

Aftermath

**An All Rank Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of Hantei, 1143 (Spring)**

**by Matthew Parker and Cory Mills
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Unintended consequences abound when the PCs visit a town that may have had too many visitors in recent days.

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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 an All-rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been adjusted to take this into account, and PCs of lower Insight Ranks will get bonuses to various rolls. Additionally, the combats are designed to pit the PCs against NPCs of equivalent rank; if the GM feels a given PC is a greater or lesser threat than implied by their Insight Rank, replacing a given enemy is entirely appropriate.

Adventure Summary and Background

This adventure is designed to show the PC (and players) what can happen after they have “solved” the problems in a module. As Grateful Reward took place after a module they “played” off-screen, Aftermath takes place in a town that has just had another table play in it. The module that was played in the town was successful, but now the town is arguably worse off than it was before. The samurai *gokenin* is dead, the bandits are regrouping, the town is largely destroyed, and the elements themselves are destabilized. The challenge is for this table of PCs to clean up what the other table did, and put things right.

Like some previous mods, this one is largely free form. There are broad sections during which the PCs can encounter a number of different possible ways to “fix” the town. Just because something is listed in one section does not mean it cannot go in other sections, or that the players are not allowed to make up their own ways of dealing with things. Creative thinking should be rewarded, to a certain extent, as long as it is consistent with the rest of the mod.

Character Notes

Check the PCs’ character sheets for the following:

- Hero of the People, Paragon of Compassion
- Insensitive, Failure of Compassion, Ebisu’s Curse

Note: This mod is intentionally light-hearted. There is a fair amount on the silly side, and more than a little tongue-in-cheek humor at the expense of the living campaign and the conventions it creates, but it is intended for fun. Some of the events in the mod are somewhat serious, at least, but the players should understand that this is not intended to be either a deep exploration of pretty much anything or a chance for wacky over-the-top hijinks. (Nor is it an indictment of

the players’ actions, though if they come out of it thinking about things a bit more, we’ll put that one in the “win” column...). Aftermath is the “breather episode” before the final year of the campaign. It should be big and dramatic, and funny in large measure. There are stakes and the stakes are real, but it is also about providing a big moment of emotional release before the final year hits.

Introduction

Just once, you would like a simple escort mission to be that: simple. There has been plenty of escorting, to be sure, but over the last few days you’ve gotten the sinking suspicion that something is wrong.

Fourteen days ago you departed Kyuden Bayushi in the company of Juubunnoichi, a returned spirit monk and the founder of the Order of the Tenth Kami. She is traveling across the Empire to a number of shrines before opening a small temple dedicated to the Tenth Kami in the southern Scorpion provinces. This is the final leg of her journey, and she was granted an appropriately prestigious escort for it.

Before you left, you were informed by a masked man of danger in the region. This being Scorpion lands, neither the masked man or the danger is particularly out of the ordinary. But he did note that another group of famed samurai had recently gone through to deal with a bandit problem.

The mysterious informant is just that: a mysterious informant. He might identify himself, at least to Scorpion PCs, as “Bayushi Nomen,” but his identity is beyond the scope of this module. If the players are curious, when pressed, he listed the other samurai as:

- Asahina Shigeru, chui in the Third Imperial Legion
- Togashi Yajirushi, an itinerant swordsman/monk
- Tsi Ibara, a former Crane and primary courtier of the new Oriole Clan
- Tsi Sanzo, her husband, a renowned craftsman of the Oriole
- the ronin Kanjin, known principally for being a smart-assed ronin with contacts
- And an unidentified shugenja in red (either a Scorpion or a Phoenix, in any event, they wore a mask).

(Note: most of these characters are PCs in the campaign, and may be known to the players. Otherwise, they simply represent another “table” of characters who recently went on an adventure in the area.)

A few days into the journey, you were disturbed by a small earthquake. Normally such seismic activity is a cause for terror in Rokugan, as it indicates a spiritual imbalance and the destruction is extremely impersonal. It passed without major difficulty, but it remained a worrisome event. Then, things started getting... odd. Another quake followed a few days later, then another close on its heels the next day. None of the earthquakes were large, but their frequency quickly indicated something was just not right. After a week, they were happening at least once a day, shaking the ground and knocking over teacups.

Juubunnoichi briefly considered turning back as the tremblors became more frequent, but continued on nonetheless, until you reach what is supposed to be your first major rest stop on the trip, the allegedly idyllic village of Sakana Utsu in the western Scorpion Kawa Province.

“Allegedly” turns out to be the key word as you gaze on the village. What is supposed to be a minor fortification has more holes than a Scorpion’s morality. There are still some parts of the town that appear to be smoldering, one of which is a large swath of blackened land and timbers that can only have been the samurai gokenin’s residence. The people are trying to rebuild, but there doesn’t seem to be a lot of functioning leadership – they’ve actually started to rebuild the wall in two different directions on opposite ends of the town.

Juubunnoichi stands in shock at the sight for a few moments. As she does, another small earthquake hits; both sections of wall collapse as insult is added to injury. She just stands, watching as the peasants start arguing about where the wall should be rebuilt while one of the fires seems to have stoked itself back to life.

“We have to do something to help this village, samurai,” she says softly, before she starts to lead you into Sakana Utsu.

Part One: After You’ve Gone

The monk they are tasked with escorting has decided to stop for a humanitarian mission, and cannot be talked out of it. If a player does not want to go into the village and are adamant about it, they can leave the table. They gain 1 XP, gain two Ranks of Infamy, lose half their Honor Ranks, and gain both Cast Out 1 (Order of the

Tenth Kami) and Sworn Enemy: Juubunnoichi (4 points).

Assuming that doesn’t happen, Juubunnoichi will enter the village with the PCs.

Choosing a Leader

The town doesn’t look any better from the inside, with the vistas ranging from “a study in charming incompetence” to “the reason why we can’t have nice things.” There is a general sense of directionless-ness in the village, as different groups try to rebuild their town in what they think is the proper image. As you watch, three men go by, carrying crudely chopped pieces of wood and other carpentry supplies. At a sound, the one in the middle turns, slapping each of the others with his board and sending them sprawling to the ground. They stand up, shaking their fists in anger, as Juubunnoichi just stands and stares as if struck by something unbelievable.

If the PCs do not begin taking action, Juubunnoichi will look to the highest Status PC at the table and mention that they need to find out who is in charge. If none of the PCs will step forward to start taking charge, then she will, but otherwise she is a monk and her place is to advise, not lead.

Assuming that the samurai do begin to call about for leader:

When it becomes clear that samurai are here, the peasants all become very quiet, casting nervous glances from one to another as if communicating quietly with; as if a thousand silent voices all tried to foist the responsibility off on someone else. Anyone else.

When someone does finally step forward, it is four people at once, all saying loudly that they are the one who is in charge. Each one sounds like they are trying to bolster their lack of confidence with volume, and trying to compensate for having been silent a moment ago by speaking very quickly.

So it seems that no one is in charge, which means that as samurai... you are in charge.

As no one can agree on who is in charge it falls to them to decide. The candidates are:

Haru: Haru is the deputy to the peasant assistant to the former gokenin, Bayushi Hitsutaro. He is buffed up to the point of buffoonery for a peasant, given his “lofty” position, and is also secretly on the take from everyone

that has ever offered him a bribe. A **Lore (Underworld) / Awareness** check at **TN 25** will show the telltale signs of graft about his person (a few pieces of jewelry well above his means). His connection to the established order is a benefit, and with a **Lore: Law / Intelligence** check at **TN 25**, a PC will realize that he probably is the most legal choice of all the peasantry.

Sato: Sato is the chief peasant assistant to the magistrate for the area, Bayushi Akanishin (the magistrate is currently seriously wounded and it is unknown if he will survive). He is not on anyone's take, apart from the Scorpion themselves, largely because he is working with a Scorpion and if he was he would be dead. He is, however, addicted to opium. A raw **Awareness** check at **TN 30** or a **Lore (Underworld) / Awareness** check at **TN 25** will notice the signs of opium addiction. **Lore: Law / Intelligence** at **TN 25** will reveal he is probably the second most lawful of the choices.

