

# **A Breed Apart**

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**A [Low]-Rank Adventure for  
Heroes of Rokugan: Champions of the Ivory Throne**

Month of the Goat 1339 (Summer)

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Investigation, Travel, Combat  
Part One of Cult of the Priest

The Gaijin that have inhabited Balishnimpur have taken a variety of stances when it comes to the Rokugani. Some of them may have taken it a step too far...

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This module is written for the Legends of the Five Rings Roleplaying Game Fourth Edition, originally published by Alderac Entertainment Group.

Please refer to the *Heroes of Rokugan 4: Champions of the Ivory Throne Campaign Primer* for information on how to run official campaign modules. In addition to the basic setting information and house rules for this campaign, it details the various administrative necessities of the living campaign. GM reporting is crucial to players' ability to engage with the setting and to increase their characters' influence.

## Adventure Background and Summary

Shugenja have been disappearing from Balishnimpur! Signs of struggle have marred several locations where shugenja were found. Other than that, however, there has been very little indication or trace of the missing shugenja. While most of them are Ronin (and as such many samurai consider even investigating the matter beneath them), the number of shugenja that have disappeared in the last three months has been considered disconcerting enough to call the attention of the colonial magistrates.

This, of course, brings the PCs into the matter. As they learn more about the disappearances, their attention is brought to the Demons. Whether they find one of them or not, this ends up being just the first step in discovering a Cult that has been kidnapping these shugenja.

On the surface, this seems more odd curiosity than anything else, but the savvy may realize that there is more to this situation than meets the eye. After all, what good could come from gaijin being too interested in a group of shugenja...

A NOTE FOR GMS RE: GENDER OF THE 'DEMONS.' Through the module, the Cult's kidnapers, called the 'Demons,' will be referred to exclusively as 'it.' This is because there are more than one of these kidnapers roaming the city that are both male and female. Since they are generic enemies and not specific characters, their gender is simply not noted. In the event of their capture, the GM should feel free to fill in details to give them some personal flair.

## Upkeep

The events of the modules are certainly of primary importance in the lives of the characters, but many of them will have been working on a variety of tasks in the times between modules. At the beginning of the module, several things will need to take place (though some are obviously dependent on the actual needs of the PCs at the table).

### Character Notes

The GM should take a few minutes to examine the players' character sheets in order to have an idea of the nature of the PCs at the table. It is frequently helpful to have a list of specific mechanics that come up in the course of the module determined at the start of the module so the GM does not have to slow down play to check and see which parts apply to which PC. These can be Advantages, Disadvantages, Schools, Skills, or any other particularly relevant mechanics.

- Note any shugenja at the table.
- Curse of Chikushudo

### News from the Empire

While the GM is looking over sheets, it's a good time to distribute the first player handout of most modules. The News of the Empire is an overview of the recent events of the Empire in a fashion that shares the ongoing story with the playerbase without requiring a Skill Roll or interfering with the actual plot of the module. Any plot-relevant Rumors will belong in the appropriate section of the module to be learned during play.

### Inactivity

PCs lose L0 glory at the beginning of this module. This loss cannot bring them below their insight rank. The fame advantage increases their effective insight rank by one for these purposes.

### Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** is (5\*Taint rank)+5.

### Crafting

The Crafting rules are detailed in the Campaign Primer, based largely on the Crafting rules in the core book (page 258). Unless explicitly indicated otherwise, a PC may only make one Crafting Roll per module, and any Void Points or other character resources (spell slots, Luck, etc) spent on the roll do not refresh for the duration of the module. Any successful roll is noted on the provided sheet with the description.

## Preparation Techniques

Techniques like the Agasha Shugenja or Yogo Wards do not quite fall under Crafting, but still can benefit from pre-planning and the Upkeep is a good opportunity. However, unlike Crafting, this is not the only time these Techniques may be used during a module – this is just a chance for the GM to remind the players and get it out of the way.

## Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. At the start of the module, a PC ronin must roll **Hunting (Survival) / Stamina** at a TN of 10. Failure on this roll gives the ronin the Permanent Wound Disadvantage for the duration of the module. Koku may be spent on this roll to gain a Free Raise for every koku spent before the roll is made, or one Free Raise for every two koku spent after the roll is made.

## Experience Expenditure

Finally, the players should be given one last chance to spend any experience they wish before the module begins. Unless the module specifically allows it, experience may not be spent during the adventure.

# Introduction

The PCs, during their normal duties, are given orders by their various delegation heads to tend to a matter involving the Office of the Colonial Magistrates.

The Office of the Colonial Magistrates is a small office, more built for function than aesthetics. Four small desks are placed at each corner, where one may imagine the magistrates do their duties when they are not off handling business. While this is certainly small for a magistrate's office, especially for one for a city of this size, the space is at least well used.

Sitting at the nearest desk are two Samurai. One is a younger woman dressed in drab brown robes. She would be utterly unimpressive if not for the scroll satchel that sat opposite her daisho, tied shut to prevent any potential misunderstandings. The other is a bored looking elder man in Phoenix robes, the imperial chrysanthemum adorned just above his right breast.

The Phoenix looks up to you with an expression of barely contained relief. "Ah, Samurai-sans, it is an honor for you to join us. Please, seat yourselves and enjoy tea."

