

City of the Lost

**A One-Round High-Rank Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of Doji, 1144 (Summer)**

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The power of blood magic tempts many, from the highest to the lowest. Who can honorable samurai trust when Bloodspeakers may be anywhere in the city?

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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 x-x rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank x-x.

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

Low End Party (most/all characters Rank x):

High End Party (most/all characters Rank x-x):

Adventure Summary and Background

The Shadowlands have been the enemy of the Empire since the Dawn of the Empire, and the Realm of Evil's malice has not waned with the death of Fu Leng. A new Dark Lord has taken up leadership of the various Tainted forces that reside in the Shadowlands, one who worships Fu Leng as a Kami like his brothers and sisters. He is called Daigotsu, and he is the fallen scion of the Hantei, twisted by a Bloodspeaker cult and bound to the soul of an oni when he was just an infant.

In the years since the Battle of Oblivion's Gate, Daigotsu has begun to gather the numerous samurai who were Tainted and Lost at Voltturnum together. With his brothers in arms Kyoden and Omoni (themselves bound to a piece of the Nothing and the soul of a goblin by the same ritual), he has begun to do something far more dangerous than simply fashioning an army: he has started to build a true society. A dark reflection of Rokugan, the City of the Lost has kept itself hidden from the Empire while it builds its strength.

The forces of darkness are, of course, still at work within the Empire itself. In addition to the infiltrators that have been assigned to various tasks of espionage, Daigotsu has a tentative alliance with the Bloodspeaker groups that still infest Rokugan. While he refuses to be used, the Dark Lord has a place in his plans for them...

The PCs have been summoned to Machita Yasumi to assist the Jade Champion with tracking down a group of cultists – some of whom appear to be high-ranking samurai. The investigation into the cult takes a harsh turn when the Elemental Masters are kidnapped from

their quarters and taken through a portal to the Shadowlands, there to be converted to the cause of the Dark Lord of the Lost. The PCs will have an opportunity to rescue them, though it may require an alliance with an old adversary.

GM Note: This module has the potential for a great deal of combat, depending on the PCs' choices and actions. It is important for the GM to keep the pressure on the players to keep the action from bogging down, and to prevent them from feeling "safe" as they find themselves deep in enemy territory.

Character Notes

Check the PCs' character sheets for the following:

- Ranks in Craft: Poisons
- Any amount of the Shadowlands Taint

Introduction

Michita Yasumi is the only real city in the Asako provinces. It would be little more than a minor trade hub, distributing goods from the northern Empire into the Phoenix lands, were it not for the Kanjiro Library, one of the Empire's greatest repositories of knowledge, being located here. Though small, it is a busy city, particularly when the Elemental Masters are present to hear petitions for access to the Isawa libraries, as they are now. Your summons, however, come from one of the other great shugenja of the Empire: the Jade Champion has requested your assistance.

Despite the trade that has made it prosperous, the Asako family disdains the commerce required by its function. The daimyo of the Kyuukai Province, Asako Miya, holds court at her own castle closer to the center of the province, letting Hopeful Rest City focus on its task. The PCs are expected when they arrive, and the guards provide them with directions to the finest inn in the city, *The Quiet Word*, where they are to meet with Kuni Utagu.

Kuni Utagu, the Jade Champion, is not a handsome man. Between his family's traditional face paint and his wild, unkempt hair, he resembles nothing so much as a bandit in a kabuki play. Thick, brutish fingers clench in frustration as he studies you across the table. "Time is short, and I have no wish to waste any on pleasantries. You are here to follow up on an investigation that I have been pursuing for the last two months. You were closer than any of my magistrates, you are capable, and you are trustworthy enough for this matter. You will also..." he grits his

teeth, "...assuage the concerns of the Phoenix Clan that it will proceed in a more socially acceptable fashion."

Utagu is quite obviously angry and upset about the political complications to what is, as far as he is concerned, a simple black-and-white matter. (There are Bloodspeakers; he is going to kill them.) Even with as little concern as he has for propriety, however, Utagu does not wish to antagonize the Elemental Masters themselves.

"I have been tracking a group of Bloodspeakers through the Phoenix lands. While my mandate is Imperial in nature, there has always been a certain reluctance among the Phoenix to accede to my authority. This has been less of an issue following the alliance between the Crab and the Phoenix, but my investigation here has proved very difficult and frustrating. Obstructions and complications at every turn... Perhaps I did not coddle their egos sufficiently, perhaps I just lost my patience. Regardless, someone has prevailed upon the Elemental Masters, who happen to be in the city, to request that I delegate this task to others." Scowling, he shakes his head. "Were such a request to come from nearly any other quarter, I would just ignore it. As it is, they are willing to grant my chosen deputies – you – authority to pursue my inquiries. Which means you must find the maho tsukai called Kaushen, once of the Asako family, and known as the Master of Lies." He produces a thick sheaf of scrolls and drops them unceremoniously on the table. "My case notes, unciphered, for your use. I was looking into those who might be members of a local cell when I was 'asked' to leave. There are a limited number of people who would be able to prevail upon the Masters for a favor, so I would suggest you focus on those."

Utagu will answer any questions brusquely (not because he is offended by the PCs asking questions, but simply because he is who he is), but thoroughly. The basic information follows, but the GM is encouraged to present it in a manner in keeping with the Jade Champion's particular personality.

Asako Kaushen is an infamous Bloodspeaker from the Phoenix Clan. Ten years ago, he was discovered training his students in blood magic by the Grand Master of the Elements Naka Kuro, and he and his students almost overwhelmed Kuro before the new Master of Earth Isawa Taeruko arrived and saved the Grand Master. Kaushen fled, but it is worth note that he survived this encounter with two of the most powerful shugenja in the Empire.

In the years since, Kaushen has been leading and organizing Bloodspeaker cells across the northern Empire. Utagu has been hunting him for nearly a year, dismantling every Bloodspeaker cell he finds with the intention of breaking the cult for all time.

The prime suspects in Utagu's mind are all fairly powerful samurai:

- Asako Yaijirobei, governor of the city
- Asako Gyukudo, master of Kanjiro Library
- Asako Kinuye, the governor's social advisor and Gyukudo's daughter
- Asako Denbe, the richest samurai in the city
- Shiba Haruka, the local magistrate

Utagu knows that Kaushen travels in disguise, though not as what. The Bloodspeaker does claim a trophy from his victims (their tongue), and of course mysterious deaths and disappearances are common in any area that Bloodspeakers are active. Other signs of possible maho suggested by Utagu are sudden increases in fortune, disease striking those close to the tsukai, or strange fates befalling their enemies.