Junmai: Junmai is the local sake brewer and head of the local "firemen", a Ryoko Owari style protection racket. One of the richest men in town and secretly powerful, he is unsurprisingly an alcoholic. (**Investigation / Awareness** at **TN 15** will reveal these signs.) He also has no legal claim to being the headman, but he will hint broadly (albeit with some subtlety) that some fine sake barrels might happen to come the PCs' way if he is chosen.

Shen: Shen is the village bully, and the only reason why he thinks that he should be the village headman is because he is six and a half feet tall and can out drink, fight, or screw anyone in the village. No roll is required for that, because he will actually announce it to anyone who looks at him long enough. And then belch. Twice.

It is up to the PCs to decide who is in charge, Juubunnoichi will only assist. If the PCs do not make the **Lore: Law** rolls she will quietly advise them on matters of precedence, but she will not force a choice.

There are benefits and downsides to each choice, and the PCs should be allowed to debate this at decent length (although it shouldn't derail the module). Each choice will effect a section of this module, and will determine who serves as the village headman in the long run.

Once you have made your choice Juubunnoichi nods, and the "headman" steps forward with some of the leading men in town. They immediately begin to point out all of the projects around town that need doing. Juubunnoichi sighs a little bit. "We will do what we

can." The locals take this as a sign of hope and press in, jubilant and each demanding attention.

Before you can get started with anything, you are approached by a delegation of worried monks, who bow deeply. "Samurai-samas, we're so glad you're here. We know why the earthquakes are happening, and we don't have much time."

The monks are from a shrine to the local kami, each wearing a robe and a pendant depicting a koi fish. The lead monk, Esa, has clearly seen a number of years, and he bows both to the PCs and to Juubunnoichi, whom he was apparently expecting. Assuming he is asked, he will explain:

The monk considers his words carefully. "A few weeks ago we were deeply under the thumb of a group of bandits called the Otoshi-gumi. The local magistrate, Akanishin-sama, said his family was threatened by them, and claimed he was unable to do anything. A group of samurai, led by the heroic Togashi Yajirushi and Asahina Shigeru came to save us. They slew the bandit leader in a great battle that sadly claimed the lives of our gokenin and his assistant and injured Akanishin-sama. Their battle was..." He looks around the town. Or what's left of it. "Enthusiastic. And worse, they moved the Sacred Carp." The way he says it, you can hear the capital letters in "Sacred Carp." If it has capital letters, it must have importance to go with them. "That's what is causing the earthquakes: the elements are attempting to adjust to the lack of our shrine's focus." He swallows, and clenches the amulet at his neck. "They will adjust, in short order... but the quakes will get worse until they do. Based on the increasing frequency, we think that the spirits will let loose a final, larger expression of their anger in about a week's time."

The Sacred Carp is a carved image of a local river-spirit, about one foot long and made of ebony and jade. It was displayed on the altar of the local shrine, and the local spirits are upset that it has been moved. The monks do not know where the group of Heroic and Amazing Samurai took the Sacred Carp, though they know the samurai had discussed the matter with the local magistrate. The bandits had stolen it, and the monks believe their samurai rescuers must have hidden it for its own safety. *"Of course they couldn't know what would happen."*

Finding the Sacred Carp is not necessary for the town to survive, but if the players are interested, the only lead the monks have is that the samurai who were here took it from the bandits, and that Bayushi Akanishin would be the only one that knows more. He is currently laid

up with grievous wounds, so finding him will not be difficult.

As soon as the monks are done speaking with the PCs, however, the peasants will clamor in, seeking guidance and help with dealing with the town's many woes.

The first step the PCs wish to take may vary. Those wishing to plunge in and get to work right away earn a point of Honor for their Compassion, and can begin with the tasks in Part Two. Those who wish to look around town a bit first can do so; gathering information will cost them a certain amount of time, depending on the GM's discretion. As a rule of thumb, anything in this section that requires a roll should take the majority of the day, while simply speaking to one group or another will still leave the PC with enough time to get a day's worth of work done. Juubonnoichi will spend the morning looking around town and speaking quietly with the peasants, trying to get them to calm themselves and work together (as if that would work). She will offer her blessing to any of the PCs who begin work, as noted in Part Two.

Did You Say Fetch Quest?

No. No we really didn't. If the players decide they simply have to go chasing off after the nemuranai, they will have to abandon Juubonnoichi in the village. This, being directly counter to the duty to which they were assigned (namely, escorting her), will incur the penalties listed above with refusing to follow her into the village. (Two Ranks of Infamy, the loss of half their Honor Ranks, and the "Cast Out (1)" and "Sworn Enemy: Juubonnoichi (4)" Disadvantages.) It is also worth pointing out that the other samurai are probably in the capital by this point and that there is no way to catch up to them, even if the PCs at this table had any real leads.

Looking Around Town

Simply spending time assessing the situation will allow the PCs to get a fairly good grasp on the overall condition of the town, which is to say, "not good." Nearly every building has been damaged, whether by the fight, the subsequent fire, or the recurring earthquakes. The major issues are listed on the Player Handout; this requires no roll.

A PC spending the time to try to plan a reasonable and efficient course of action may roll **Engineering / Intelligence** at a TN of 15. Success grants the party one Free Raise, plus one for every Raise called, that can be spent on any subsequent roll to repair the city. Any

PC may use them, but these Free Raises are lost when used. Each PC may only make this roll once, though multiple PCs may roll.

Outside of Town

The village is in the western Scorpion provinces, lightly forested and cultivated for rice-farming. A tributary of the famous River of Gold, Kawa no Suzu, flows nearby though it has been dammed a mile or so upstream to feed the aqueducts that supply the rice paddies. Were it not for the current conditions of the town, the entire area is picturesque and serene.

PCs who suspect difficulty, or after the bandit threat is discovered, may roll **Battle / Perception** (TN 25) after spending a "slot" studying the lay of the land to gain a Free Raise for any Bugei Skill roll; this Free Raise is gone when used, but may be used at any point through the module. Additionally, it gives them a general idea of the terrain in the region and the ability to predict where a force of men would assault the village from, potentially useful later on.

The Local Samurai Authority

With the gokenin dead, that leaves the local magistrate as the only samurai in town (except, obviously, for the PCs themselves, and they can't exactly question each other for any relevant information).

Akanishin has a small, very modest house in town; little better than one of the merchant dwellings, it is fairly obvious that he is not terribly wealthy himself, or is at least very careful about how he displays his prosperity. The home is fairly well-furnished, but is not large enough even for any more than a small family (Akanishin has a precocious young daughter and a sturdy toddler boy, aged 9 and 3; their mother is dead). The magistrate has a single servant tending him, who greets the PCs when they arrive and offers sincere apologies for her master's indisposition. Getting past the servant doesn't require any sort of roll; it's clear that she is trying to help her employer recover, but she has no means of standing up to other samurai. Barging past her or polite insistence work equally well (though the former might cause an Honor loss for high-Honor characters), which allows the PCs to see Akanishin's condition for themselves.

The form in the bed is swathed head to toe in bandages and poultices. Numerous folk remedies are likewise strewn about the room, and several unfortunately clashing varieties of incense (each noted for efficacy in promoting recovery, but not, alas,

for their pleasing blend with each other) hang heavy in the air. The odor emanating from the wounded man is mostly overcome by the incense, but only mostly. He turns his head weakly toward you, and nods painfully – evidently the closest he can come to a bow.

Akanishin has been wounded severely; his legs are both broken, he has a few minor burns, his face was sliced up when his mask shattered, and he took a sword through the gut. This last wound is infected, though the peasant healers are doing their best to help. He cannot stand, he cannot move, and he can barely speak above a pained whisper. He will try to be polite, though the bandages covering his face also impede his speech slightly.

