle of W-Water,

Ryujin had mercy on my c-crew, and turned them back to their original Nezume forms. I, on the other hand, was left as you s-see me: a warning to future Nezume of the d-dangers of eating Ningyo.

Recently, I received a d-dream from Ryujin, saying that travelers from another dream would be c-coming here, and that I should meet them. My ship, the Deathless, must be returned to its proper place so that a young man may c-complete his Destiny, and these newcomers will be sent to help.

Give the players as much rope as they need in their explanations. Hantei Naseru is supernaturally observant, and will detect almost any attempt at avoiding the truth. If a PC says something that contradicts the testimony of another player, Naseru will turn to his right and whisper something to Hantei Jigan, who interrupts the speaker to call them out. If a player says something of interest to the young daimyo, he will turn left to whisper to his mother, carefully keeping the right side of his face hidden behind the fan. Hantei Chisai will seek more information on these subjects on her son's behalf.

Some questions Naseru may have:

Why do you have a red aura?

Why did Sezaru not come himself, if this is indeed his home?

Who is this enemy you speak of, and why does he seek to hinder your mission?

What is that hideous creature (Tsuno)?

After each player has had a chance to explain their mission (not all of them have to say anything, but each player should have a chance), Naseru has one more question that he will put to the players himself.

After explaining your mission to the young daimyo's satisfaction, he nods to Jigan, who motions for the guards to step away with a wave of his hand. Naseru turns his attention back to you, his face still half-hidden by the fan.

"I would like to know more about these alternate dreams you claim to call your homes."

"My lord," Chisai entreats, "If what they say is true, these samurai have importa-

"Mother, I have made a request." Naseru snaps his fan closed, cutting her off and revealing the embroidered patch over his right eye that does not quite cover the scars underneath. "They claim to have sworn fealty to the Owl, and as the Lord of the Owl, I will have them give me reason to care more about the dreams they are trying to save than I do about the one where we

currently reside. If I understand things correctly, whatever they change could cause all of us to cease to exist."

Once again, Naseru will allow each PC to give testimony about their homes, interrupting to ask clarifying questions, but mostly regarding each speaker intently while tapping the now-closed fan against his chin.

As the last of you finishes their story, Hantei Naseru turns to look at his hatamoto, Jigan, who sneers mockingly. "Rubbish. As I stated earlier, my lord, this is obviously a trick. The pirate admitted that he was sent here on behalf of a lord of Sakakku just before these.. these.. mujina arrived. Indeed, they bear the glow of beings not of this realm, much as your father and I did upon our arrival. Do not pay heed to their foolishness my lord, and send them on their way. Perhaps our friends in the Crab would be better suited to helping this Yasuki scofflaw."

*"I am Captain Yasuki Fumoki. I d-don't even *know* Yasuke Scofflaw!" This outburst is rewarded with a growl from one of the Heichi-family guards. "Quiet, fool."*

Ignoring the spectacle, Naseru then turns to his mother, who speaks gently. "If we are the target of Sakakku's trickery, would it be wise to refuse their request? Doing so may bring the Tricksters' attentions fully upon us, and, if this is not a trick, if these samurai are truly here on a mission to save all of the dreams within Yume-do, then Compassion requires us to assist them however we can."

Have each PC roll **Sincerity (Honesty)/ Awareness** against a base **TN of 25 (TN 30 if there is a non-human present)**.

If at least half of the players are successful:

"Very well, mother. It would be unwise to risk upsetting the Ream of Tricksters. Jigan-san, please see that the proper papers are issued, declaring these samurai as envoys of the Owl, and giving them travel rights along the roads leading to," he pauses, and looks at Fumoki. "...where-ever it is you need to go."

If less than half of the players succeed:

"I almost hate to say it, Jigan-sama, but for once I agree with you. My clan is still trying to build its position within this empire, and we do not have time for foolishness. We will provide an escort to the Phoenix lands, and papers guaranteeing travel to...where-ever

the Yasuki's boat is moored, or directly to the Elemental Masters so you can tell your tale to them, but that is all the assistance the Owl will offer."