The Magistrate will take the time to introduce himself as Gennai Okusukai, identifying the woman simply as Ryoko.

Gennai Okusukai's etiquette is flawless, pouring tea and speaking around the subject at hand for the proper amount. By contrast, Ryoko fidgets in her seat, only speaking when spoken to, and only just enough words for the question to be answered satisfactorily. The moment the proper amount of time had passed, however, Okusukai clears his throat.

"Thank you for taking the time to stop by," he comments idly. "We've had an odd series of missing persons' cases. While normally the office is not terribly invested in Ronin disappearances, this one is of note. You see, all of the missing Ronin are shugenja. It is an unusual pattern, to be certain, and as such I have determined that it is worth investigating. Unfortunately," the man sighs heavily, "The truth of the matter is that I do not personally have the time. We are perpetually undermanned in this office, you see, and as such I cannot spend any great deal of time on the matter myself. As such, I would ask that you investigate and see what can be discovered."

At this point, PCs are welcome to ask any questions.

### How long has this been going on?

"So far as I can tell, the disappearances started a little over one month ago, and since it started, though, no less than seven ronin shugenja have disappeared, and I suspect more will turn up at some point."

### Why are there so many ronin Shugenja in the City?

"Balishnimpur doesn't have the luxury of being able to turn away help, Samurai-san. As such, there is plenty of work for any sort of ronin willing to offer it, and a number of the clan samurai are a fair bit more practical than you will find on the main land. The Ronin Shugenja come here usually because they can find work without being accosted by some clan samurai accusing them of being a crook or trying to force them to swear fealty."

### What leads do you have for us to pursue first?

At this point, Okusukai looks to Ryoko and nods. Ryoko hesitates a moment, but then speaks with a quiet voice. "Kyouji-kun... he and I came to the city together, looking for work. Things had been, well, steady for the first few months, but..." she bites her lip and shudders a moment before she continues, "But ten days ago, he went out to collect payment for a small

job and never returned. He... he is not the type of person to just run away, Samurai-samas.”

#### Do you know where he was last seen?

Ryoko looks down and blinks back some tears. “He went to the Market district. Then, from what I understand, he had left to do some sort of errand somewhere else. He was only supposed to go to the *Clam’s Pearl* to collect some things. Perhaps someone there might know something?”

Once the PCs have finished asking questions, Gennai Okusukai motions them away. Ryoko, however, will follow them out, bowing her head when she is noticed.

“Samurai-samas,” Ryoko speaks calmly. “I wanted to thank you for following up on this investigation. I...” she takes a deep breath. “I do have one other thing to tell you, something I didn’t mention to Gennai-sama since he didn’t seem interested in the investigation.” She hesitates for a moment, but once she is bidden to speak again, she continues. “Last night, something attacked me while I was searching for him. Or... maybe someone? It certainly looked human, or perhaps gaijin. It wore a mask, a crude one, and I couldn’t make out its face... And whatever it tried to say was incomprehensible.” She took a breath, “It tried to strike my throat when I pulled out my Scrolls, Samurai-samas. I barely avoided the beast and the fire kami were gracious enough to drive it away. I... I think it might have been what has taken my Kyouji.”

## Part One: Mysterious Disappearances

Presumably, the PCs will start their investigation in the Market district.

The Market district is constantly under construction, especially with its recent change in governance to the Mantis clan. As the Clan has started to throw its wealth around to make the markets more representative of the Clan itself, the Samurai controlled portions of the district have become an ostentatious display of wealth and power.

Unfortunately, the *Clam’s Pearl* is not in that part of the district, and certainly is not that sort of place. It takes a good few minutes, quite a bit of asking around, and at least three slips into dark alleys before you are finally able to find the Pearl, only notable by the rickety sign hanging over it, literally a pearl inside of an open clam.

### Rumors

The following information is available with a Courtier (Gossip) or Lore: Underworld / Awareness roll. A Ronin PC or a PC who was raised in Balishnimpur receives a Free Raise on this roll (or certain Advantages may apply).

- <10: The Ronin in this City do not like talking to you. All social Rolls against Ronin for the rest of this module have their TN increased by 5.
- 10: There have indeed been a surprising amount of disappearances around the Market District in the past couple of months. The magistrates have been mostly absent in investigating these matters (a few Ronin disappearing is not all that concerning)
- 15: There is no real common thread to the disappearances, save that all of them have been Ronin and Shugenja. Sometimes there have been signs of struggles near their last known location. Occasionally the person in question simply... disappeared.
- 20: Kyouji was well respected, as far as Ronin Go. He had earned a reputation as someone who could get jobs done quickly and efficiently. That he went missing about ten days ago is considered rather unusual.
- 25: There have been whispers of some sort of Demon hiding in the alleys of the more seedy areas of town (pretty much anywhere you expect ‘us ronin scum’ to frequent). Several people have seen the creature, but no one can agree about what it looks like. Some describe it as a tall, muscular creature while others have described a short, almost sultry feminine creature. The only thing that is consistent across all descriptions is the creature’s burning yellow eyes...
- 30: Rumor has it that Oiki, a Ronin scout, managed to trail one of these demons for several days. He only has been seen in Balishnimpur again in the last couple of days, but he has not talked about the matter to anyone.