The magistrate has little information for the PCs. He can tell them that the other group of samurai was in town for only a few days, collecting the shrine's altar-piece as a favor to someone in the Imperial Court. It was a minor nemuranai of unknown properties, and had been stolen by the bandits when they arrived. This caused a major confrontation, during which Akanishin was injured and Bayushi Hitsutaro, the local gokenin, was killed. The samurai left, headed back to Otosan Uchi, and promised to send aid that has not yet come... and probably will not arrive before the village needs it.

PCs who wish to offer medical assistance are met with gratitude. A **Medicine (Wound Treatment) / Intelligence** roll at a TN of 25 is necessary to help stave off the infection, though the local healer is doing an adequate job. Success on this roll will help determine if he survives the module, and increase his Devotion if he survives to become an Ally.

Shugenja PCs will likely be shocked to discover that Akanishin's wounds do not respond to treatment with magic; in fact, as far as the spirits are concerned, he is already completely healthy. (This is not something that can be particularly researched at this point, but is related to the lost nemuranai.)

Regardless, as much as he might wish to help him, Akanishin will be confined to his bed for the duration of the module. He will thank them for their assistance in town, and graciously accept an appropriate display of courtesy as visiting samurai, but he is not capable of lengthy discussions and cannot describe the actions of the last group of samurai in any real detail.

Paranoid PCs may suspect the magistrate of being involved in the problems afflicting the community; he is named Bayushi Akanishi, after all (no relation to the courtier from SoB45: *Grateful Reward*). However, he

had nothing to do with it and is certainly incapable of causing any issues now. (Though the GM may play him up as a distraction, if wished; he is not terribly well-trusted by the locals, as with many authority figures.)

Shrine of the Sacred Carp

The local shrine is tended by a trio of monks who also provide spiritual guidance to the local population. They will happily share the story of their shrine: it was blessed by a moderately-powerful kami at some point in the past, and has helped contribute to the prosperity of the village for centuries. The focal point of this blessing was, indeed, the carved fish that served as an altar-piece at the shrine, but the blessing is on the shrine and the community itself, not the fish. If there is any doubt in the PCs' minds, they may roll **Lore: Theology / Intelligence** (TN 20) to know that the elements will come to a new balance soon, though in the meantime there is some danger to the local population.

Shugenja who wish to get the opinion of the local spirits may cast Commune for any element; two Raises are required to get through to the grumpy kami, but they will confirm that they are unhappy with having to adjust and are not demanding the return of the Sacred Carp. Casting Commune in the shrine grants a Free Raise.

The monks will also lament the problems in the area having reduced their store of fish; the river is not terribly far away, but the fishermen have been too busy with problems in the town to keep them resupplied. There is a local tradition of slapping a close friend or relative across the face with a fish on occasions of happiness or joy. Presumably, this stems from the spirit that provided the blessing on the village, but no one really knows how the custom started. Real fish are substituted with small pillows in the shape of carp, except at the most serious and religious events.

The shrine is not terribly damaged, but is in disarray from the quakes. Providing assistance here is detailed in "Yes, They Really Hit Each Other With Fish" below.

Local Business Opportunities

The local market is in chaos due to the extensive damages. Moreover, as described below (see "It's the Economy, Stupid"), the merchants are having issues related to recent events. While Sakana Utsu is normally a prosperous town, the PCs will have difficulty finding anything for a reasonable price. Any normal piece of equipment can be purchased (no armor, peasant

weapons only, no poisons or the like), but at ten times the regular cost. Dealing with this situation is detailed in Part Two, but the immediate effects are obvious.

Local Color

The two hundred or so residents of the village are a fairly mixed lot; farmers, merchants, and craftsmen, for the most part. The town has enjoyed prosperity for generations, leaving it an almost idyllic community. It is a fortified village, on the border of the Scorpion lands and unaligned territories, but it has been fortunate to have avoided most of the unpleasantness of the last decade or so. This peace and serenity came to an end a few months ago when a group of bandits began preying upon them. Their bucolic existence prevented most of them from effectively resisting, and combined with their recent spiritual loss, has made their reconstruction difficult and unorganized. Even those who have experienced hardship in the world at large (a few veteran ashigaru, for example) are having a difficult time dealing with the matter brought to their doors.

Those particular members of the peasantry who were more competent and capable were recognized as such by the samurai group that came through here; several of them, including the headman's son, Taro, were conscripted into positions with those samurai's households or on their holdings. (This is another factor that has hindered the rebuilding.)

Additionally, the local eta community is quite busy with cleaning up the mess. The only qualified torturer in town is incapacitated: though known locally as a tough-minded professional, he has been reduced to huddling in a corner, rocking back and forth and muttering "not the wasabi" to himself over and over. Trying to snap him out of his fugue is impossible and may well give him a fatal heart attack.

Rumors

This is the part of the mod where players are accustomed to asking around after recent happenings, both locally and in the Empire in general. This time, however, the locals are all too busy dealing with the problems in town to care about life outside their own community. And, for whatever reason, no two witnesses can agree on exactly what happened when the other samurai were in town. Apart from their names and identities, the tales of their actual deeds vary from person to person. It's almost as if entirely different events took place, depending on who you talk to...

Part Two: Afterparty

When the PCs begin working on the rebuilding efforts of the village, Juubonnoichi will make a point to speak with them and give them a blessing:

"This town has been damaged, though the wounds are healing. I speak not simply of the physical destruction, but of more spiritual injuries that have led to the increase in strife and their lack of focus. I urge you to have some consideration for the calamity that has befallen them. Thank you for helping with this matter; I know that you would rather be elsewhere, but these people are in need. The Heavens will smile upon us providing our help to them." She bows, and blesses you as you go to work.

Juubonnoichi's Blessing: The blessing called down by the monk will grant the PCs a very real benefit in their efforts to rebuild the village. Each PC receives a certain number of Free Raises on all Merchant Skill Rolls made to help the village for the duration of the module (Animal Handling, Commerce, Engineering, any Craft Skill Roll); the number of Free Raises is equal to 5 minus their Insight Rank. So, a Rank 1 PC receives four Free Raises for such rolls, while a Rank 4 PC receives one. (In keeping with the spirit of the endeavor, the Heavens are providing more help to those in need of it.) It should be remembered that Free Raises only apply if the character rolling has ranks in the Skill (but this does include a rank from spending a Void Point).

PCs who are working together on a specific task may add the total number of Free Raises from this blessing they have together in addition to the normal effects of Cooperative Skill Rolls.

Rebuilding

From this point on, the module offers multiple vignettes for the PCs to experience what life looks like after a module. Each one requires spending at least one day working at the location and then making a roll from a range of options listed. Finishing a project requires accumulating a certain number of Raises; these Raises may be gathered by multiple PCs at the same location, and may be gathered over multiple (successful) rolls. Each successfully completed project earns the PCs a certain number of Rebuilding Points that will determine how the village fares during the final battle (see the final section for this information). The TN listed is the base TN for each roll before Raises. Some rolls use the same Skill but different Traits to reflect different ways of applying that Skill. Each PC can only one thing each

day, though as noted above, more than one PC may work on a project. In general, players who try to plan ahead and work together should be rewarded for their efforts.

The projects are listed below, with two events that will happen over the next few days detailed in “Why Do These Things Keep Happening To Me?”

Certain Advantages and Disadvantages have specific effects through the module. Hero of the People grants a Free Raise to any Skill Roll using Awareness as the Trait with the peasants. Paragon of Compassion, Failure of Compassion, and Ebisu’s Curse are mentioned here because they will come up a lot; Ebisu’s Curse also applies to any Skill Roll using Awareness with the peasants. And, in addition to its normal effects, any PC with the Insensitive Disadvantage must spend a Void Point to be able to call any Raises on any of the Rebuilding rolls (this does not count as a Void Point being spent on the roll itself.)