When giving the PCs official seals to indicate they are acting as his yoriki (Emerald Magistrates or their yoriki are also given temporary badges, though this does not supplant their existing authority), Utagu will provide one last piece of advice: *"You need to move quickly, before the cell splits up. Once you decide who to begin with, confront them in force to get a confession as soon as possible – it's often tedious, going from one to the next, but it's the most certain way."*

Part One: Investigating Michita Yasumi

Michita Yasumi is a prosperous city, and the local samurai are all fairly well-off. There is a somewhat festival air, with the Elemental Masters present in town and special events being put on nearly every night – but even the fireworks or musicians are not enough to draw many of the lower-ranked citizens out of their houses after dark. There is a very different feel to the city after nightfall, with few non-samurai willing to leave home and those that do going about their business quickly as possible. The samurai residents, however, take no note of the antics of the peasantry and give the quiet streets no thought.

From here, it is up to the players to decide how to proceed with the investigation. The samurai suspects listed by Utagu are mostly of high rank, and all are respected members of the community. For the purposes

of streamlining the investigation, the publicly-known information about the suspects is presented here. A PC can learn about any of the suspects by spending some time asking around town about them – this is either an **Investigation** or **Courtier (Gossip) / Awareness** roll, providing the information listed below based on the TN the character beats. Doing so does require a few hours worth of conversation around town. (At the GM's discretion, PCs who roll particularly well when looking for "Rumors" may receive the first piece of information on each suspect.)

Asako Yaijirobei

The governor of city is little more than a capable functionary in the grand scheme of things. He was assigned to his current position based on his undeniable merit as an administrator, however he is neither as personable as a courtier would need to be in order to have a career as a diplomat nor as studious as a typical Asako scholar. He is well aware of his limitations, making him somewhat sensitive and easily manipulated though he remains as leery of confrontation as most Phoenix. Yaijirobei is not a Bloodspeaker, though he is being used by them.

Public Information:

- 15: Yaijirobei is highly traditional, and like most of the Asako family, has a low opinion of commerce. This has not hampered the city's trade, but local samurai are for the most part particularly adept at ignoring the market. The governor focuses on administration and public works instead of increasing his family's coffers.
- 25: The governor's daughter Mikono fell ill recently, and was sent to the Isawa lands for treatment. All indications are that she is recovering, but she is much missed in the court – without her, Yaijirobei's events tend to be quite bland and only Asako Kinuye has livened them up.
- 35: The Elemental Masters come to the city every year, and Yaijirobei is often in close contact with them as the official host of the city. He was the one that asked them to intercede with the Jade Champion, though he was asked to do so by someone else.

Asako Gyukudo

The master of the Kanjiro Library is one of the most learned scholars in the Empire. He is highly intelligent, a man of keen insight dedicated to his duty as protector of the lore gathered in the Library, and utterly unaware that his daughter is a Bloodspeaker.

Public Information:

- 15: Gyukudo is a recognized expert in several scholarly fields, from history to botany. While he

is a shugenja as well, he is not known for having a particularly powerful connection to the spirits.

- 25: His current position was given to him after years spent as a sensei at the Isawa shugenja school in recognition of his scholarship. Given his relative lack of affinity for magic, it is the highest position he could reasonably expect to have earned, and all indications are he is grateful for the duty.
- 35: Gyukudo has a significant amount of influence in the city, due to the Phoenix Clan's respect for knowledge. In a number of ways, his word is heeded more than the governors, though he is extremely humble and would never think to overshadow the city's administrator.

Asako Kinuye

An intelligent and able young woman, Kinuye has come back to Michita Yasumi after five years training in the Monastery of Quiet Earth (a Bloodspeaker stronghold). She has had visions of her place in the cult, among other things, and is steadily working her way up through the ranks.

Public Information:

- 15: Kinuye is a young woman, recently returned to the city from training as a henshin. She is outgoing and friendly, and her father's position as Master of the Library earned her a place serving the city governor as his social advisor and event planner.
- 25: Kinuye recently moved out of her father's house and established her own residence, a sizable estate on the edge of town with a sprawling garden she takes great pride in. She is quite particular with the care of her more exotic plants, though many of them are not recognized by most samurai. (PCs with ranks in Crafts: Poisons may recognize them as useful ingredients for various concoctions with success at a TN of 25.)
- 35: The governor places a great deal of trust in Kinuye's judgment where social matters are concerned. When the Jade Champion caused several high-ranking samurai offense (including her friend the magistrate), Kinuye suggested he petition the Elemental Masters for their intervention.

Asako Denbe

Before meeting Kaushen, Asako Denbe was the youngest son of a low-ranking family. He has turned the power of maho to his business interests, sending nightmares after those who do not deal with him, and worse fates to his business rivals. Denbe is now the richest samurai in the city, and eager to increase his wealth.

Public Information:

- 15: Denbe's family oversees the lands to the west, rich with silver mines but lacking in agricultural resources. Refining silver from ore has always cost enough to prevent them from achieving great wealth, though Denbe has made a number of profitable deals in recent months, achieving an astonishing amount of wealth in a fairly short time.
- 25: As a merchant patron, Denbe offers his protection and resources to merchants in exchange for their material support. It is interesting that most of the merchants who enter into business with him only do so after meeting with him a second time, though once they do their business
- 35: Many of the merchants who have refused to deal with Denbe have gone missing over the last several months, and several of his competitors have had disastrous losses in their business ventures. It is obvious that his good fortune is not always beneficial to his rivals.

Shiba Haruka

Though she is not technically a member of the Bloodspeaker cult, Haruka is aware of their activity. In exchange for significant bribes (mostly from Denbe), she has turned a blind eye to their actions and has convinced herself that the people she turns over to them are being used as forced labor in Denbe's mines. As they are peasants, she does not see it as a major crime, but she is uneasy about the situation and will simply try to bluff her way through any interrogation.

Public Information:

- 15: Well-respected, if not well-liked, Haruka has a strong reputation for keeping peace in the city. The crime rate is very low for a community as prosperous as Michita Yasumi; her traditional methods and dedication are given the credit for it.
- 25: The magistrate is recognized for her discretion as well as her dedication. Executions of criminals charged with capital offenses are no longer public affairs; such criminals are still held as examples of poor behavior as their personal effects are confiscated by the magistrate, but their deaths are not required to be witnessed by the populace.
- 35: A significant percentage of lesser criminals caught by Haruka are never seen again. Most of the samurai of the city attribute this to them leaving town after being confronted by the formidable magistrate.