### The Clam’s Pearl

As you walk into the Clam’s Pearl, a wafting smell hits your nose. The clear hint of opium permeates in the air, mixed with the smell of cheap alcohol, sweaty men, and even hints of blood. Noisy patrons of all sorts sit at small tables, leering at barely dressed serving women who bring them a various assortment of drinks and items of questionable legality.

Several patrons look in your direction as you open the door, and slowly but surely all noise in the place stops. A look of horror soon becomes commonplace within the small den of iniquity, until finally a small, shifty man with a panicked expression approaches, bowing his head low. “Ah... Hello, Samurai-samas? Perhaps there is something that this humble patron can help you with?”

The PCs are certainly allowed to respond to this how they wish, though if they are considering killing/arresting everyone inside they should be reminded that they are not currently authorized legally to investigate anything but the whereabouts of the missing shugenja. Should they decide to simply kill everyone inside, roll 3k3 damage against them (as the mass of bodies try to push their way through/get away), but otherwise they can succeed in doing so with no issue.

If the PCs wish to speak with him, he will stay prostrated unless they specifically order him to get up. “Ah, apologies, Samurai-samas, I do not know what this humble servant could hope to do for you”

#### Have you seen Kyouji recently?

The little man takes a breath, almost seeming relieved to realize that he is not their person of interest. “Ah, no sir, Not for ten days. I imagine he must have run off somewhere, or taken a boat back to Rokugan... though I wouldn’t think he’d have made enough money to do that.”

A roll of Investigation (Interrogation)/Awareness at TN 10 will easily tell the PCs that he doesn’t believe that himself.

Surely there’d be another option? (Or similar sort of questioning. Requires any Social Roll at TN 15 or a sufficient bribe)

The little man looks nervously to you a moment, then leans in and whispers. “Well. He was a shugenja. Maybe the Demons took him...”

#### The Demons?

“The Creatures that have been hunting around the alleys of the city. I should know... I’ve seen one...”

#### If asked about his experience:

The man exhales sharply as he recalls the experience. “I was coming home from... well, from business, we’ll say, and wanted to take a shortcut. I know the alleys pretty well, you see, and I would like to think I’m safer in them than most. But... when I turned the corner to get back into the Market District... there it

was. It was huge, -Sama, must have been at least as tall as a large Crab. It was human-like, for sure, but it had this face... this terrible, misshapen face, like some sort of gaijin demon. And its eyes... evil, terrible eyes, yellow and ugly. I’ve never seen anything like it. Ran, I did, must have run faster than I ever have. It had to not have followed, I’m sure of that. I can’t imagine I had even a chance if it wanted to come after me.

#### Has anyone else seen anything like this?

“Oh, a few people here and there. I hear there was a scout of some sort that tracked it for a while, but I can’t imagine that anyone is really brave enough to follow a creature like that for any real amount of time, right?”

#### Have any of your other patrons perhaps seen Kyouji?

Well... no probably not. He sort of keeps to himself for the most part. Mostly he’s just close to that lady of his... Ryoko? Nice lady, shame she hasn’t been here since he went missing.

#### Do you know anything about Oiki?

Oiki? Well, not too much, -Sama. He doesn’t appear terribly often, and is very picky about what jobs he takes. I hear he’s good enough that he really can afford to be picky about it.

This is the extent of the information that he knows in regards to Kyouji or the “Demon.” What the PCs choose to do with the patrons of the Clam’s Pearl is up to them, though wantonly slaughtering peasants should be at the least uncomfortable for them. Killing them causes a D5 honor loss.

If the PCs have not found information on the ronin Oiki, the proprietor will freely offer information on Oiki (blurring it out randomly, especially if it looks like he might be at risk of dying).

#### Oiki

Finding Oiki is easier said than done. The simplest way to go about it would be to put word through Ronin channels that they are looking specifically for him to do a job. However, this is a time-consuming process, and not necessarily terribly efficient method of reaching him. There is no roll for arranging a meeting, but it will take two days for the meeting to occur (and it should be impressed upon the PCs that two days is a long time in a missing person scenario).

If the PCs wish to take a more active step in finding Oiki, the first step is to get information as to where he might be. This is most easily achieved by collecting gossip around the city with a Courtier

(Gossip)/Awareness Roll at TN 20 (other ideas and rolls may be substituted, but the TN goes up by 5), and will take only a couple of hours.

However they end up finding Oiki, he will send them a letter requesting they meet him at the Sword of Hope inn in the Merchant's district.

The Sword of Hope inn is one of the nicer inns in the city, at least inasmuch as inns that cater to Ronin can be nicer. It is, nonetheless, a small inn, the eponymous sword that gives it its name resting on a daisho stand on the mantle. The place is rather busy as you walk in, though everyone quiets as they notice your presence.

Quickly pushing through the crowd and bowing low is a small man, dressed in a ratty brown kimono. "Ah, Samurai-samas, please. There is a private room at the back of the inn waiting for you."

When you make it to the private room, the small man slips in and shuts the door quickly. "Now then. I'm Oiki. I was given to understand that you were looking for me." Rather casually, he finds a seat and begins pouring tea for everyone.

Assuming the PCs explain why they are looking for him, he will look at them with grave seriousness.