(A Roof) Over Their Heads (1+ Raises)

The peasants of the village seem to have had a fairly high standard of living. Most of them have what are very nice houses for their caste; many even have more than one room! Unfortunately, the devastation has left a sizable percentage of them trying to make do with a damaged home, or without one at all. This has limited their ability to focus on rebuilding, and it is a problem that will continue as long as they remain homeless...

The PCs may roll **Engineering / Intelligence** (TN 25) to come up with an efficient plan for reconstruction, **Engineering / Awareness** (TN 20) to organize the work crews, or **Craft: Carpentry / Stamina** (TN 15) to put in the effort themselves. Any particularly condescending or supercilious PC must use one Raise to get any work done at all, however, as the peasants will not be able to work at their best with such a character judging them. Every six Raises acquired on this earns one Rebuilding Point; unlike the other projects, this one may be repeated (up to a maximum of five Rebuilding Points).

Inn and Out... Mostly Out (1 Point)

The only inn in town is, under normal circumstances, a fine establishment that the you would have no problems sleeping in. Currently, however, it is missing significant portions of its roof. The wind across the gaping holes causes a low, almost-

inaudible moan, the sort of thing that one almost doesn’t notice until it changes pitch with the direction of the breeze. This makes sleeping there uncomfortable at best...

If the PCs do not repair it, they recover half as many Void Points each night as they normally would (round down). Sleeping in tents or in the fields outside is little better; they will recover all but one point of Void if they are outside (what with the various smells and the occasional mini-quake). It is up to the GM to decide if the PCs realize this before the first night, particularly if they do not spend some time making a plan. (Entirely high-ranking tables should have to ask specifically about it; more mercy can be shown on lower-ranked groups.)

Repairing the inn (at least enough for comfortable rest) requires acquiring five Raises on either **Engineering / Awareness** (TN 20) to organize work crews, **Engineering / Intelligence** (TN 25) to draft efficient plans, or **Craft: Carpentry / Agility** (TN 15) to climb up and do the work themselves. Success with five Raises adds one Rebuilding Point and eliminates the above penalty.

No Crafting Cert Needed (special)

With this much work going on, it’s surprising to note how many of the peasants are lacking proper tools and equipment. While the merchants are certainly part of the problem, a little bit of asking around reveals that the village blacksmithy was one of the casualties of the fire. A supply of the best tools in town is unfortunately buried in the rubble of the shop, and are likely damaged in any event... but if they could be recovered, it would be an immense help to the rebuilding efforts.

The village blacksmith is alive, if somewhat worse for wear, and is happy to help find the tools in the ruins of his shop. Unfortunately, this does require digging them out, and repairing them.

This project is different from the rest in that it requires at least two separate rolls, and does not provide Raises on its own. First, the PCs must dig out the shop with an **Engineering / Strength** Roll (TN 5); ten Raises are required to get to the tools. When the PCs clear it out, they may make a **Craft: Blacksmith / Fire** roll (TN 15) to repair the tools that same day. Earning five Raises on this roll means that every character receives an additional Free Raise on any further Craft Skill Rolls on town projects.

It's the Economy, Stupid (2 Points)

Many samurai (and we are not only looking at you, Crane, although we are looking at you) tend to solve problems by throwing money at them. Which is fine so long as it is done rarely. But the samurai that passed through here had little use for their money, and they had a lot of it to throw around. It becomes obvious their wanton spending has destroyed the local economy; a koku of rice now costs seven koku of coin, and one merchant brags about having Tsu Fish caviar for sale for only 1 koku. Because rice is valuable, and Tsu Fish caviar is an abomination before the Heavens.

The local merchants are having a difficult time adjusting to the influx of money that the last group of samurai brought to the village and profligately flung about. An insular community like this one does not have enough regular outside trade to deal well with adjusting for sudden prosperity. The merchants have increased their prices, because their suppliers have increased theirs, because the commodities have gotten scarcer due to the workers having less time to work on things and little monetary motivation to do so.

Rather than turn this into “*The Merchants Guide to Rokugan, Fourth Edition: Now With Actual Economic Content*”, however, the PCs can deal with the situation in a few ways. Speaking with the various merchants to get them to work for the better of the community **Commerce / Awareness** (TN 30), or help the community arrange their new-found wealth into investment opportunities uses **Commerce / Intelligence** (TN 20); having a merchant cert grants a Free Raise on this roll. Of course, a more straightforward approach would simply be to threaten the merchants into cooperation; this is a use of a Low Skill with the Honor loss inherent in such, but it becomes **Intimidation (Bullying) / Willpower** (TN 20). If Haru was the one selected to become the headman, the TNs of these rolls are 5 less (the merchants are aware of the possibilities they will enjoy in the future with his “flexible” leadership).

Accumulating eight Raises grants two Rebuilding Points; there are a number of merchants and dealing with all of them requires time and effort.

hlz plz nao (1-3 Points)

All of the horrible things that have happened to this village recently have taken their toll on the residents as well as the buildings. The local healer, a middle-aged peasant woman by the name of Kankoshi, has

several dozen patients in an impromptu medical camp near the center of town.

The injuries range from burns to arrows to gaping wounds from swords and broken bones from falling buildings. This is something that some of the PCs may be more comfortable with, though it does require close proximity with members of the lower orders.

A single Point to add to the accumulated total can be earned here per day, to a maximum of three Points gained. This requires five Raises on a **Medicine / Intelligence** roll at a TN of 20; shugena PCs may burn appropriate spell slots for Free Raises (the actual casting of the spells is unnecessary, but the PC must know something that qualifies as a healing spell).

Time to Dig A Well (2 Points)

Water is necessary for life, and the local spring that feeds the village has been blocked by the earthquakes. The locals are bringing fresh water from the river, which is a good quarter-mile away. Clearing out the spring will help free up the labor involved.

This project is very straightforward: at least one day must be spent, and the PCs must accumulate five Raises at **Engineering / Intelligence** (TN 25), **Engineering / Awareness** (TN 20), or **Craft: Farming / Strength** (TN 20). If Junmai was selected as the headman, the TNs on these rolls are 5 lower (for all his faults, both of his businesses require access to water). Success on this project earns one Point toward the accumulated total.

Looks Like Someone Had a Good Time... (1 Points, +)

One of the more prominent businesses at the center of town has been completely demolished. Closer inspection, however, reveals the damage to be mostly unrelated to the earthquake or the fires, as nothing is burned, and rather than having been knocked down, things appear to have been broken out. The windows and doors all show signs of things (perhaps bodies) having been thrown through them, and tell-tale spatters on a few tables indicate that they were used as bludgeons at some point in the near past.

The local sake house has been utterly trashed by a bar-brawl of epic proportions. The locals are still somewhat in awe of it; at least two of the last group of samurai were involved, and several of the bandits who had been lording over the town.

Repairing the establishment will give the locals a place to unwind at the end of the day, which will actually improve their productivity. The basic work can be done with a **Craft: Carpentry / Agility** (TN 20) roll, or the PCs can attempt to get some of the locals involved with a **Lore: Underworld / Awareness** (TN 15) roll; they do have some motivation. If Shen was selected as the headman, the TNs on these rolls are reduced by 5 (this is the town bar, after all).

Success requires five Raises and earns one Point toward the accumulated total. Additionally, any PC involved in this project gains a Free Raise for the rest of the module on any Awareness-based roll when dealing with the locals.

There's Nothing Funny About Inadequate Fortifications (2+ Points)

The once modestly impressive wall of Sakana Utsu is no more. Multiple earthquakes might have done it in even if it was not for the apparently epic battle that took place here. In fact, it appears that eta are still clearing... pertinent bits out, even days later as they find them, and they murmur and trade stories about the battle. Apparently the town used to extend further, before fire shugenja happened.

The problem is that once again they seem to be building in multiple directions at once. While that might make an interesting maze, it is going to be a fairly terrible wall.

Rebuilding the wall will take more than one day. Even if the PCs make maximum Raises each day, the wall will not be complete, though they will have made significant progress toward making it so (there is just a practical limit to the time involved).