Once again, Naseru is assuming the PCs are working with Yasuke Fumoki. They are welcome to clarify the matter, and Naseru's travel papers will provide for wherever they wish to go, so long as it's outside of Owl lands.

There may be players at your table who did not participate in the events of HoR3. Have a player that did go through that campaign explain some of the events that occurred over the course of that story. If none of the players at the table are familiar with these events, Yasuki Fumoki will fill them in as they travel towards his ship.

If the party decides to ignore the strange Yasuki, They can learn some history from the locals by rolling **Courtier (Gossip) / Awareness**.

TN 10: Toturi II took the throne almost 15 years ago, after an attempted coup perpetrated by a returned Spirit named Bayushi Atsuki. He impersonated a minor imperial functionary named Otomo Mitsuhide and eventually gathered enough power an influence that he was able to come within a sword's length of being an immortal Emperor.

TN 15: Mitsuhide's rise to power began when an attempt on Emperor Toturi I resulted in the death of the Empress, Toturi Kaede, the Oracle of the Void. The resulting spiritual shockwave ripped a hole into a new Spirit Realm that eventually came to be known as the Realm of Thwarted Destiny.

TN 20: During the War Against the Spirits, another returned spirit and former emperor known as the Steel Chrysanthemum tried to claim the throne, as he felt it was rightfully his. After kidnapping the Heir of Shinsei, Hantei Okucheo eventually came to accept that his time as Emperor was over, and settled for becoming the daimyo of a new Great Clan, the Owl. You met his widow and only son when you arrived here.

TN 25: Over the course of the War, several of the Oracles of Light came under attack from the Shadow Dragon, the former Air Dragon that sacrificed itself to the Nothing in order to ensure the Lying Darkness would be defeated at the Battle of Oblivion's Gate nearly 20 years ago. Each of the Oracles had been weakened and driven crazy by the death of the Oracle of Void, and all of them have been replaced by new representatives on Ningen-Do.

Part Two: Nightswimming

There are no delays to the port where the Deathless is moored, and you soon see The voyage starts off smoothly, but a large mass of clouds begins to build on the horizon towards the evening of your second day at sea. Nezumi sailors scamper and jump across the deck, tying down cargo and securing the lines. Fumoki calls out to you from mid-ships, and waits for you to arrive.

"We aren't g-going to be able to out r-run that storm. There are a n-number of small islands and sandbars just to the south east of our current p-position. I b-believe we can beach there to wait out the weather, or we can t-tie everything down, including us, and ride it out."

If one of the PCs is a Yoritomo Shugenja who uses their ability to influence the weather to weaken the storm, lower the TNs for all Athletics / Agility and Raw Strength rolls versus environmental hazards in the next encounter by 5. They will be unable to eliminate the storm completely, due to the nature of the being it conceals (detailed further in the encounter titled **Riding It Out**).

Beaching

The players may roll **Investigation / Perception TN 25 Or Battle (Naval)/ Perception TN 20** to locate a small island that appears to be safe enough for beaching the boat. Failing this roll indicates that there is not a location suitable for landing the ship, and that riding out the storm maybe the only real option.

Once the storm hits, the Deathless is tossed back and forth with tremendous force, but holds together. The ropes securing the ship, however, do not share the boat's magic, and begin to show signs of giving way.

PCs should once again roll **Investigation (Notice) / Perception or Sailing / Perception 15**, revealing 3 of the lines anchoring the boat to shore are on the verge of snapping. Rolling a success of 30 or more reveals which line is in the most danger of snapping first. Shoring up the lines requires the PCs to roll **Raw Strength TN 20**, with each additional person on the line granting a Free Raise on the roll. The ship's captain and crew are busy trying to secure the other lines, so the PCs will have to handle this danger on their own.

If two of the three lines snap, allow the players one last chance to keep the boat from being carried away by the storm. This is another **Raw Strength TN 50**. This is a

cooperative roll, and once again, the players get free raises on the roll equal to the number of players assisting. If at least half the table succeeds at this roll, the Deathless does not break free and the storm eventually subsides. Failing to secure the vessel means the PCs are now stranded on the island, and must simply wait for Sezar's device to signal its readiness. Skip ahead to the final encounter.