Rumors

PCs looking for information about the Empire at large may make a **Courtier (Gossip) / Awareness** roll, TN 10; a successful roll learns one rumor at random, plus one extra rumor for every 5 points by which the roll

beats the TN. (PCs with Oath of Fealty: Asako Miya receive a Free Raise for this roll.) The rumors include:

- The main talk of town is the presence of the Elemental Masters in town, meeting with potential those who seek access to the Isawa libraries (and possibly patronage by the Masters themselves). Isawa Taeruko, the Master of Earth, has been very active in recent years in defending the Phoenix lands and has become something of a war hero fighting the Dragon. Isawa Hochiu, Master of Fire and hero of the Battle of Oblivion's Gate is generally considered to be the leader of the Council. Gennai, the former Dragon Master of Air is controversial for having led his family from their clan due to Hitomi's madness. Isawa Akiko, recently elevated to Master of Water, was once a returned spirit from the dawn of the Empire and the Daughter of Isawa himself. Little is known of the enigmatic Shiba Ningen, the young Master of Void.
- Though the Phoenix Champion is frequently present when the Council meets with non-Phoenix, Shiba Tsukune is not in the city. Instead, she is attending her husband's funeral. Few know much about her husband, or even that she was married (A PC who has rank in Lore: Phoenix, or a Phoenix with Courtier 5+ will know that he was the commander of the guards at a minor shrine in the northern Phoenix lands; other characters may roll those Skills at a TN of 30). There is some speculation about their marriage and his relative lack of importance – many think that she married simply to avoid being forced into a match based on political convenience.
- Following the death of Matsu Ketsui, fighting between the two highest-ranking Matsu daimyo (provincial daimyo Matsu Akane and Matsu Tokaku) has begun spilling over to the wider Empire through their allies in the Imperial Factions – Akane is a staunch supporter of the Emerald Champion, where Tokaku has pledged her sword to the Hantei Regent. The Imperial Legions are trying to contain the fighting to the Lion lands, Imperial General Seppun Murayasu is apparently now resigned to controlling instead of preventing the violence.
- Daio, the Black Lion, now known to have been a Kolat stooge, has been remanded to the custody of the Dragon Clan for interrogation to enable the final destruction of the Kolat conspiracy. His execution will follow when he has given the Empire enough information.
- The war between the Scorpion and Mantis appears likely to begin again, with many aggressive moves by the Scorpion against the Mantis in the court

resulting in animosity between the clans. There are rumors that the Unicorn may ally with the Mantis, as the Scorpion are beginning the same sort of political maneuvers against them.

- The Imperial Regent has not been seen outside of Otosan Uchi since his tournament and has recalled the entire First Imperial Legion to the defense of the capital. The Emerald Champion has moved the child Empress and her sensei to Kyuden Tonbo (to the vocal disapproval of her Lion teachers).

Other Leads

Investigating other avenues will probably occur to the PCs; rather than trying to anticipate every single option they may take, it is suggested that the GM incorporate the above information into other logical inquiries. (For example, a PC speaking with the lower orders could discover that Kinuye is very particular with the workers on her new house and garden, leading to the information about her strange plants.) For the most part, such rolls should use **Investigation / Awareness**, though other Skills could be used – speaking to ronin or criminals would use Lore: Underworld, merchants would respond to Commerce, priests or monks to Lore: Theology, or Courtier would make sense for general information among samurai.

There are some specific things that can be learned in the following areas:

Speaking among the lower orders (peasant, merchants, etc.) will reveal that they are nervous due to a large number of disappearances over the last few months. In the last five months, three dozen people have vanished without explanation. As they have all been peasants, the samurai have paid little attention and the magistrate has declined to investigate, citing more important duties.

Trying to find information from any ronin in the city will prove somewhat difficult (requiring a Lore: Underworld / Awareness roll, TN 25) as there are not as many ronin in the city as there should be. Even beyond its role as a trade hub (with caravans that require guards), Michita Yasumi is fairly close to the Dragon lands and the recent war between the clans would usually have wave-men seeking employment flocking here. However, success on the roll allows the PC to discover that several ronin have gone missing with little concern from the magistrate. As a result the ronin, who have far more mobility than the peasantry, have generally been taking jobs that lead them away from the city and not returned. This makes it difficult to discern

who left because they were scared away from those who may have met a more sinister fate.

In the Temple Quarter of the city (named the Kanjiro District after the founder of the library), PCs who are seeking leads may hear of a strange monk preaching in the streets with a successful Lore: Theology / Awareness roll, TN 25. While this is not common in the Phoenix lands, as most monks who wish to proselytize can do so from the comfort of any number of shrines, it is not unheard of. However, the Phoenix are very conservative, and though the man's words generally support traditional Rokugani values, he does raise questions about the fact that a reward for living a good life does not come until after death (particularly among the peasants, this is a point of concern). Trying to locate him specifically will prove fruitless (this is Kaushen, and he is watching for the PCs), but another roll at a TN of 35 will inform them that the "creepy monk" has been seen speaking with the magistrate more than once, while rolling 45 or more will tell them that the monk is staying with Asako Kinuye. (Both will deny any involvement with such an individual, Hakura because she was instructed by Denbe to do so after his preaching came to her attention as a possible threat to the peace; Kinuye, of course, knows exactly who he is but will deny he is at her house unless the PCs are directly confronting her in force – at which time he will be gone to set up the trap in Part Two.)

Part Two: Way of Blood

The ultimate goal of the investigation should be to get the PCs to focus on one of the Bloodspeakers (Kinuye or Denbe) or their accomplice (Haruka). The GM is encouraged to remind the PCs of Utagu's advice and concerns about time. Confronting one of the Bloodspeakers in numbers is not absolutely necessary for the plot of the module, but it is indicative of Kaushen's planning: letting one of his followers distract the authorities while he enacts the larger plot.

Each confrontation will have a slightly different context: Denbe is smug and superior, confident that his newfound power will be enough to get him out of any accusation, where Kinuye is more reserved and confident. Haruka, on the other hand, will simply deny that the PCs (and, by extension, Utagu) have any grounds for concern – she basically believes that Denbe and his associates are slavers, and she is complicit with that, but does not want to know anything more.