"These... Demons, the rumors have taken to calling them. I suspect they're actually some sort of cult. I followed one out of the city to what I would guess is where they're hiding out. I wanted to get closer, but, well, putting yourself at too much risk when you ain't getting' paid is bad policy."

Oiki has very simple motivations: he wants to get paid and he wants to have some guarantee of protection. As long as the PCs promise him that he does not have to fight, he will gladly show them to the lair of the Cult for a meager price of 7 koku (if a particularly opulent PCs is in the party, especially a Crane, he will charge 10 koku).

If a PC asks why he was tracking them, he nods.

"I have friends who were taken. So I have an interest, to say the least. But an interest isn't enough to commit suicide by gaijin Cult, you know?"

If the PCs ask about the "Demon's" appearance, he will shudder before he answers the question.

"They definitely look intimidating, -Sama, though I'm certain they are humans. Arms and legs, like you'd

expect. But they wear these masks, crude things that they are. They must have the Fire Kami helping them, or perhaps some sort of gaijin trickery, but the eyeholes glow a bright yellow. They're fast, too. I had to keep a pretty feverish pace to trail the one I followed."

### The Demon

The PCs may, at some point, decide they wish to hunt one of the "Demons." There are several ways for PCs to go about this, and GMs should feel free to adjudicate them doing so fairly. The two ways shown below are simply examples, and should certainly not be seen as the only way to successfully complete this task.

### Live Bait

One option is for the PCs to send a "lone" shugenja, assuming they have one in the party. As long as the PC makes a reasonable appearance of being alone, then this option will work.

The Demons trail their quarry for up to an hour before they strike, and they never strike if they think they will become outnumbered. Therefore, the PCs must either appear to have separated from the baiting shugenja, or have simply not been clearly in his presence long enough for the Demon to catch the trail. For either options, the PCs must successfully roll Stealth (Sneaking or Shadowing) / Agility at a TN of 15. This may be done as a cooperative roll (all PCs who are shadowing must roll and succeed, but the PC with the highest stealth skill may give all PCs a static bonus to the roll equal to his ranks in stealth).

Once the shugenja in question slips into an alley or other place where they are feasibly alone, have the PCs roll Investigation (Notice) / Perception at a TN of 20 (the wary advantage applies to this roll). Any PC who fails the roll suffers a -20 to their initiative for the first round of combat.

Leaping from the building above you is something that seems to match the description of the "Demons" that people have been talking about. It is tall, almost a head taller than even most tall Crab Samurai, though it's build is less powerful and more lanky and swift. It is dressed in a dark blue top that covers every inch of its body, but seems to be a solid covering in front as opposed to the folded set up of a proper kimono. Covering its face is not any normal covering one might expect from a storybook Ninja, but instead a crude mask with some sort of demon motif... but it does not have the artistic qualities of a proper Oni mask. It's eyes glow yellow and seem to burn, though without any hint of anger. It speaks to the shugenja briefly in

a language that is not Rokugani, then jumps into action.

Any PCs who has language: Invindi hears the following from the thing:

Do not Panic, Heavenly One. This is for your own good.

Have the PCs roll initiative. The Demon will immediately use its throat strike on the shugenja, rendering them incapable of casting so that it can knock them out more easily, then take them to their lair. It will not try to fight once more than two other PCs have revealed themselves: instead trying to run away, or holding its hands up in surrender if it realizes escape is impossible (especially if it receives enough wounds to take it to the Crippled wound rank or higher).

#### Hunting the Demon

It is possible instead that the PCs may try to track the Demon down (especially if they do not have a Shugenja in the party). This is a bit harder to do than simply baiting the Demon out, as they do not leave much trace.

First, the PCs need to get an idea of where the Demon has been most recently sighted. This can most easily be done with a Courtier (Gossip) / Awareness roll at TN 20. Other rolls may be substituted for this roll, but anything other than Courtier has its TN increased by 5.

Once they have found the general area, they need to establish a trail. Unfortunately, there is not much room for tracks in the paved roads of a traveled city, but fortunately for the PCs, the most recent sighting also suffered an injury that has left a very slight blood trail. Catching wind of the trail requires an Investigation (Search) / Perception roll at TN 25.

The blood trail points in the direction of the Dock's district.

As the PCs ask around, they will find out that no less than three shugenja have disappeared around the warehouses on the South end of the dock. Once they arrive there, they will find that the area has become relatively cleared (as much because of the rumors as anything else). A Hunting (Tracking) / Perception roll at TN 20 will allow them to pick the trail back up.

Eventually, the PCs will find themselves in the warehouses around the docks. It is a small, one story

building with two windows on each side, but with very little light in the building it is difficult to see within. An Investigation (Notice) / Perception roll at TN 15 from looking in the door or windows can confirm the presence of the Demon within the building (it is not expecting anyone to be searching the warehouse, and as such is taking a break. It is still, though, wearing it's mask).

Sitting inside the warehouse is something that seems to match the description of the "Demons" that people have been talking about. It is tall, almost a head taller than even most tall Crab Samurai, though it's build is less powerful and more lanky and swift. It is dressed in a dark blue top that covers every inch of its body, but seems to be a solid covering in front as opposed to the folded set up of a proper kimono. Covering its face is not any normal covering one might expect from a storybook Ninja, but instead a crude mask with some sort of demon motif... but it does not have the artistic qualities of a proper Oni mask. It's eyes glow yellow and seem to burn, though without any hint of anger.