Before reboarding the ship, have the players roll **Investigation (Notice) / Perception**.

TN 5: You locate the bleached and salt-crusted corpse of a large animal.

TN 10: A closer look at the remains reveals the remnants of a Unicorn saddle, indicating this was probably a horse. How the animal made it this far out to sea is a mystery.

TN 15: Near the skeleton is a porcelain cup. If a player picks it up, it immediately fills with sake.

TN 25: A katana in an ornate saya is half-buried in the sand. Unsheathing the blade reveals it to be in perfect condition, even after several years in the sun and salt-air. The blade bears the chop of a Kakita artisan, and the tsuba is crafted to resemble an open eye, a common symbol of the mysterious Void. This sword is clearly a nemuranai, though its history is unknown. (Mechanically, it is considered to be a Kakita Blade, as the Sacred Weapon Advantage, save that it is also a nemuranai.)

Riding It Out

The storm comes up quickly, and begins to toss the ship from side to side. As the thunder roars over-head, you swear you see the image of a colossal serpent stretching from the sea to the sky, as revealed by flashes of lightning among the clouds. There are only a few seconds to take precautions before the wind and waves threaten the throw you overboard.

Suddenly, the storm quiets, and the writhing, serpentine form reveals itself to be a massive waterspout. It bears down upon the Deathless with an uncanny intelligence, and as it grows near, shapes within the malevolent column of water become clear: it's full of monstrous sharks. Each of the toothy beasts is twice the size of a pony and covered in jagged spines.

A player that wishes to identify this creature should roll **Lore: Shadowlands / Intelligence TN 20**. Success reveals this to be one entity: a Lesser Elemental Terror of Water. Fumoki will agree, adding that it probably

broke free of the Skull Tide after corrupting some nearby sea creatures and turning them into living weapons.

Samemaki, Unique Oyuchi no Kansen

Air 3	Earth 3	Fire 2	Water 5
		Intelligence 4	
Honor N/A	Status N/A	Glory N/A	
Armor TN: 27 (Cloak of the Miya effect)	Reduction: 10 (5 vs jade, crystal, or fire)		
Attack: Pseudopod 6k3 (Simple, ignores armor); Shark bite 4k3 (Free after successful Pseudopod attack)	Damage: Pseudopod 5k2 plus shark bite; Shark bite 4k2		
Initiative: 5k3			
Wounds: 24 (+0), 48 (+10), 96 (Dead)			
Taint Rank: 4.0			
Shadowlands Powers: <i>Aquatic</i> (moves through water at same speed as land, need not make Athletics rolls to swim)			
<i>Corpse Animation</i> (can possess a dead body, causing it to act like a zombie; cannot be attacked until zombie body is dead; loses Sharknado ability while in this form and all its sharks die)			
Fear 3			
Magic Resistance (Has three Ranks of Magic Resistance against Water Magic)			
Vulnerable to Fire (takes +1k0 damage from mundane fire attacks and +1k1 damage from Fire spells)			
Sharknado (Samemaki carries four Tainted sharks within it. Its pseudopod attacks each carry one shark along with it, allowing the shark to bite at the target when the pseudopod strikes. The individual sharks can be attacked separately from Samemaki; they have Armor TN 30 and 24 Wounds, but attacking them while they are still within Samemaki requires one Raise for a Called Shot.)			
Water Magic (Samemaki continually benefits from the effects of the Cloak of the Miya and Strike of Flowing Waters spells)			

During combat, the Terror will lash out with tendrils of water, each one ending in a Tainted Shark. If the tendril hits its target, roll the shark's bite attack to see if it can do additional damage to the target.

The storm passes, and the next couple of days at sea are uneventful. On the dawn of the third day, however, the sky remains dark well after dawn. The preternatural darkness is accompanied by winds full of haunting whispers and cacophonous chattering.

"Skull T-tide," Yasuki Fumoki remarks. "Mind yourselves."

Sure enough, glancing overboard reveals thousands of round, white objects floating in the blood-red waters surrounding the Deathless. Hissing steam rises from the ship's jade-studded hull, and the tainted sea appears to part ahead of the bow.