Once the PCs have made it clear that they are making an accusation, the Bloodspeakers will taunt them for their blindness and reveal that the rest of the cell is

moving “now” to accomplish their true goal. A loud crash rings out over the Noble Quarter, and

Under no circumstances will any of the suspects initiate combat, though they will not cooperate with any attempted arrest (thus the PCs may themselves start any fight, however short it would be; their stats are in Appendix #1).

Should the PCs be hesitant to make an accusation due to lacking evidence or proof, the Bloodspeakers will move once they are all in one place away from the center of the Noble Quarter.

Depending on the PCs’ actions, it is entirely at the GM’s discretion if they have time to grab any extra equipment, but this should be done only if the group is significantly at a disadvantage for the rest of the module. Insisting on donning armor will certainly result in failure as Utagu will be dead before they arrive at that point, but stopping by their inn to snag a bow or weapon may be possible. For the most part, however, the PCs should be required to deal with what they find.

NOTE: If the PCs do not confront one of the suspects by the second night, the Bloodspeakers will move on their own. Having lured Utagu back to town by having an oni attack him on the road, they will continue with the rest of their plan. The only real difference is that all three of the Bloodspeakers (Kaushen, Kinuye, and Denbe) will be in the City of the Lost. The following scene should play out the same, however, following the sound of the explosion.

House of the Masters

The residence that the Elemental Masters use while in the city is called simply the House of the Masters, a large, spacious estate near the center of the city with an expansive garden. The serene waterfall, beautiful plants, and well-tended walkways are all quite visible from the street, however, due to the large hole that has been shattered in the tall stone wall that surrounds the grounds. Though the garden is largely untouched, red stains can be seen on the house’s porch, and dust swirls in the air from the violence unleashed by many spirits...

Though the garden was essentially ignored, inside the large hall just past the porch, the PCs will find a scene of carnage: the Shiba guards have been slaughtered, most of them without a fight, and their blood splashed liberally around the room. A tall portal stands in the middle of the hall, its edges formed of crimson blood flowing from wounds on the limp form of Kuni Utagu.

The Jade Champion is close to death, clutching at the dagger piercing his chest and breathing shallowly. He waves away any offer of assistance, explaining the situation as quickly as possible as he feels his life slipping away.

“You have to stop them... they took the Masters! They intend to corrupt them, turn them against the Empire... Bring them back...” His features twist into a pained snarl. “The dagger is Tainted, links me to the portal. It will close when I die, but I’m... a damned sight tougher than they thought. I can... give you my last blessing.”

If the PCs insist on explanations, he growls out shortly, “I was attacked by an oni on the road. I broke its master’s control and sent it back at them, then followed. Thought it would prove to the Masters that they had a bigger problem than they wanted to admit. I found the Bloodspeakers here... they’d drugged the Masters, wounded Taeruko, slew the guards. Trapped me and stabbed me, using me to fuel their escape.”

PCs who insist on trying to heal him (even with powerful magic like Peace of the Kami) will be waved away by Utagu. “Save your magic. This may not be the end I would have wanted, but I will be damned if I allow the price of my life to be an open way between here and the South!”

There is little else to be said: however ill-prepared they are (and they should be unarmored and likely not wielding any weapons other than their daisho), time is absolutely of the essence. The guards had armor and a variety of weapons, but taking any of them is a blasphemous act even in these circumstances. Any PC who takes a weapon from the dead guards loses one-fourth of their current Honor, and any PC who takes armor loses half of their Honor. The available weapons are at the GM’s discretion: the Crab and Phoenix have an alliance, and Taeruko’s personal guard are known for using heavy weapons, so a few tetsubo are not unreasonable. However, this should not be considered license for the PCs to have whatever weapon they wish.

Once the PCs are ready to depart:

Through the portal, you can faintly see an open doorway and a blasted, blackened landscape beyond it. Behind you, you hear Utagu’s final appeal to the spirits of earth: “Brothers of the land, I call upon you for the last time. All my life, you have helped me defend the mortal Realm from the darkness. Now, I ask that you grant the blessing of your purity, that my servants may walk in the shadow to prevent it from

claiming more souls, and to avenge me while I enter the next life.” The bloody red of the portal shifts to the pure green of jade as the earth spirits respond. The Jade Champion gasps, “That should protect you... Hurry!”

Part Three: Through the Portal

When the PCs step through, they are momentarily stricken with a wave of nausea, and find themselves standing in a large, open room decorated in shades of black. The doors are open, and beyond them can be seen the blasted landscape of the Shadowlands. If it was late at night, the PCs cannot see much beyond twisted trees against the night sky, but confronting the Bloodspeakers before nightfall allows them to see what appear to be farmers working the ground not far away, digging rice paddies and building an irrigation system.

Inside the building, however, the PCs’ emergence from the portal is watched by a surprised cultist – a young man in orange and blood-stained red robes who is stunned by their appearance through the portal.

Before he can do more than stammer and stagger back, a dark figure steps in from outside and, taking his mouth in hand from behind, efficiently slashes his throat. A sultry, beautiful woman in black and grey eases his body to the ground, wiping the blade clean on his robes, and turns a smirk to you as she rises. “Welcome to the City of the Lost. I would guess you are here to reclaim what the Bloodspeakers took?” Eyes dancing with laughter, she kicks the corpse at her feet and chuckles. “I can be of help to you, if you wish...”

PCs who played SoB08: Winter Court Kyuden Hida will recognize the woman as Hida Chie, the Shadowlands infiltrator and maho tsukai that killed several Crab bushi and raised their bodies as undead monsters in the castle’s basement. Today, however, she hopes to use the PCs to rid her of some competition. Unless the PCs decide to attack, she will be happy to work with them to achieve their goals – she is not interested in allowing the Bloodspeakers to prove their worth to Daigotsu by Tainting the Elemental Masters, and she will be happy to explain herself.

However, working with a known criminal and Lost spy will cause an Honor loss for any character, even the most dishonorable. Allowing her to walk away in order to focus on the mission at hand will incur no loss, but actively working alongside her will cause all PCs to

lose a point of Honor. If their Honor Rank is 5 or higher, they lose an additional point, with another additional point if they have Honor 9 and two additional points (5 total) if they have Honor 10.