At this point the PCs must choose whether they will sneak up on the Demon, or simply try to catch it. Sneaking up on the Demon requires a Stealth (Ambush) / Agility roll at TN 15. It should be noted that this use of stealth carries with it a D2 honor loss.

If the PCs try to simply rush the Demon, it will try to run immediately unless the PCs have positioned themselves such that fleeing is impossible. It's first plan will be to leap through a window, but if the door is available it will go for that. It will surrender if it cannot escape.

#### The Demon

Gaijin Kidnapper

**Initiative:** 6k4

**Armor TN:** 25

**Reduction:** 0

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

**Attack:** 9k3 (Fist, Complex), 8k3 (Shortsword, Complex)

**Damage:** 4k1 (Fist), 7k2 (Shortsword)

Air 4 Earth 3 Fire 3 Water 3 Void 2

Honor: 0.0 Status: -10 Glory: 0.0

**Primary Skills:** Athletics 3, Martial Arts 5, Swordsmanship 4, Stealth 4

**Advantages/Disadvantages:** Prodigy (all listed skills are considered 'school' skills), Silent/Dark Secret (Demon)

**Special Mechanics:**

**Throat Punch:** The Demon may, as a part of an unarmed attack, choose to forgo doing normal damage to an opponent. Instead, he makes a contested air roll against the target's earth. If he succeeds, the target is rendered unable to speak (and thus unable to cast spells).

**Significant Dice Pools:** Athletics (6k3), Stealth (9k3)

### Interrogating the Demon

If the PCs have captured one of the Demons, it is readily willing to give over information in exchange for its life. Of course, the PCs either need to speak Invindi, or get access to someone who does. If the PCs have brought Oiki with them and for some reason not left to find the place, he can translate. Otherwise, the PCs must find someone who can speak the language. This is not exactly difficult, but getting access to a clan samurai who can will take time. If the PCs wish to hire a Ronin to do so, one can be found easily enough at a rate of 4 koku for the service.

The Demon will agree to lead the PCs to the hideout of the cult in exchange for its life. Other questions the PCs might have can also be answered:

“What are you?”

“A protector, Sir.”

“A Protector of What?”

“The Glorious Priests of the Gods. The ones who carry the will of the Heavens.”

What are you saving them from?

“The Enslavement and responsibility that you force upon them, though you do not see your Sins.”

What are you doing with the Shugenja?

“They are being taken where they will be safe. Where they will Ascend.”

“...Ascend?”

“Ascend to glory! They will become greater than any other!”

It should be noted that the Demon believes everything that it says. It is just a cog in the machine, and it only sees that the shugenja are sent away, but does not see where they inevitably go.

### PC Captured?

It is entirely possible that a PC shugenja could be captured by one of the Demons (especially if they decide to set themselves up as bait with no backup). If

this happens, they first will be taken to the warehouse where the Demons have been hiding out. If the other PCs do not find the Demon in the warehouse, when they leave for the next part of the module, it will transport them to the lair, getting there before the PCs. The PC is effectively out of the module until the other characters find them in part 3.

## Part Two: A Treacherous Journey

A NOTE ON SPELLCASTING: All Spellcasting rolls in Part Two and Three have their TNs increased by 5 due to the lack of proximity to Rokugani controlled territory. The kami here are awake, but are not nearly as active as they are in Balishnimpur.

Once the PCs have information on the Cult's lair, the next step is to make their way in that direction. Whether they have Oiki or one of the Demons in their group, there is no need to attempt hunting rolls to find the trail: they already know where they are going.

Instead, the challenges in this section are ones involved in getting to the lair. These challenges, like in part one, are largely based on who the PCs have brought with them.

### Oiki

Oiki is a generally well-meaning Ronin, but has an issue that he has neglected to disclose with the PCs: he is something of an animal magnet. Normally, this is little more than an inconvenience (as most people like that tend to just tame large numbers of animals), as the animals he attracts tend to be rather aggressive... and rather angry towards him.

Following Oiki means the journey takes about three hours. During this time, the PCs will be accosted with two random encounters from the list below, determined randomly. Roll a single D10 and compare your result with the results below. Any PC with Curse of Chikushudo has the TN of all rolls during this section increased by 5 (including increasing the ATN of the Angry Primates), as the angry animals are more determined to cause them pain..

1-2: Angry Birds: The skies start to blacken, and quickly the PCs will realize that this is not the setting of the Sun, but a swarm of birds overhead. With little warning, the birds swoop down and begin pecking at the PCs.



To react, have the PCs roll Raw Reflexes at TN 15. Success means the PC in question takes some minor scrapes (1k1 damage, nonexploding), but is otherwise fine. If the PCs fails however, they find themselves in the middle of a swarm of pecking, angry carrion. The PC takes 6k2 damage that explodes. If this damage deals, after void and reduction, 20 points or more of damage, the wounds run deeper than can be properly healed out in the field. The PC suffers the Permanent wound disadvantage for the rest of the module. A shugenja PC with any spell that does area damage may, instead of rolling reflexes, try to disperse the crowd with one of those spells. If the PCs succeeds in dealing at least 15 points of damage, the birds disperse and do no damage to anyone. If the shugenja fails to do so, they take damage as described above with no chance at a reflexes roll.