Each player should make a check against **Fear 2**.

The players will begin to hear familiar voices among the whispers and cackles, as the ghosts take on the aspects of the PCs families that were abandoned to the Nightmare Storm and the assured destruction of their home worlds. Using information gathered during the meeting with Hantei Naseru, target each PC with the ghostly admonishment of a lost loved one, and have them roll **Etiquette / Willpower TN 20** to resist succumbing to the guilt and shame being projected upon them by the Tainted Sea. Failing this roll results in the character being overcome by remorse and attempting to throw themselves into the sea to end their shame.

Players who succumb to this temptation also lose points of Honor equal to their current Honor (A player with Honor 3 loses .3 honor) for giving in to the Sin of Regret.

Have the players roll Initiative. Affected players have a -10 penalty to their result, as their melancholy slows their desire to act. Any other nearby PCs may attempt to restrain the shamed PC by initiating a grapple. Once grappled, players may attempt to encourage their party member to shake off the effects of the Skull Tide's taunting by rolling **Courtier (Manipulation) / Awareness** vs the target's **Etiquette/Willpower**. A single success grants the suicidal character another attempt to pass the **Fear 2** check, with additional successes granting free raises to the roll.

Eventually, the cackling and moaning gives way, and the crew of the Deathless and its passengers are confronted with what appears to be a solid wall of mist.

Part Three: I Took Your Name

It is mid-afternoon, but you soon find yourselves in a nearly impenetrable wall of fog. White tendrils snake around masts and over the deck, wrapping around ankles and sending cold shivers down your backs.

Before you can grow accustomed to the strange light, however, the Deathless punches through the mist into a clear, blue sky. Sunlight chases away the last of the frosty tentacles, revealing a moderately sized island. Unfortunately, there is no time to make out any further

detail, as the jade-studded hull of the Deathless groans and shrieks as it violently runs aground.

Each player must succeed at a roll of **Athletics/Agility TN 20** or take **2k2** damage from being tossed around by the impact. Characters that are on deck may instead call two raises to not only avoid the damage, but jump free of the ship and somersault safely to the beach.

Yasuki Fumoki barks orders to his crew, and calls each of you to join him on shore. The beach is littered with shattered trees and what appear to be the sun-bleached skeletons of more than a dozen nezumi. From the looks of it, the destruction took place over a decade ago, and the dead have lain here, forgotten, for all that time.

Scattered among the branches and bones, a number of gleaming objects peak from the sand. Gold coins and figurines set with precious stones in every imaginable color. "My t-treasure," Fumoki says, answering the un-asked question in your eye. "Scattered when the giant waves came that shook my boat free of its destined resting place. Time to put the b-boat back, n-now. I will take the Chipped T-tooth to gather trees for pulling it ashore.

The strange man.. creature? .. put two fingers in his mouth and whistled, and the Deathless' Ratling crew game scurrying over the rails and swinging down from the masts, then followed their captain into the dense forest at the center of the island. Each of them carried a saw, a length of rope, or other useful items.

The players are left alone on the beach, surrounded by treasure and wreckage. If a character pockets any of Fumoki's scattered gold and jewels, they should again lose points of Honor equal to their current Honor Rank. In addition, they gain three Ranks in the Bad Luck disadvantage until the end of the mod or until they return the item to the sand.

Shortly after the last crewmember disappears into the trees, you feel a strange pressure in the air around you, and the hairs on the back of your neck stand on end, as though a lightning storm were rapidly approaching. Turning, you see the now familiar sight of a portal opening nearby. This one is different, however. Instead of the normal swirling gray substance, this tear in reality was full of black and purple energy, tinged with a sickening green color.

A man steps out of the portal, thin and hunched forward as though he were very old. A scraggly beard grew in patches from his face, and a set of long whiskers sprouted from his upper lip like those of one

of the departed Nezume. Recognition fills the man's eyes as he looks you over, and he cackles madly.