Successfully directing the repair efforts requires rolling **Engineering / Intelligence** (TN 25), **Engineering / Strength** (TN 20) to be directly involved, or **Battle / Intelligence** (TN 30). Accumulating ten Raises earns two Rebuilding Points. Obviously, as the wall will not be finished, this project can be worked on over multiple days, up to a maximum of 10 Rebuilding Points.

Farmers in the Fields (2 Points)

The land around Sakana Utsu is, like much of the Empire, well-cultivated rice paddies. These require irrigation, which is supplied by aqueducts running from a reservoir formed by a dam across the nearby Kawa no Suzu (a minor tributary of the River of

Gold). The earthquakes, however, have damaged the system, and as summer has just started, this leaves the crop in danger. Practically, this has resulted in the farmers panicking and being unsuitable for much in the way of real work; tending to their issue and removing the distraction will help the village both in the long term and immediately.

This is fairly straight-forward as well; PCs may roll **Engineering / Intelligence** (TN 25) to develop a reasonable approach, **Craft: Farming / Awareness** (TN 20) to get the workers motivated, or **Animal Handling / Willpower** (TN 20) to work with the stubborn draft animals (the oxen, not the peasants). Nine Raises accumulated provides two Rebuilding Points.

Yes, They Really Do Slap Each Other With Fish (1 Point+)

The Shrine of Sakana Utsu is not likely to be on any samurai's list of major pilgrimage sites, which may be why it took being brought to this kami-forsaken place by the leader of one of the most esoteric sects in the Brotherhood for you to find it. It is a small, rural shrine; obviously well-loved and revered by its people, and it has enjoyed enough prosperity to provide solid construction.

As noted in Part One, the Shrine of Sakana Utsu is not damaged, but the smoke, soot, and blood that was flying in the air a few days ago did not do it any favors.

Helping to clean the shrine requires spending a day and rolling **Lore: Theology / Void** (TN 20). Four Raises gain the PCs one Rebuilding Point toward further efforts, as the peasants have their morale increased, and additionally gives any PC involved one extra Void Point that can be used at any point during the rest of the module.

Why Do These Things Keep Happening To Me?

There are also several specific events that take place over the next few days that will give the PCs a chance to positively affect the situation.

Year Five, Time for a Wedding (1 point)

This event does not require losing a day's work to be dealt with. On the afternoon of the first day, the PCs will be treated to the following spectacle:

In the center of town two groups of peasants have gathered. One group looks reasonably well-to-do, in the finer kimono of merchants. The other group...well, to say they just came in on the turnip wagon would likely cause the turnip wagon to challenge you to a duel for besmirching its honor. All but one smell like dirt and agriculture, a smell which is best embodied by the phrases “honest labor” and “please stand downwind from me.”

The exception among the group of farmers is a stricken young woman of great beauty. She is standing in what can only be a farmer’s version of a wedding kimono, and is trying not to cry in shame. She is next to a young man who has an ashen look on his otherwise handsome face. Two older men, who can only be their fathers, stand facing each other and shouting. One is using polite language like “Due to the unfortunate circumstances, surely we cannot allow...”

The other starts every sentence with a profanity, and it only gets less polite from there. When they all see you approaching they bow deeply, and then immediately bring their squabble to you at full volume

In order to bring everyone in line to tell their stories in an orderly fashion, they will need to be brought down from the brink of violence. The merchants will respond best to a **Courtier / Awareness** roll, while the more blunt peasants will respond best to a **Sincerity (Honesty) / Awareness** roll. Either group may be cowed with an **Intimidation / Awareness** roll. The TNs for these rolls are the same (TN 20), but using Intimidation will increase the TN of all further rolls by 5; additionally, Courtier will increase the TN of all rolls with the farmers by 5 and Sincerity will increase the TN of rolls with the merchants by 5.

“We represent one of the largest merchant holdings in the area, and our... peers here,” the merchant who seems to be in charge gestures distastefully to the smelly hillbillies, “control large supplies we need for shochu. We had set up a marriage between our son Soichiro and their daughter Yukino to merge our concerns. We were just holding the wedding when the fight with the bandits broke out.”

The smelly hillbilly leader (or do they have chiefs?) steps in now. “Now, I don’t want to say anything bad about those other samurai, sama...” he says, before powering through and doing it anyway, “...but they wrecked our wedding! I mean it turns out the traveling shugenja was a dark sorcerer and started turning people’s eyes to spiders, but for all we know that’s just... you know. A Phoenix thing.”

The merchant glares at him. “And that would be fine, even though it leaves us short one wedding official. But these... yokels agreed to provide the refreshments if we provided the clothes. Well, their daughter is clothed, and I don’t see any shochu.”

The hillbilly chief (chieftain? is there even a difference?) rounds on his counterpart. “That weren’t our fault! It was an act of the Fortunes! Probably one of the dark and evil ones, but still! We shouldn’t have to pay twice! And she’s in the same dress, and I’ll be as useless as Crab soap before I let her get married in a cursed dress!”

Before you can ask how this can possibly be your problem, Juubunnoichi leans in and murmurs to you. “Their money would be very helpful in rebuilding things in a hurry.” She eyes the bickering men – the hillbilly is trying out new combinations of “shove” “head” “face” “butt” and various impossible anatomical combinations. “And their lord would probably be upset if you killed them.”

There are a number of solutions to the problem. The PCs can just kill them, or take their money and leave them destitute. This will cause the PCs to lose two points of Honor for every Rank of Honor they have, gain two Ranks of Infamy, and “Sworn Enemy: Bayushi Akanishin” (5 points).

The PCs can also negotiate a new arrangement, which will require a **Commerce / Awareness** roll (TN 40). If they are successful, they will have to pick which side has to give in and pay for something extra – to say both have to pay requires two such rolls. Alternately the PCs can try to quell them with an **Intimidation / Awareness** (TN 30) roll. They can also just pay for the wedding themselves, which will cost a total of 15 koku. Anyone who donates to the wedding gains **+0.1 Honor** (unless they have 8 or more Ranks of Honor), and **+0.1 Glory**. For any of these rolls, the PCs should be given up to two Free Raises for good roleplaying (explaining/cajoling/shouting why they are deciding the way they are).

Regardless of how the PCs solve the issue, afterward the peasants will turn to one of the party. If there is a shugenja or monk present they will be the first choice, followed by a Scorpion PC, followed by simply the highest Honor PC.

“Samas, thank you so much for solving our dispute.” The merchant father says. “But we still need someone to marry our children. Please, you have done so much... will you do us the honor? We will make an

extra donation of our funds to rebuilding the village for the honor.”

The PCs can refuse; these are just peasants, after all. Performing the ceremony will require the PC (and any assistants) to use their afternoon activity slot for the first day. Anyone who does agree to officiate will need to follow the proper forms. First, they must make a speech on either love or duty, and roll **Courtier** or **Perform: Oratory / Awareness** at TN 20. Second, they must invoke the Kami properly, with a **Lore: Theology / Intelligence** roll at TN 25. Finally they must endure a quaint local custom of being slapped in the face with a live carp, and pass an **Etiquette / Willpower** roll at TN 30. Even if they fail they still marry the couple, but if they succeed at all three rolls they gain an additional **+0.1 Honor**, and lose **-0.1 Glory** for letting someone slap them with a fish.

Once the fish slapping is done the shochu flows freely, as the reluctant new in-laws follow another tradition of marriage: drinking themselves into oblivion to forget they are now related to ‘high-falutin’, stuck-up prissy-hakamas’ or ‘foul-smelling slack-jawed lack-wits’, depending on who is doing the drinking.

War on Drugs (2 Points)

As befits a Scorpion village, there is a not-insignificant drug trade in the area. With the threat of the bandits and the wounding of Bayushi Akanishin, it has gotten out of hand and is effecting the rebuilding efforts. If any of the PCs have ranks in **Lore: Underworld**, they will notice this on the second day (as they are more familiar with the abuse of illicit substances). Otherwise, this will not be obvious to the PCs for what it is until the morning of the third day.