3-4: Angry primates: As the PCs find themselves in a low jungle area, have them roll Investigation (Notice) / Perception at a TN of 15 (the wary advantage applies to this roll). With a success, they will notice the trees rustling just in time for several large, orange primates to leap out from the trees at them.

The Primates, while aggressive (especially towards Oiki), are somewhat cowardly and easily intimidated. An aggressive stance and an Intimidation (Bullying) / Willpower roll at TN 20 will persuade them to leave. Otherwise, they will attack. There are a number of primates equal to half the number of PCs. Despite the numbers difference, they will always prioritize Oiki unless the PCs specifically make it hard for them to get to him. These apes are not, however, stupid, and will run away if they take more than 20 wounds.

### Angry Primates

As angry as they are orange.

**Initiative:** 4k3

**Armor TN:** 20

**Reduction:** 3

**Wounds:** 20 (+5) 40 (Dead)

**Attack:** 7k3 (Claw, Complex) 4k3 (Bite, complex)

**Damage:** 5k2 (Claw) 3k3 (Bite)

Air 1	Earth 3	Fire 2	Water
			3

Reflexes	Agility
3	3

**Special Mechanics:** Long arms: The primates long arms and more brawny nature makes them adept at grapples. They gain a +1k1 bonus to attempt to maintain or gain control of a grapple.

**Significant Dice Pools:** Grapple: 5k4

5-6: OLYPHANT CHARGE: A rumbling is heard from within the trees, easily noticed by the PCs. From

the edge of the forest, a giant, hulking Creature with grey skin and two giant horns bursts forth, right into the path of the PCs. The PCs have two options. If they wish to get out of the way, they may roll a Defense / Reflexes or Raw Reflexes roll at TN 20. Otherwise, they may try to attack the creature. The Olyphant has an ATN of 15, 60 wounds, and reduction 10. Dealing 30 wounds will be enough to divert it away from the PCs

If the PCs fail to bring it down, or if individual PCs fail to get out of the way, the olyphant tramples them for 4k3 wounds.

7-9: Big Cat ambush: A large tiger is making its way through the jungle. Looking for an easy straggler (preferably Oiki, because of his Curse of Chikushudo, but it will gladly accept any PC with Curse of Chikushudo instead if they are available), it waits from the top of the tree line to pounce down on an unsuspecting victim. The PCs will make a contested roll of Investigation (Notice) / Perception (adding wary for those PCs who have it) against its Stealth (Ambush) / Agility of 6k4 (with emphasis). If the PCs notice it, it will run off with little more fanfare (it's dislike of Oiki does not make it too stupid to know it's dramatically outnumbered). However, if none of the PCs beat its roll, it will pounce on Oiki, or a random PC, prioritizing PCs with Curse of Chikushudo if Oiki is in the center of the group. Its attack roll is 6k3, and from stealth its damage roll is 6k4.

The tiger is, again, not entirely foolish, and the moment the PCs have become aware of it, it will flee into the woods, attempting to take the body of its victim with it if it managed to kill the person.

10: Double trouble. Roll on this chart twice. The PCs face two different encounters with no opportunity for rest in between. Treat all future instances of this as Angry Birds.

The chart is only used once unless the PCs choose to take an extended rest. If they wait more than half an hour to move on, roll on the chart again.

### The Demon

Trying to find the Cult's lair with the Demon presents a different set of challenges. The Gaijin knows the area well enough that there is no concern of animal attacks (it tends to avoid any areas that are known to it as hot spots for angry animal activities), but it is still ultimately loyal to the cult.

If the PCs have not kept the Demon bound, about halfway to the lair it will try and escape (it will not attempt this if Oiki is with the PCs as it will know the endeavor to be useless).

As the Demon leads you into the deeper parts of the jungle, it suddenly and swiftly takes a sharp right turn, rushing off into the forest.

For the PCs to catch the Demon, they must first roll a contested Athletics (Running) / Water roll against the Demon (use the Demon's stats from earlier in the module). A PC who succeeds then must successfully make either a successful grapple roll OR a successful knockdown on an attack with a weapon. If PCs are tempted to just let the Demon run or kill it, remind them that it is the only way for them to easily find their way to the lair.

So long as the PCs catch the Demon as described above, it will make no further attempts to flee (though will cow its head in understanding if they decide to bind its hands to prevent future escape attempts).

#### The PCs lose their guide?

It is possible that, whether through Oiki being killed by wild animals or the Demon escaping, the PCs will suddenly find themselves in the middle of the jungle without a guide. This leaves the PCs with only a couple of options.

If the PCs decide to go back to Balishnimpur, they may try to find either Oiki or the Demon to try again. However, by the time they do find the Cult's Lair, the Cult will already have transported Kyouji (and any shugenja PCs who were captured earlier) out of the Lair to their ultimate destination. A PC who is lost this way should send their character sheet to the campaign admin.

If the PCs try to forge on ahead without their guide, they may roll Hunting (Trailblazing) / Perception at TN 25 (PCs get a free raise if they follow the way the Demon continued. It will ultimately take longer, but it is still ultimately a better road for the PCs). If the PCs take this option, roll one of the random encounters from Oiki's section.