*"What's the matter?" the man asks in a voice stretched thin with malice. "Don't you recognize me? You made me, after all. You destroyed my dream and created a new one. And now we will destroy all of *your* dreams." The man stretches his gangly arms over his head, revealing a series of swirling black and purple tattoos, and begins to chitter madly.*

The players are likely aware that this is Doji Takara, the former governor of a Crane village that tried to use the mystical power of Yume-do to bend reality to his will. Their characters, however, have no memory of his name, or where they know him from. Due to this man's twisted use of Nezume name magic, the characters believe that Takara was executed for his crimes.

During the first round of combat, Takara will use his Shadow powers to increase his Armor TN and stay 'alive' long enough to get his spell off.

On his first action, Takara's spell resolves, and each PC feels a strange disorientation, and can no longer remember their own name, nor the names of any of the others. In addition, each of their Rings and the associated rings become 2, and the character is considered Rank 1 for the purposes of things like Techniques and casting spells.

SPECIAL NOTE: Any Akodo PC who was previously informed that their Name was "too strong" is immune both to Takara's spell and to the effects of A'Chek'Kir's stick.

This effect ends as soon as the PCs enter the portal at the end of combat, or when one of the PCs bites down on the twig that was given to them by A'Chek'Kir before they left Zakyō Toshi. Biting down on the stick returns the characters' stats to normal, but also causes the players at the table to randomly change characters with another player.

Nezumi-Takara

Air 4	Earth 3	Fire 3	Water 3	Name 4
		Intelligence 4		
	Honor 0.0	Status 0.0		Niche 4.0
Armor TN: 35 (Shadow Shroud)		Reduction: 5/0 vs crystal		
Attack: Claws 7k3 (Simple)		Damage: Claws 6k3		
Initiative: 9k4				
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40)				

Shadow Points: 3.0

School/Rank: Nezumi Shaman 5

Techniques: *Name Magic* (Spell Casting roll 9k4)

Spells: *ML 1:* Bend Name (+5 to target TNs, costs 5 Wounds), Conjure Smoke (reduces visibility to 5 ft, costs 5 Wounds), Mend Name (as Path to Inner Peace); *ML 2:* Burn Name (DR 3k3 to one target, +1 Target per Raise), Seek Name (learns target's True Name); *ML 3:* Bonds of Blood (DR 4k4 to one Target, costs 6 Wounds), Conjure Thoughts (knows what target was thinking last round); *ML 4:* Close the Door (banish a spirit, costs 20 Wounds), Steal Cunning (gain target's Ranks in a chosen Skill, target is considered to have Rank 0 and be unskilled, costs 4 Wounds); *ML 5:* Conjure Nightmare (summons nightmare into real world, stats as ogre plus Fear 5, attacks everyone but caster), Take Name (freaky "everyone forgets you" Nezumi trick, can't be cast in combat)

Shadow Powers: *Shadowsight* (Can see normally in dim light or fog, gains 3 Free Raises to spot other hiding characters, also gains +2k1 on combat rolls in dim light or shadow)

Shadowblend (+3 Raises for Stealth)

Shadow Walk (Can teleport short distances through shadow as Simple Action)

Skills: Athletics 2, Battle 1, Commerce 4, Courtier 2, Etiquette 3, Hunting 1, Iaijutsu 2, Investigation 3, Intimidation (Control) 4, Jujutsu 3, Kenjutsu 2, Knives 2, Lore: Crane 3, Lore: Naga 3, Lore: Nezumi 3, Lore: Nothing 1, Sincerity (Deceit) 4, Stealth 3

Advantages/Disadvantages: Brash, Sworn Enemy (the PCs)

When Nezume-Takara is reduced to Down, a horrendous transformation occurs.

From where he lays on the ground, you hear a low, keening moan. The body begins to writhe and stretch, the legs melding together into a long, sinewy tail. Rearing up, the creature reaches into the wounds across its chest with both hands and pulls, letting out a horrifying scream as its ribcage snaps and parts, spraying blood across the debris-covered beach. Once the ribs have finished rearranging themselves into the hood of a giant cobra, the still-human face snarls at you as it taunts, "Did you honestly think it would be that easy?" It flickers, becoming a smooth, featureless expanse of flesh for an instant before the man's face reappears.

A clacking and chittering sound surrounds you, as the blood-spattered bones of half a dozen nezumi begin to scramble up out of the sand.