If the PCs attack, Chie will defend herself but seek to flee at first opportunity – she has possession of a Tainted nemuranai that she can break with a Simple Action to become invisible for ten minutes, so as long as she can survive to her Initiative, she is likely to escape.

On the other hand, if the PCs are willing to work with her, she will take them to her house in the City (just a few blocks away, in fact) and explain some of the basics of the Lost samurai community as well as the politics involved in her assistance.

Hida Chie, Tainted Infiltrator

Chie was reborn after the Battle at Oblivion’s Gate with the power of Jigoku. She barely remembers her life before, though she knows she was a samurai of the Empire. Upon her return to the City of the Lost, she has become one of the leaders of those the Dark Lord is sending into the Empire as spies and saboteurs.

Air 5	Earth 4	Fire 3	Water 4	Void 3*
		Agility 4		
Honor 0.0 (4.0)		Status 2.0	Glory 2.5	
Initiative: 10k6	(+5		Attack: 10k4e+5	
during Reactions	every		(masakari, Simple)	
Round)				
Armor TN: 30/35			Damage: 7k3m	
			(masakari)	

Reduction: 4

Shadowlands Taint Rank: 5.0 (as Lost, with the Mind of Darkness power, she gains +5 to the total of all rolls made using any Trait)

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

School/Rank: Bayushi Bushi 1/Hida Bushi 2 (Insight Rank 5)/Maho-Bujin 2

Techniques: *The Way of the Scorpion:* +1k1 to Initiative, +5 ATN vs opponents with lower Initiative.

The Way of the Crab: Ignores TN penalties for wearing heavy armor for all Skills except Stealth, +1k0 to Heavy Weapons damage

The Mountain Does Not Move: Reduction 4

Carve the Crimson Road: max Raises limited by Taint Rank or Void, whichever is higher; gain unkept dice on damage equal to Taint Rank; may make Extra Attack Maneuver with 2 Raises

Corruption Rewards: increase Initiative Score by Taint Rank during Reactions every Round; Simple Action attacks

Skills: Acting 5, Athletics 3, Calligraphy (Cipher) 2, Courtier (Manipulation) 5, Defense 4, Etiquette 4,

Heavy Weapons (Masakari, Tetsubo) 7, Iaijutsu 3, Intimidation 4, Jiujutsu 4, Kenjutsu 4, Lore: Shadowlands 5, Sincerity (Deceit) 6, Spellcraft (Maho) 3, Stealth 7, Temptation (Seduction) 6

Advantages/Disadvantages: Dangerous Beauty, Multiple Schools, Perceived Honor II, Silent / Dark Secret (Lost), Lechery

Shadowlands Powers: Blood Knows Blood (Minor), Child of Darkness (Minor), Mind of Darkness (Minor), Sense Purity (Minor), Beside the Darkness (Greater), Blood Domination (Greater), Unholy Beauty (Greater)

Special Equipment: Shadow Charm (break for invisibility)

Welcome to the City of the Lost

Though it is far from finished, it is obvious that the settlement being built will be a large city when it is done. A sizable wall is being erected well out past the completed buildings, and a large tower is under construction in the city of town. The building the PCs arrived in appears to be a warehouse of some kind, on the edge of town (convenient to where the Lost ashigaru are rediscovering the agricultural wheel) and isolated from most interference. The local samurai are obviously Tainted, though many of them still wear the colors of their original clans so the PCs do not immediately stand out.

Without Chie's assistance, following the Bloodspeakers and their captives will be extremely difficult to do without revealing themselves as interlopers. Asking the spirits for assistance can be done, though the TN for any spell casting is increased by 5 (fortunately, Kuni Utagu's last blessing will keep them from being Tainted against their will for the duration of the module). Speaking with the locals is possible, though requires at least two Social Rolls (see "Navigating the City of the Lost" below) at TN 35 to find the Bloodspeakers. It will likely not be obvious until they arrive at the Temple of Blood that the Masters have been split up.

The Oni You Know...

If the PCs are willing to work with Chie, she will be entirely cooperative with them, and even relatively honest. She is one of the leaders of the group of Lost samurai responsible for keeping an eye on the Empire (and engaging in opportunistic sabotage in anticipation of an eventual conflict between Rokugan and the City of the Lost), and has been forced to deal with several of the factions among the Lost as a result. Chie is entirely loyal to Daigotsu (who she will refer to exclusively as "the Dark Lord" unless pressed, though she will give his name if the PCs insist), but readily explains that a

large part of his leadership stems from the belief that strength justifies position. The Dark Lord leads because he is the strongest, therefore it is important for his followers to be strong and they must compete among themselves in order to ensure they gain strength. Chie, of course, has no interest in seeing her rivals become stronger and is eager to see them brought down (even by the PCs).

The other factions include the Bloodspeakers, led by Kaushen, who Daigotsu has a very tentative alliance with if they can prove their worth – hence their current aims. They have gained some support from Kyojitsu, a recently Lost Crab samurai who has brought a philosophy that the Dark Lord is using to unite the culture of his followers (some of the PCs may recall Hiruma Kyojitsu from when he was a PC in the campaign). Roshungi, the leader of a group of Lost monks who seek to act as Fu Leng's priests, has assigned his sohei student Michio to assist the Bloodspeakers as well (and, likewise, Michio was once a PC monk by the name of Kikan).

Chie saw the three groups split up, taking the masters with them, and knows where these three factions have their headquarters, but does not know which Elemental Master ended up where. "Kaushen and his Bloodspeakers came away with a single prize, while Michio and Kyojitsu each took two of the Masters with them. I can lead you to them, or give you directions, as you wish. I will even help you fight them, though not my lord's actual troops. How do you want to use me?"

Chie will be vague about the rest of the City and its factions, reminding the PCs that time is of the essence. She obviously knows the situation intimately, but apart from mentioning a fallen Dragon named Taki as the master sensei of the Dark Lord's armies and that the master of the goblins who patrol the city at night is named Omoni, she has little to say.

If the PCs insist on knowing more about the Dark Lord, she will reluctantly part with the following: "His name is Daigotsu. No one knows where he came from, but one day he arrived in the Shadowlands and started gathering Lost samurai to his banner. Being a part of something... you don't know how important that is until it is gone. He is the high priest of Fu Leng, and the Daughter of the Dark Kami stands at his right hand. He has given us a purpose. Don't worry; one day we will come for the Empire, but that day is far off. I think the Bloodspeakers have led to that day being closer than it should, and I don't want to see them get away with it."