#### The Entrance

Once the PCs have dealt with any relevant encounters above, the next step is finding the entrance. This is easiest with the Demon: it already knows where to go. Otherwise, for the PCs to find the entrance to the Cult's lair, they must roll Investigation (Search) /

Perception at TN 20. This may be tried multiple times (as per the normal rules for rerolling a failed roll, adding 5 to the TN for every failure). However, every time the PCs fail the roll, they take a random encounter from Oiki's section. They can always, with no further consequence, choose to leave with the same consequences for returning to Balishnimpur.

Once the PCs find the Entrance, however they manage it:

The entrance to the Cult's lair is not obvious: it is hidden by brush deep inside the jungle proper. Still, once you find it, the old wooden door only barely covers what is clearly a tunnel dug into a nearby hillside.

## **Part Three: The Lair of the Cult**

As you open the door and slip inside, you enter into a long hallway, lit with several torches on each side. On each wall is two small doors, with a larger door at the end of the hall. It is quiet, and at the moment, you are the only living thing occupying the hallway.

If the Demon is with the PCs at this time, he will loudly shout a word of warning to his compatriots inside. The total number of cultists in the lair are equal to the number of PCs +1, plus two demons (total number of enemies is equal to the number of PCs+3). Reference the statistics for cultists and Demons at the end of this section.

Cultists will generally prioritize the weakest looking non-shugenja. They will spread out their attacks, but try to avoid PCs in heavy armor or carrying heavy weapons if they can. Once a shugenja PC is muted, a cultist will attempt to initiate a grapple on him.

Demons will immediately try to attempt their choking blow on any shugenja, then draw short swords and attack the most powerful looking nonshugenja. Under no circumstances will they try to do damage to shugenja (they are, after all, trying to capture them).

The cultists are loyal, but not particularly brave. They will not flee when the Demons go down, but will take a -5 to all attack rolls for each Demon defeated. If both have been defeated, they can be persuaded to run away with a TN 15 Intimidation (Bullying) / Perception roll.

If the PCs came with Oiki and not the Demon, however, the cultists won't immediately attack unless they hear a lot of chatter (They assume the noise is just one of the deployed Demons returning with a new shugenja). In this instance, the PCs will be able to explore one room before the cultists and Demons realize something is wrong and come to fight. Each room description will include the number of gaijin inside it.

#### Near Room on the Left

This room is apparently an office of some form or function. At its center is a desk with various pieces of paper and what the gaijin refer to as a 'chair' sitting behind it. The room is otherwise rather utilitarian, with the only decoration being a picture on the wall. The picture is of a woman dressed in scandalously cut gaijin clothes. The top, for what qualifies as one, only covers the barest to be considered not blasphemous, with a long flowing skirt that does not bother covering her midriff. The woman has long, flowing white hair and wears what almost appears to be a crown with two long horns.

There is one Demon in this room, at the desk. On his initiative, he will use a free action to shout a warning to the other cultists, who will enter here on the second round of combat. He will try and defend himself the best he can until then, trying to silence a shugenja before dropping into full defense.

A PC with ranks in Lore: Gaijin (actual ranks, a PC may not roll sage here) who studies the painting may make a Lore: Gaijin / Intelligence roll at TN 40. Success identifies this woman as a little known 'herald of the Gods' known as the Ebon Daughter. Other details on her are outside the realm of PC knowledge. If pressed, none of the captured Gaijin can identify her ("Our Lady does not see it as necessary for us to understand, my Lord").

If a PC decides to examine the desk, he may roll investigation (Search) / Perception at TN 20. With success, the PC discovers a small hidden compartment under the desk. If a PC breaks a 30 on this roll, they also notice a small wire attached to a fairly well hidden device. If a PC cuts the wire, they are able to retrieve the contents of the compartment with no issue.

If a PC does not cut the wire, or does not notice it, when they try to open the compartment, they hear a click just before the device lights the inside of the compartment ablaze. The PC can try to save the contents with a Defense or Athletics / Reflexes roll at TN 25.

Inside the compartment is a map that seems to point to a place several days' travel away from this location, along with a note. If the PCs have someone who can read Rhuumali, they receive Player Handout #2, The Letter. Anyone who reads Invindi can vaguely understand that it is a letter of instruction, but cannot glean any more details from the note (it has some vague similarities to Invindi, but the details are tough to make out in any significant measure).

In a chest in the far right corner of the room are a set of spell scrolls. They are not ciphered or mon'd, but someone could likely guess they belong to one of the missing shugenja (they are, in fact, Kyouji's spells).

It should be noted that these spells will not be of any particular use to the PCs (they are generic spells such as path to inner peace). Stealing them is generally inadvisable, and if they opt to do so anyway, they will take a D-15 honor loss.

#### Near room on the Right

This room appears to be sleeping quarters. Several long beds sit at the edges of each room. This room is rather sparse, with no decorative paintings, or really anything more than a small rug in the center of the room.

If this is the first room the PCs explore, there are a number of cultists equal to the PCs-1 already in the room. They will attack immediately, prioritizing the least threatening looking PC (generally not going after Crab and unicorn, who are larger and more muscular, if there is a less scary target ready at hand). They will never target shugenja.

Like before, they will shout a warning to the other cultists, who will enter the room on their turn in the second round of combat.