This transformation produces a Fear 3 effect.

During this part of the combat, the Naga-Takara will use pearl magic to lash out at the PCs while they are harried by the undead ratlings. It can also target one PC per round with the same spell that reduced their stats, but since Naga-Takara no longer knows the true names of the people he is targeting, the TN for casting the spell goes up by 10. The skeletons should focus their efforts on any weaker members of the party, while Takara attacks more potent threats.

Naga-Takara

Air 3	Earth 5	Fire 4	Water 4	Akasha 4
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Awareness 4

Honor	Status	Glory
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Armor TN: 35 (Hardened scales and Shadow Shroud)
Attack: Dagger 6k4 (Complex); Pearl Shards 10k6 (Complex plus spell slot, ignores armor)
Initiative: 8k3
Wounds: 25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40)

Shadow Rank: 4.0

School/Rank: Naga Jakla 4, Pearl Shaper

Techniques: *Shining Heart* (Can cast two spells per day without spending a slot, gains a Free Raise on such spells); *Affinity/Deficiency:* Water/Fire; *Shards of Light* (Spend a spell slot to to cast a Pearl Shard attack; stats as listed above)

Spells: *Air* (Spell Casting 8k3): Call Upon the Wind (ML 2), Mists of Illusion (ML 2), Striking the Storm (ML 3), Summoning the Gale (ML 3), To Seek the Truth (ML 1), Your Heart's Enemy (ML 3); *Earth* (Spell Casting 9k5): Courage of the Seven Thunders (ML 1), Sharing the Strength of Many (ML 3); *Water* (Spell Casting 10k4): Cloak of the Miya (ML 2), Heart of the Water Dragon (ML 4), Near to Ice (ML 3), Path to Inner Peace (ML 1), Spirit of the Water (ML 1), Strike of Flowing Waters (ML 4), Suitengu's Embrace (ML 5), Sympathetic Energies (ML 1)

Shadow Powers: *Shadowsight* (Can see normally in dim light, darkness or fog, automatically spots other hiding characters, also gains +2k2 on combat rolls in dim light or shadow)

Shadowblend (+4 Raises for Stealth, and half damage from non-crystal or Void Spell attacks while sneaking)

Shadow Walk (Can teleport short distances through shadow as Free Action)

Shadowshape (Can take the form, but not the abilities, of any other person he knows well)

Skills: Athletics 2, Battle 1, Commerce 4, Courtier 2, Etiquette 3, Hunting 1, Iaijutsu 2, Investigation 3, Intimidation (Control) 4, Jujutsu 3, Kenjutsu 2, Knives 2, Lore: Crane 3, Lore: Naga 3, Lore: Nezumi 3, Lore: Nothing 1, Sincerity (Deceit) 4, Stealth 3

Advantages/Disadvantages: Brash, Sworn Enemy (the PCs)

Nezumi Skeletons (6)

Air 0	Earth 3	Fire 0	Water 1
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Reflexes 1
Honor N/A
Armor TN: 10
Attack: Bone Club 4k2 (Complex); Bite 4k2 (Complex)
Initiative: 1k1
Wounds: 72 (Dead)
Taint Rank: 3.0
Shadowlands Powers: *Beheading* (Can be instantly killed by a Called Shot to the head [3 Raises] and dealing at least 18 Wounds)

Agility 2	Status N/A	Strength 3	Glory N/A
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Reduction: 5
Damage: Bone Club 3k2; Bite 3k1

Fear 3

Undead Qualities

Once again, reducing Naga-Takara to Down does not end the fight.