As the rebuilding continues, you notice that some of the workers have glassy eyes and languid hands. There are some minor accidents at first, but they grow more troubling. Finally when one person is found dead, having simply laid down and allowed himself to be partially mason-ed by another worker, it becomes apparent: a significant portion of Sakana Utsu is under some sort of influence, and it is not helping.

Finding the drug dealer isn’t easy. With their opium den destroyed in the fighting they’ve had to go mobile, and are actually distributing packets of opium and liquid void out of one of the work carts going from place to place. The PCs can follow a purely investigatory route, interrogate some of the drug users, or even try to pose as interested parties themselves. This requires rolling one of the following: **Lore: Underworld / Intelligence** (TN 25), **Investigation (Interrogation) / Awareness**

(TN 30), or **Acting / Awareness** (TN 30, and counts as a use of a Low Skill). If Sato was selected as the headman, the TNs for these rolls are 5 lower. GMs are encouraged to allow other creative methods used. This does take one day’s work.

After your investigations, you have tracked the name of the dealer down, and discovered how he is operating. An herbalist who decided to “make a move up”, Hisebe has been selling out of a cart and moving around to avoid anyone noticing him. But you track him down to the shadows of a dark back alley – all the more impressive with the current dearth of alleys of any illumination in the town these days.

Hisebe is a tall, bald peasant with a craggy face, and doesn’t look terribly surprised when you approach him. He bows politely and doffs his flat cap, his movements stiff and his hands clutching the hat carefully. “Samas,” he greets you in a raspy voice. “I know why you’re here. I have my informants too. May we speak before you kill me?”

If the PCs do not give him a chance to speak, and just kill him:

The man falls to the ground easily. One older man with a dagger is not a match for armed samurai. He lies on the ground, his blood flowing into the dirt and laughs. A raspy laugh. “They will come for you... samura,” he says, as he stares up at the sky. Just before the life slips from his eyes, he whispers, “I did it all... for me.”

If they talk to him then he is willing to make a deal:

Hisebe looks at all of you evenly. He is more than a bit on the impertinent side, but he has a gaze that says he knows something. “This isn’t just about rebuilding the village. There is more to it, and if you let me go I’ll tell you. Your word as samurai I can leave the village, and I’ll give you what I know.”

Hisebe isn’t willing to take anything else. He knows he can’t do any more business here and that it would be very bad for his health for him to try to stay. He won’t give any information until he has their word. And, of course, the local eta are too busy with clean-up to be available as torturers. If the PCs decide to take matters into their own hands, their dirty, blood-stained, filthy hands, they may do so, and he will crack. The following information can be paraphrased in that instance.

“The last group of samurai didn’t kill the bandit leader. The Otoshi-gumi has many branches, and this

was just one. They will be here just after the new week starts. And they have a spy." If he is right, that means you don't have a week, you have a little over two/three days. Hisebe starts to pack his things. "I would not dream of telling samurai what to do, samas, but when the Otoshi-gumi come I don't want to be anywhere near here. I'm doing all of this for me; why is this village anything to you?"

If the PCs decide to kill him now they can, but as the first attacker moves in, he will break open a sealed container in his hat (which he has been holding through the conversation) and blow a cloud of dust into their face. This will provide them with no immediate penalties, though after a few minutes they will feel a little light-headed. Hisebe has a dagger, and is relatively proficient with its use (Attacks at 5k2, Damage of 2k1), but is an older man any by no means capable of fending off a group of samurai (ATN 15, Earth 2). After he's dead and the first attacker begins to feel the effects of the drug, they may make a raw **Earth** roll (TN 20); failure means that they gain one rank in the "Compulsion: Opium" Disadvantage.

Part Three: After the Fall

On the night of the third day, the bandits will make their presence known. This is a chase followed by a short fight, and should be appropriately dramatic. It starts during the middle of the night. The PCs may roll raw **Perception** (TN 25). If there are any guards on duty, they may roll **Investigation (Notice) / Perception** instead. Every ten minutes, they may roll again until someone wakes up and begins to rouse the others. Every ten minutes, they lose one of their Rebuilding Points, including the first roll, meaning that one of the Points will go up in smoke unless everyone at the table manages to succeed. (Note that they can put on armor if they want, but light armor will cost them two Rebuilding Points and heavy will cost them four).

Nothing is more feared in a Rokugani city than fire, and tonight Sakana Utsu is painted in crimson flame. As you come out of the inn you see it, licking tongues of fire raising out of a recently re-built house. The town is just starting to notice, and it seems you are the first ones on the scene with your wits. Which is why you notice the men running down one of the streets into the heavily rebuilt section of town, with flaming bottles in their hands.

Sabotage.

There are two bandits, one equal in rank to the Insight Rank of the lowest PC giving chase, and one equal in

rank to the highest PC giving chase (their stats can be found in Appendix #2).

This encounter begins as a chase: the PCs have to follow the saboteurs through the still-standing part of the town. Looking back, the saboteurs will notice their pursuit and throw their burning bottles (Rokugan has never had a propagandist by the name of Molotov, but we all know what kind of cocktails these are, right?) at the PCs, requiring them to dodge with a Contested **Defense / Reflexes** roll against the bandits' **Athletics / Agility**. Failure means the PCs take 2k2 damage as they run through a burning patch of ground; failure by 10 or more increases the damage to 3k3, and the PC is on fire, taking an additional 2k1 every round until the flames are doused somehow. (Stop, drop, and roll is possible but basically takes the PC out of the chase.) After throwing their impromptu explosives, the saboteurs will try to lose the samurai with some impromptu parkour, going through spaces between the intact buildings blocked with barrels and carts. This requires a Contested **Athletics / Agility** roll against the bandits. Failure means the PCs lose them in the twisty maze of darkened alleys, but they only have to keep up with one of them (the lower roll between the two bandits). Finally, once in the open, they need to make an **Athletics (Running) / Water** roll to catch them in a straight sprint (any effects that alter the character's Water Rank for purposes of movement apply here). Again, however, the PCs only have to roll higher than the lower of the two bandits' rolls; they won't abandon their partner to the non-existent mercy of the samurai.

If caught, the saboteurs will draw pairs of short knives and turn to fight the PCs.

Once the fight is done, the PCs will be able to find instructions near their bodies, where they conveniently fell out of clothing:

With the saboteurs dead the only concern now is why they did it. Some guidance is found near one of their bodies in the form of a note (and you didn't even need to summon the eta to find it). It reads:

"We will be there in two days. Wreck as much of the place as you can. Whisper will give you assignments, and is in the village."

It seems that the village has a spy.

From this point forward, the module runs much as it did before. There is still rebuilding to be done, though the PCs now know they have a time limit. Additionally, the PCs can now go through the "Finding the Spy" section; it is also to be expected that martial PCs will wish to

take the chance to prepare the town for battle; this is detailed in the imaginatively-titled “Preparing the Town for Battle” section.

They only have two working days before the bandits arrive, so they have to prioritize now. If they are very behind (less than 15 Rebuilding Points), it is not inappropriate for the GM to suggest to them those activities that have the highest Rebuilding Points. If they do not catch the spy, then they will lose two Rebuilding Points at the beginning of Part 3.

Finding the Spy (3-4 Rebuilding Points)

The bandit spy, Whisper, is still loose in the village and needs to be caught if the PCs are going to have any chance of keeping the village from taking more damage from the bandit depredations. In order to catch the spy, they are going to need to go through multiple stages, so this takes the entirety of one day to attempt.

The first stage is information gathering:

You spend the morning skulking through the seedier parts of the town that are still standing. There has to be some way to find the trail, whether it is through the gleam of steal or of koku. Someone knows, and soon you will.

This requires a roll of **Investigation (Interrogation)** / **Awareness** (TN 20), **Intimidation** / **Awareness** (TN 25), or **Lore: Underworld** / **Intelligence** (TN 15); it requires six Raises to find the spy, and multiple PCs or multiple days may be required to make it happen. Having the name “Whisper” (from the saboteurs’ note) grants one Free Raise.