Navigating the City of the Lost

If the PCs go out into the streets during the day, they don't have to worry about the goblin patrols, but they will be seen by the denizens of the city. Pretending to be Lost Samurai is not terribly difficult, particularly if they have Chie's cooperation, but it does require **Acting / Awareness** rolls at a TN of 20 (Chie provides a bonus of +5 to the total of this roll), and the PC will lose Honor as per using a Low Skill. This Honor is lost only once, though the roll must be made between every destination. Failure on the Acting roll means that they are confronted by Lost samurai and must succeed at a Social Skill Roll of some sort to avoid confrontation (Courtier, Intimidation, or Sincerity, at the GM's discretion, based on the PC's tactics). The TN of this roll is 30; failure here means that the PCs will be taken into custody – refusal to comply will be met with force (a squad of guards equal to the PC in number, using Shiba Haruka's stats but with a Shadowlands Taint Rank of 5.0 and receiving +5 to all Physical Trait rolls as a result). Even if they defeat this squad, however, the alarm will go up in the city and unless they surrender, they are unlikely to be able to travel through town without being spotted – the GM is encouraged to allow them to explore options using these rules as a guideline before they give up and retreat or are captured and taken before the Dark Lord.

At night, the City of the Lost is patrolled by bakemono under the command of Omoni. Avoiding the goblin patrols requires a **Stealth / Agility** roll, TN 20. If Chie is with the group, she provides a +7 bonus to their rolls as she assists them. Should they fail, they will be attacked by a small patrol of Omoni's Goblins. The first patrol will have one Goblin for every two PCs; each failure increases the TN of the roll by 5 and doubles the number of Goblins.

Omoni's Goblins

Larger and more muscular than most bakemono, the servants of the Flesh Sculptor are also smarter and better trained. They scour the City of the Lost at night, looking for things to eat and providing warning of

Air 2	Earth 3	Fire 2	Water 3
Reflexes 4		Agility 3	Strength 4

Initiative: 6k4 **Attack:** 10k4 (claws, Complex, Full Attack)
Armor TN: 15 (Full Attack) **Damage:** 5k3 (claws)
Reduction: 5
Wounds: 30 (Dead)
Taint Rank: 2
Skills: Athletics 3, Jiujutsu 3, Stealth 3
Special Abilities:
• Swift 1

Note that Chie will not fight for the PCs against the Lost or the Goblins; she will disappear and not return if they fight the guards, but will rejoin them after the fight if they engage with the Goblins, explaining that even the Goblins can carry reports to their master.

Freeing the Masters

The five Masters were split up into three groups by the Lost; exactly which group the PCs want to go after first is up to the players, based on very little information. Chie can tell them where the enemy are located, but not where the hostages are.

Once freed, the Masters will be able to help the group in very limited fashions – they have been drugged, injured, and generally tortured enough that their direct participation in combat is unlikely. That said, if the GM is running short on time once Hochiu or Ningen are freed, combats to rescue the others can be abstracted as necessary. Note, however, that they are unwilling to fight the entire City, and if it appears that they are likely to be captured (fail two of the “Navigating” rolls), they will instead insist that the group abandon any Masters still being held.

Earth

Isawa Taeruko was taken by the Bloodspeakers due to Kaushen's personal animosity. The Bloodspeakers have a Temple of Blood in the city, though it is only barely recognizable to any PCs as a “temple.” Fortunately for the PCs, the Bloodspeakers are focused on their captive and enacting a ritual to speed the process of Tainting her (before she recovers enough to put up a fight).

Nearly a dozen robed forms kneel and chant before a foul altar, where Isawa Taeruko has been chained. An old man with a vicious, gleeful smile of spite leads the chanting, blood flowing from his hands and from several cuts in his scarred forearms.

Whichever cultist the PCs did not confront is here with Kaushen (Denbe or Kinuye) and will defend him to the death or seek to avenge him if he falls. There are twice as many cultists as PCs, though they spend the first Round essentially Prone and will break and flee if Kaushen is killed. Taeruko is both drugged and heavily wounded, and is not capable of being of any real assistance in this fight. If she is healed of at least fourteen Wounds, she will be able to walk on her own, and a **Medicine (Antidotes) / Intelligence** roll (TN 30) is necessary to help her recover from the drugs in a timely fashion (though administering such care does take at least a half-hour)

Bloodspeaker Cultists

Air 2 Earth 3 Fire 2 Water 3 Void 2
Honor Agility 3 Status Glory
Initiative: act during **Attack:** 6k3 (knife, Reactions Phase Complex)
Armor TN: 15 **Damage:** 3k1 (knife)
Shadowlands Taint: 1.4
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)
School/Rank: none (Insight Rank 1)
Skills: Athletics 2, Knives 3, Lore: Shadowlands 2
Special: The cultists have given up their first two Wound Ranks to the ritual and spent all of their Void, meaning that it takes 24 Wounds to incapacitate them

Kaushen

An old man with a shaved pate, Kaushen is a hunted man but refuses to give up his quest for power.

Air 5 Earth 5 Fire 3 Water 3 Void 4
Honor 0.2 Intelligence 5 Status 0 Infamy 4.0
Initiative: 10k5 **Attack:** Spell Casting 10k6+5 Air
Armor TN: 43 (Defense Stance) **Damage:** 7k5 (Slayer's Knives, TN 50) or target's Air in kept dice (No Pure Breaths, TN 40 plus see below)

Reduction: 20

Wounds: 25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40), 95 (Dead)

School/Rank: Isawa Shugenja (Air) 5

Techniques: Free Raise to Air spells

Skills: Athletics 2, Defense 5, Lore: Theology 5, Lore: Maho 8, Sincerity 7, Spellcraft 6

Favored Spells: Slayer's Knives (Air ML 5, TN 50 to cast in one round, causes a tunnel of whirling air and blades of ice with 7k5 damage to all targets); No Pure Breaths (Maho Air ML 4, TN 40 to cast in one Round; causes damage equal to target's Air in kept dice and gives them a +10 penalty to all actions until magically healed); others at GM's discretion with emphasis on Air spells and deception

Special: Kaushen's first Wound Rank and two Void Points are gone at the start of combat

Fire and Air

Isawa Hochiu and Gennai were taken by Kyojitsu, who sees more potential in the aggressive young Master of Fire and the man who was willing to step away from his lord and clan. Kyojitsu has taken them to his dojo, where he instructs the Lost in his dark version of bushido, dubbed "Shourido." The seven tenets

(Control, Determination, Insight, Knowledge, Perfection, Strength, and Will) are displayed on the walls, much as Rokugani dojo will have displays of bushido's tenets.