*Once more, the creature and its minions fall, but once again, it fails to die. A pressure unlike anything you've ever experienced threatens to crush your skull, but relief comes with a sudden, hollow *POP* as a four-clawed foot punches through the cobras abdomen from the inside, quickly followed by a second. The two sets of claws spread the creature's abdomen to an impossibly wide degree as it screams in agony, until the head of an enormous black-scaled dragon forces its way into this reality. "Really, now. This is silly," the Shadow Dragon chuckles. "Hand over the data recorder, and I will let your home worlds be the last ones I consume."*

The Shadow Dragon is a terrifying foe. It has two Complex Actions each Round, and can use them in the following fashions:

- Dragon Claws: Attack 10k6 (Simple), damage 6k3
- Nothing Magic: may cast any Air Spell with a 10k6 Spell Casting roll and 5 Free Raises (Complex) – favorites include Your Heart's Enemy, Slayer's Knives, and Cloud the Mind (used to convince the target that the rest of the group has recently betrayed them); the Shadow

Dragon is considered to have an Air Ring of 6 for these effects

- Shadow Bolt: 3k3 damage to a single target (Complex), no attack roll needed; target must roll Raw Void or gain a Shadow Point.

The Shadow Dragon automatically wins initiative. Attacks against the Shadow Dragon are normally ineffective; it is completely Invulnerable to any attack not enhanced by magic or from a crystal weapon. Against such attacks it has an Armor TN of 50, but even then, damage does not truly harm it, it only impedes it. Successful attacks that would deal damage instead deprive the Dragon of a single Simple Action on its next Round – these are cumulative, so that two successful attacks deprives it instead of a Complex Action, three a Complex and a Simple, and four or more both Complex Actions. For lower Rank tables, the Dragon will reach first for Your Heart's Enemy and Cloud the Mind, and will prefer Tempest of Air over Slayer's Knives.

On the second round of this combat, the device begins to vibrate in the pocket of whichever PC is carrying it, and the portal back to Sezarú will open as soon as someone presses the proper button.

Combat will continue until all the PCs are dead, or one of the survivors enters the portal with the data recorder. Once this occurs, the Shadow Dragon knows it is too late to continue with this plan, so it will plunge into the ground at tremendous speed, leaving an inky black pool in its wake. Let Admin know if someone died in a terrifically honorable fashion, such as defending the life of another player by jumping in front of a fatal strike, or life-casting a particularly powerful spell.

Conclusion

Provided at least one character lived, and entered the portal, they have the following encounter.

The familiar warmth of the space between worlds greets you once more, though once again great, dragon-like shape follows you as you fall towards Ningen-do. Unlike before, however, the creature turns towards you suddenly and thrusts its great head into the space between. Somewhat unexpectedly, however, this isn't a dragon after all, but one of the mighty Orochi,

If the PCs returned the Deathless to the Isle of Mists:

"Greetings, Mortals. I Am Ryujin, King Of The Orochi," it bellows. "I Thank You For Your Assistance In This Matter. When The Time Comes, The Young

Lion Will Return To Claim His Destiny, And My Name Will Once Again Be Whole. In Payment, I Offer You The Following Advice: Save Otomo Mitsuhide."

As soon as the King of the Orochi finishes speaking, he pulls his head back from the portal and swims away.

If the PCs do not return the Deathless:

"Foolish Mortals! You Have Failed At The Test That I Lay Before You, And Now The Empire May Suffer As A Result. Begone From This Place; You Do Not Belong Here!"

In either case, Kitsuki Ryushi is ecstatic when you return with the data recorder, and hurries to plug it into the large wall of machinery at the far end of the room. After several minute, the smell of ozone fills the room, and the machine spits out a single slip of paper. Printed on the paper, in near perfect kanji, are the words "Oblivion's Gate; Voltturnum."

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.

If a PC has a Crafting cert, they may make a Crafting roll at this time.

Experience Points

Surviving the adventure:	+2XP
Good roleplaying:	+2XP
Earned Naseru's Blessing:	+1XP
Returning the Deathless:	+2XP
Defeated Takara's 1 st & 2 nd Forms:	+1XP

Total Possible Experience: 8XP

Honor

Characters who gain Shadow Points lose two points of Honor for each Point gained

Glory

Each party member gains (Current Glory Rank minus 3, minimum zero) Glory Points as long as they return the data recorded.

Other Awards/Penalties

PCs who gain Naseru's Blessing gain 0.3 Status. Sezar
PCs gain 0.6 Status.

Module Tracking Sheets

None

GM Reporting

Did the players receive Naseru's Blessing?

GM must report this information BEFORE
(Expiration date) for it to have storyline effect