After the PCs have gotten on the trail, they will need to track him.

A village offers so many places to hide for those with the skill and the desire. You spend hours brushing through cobwebs and through still smoldering sections of the village. You even get to scare anyone at the table with a phobia of spiders. But you sense you must be getting close.

This requires accumulating five Raises on **Investigation (Search)** / **Perception** (TN 20), **Lore: Underworld** / **Awareness** (TN 25), or **Hunting** / **Intelligence** (TN 30).

Success means that they finally find that he has taken up residence in the former gokenin’s residence, and

trapped it like a madman (which he might be). The PCs need to avoid the traps to get to him.

Whisper knows you are coming, or knew someone would be coming. You’ve tracked him to the former residence of the gokenin, and from the moment you stepped in the door it has been trapped like a nightmare. You plunge into it with steel in your bellies, three feet from death as you get inches closer to victory.

The PCs must roll **Athletics** / **Reflexes** against a TN of 40. Failure means taking damage equal to the amount the roll is failed by; if a PC manages to take enough damage to kill them (by being previously wounded, for example), they are not dead but instead reduced to 1 Wound remaining and gain the **Lame Disadvantage** for the remainder of the module.

Once the PCs have (presumably) survived, they arrive at the chamber of Whisper to find him in the process of hanging himself.

Were Whisper a samurai it would already be too late, and he would probably have been found with the three cuts on the floor of the room. He is a peasant, however, and so you enter the room to find him with a noose around his neck, still alive as dangles from a rafter, one foot hovering above the stool he just kicked over.

Success at the first three rolls, having convinced Whisper that he was about to be captured, is enough to earn them three more Rebuilding Points for preventing him from any further sabotage. The PCs have a chance to save him and find out what he knows. They need to roll **Athletics**, **Jiu-jitsu**, or a **Weapon Skill** (for an already-readied weapon in hand; **Jaijutsu** may substitute if they have their katana sheathed, but only for a katana) / **Reflexes** at a TN of 25. They also need to make a **Medicine** / **Intelligence** roll (TN 20) to save him from suffocating from a crushed windpipe. If they save him, he will provide an additional Rebuilding Point under interrogation (no roll is required for this), which represents the information he gives about the army coming in.

Preparing the Town for Battle (2 or 3 Points)

Martial PCs (and their players) may now be grateful for a chance to use their skills at brutally murdering people to the benefit of the community. It is, fortunately for the residents of Sakana Utsu, not quite time for actual

murder to be useful, but some of the associated skills may be.

A day or two is not sufficient to turn the farmers into any sort of skilled warriors; even those with previous military experience are years out of practice. Developing a tactical plan will help significantly, however, and simply requires a **Battle / Intelligence** roll at a TN of 20. This takes one day, and if the PCs had previously scouted out the terrain, the TN is reduced by 10. Accumulating five Raises will grant one Rebuilding Point (offsetting the damage the bandits will do when they attack).

Attempting to train the ashigaru to fight better is possible, to a point. Introducing the rookies to some of the fundamentals of combat and reminding the veterans on basic drills. This requires a **Battle / Awareness** (TN 25); again, accumulating five Raises earn one Rebuilding Point; this can be repeated, but no more than two Points can be earned in this fashion.

Part Three: After the Rain Has Fallen

After all of the rebuilding that can be done has been done, the day finally comes.

The day of the bandit attack arrives in a torrent of rain. Water pours in sheets from the sky, perhaps a sign of the displeased kami. Or perhaps a random event of precipitation. Either way, at least you don't have the earthquakes to deal with. Yet.

Just as you think that, the ground begins to quake in a shudder of masonry and pottery, porcelain falling off of shelves and shattering on the heaving ground. It doesn't stop for several long minutes, and one of the buildings in the distance collapses under its own weight.

After it stops and you approach what barricades you've managed to rebuild, the monks approach you sheepishly and bow. "It seems we might have been wrong about our timing, samas..." Whether you resist the desire to say 'Obviously' is solely dependent on your tact, as the situation clearly calls for it.

It takes a few hours, but when the rain dies to a drizzle, the bandits finally approach the walls in their loose ranks. They are not a small number, but hopefully the town is prepared. One of the bandits, wearing worn and battered armor, steps forward with a katana in his hands.

"Surrender your village to us and we will let some of you live!" He cries out. "Or fight us, and die." The peasants all look to you for inspiration.

Whichever PC is commanding the battle should be given this opportunity to make a stirring speech. Raises made on a **Performance: Oratory / Awareness** (TN 10) or **Battle / Awareness** (TN 25) roll will determine how the peasants fight in the battle (which is mostly useful for the end of the module, rather than the final battle).

All the words that need to be said have been said, and the time for battle has come. The bandits begin to approach the gates with their spears and weapons, ready to try to break them down—their torches and oil soaked arrows ready themselves to burn all your good work. Your peasants heft their weapons as well, swallowing heavily as fear beads sweat on their brows. You consider saying something, before the bandits charge.

And the ground WRENCHES back and forth violently. Everyone is sent to the ground with sputters of pain or fear as the kami themselves batter the town. Two cracks echo over the valley; part of the barricade gives, spilling you down into ground in front of the bandits. You can only watch as the landscape itself rearranges.

With cracks and groans, the earth itself moves into new formations. A cleft in the ground opens up and swallows ten ronin in one terrifying moment, their screams echoing for long seconds until they end with a sickening crunch. It only widens as the ground you are on rises into a small hillock. The bottles of oil the bandits carried spill out, surrounding your new hill in a thick ring of fire at its crest.

The fire is soon joined by water. The second crack, you can swiftly determine, was the dam breaking up river. With the thick rains it swells out of its banks and washes across the plain, swamping the village. If your work was well done the village will survive with only mildew to show for it.

But that is not your biggest concern. At the moment you are on the only somewhat dry land for what looks to be miles, surrounded by rushing water and the roaring flames of an oil fire. As the earth settles you start to find your feet, as do a handful of bandits that share the hill with you. Wracked by wind and earthquakes, surrounded by floods and fire, it is in the midst of all the kami possible that you ready your steel to meet the charge of the bandits. BANZAI!

There is one bandit for every PC, plus the Bandit Leader. The bandits are ranked appropriately for the PC they begin squared off against, as noted in Appendix #1 with their stats.

The bandit leader is the key to this fight; he has driven them here for his own purposes, and their confidence against clan samurai hinges on his performance. He can be challenged to a duel, for example, with only a little effort to call his courage into question. If he is killed (whether in a duel or in the fighting), the bandits flee if half of them have been dropped; even if they stay, they will suffer a -10 penalty to their attack rolls

In addition to the problem of heavily armed bandits, the kami are still readjusting. Every other round, the earth shakes again, and the characters (both PC and NPC) will need to make an **Athletics / Agility** roll (TN 20) to stay on their feet; not all of the bandits should be allowed to fall to the ground in one round, as that fight wouldn't be interesting. The tremors will hold off while a duel is being fought (three rounds), but return with a vengeance when the duel is over (increase the TN for the first roll following a duel by 5).

Some of the more enterprising enemies may try to throw the PCs into the fire using the Grapple rules. (Of course, the PCs can do this as well.) Generally, if they start a Turn in control of a Grapple, they may use the Throw option to force their opponent into the fire, where they will take **3k3** damage this round, and **2k1** damage next round.

Conclusion

Assuming the PCs are victorious, the number of Rebuilding Points they earned plus the number of Raises called on the roll for the speech determine how well their efforts helped the village stand. As long as this total is equal to twice the number of players at the table, they will get the "Standard Result." If they do not have that many, they get the "Wrecked Result." If they have four times the number of players, they get the "Golden Ending" instead.

Note: Bayushi Akanishin will survive in the Golden Ending, but will only survive in the Standard Ending if one of the PCs was able to help treat his infected wound.