A lean, dark man in grey and black gi paces back and forth between two men bound and gagged on the floor of the dojo. Isawa Hochiu and Gennai have been lashed, wrists to ankles, and propped up in something resembling a seiza posture while Kyojitsu lectures them in the strength of something called "Shourido" and the weaknesses of traditional bushido. He looks up as you enter, and laughs. "Here is a chance for a more active demonstration, my students. Pay attention!"

Kyojitsu has no problem with attacking the PCs alone, and will enter his Rage state in the Reactions Stage of the first Round. If the PCs do not have any means of damaging an Invulnerable opponent, they will be in serious danger unless they free Hochiu or Gennai. This does require keeping Kyojitsu somewhat distracted, and the Masters are not really in shape to fight much themselves, though they can cast buff spells on the PCs to allow them to harm Kyojitsu or to hamper the Lost samurai at the GM's discretion.

Kyojitsu, Master of Shourido

Lean and arrogant, with a dark cast to his eyes and skin from the black blood flowing in his veins, Kyojitsu is casually assured of the validity of his philosophy while utterly refusing to acknowledge any faults in it or himself.

Air 4 Earth 5 Fire 3 Water 3 Void 2
Honor Agility 4 Status Strength 4 Glory
Initiative: 9k4+5 (+5 **Attack:** 10k6+5(katana, during Reactions every Simple) or 10k7+5 Round) (unarmed, Simple)
Armor TN: 25 **Damage:** 10k5 (katana) or 10k4 (unarmed)

Reduction: 10

Shadowlands Taint: 5.0

Wounds: 25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40), 95 (Dead)

School/Rank: Hiruma Bushi 1/Crab Berserker/Maho-Bujin 3

Techniques: *Torch's Flame Flickers:* +1k0 to attack rolls while in Attack Stance

Berserker Rage: may enter Rage during Reactions; lasts 10 Rounds, cannot take Center, Defense, or Full Defense Stance, cannot use non-Bugei Skills; ignore all Wound Penalties, +2k1 to attack and damage rolls (figured above), if killed while in Rage, may continue fighting until has take a total of 190 Wounds

Carve the Crimson Road: max Raises limited by Taint Rank or Void, whichever is higher; gain unkept dice on damage equal to Taint Rank; may make Extra Attack Maneuver with 2 Raises

Corruption Rewards: increase Initiative Score by Taint Rank during Reactions every Round; Simple Action attacks

Devourer of Purity: when putting an enemy at Down, Out, or Dead, instantly heals their double their Honor in Wounds; cannot heal off the same person twice in one Round

Skills: Athletics 5, Battle 5, Courtier (Manipulation) 3, Etiquette 3, Hunting 2, Intimidation (Control) 4, Jujutsu 7, Kenjutsu (Katana) 6, Kyujutsu 1, Lore: Bushido 2, Lore: Shadowlands 3, Sincerity (Deceit) 3, Stealth (Spellcasting) 4, Temptation 4

Advantages/Disadvantages: Luck II / Disbeliever, Ebisu's Curse

Shadowlands Powers: Invulnerability, Unholy Stamina, Father of Lies

Water and Void

Isawa Akiko and Shiba Ningen were taken by Michio to his dojo, where he is developing a martial arts style for use by the monks loyal to Daigotsu.

Again, Akiko and Ningen could be very helpful once they are freed and can recover – the Master of Water is a powerful healer, but also known for her divinative abilities. Shiba Ningen is quiet and unassuming, but the Void can easily be the most dangerous of the elements.

Behind the dojo's main building, a small waterfall spills into a pool, where a powerfully-muscled monk is holding a struggling form under the water. Another form, limp from her own exertions, gasps through a soaked bag over her head. Both shugenja are obviously tied and gagged to keep them docile, and when he sees your entrance, the monk shrugs and shoves the slight form away, deeper into the water. He surges forward, hands flexing.

Michio

A muscular, almost brutish man with sunken knuckles and dark eyes, the monk once called Kikan is now the Disciple of the Dark Oracle of Water, Matsu Turi's representative in Rokugan since a brave and foolhardy Mantis banished the Oracle from the Empire's borders.

Air 3 Earth 5 Fire 3 Water 6 Void 5
Reflexes 5 Agility 5
Honor 0.2 Status 0 Infamy 6.0

Initiative: 10k5

Attack: 10k6+5
(unarmed, Simple)

Armor TN: 30 /38

Damage: 10k5 (unarmed)

Reduction: 20

Shadowlands Taint: 5.0

Wounds: 25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40), 95 (Dead)

School/Rank: Order of the Spider Monk 4 (Insight Rank 6)

Techniques: *The Dark Path:* +1k0 attack with unarmed and polearms; add +8 to Armor TN vs melee attacks

Drawing in the Strike: gain Reduction equal to any non-Void Ring plus Shadowlands Taint Rank

Speed of Darkness: Simple attacks with unarmed or polearms

Guarded by Chi: add twice Rank in one non-Void Ring plus Shadowlands Taint Rank to TN of any spell being cast against (+15)

Darkness Unleashed: has 5 extra Void Points that may be used on damage for +1k1

Kiho: Embrace of Stone (+10 Reduction)

Shadowlands Powers: Monstrous Strength (+5k0 to Strength Rolls, Strength-based Skill Rolls, and Damage Rolls), Uncanny Speed (Water 8 for movement)

Skills: Athletics 5, Defense 5, Jujutsu (Martial Arts) 7, Lore: Theology 3, Lore: Shadowlands 5, Meditation 3, Polearms 2

Mastery Abilities: ignores movement penalties for Terrain; +1k1 unarmed damage, Free Raise for Grapples

Advantages/Disadvantages: Hands of Stone, Precise Memory, Sage / Cast Out, Driven, Haunted

Capture?

If the PCs are captured, they will be taken them before Daigotsu for his judgment – spies from the Empire are unprecedented in the City of the Lost at this point.