Golden Ending

When you had your gempukku you never expected "Violence and City Planning" would be something

you'd ever worry about. Violence certainly, but it's the second bit that's new. Still, as the sun rises in the aftermath of the battle and the fire goes out and the floodwaters recede, you are impressed with your efforts. Nearly all of your work is still standing, and nearly all of the peasantry survived.

Finally on the mend, the magistrate, Bayushi Akanishin, brings you into the muddy center of the village two days later. There they have built a small shrine, simple but extremely elegant in its craft, to memorialize your heroic efforts. Each of your names is inscribed upon it, and you each light a stick of incense there. As the entire town of Sakana Utsu bows in unison to you while you depart to finish the rest of your journey, you know that you have done something of truly great worth here, and it is unlikely this small village will ever forget it. You ride off into the sunset and wonder what stories they will tell, and why everyone in this village insists on slapping each other with fish.

Standard Result

The village stands, and that is what brings a sense of joy and honor to your heart (results may vary depending on if you are still capable of feeling joy). While some of your work washed away or burned up, the village still stands, as does a majority of the peasantry. And as the sun rises on to the quietest day you have had in weeks, that is worth it.

Two days later, you are brought to the still-muddy center square of the village. There, a small shrine has been made in your honor; it may not be particularly well-made given the lack of resources remaining, but it's the thought that counts, right...? To the recovering crowd you light incense, and bow to one another. At that you begin on your way once more. You have done great work here, and many lives owe their continued existence to you. You ride off into the sunset and wonder what stories they will tell, and why everyone in this village insists on slapping each other with fish.

Wrecked Result

Well... not everyone is dead. With the kami conspiring against you, no real experience in city planning, and an opposing army coming to kill you, perhaps that is the best you could have hoped for. Still, the peasants that survived that horrific night to see the lovely dawn look at you with thanks in their eyes, tempered only by worry.

Two days later you are gathered together to depart. While Bayushi Akanishin died in the earthquake, your selection for headman presents you with small satchels of supplies and their thanks. You depart to scattered bows from the assembled peasantry, and their quiet thanks. You ride off into the sunset and wonder what stories they will tell, and why everyone in this village insists on slapping each other with fish.

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:	1XP
Good roleplaying:	+1XP
Assisting with the Rebuilding:	+1XP
Defeating the Bandits:	+1XP

Total Possible Experience: 4XP

Honor

In addition to gains or losses detailed through the mod, defeating the Bandit Leader is worth a single point of Honor.

Glory

Earning either the Golden Ending or Standard Result gains the PCs +0.2 Glory. Earning the Wrecked Result causes a loss of -.03 Glory.

Other Awards/Penalties

If the village survived the final assault (Golden Ending or Standard Result), the PCs each gain a Scorpion Clan Favor.

If Bayushi Akanishi survived (Golden Ending), the PCs gain him as an Ally (1 Devotion / 1 Influence).

Module Tracking Sheets

Did the PC officiate the wedding?

Was the PC involved in tracking down Whisper?

GM Reporting

Which ending did the party gain?

Did the PCs stop the drug dealer?

Did the PCs let the drug dealer live?

Did Bayushi Akanishin survive?

Appendix #1: NPCs

The enemies in this module are intended to provide a moderate challenge for any given PC. The GM is encouraged to adjust as necessary to prevent overwhelming less-combat capable PCs or being too easy for more optimized ones; a particularly combat-oriented PC, for example, may be paired with a higher-ranked enemy. In particular, the GM should match the ability to make Simple Action attacks with the PC (whether a given PC does or does not have the ability should determine if the ronin does).

Ronin Bandit Mooks

These enemies are suitable for Rank 1 PCs with little experience.

Air 2	Earth 2	Fire 2	Water 2	Void 2
	Stamina 3	Agility 3		
Honor 1.8		Status 0		Infamy 1.0

Initiative: 3k2 **Attack:** 6k3 (katana, Complex)
Armor TN: 18 **Damage:** 6k2 (katana)
(Ashigaru Armor)
Reduction: 1
Wounds: 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Dead)
School/Rank: none/Insight Rank 1
Skills: Athletics 1, Defense 2, Hunting 2, Intimidation 1, Investigation 1, Jiu-jutsu 1, Kenjutsu 3, Knives 2, Kyujutsu 2, Lore: Underworld 2, Stealth 2

Ronin Bandit Thugs

These enemies are suited for Rank 2-3 PC, though if there are Rank 3 PCs with Simple Action Attacks, these should have them as well.

Air 2	Earth 3	Fire 3	Water 3	Void 2
Reflexes 3		Agility 4	Strength 4	
Honor 1.8		Status 0		Infamy 1.0

Initiative: 5k3 **Attack:** 8k4 (katana, Complex)
Armor TN: 23 **Damage:** 8k2 (katana)
(Ashigaru Armor)
Reduction: 1
Wounds: 15 (+0), 21 (+0), 27 (+2), 33 (+7), 39 (+12), 45 (+17), 51 (Down, +37), 57 (Dead)
School/Rank: none/Insight Rank 2
Skills: Athletics 2, Defense 3, Hunting 3, Intimidation 2, Investigation 2, Jiu-jutsu 3, Kenjutsu 4, Knives 3, Kyujutsu 3, Lore: Underworld 3, Stealth 3
Advantage: Strength of the Earth

Ronin Bandit Threats

These enemies are suited for Rank 4-5 PCs.

Air 3	Earth 4	Fire 3	Water 4	Void 3
Reflexes 4		Agility 4		
Honor 1.8		Status 0		Infamy 1.0

Initiative: 8k4 **Attack:** 10k4e (katana, Simple)

Armor TN: 30 (Light Armor) **Damage:** 8k2 (katana)
Reduction: 3
Wounds: 28 (+0), 36 (+2), 44 (+7), 52 (+12), 60 (+17), 68 (Down, +37), 76 (Dead)
School/Rank: none/Insight Rank 4
Technique: *Relentless Assault:* Simple Action melee attacks
Skills: Athletics 5, Battle 4, Defense 5, Hunting 4, Iaijutsu 4, Intimidation 4, Investigation 3, Jiu-jutsu 5, Kenjutsu (Katana) 6, Knives 5, Kyujutsu 4, Lore: Underworld 4, Stealth 4
Advantages: Luck 1, Strength of the Earth

Ronin Bandit Leader

If the PCs are all Rank 2 or lower, reduce his Earth and Reflexes to 4.

Air 3	Earth 5	Fire 3	Water 4	Void 4
Reflexes 5		Agility 5	Strength 5	
Honor 1.8		Status 0		Infamy 1.0

Initiative: 10k5+5 **Attack:** 10k6e (katana, Simple)
Armor TN: 35 (Light Armor) **Damage:** 9k2+5m (katana)
Reduction: 8
Wounds: 35 (+0), 45 (+2), 55 (+7), 65 (+12), 75 (+17), 85 (Down, +37), 95 (Dead)
School/Rank: none/Insight Rank 5
Technique: *Relentless Assault:* Simple Action melee attacks
Merciless Assault: +5 damage, +5 Reduction
Skills: Athletics 5, Battle 5, Defense 5, Hunting 4, Iaijutsu 5, Intimidation 5, Investigation 3, Jiu-jutsu 5, Kenjutsu (Katana) 7, Knives 5, Lore: Underworld 5, Stealth 5
Advantages: Luck 1, Quick, Strength of the Earth

Appendix #2: Timeline/Tracking Sheet

	Day One	Day Two	Day Three	Day Four	Day Five	Day Six
Events	Afternoon: Wedding	(Possible Drugs)	Notice Drugs			Bandit Attack
Rebuilding Points						
			Night: Sabotage			

Player Handout: Projects in Sakana Utsu

These are the major projects that need worked on in the village. A cursory examination is enough to see what needs done, if not how to do it or in what order.

- Housing
- Inn
- Craftsmen
- Merchants
- Wounded
- Spring
- Sake House
- Walls
- Fields
- Shrine