A handsome young man with flowing white hair watches from a tall throne with a cool expression on his face as the guards bring you in. A tall, eerily beautiful woman dressed in white funereal garb stands at his right hand, while a bulky warrior in obsidian armor looms behind him. A gangly, greasy man sits in a corner, chittering occasionally to a small goblin whelp and chuckling at its antics like a man with a favored pet. The man on the throne steeple his fingers, and smiles with what seems genuine amusement. "Can you tell me, samurai, why I should not simply kill you out of hand? Let your disappearances this far into the Shadowlands be a mystery to plague the Empire until I am ready."

Begging for one's life is a horribly dishonorable action, though in this case, the PCs do have a clear duty to warn the Empire of what they've seen. If a PC can make a suitable case for a logical reason it would serve

the Dark Lord's purpose to allow their return and making a successful Social Skill Roll (using an appropriate Skill at the GM's discretion and Awareness) at a TN of 40. However, if it is failed and the PC wishes to Honor Test it, the second roll is at +20 TN.

Suitable reasons include spreading word of the Empire's enemy, proving his strength by letting them go, or other appeals to his obvious power. If she was helping them and avoided being discovered doing so, Chie will support their argument (giving them a Free Raise on their roll). Ultimately, it is up to the GM to determine if the PCs can come up with a good reason for Daigotsu to not kill them.

Should they choose instead to attack the Dark Lord of the Shadowlands, they will be incinerated in a burst of dark fire before they make more than two steps. He is the most powerful living maho-tsukai and in his place of power; no roll is necessary for this effect.

Conclusion

Depending on how many of the Masters they recovered, the group's return to the Empire will be facilitated by the Elemental Council's magic. Ideally, Shiba Ningen will open a portal allowing them to return directly to Michita Yasumi, but eventually they will find their way back to Rokugan, whether it be at the Wall or back in Phoenix lands. The Elemental Masters are very grateful for the PCs' endeavors on their part, promising that their actions and the Jade Champion's sacrifice will not be forgotten.

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
Rescued at least one Master:	+1XP
Rescued at least three Masters:	+1XP
Rescued all of the Masters:	+1XP

Total Possible Experience: 5XP

Honor

Each PC gains Honor as per "protecting your lord's interest despite great personal risk" on the chart in the book (pg 91).

Losses noted in the module.

Glory

Rescuing any of the Elemental Masters gains the PC a full Rank of Glory. Rescuing all of them gains an additional half Rank.

Other Awards/Penalties

Rescuing any of the Elemental Masters gains the PC "Favor: Elemental Masters"

GM Reporting

Were any of the Elemental Masters left in the Shadowlands?

Were the PCs captured and taken before Daigotsu?

GM must report this information BEFORE 7/27/2015 for it to have storyline effect

Appendix #1: NPCs

Asako Kinuye

Tall and athletic, Kinuye does not look like a vicious and calculating monster willing and eager to shed any amount of blood to further her own power...

Air 5 Earth 3 Fire 4 Water 4 Void 4
Willpower 4 Agility 5
Honor 1.2 Status 3.0 Glory 2.1

Initiative: 9k5 **Attack:** 10k6 (unarmed, Simple)

Armor TN: 40 **Damage:** 6k4 (unarmed)

Reduction: 5 **Taint Rank:** 0.8

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

School/Rank: Asako Henshin 4 (treat as Four Temples Monk with below Techs)

Techniques: *Riddles:* may lower one Trait on a target by 2 with a Simple action and success on a Contested Willpower Roll; may be delivered with an attack but reduces damage to 6k2

Mystery of Earth: Immune to all Conditions except Grappled

Mystery of Fire: k4 unarmed damage

Skills: Athletics 5, Courtier 4, Craft: Poison 5, Defense 5, Etiquette 5, Investigation 4, Jiu-jutsu (Atemi) 7, Lore: Maho 5, Lore: Shadowlands 3, Lore: Theology 4, Mediation 6, Sincerity 6, Stealth 4

Advantages/Disadvantages: Benten's Blessing, Darling of the Court / Overconfident

Asako Denbe

Though he is a merchant patron, Denbe is actually very physically fit from an active life. He is cocky and nowhere near as smart as he thinks he is, but

Air 3 Earth 4 Fire 3 Water 4 Void 2
Awareness 4 Agility 4 Strength 5
Honor 0.9 Status 2.0 Glory 1.3

Initiative: 6k3 **Attack:** 9k4 (knife or unarmed, Complex)

Armor TN: 20 **Damage:** 6k1 (knife or unarmed)

Taint Rank: 1.3

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

School/Rank: Shiba Bushi 1/Maho-Bujin 1 (Insight 3)

Techniques: *The Way of the Phoenix:* May 2 Void Points on a roll; May Guard as a Free Action; target only adds +5 to Armor TN instead of +10.

Carve the Crimson Road: max Raises limited by Taint Rank or Void, whichever is higher; gain unkept dice on damage equal to Taint Rank; may make Extra Attack Maneuver with 2 Raises

Skills: Commerce 5, Defense 4, Etiquette 3, Intimidation 4, Jiu-jutsu 4, Knives 5, Lore: Maho 4, Lore: Theology 2, Meditation 1, Sincerity 4

Shiba Haruka

A hard woman with an intense personality, Haruka is happy to take Denbe's bribes and lie to herself about what the cult is doing.

Air 3 Earth 3 Fire 3 Water 3 Void 4
Reflexes 4 Agility 4
Honor 2.1 Status 3.0 Glory 3.2

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

Armor TN: 25 (30 in light armor) **Damage:** 7k2 (katana)

Reduction: 0 (3 in light armor)

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

School/Rank: Shiba Bushi 4

Techniques: *The Way of the Phoenix:* May 2 Void Points on a roll; May Guard as a Free Action; target only adds +5 to Armor TN instead of +10.

Dancing With the Elements: When assuming Stance for the Round, may choose a target within 30'. Whenever the target casts or is the target of a spell, may choose to increase or decrease the TN of the spell by 5. Additionally, whenever you are the target of a spell, you may immediately choose to increase or decrease the TN of the spell by 5.

One With the Void: This Technique automatically activates during the Reactions Stage of Combat if another character spent a Void Point during this Combat Round: regain a Void Point. This Void Point may exceed normal maximum, but all excess Void Points are lost after combat resolves. This Technique only activates twice per skirmish.

Move With the World: Simple Action Attacks with Polearms, Spears, or Samurai weapons

Skills: Defense 4, Etiquette 2, Investigation (Interrogation) 5, Kenjutsu (Katana) 6, Knives (Jitte) 3, Kyujutsu 4, Lore: Theology 3, Meditation (Void Recovery) 4, Spears 4