The room itself is indeed as sparse as it appears. While the PCs may suspect that there are hidden items under the rug or something of that nature, their suspicions do not bear fruit in this instance.

#### Far room on the Left

Contained in this room is a small kitchen. A small stove with a boiling pot on it, a closed cupboard and several small items.

There are two cultists in this room if this is the first room the PCs explore. They will both take the full

defense stance at the start of combat, one of them shouting out for assistance. Once their friends come on the second round of combat, they will start to fight, targeting the weakest looking opponent as dictated in previous sections.

This room is mostly empty, save for the stew that is cooking. It is made with mostly red meats and some gaijin vegetables, which generally should be seen as somewhat repulsive to Samurai. At the GMs discretion, a more traditional PC taking a taste of the food should take an L-1 glory loss.

### Far room on the Right

As you enter the room, the first thing you notice is shelves. Lots of shelves. This place appears to be a library of some form, though instead of the expected Rokugani scrolls that you would like to see, it is covered in the bound books that Gaijin and Unicorn tend to favor.

If the gaijin have not already been confronted, this room is occupied by two Demons. They will be more aggressive than the single Demon in the office, but generally will try to stay somewhat defensive until their friends arrive.

Much of the information in the books here contains historical facts in Invindi, information that the PCs may find interesting for flavor reasons, but nothing of particular usefulness can be gleaned from casually looking around.

If a PC decides to take a longer look around, roll a single D10. If they speak Rhuumal, add 1 to this roll. On a result of 6 or better, the PC finds a particular book in a different language from the other books on the shelves (a PC with the Rhuumal language immediately notes it as such). If they read Rhuumal, the PC can read the whole book, which talks about some Gaijin Destroyer Goddess called Shiva.

### Cultists

The Rank and File of the Cult of the Priest

**Initiative:** 3k2

**Armor TN:** 15 (20 in armor)      **Reduction:** 3

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

**Attack:** 5k3 (Short Sword, Complex)

**Damage:** 4k2 (Short Sword)

Air 2    Earth 2    Fire 3    Water 2    Void 0

Honor: 0.0    Status: -10    Glory: 0.0

**Primary Skills:** Swordsmanship 2

**Advantages/Disadvantages:** None

### The Demon

Gaijin Kidnapper

**Initiative:** 6k4

**Armor TN:** 25

**Reduction:** 0

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

**Attack:** 9k3 (Fist, Complex), 8k3 (Shortsword, Complex)

**Damage:** 4k1 (Fist), 7k2 (Shortsword)

Air 4    Earth 3    Fire 3    Water 3    Void 2

Honor: 0.0    Status: -10    Glory: 0.0

**Primary Skills:** Athletics 3, Martial Arts 5, Swordsmanship 4, Stealth 4, Investigation 3

**Advantages/Disadvantages:** Prodigy (all listed skills are considered 'school' skills), Silent/Dark Secret (Demon)

**Special Mechanics:**

**Throat Punch:** The Demon may, as a part of an unarmed attack, choose to forgo doing normal damage to an opponent. Instead, he makes a contested air roll against the target's earth. If he succeeds, the target is rendered unable to speak (and thus unable to cast spells).

**Significant Dice Pools:** Athletics (6k3), Stealth (9k3)

### The Final Door

The Final door in the lair is a large, heavy wooden door. There is no lock on the door, but it is impossible to open quietly, and any attempt to do so will automatically catch the attention of the gaijin if they have not already been dealt with.

On the other side of the door is a large room, larger than any two of the other rooms put together. Where the other rooms were Spartan, this one is lavish, heavily decorated in surprisingly Rokugani sensibilities... though admittedly more of a poor facsimile than a true Rokugani room. Centered at the far wall is a large throne, and many comfortable pillows sit in the room as well.

On some of these pillows, lounged out and reading a pillow book, is a small Ronin man. He is clean shaven and somewhat handsome, though his clothes perhaps detract from that a bit from how dirty they are. Hearing the commotion, he begins to speak in what you may now recognize as Invindi... though when he looks up and sees you, he bows his head quickly. "Ah... I did not expect rescuers..."

The PCs may guess that this is, in fact, Kyouji, and he will introduce himself as such when asked. He will gladly answer any questions about his plight, but admittedly doesn't know too much beyond the following:

- He was taking a shortcut home when he was attacked by one of those masked men. He barely had a chance to speak before he was hit in the throat and knocked out. When he woke up, he was here.
- The Cultists call themselves the Cult of the Priest, and they seem to think that Shugenja have some link to the gaijin gods. They worship shugenja as messengers from their gods, and treat them like Kings.
- Any shugenja is apparently allowed on that throne. Kyouji never sat in it because the idea of sitting on a throne makes him admittedly somewhat uncomfortable.
- He overheard some of the gaijin talking about transporting him to "the place of ascending." He cannot explain what that means, but he is sure that the other shugenja were taken there.

Once any questions are finished, Kyouji will be glad to leave the place. It was comfortable enough, but he doesn't want to stick around to find out what comes next.

## Conclusion

When the PCs arrive at the magistrate's office, if they have Kyouji in tow, Ryoko will be clearly pleased.

As Kyouji steps into the magistrate's office, he is rather suddenly tackled by Ryoko. Okusukai (and Oiki, if he is there) immediately looks away as the two share a tender moment. Once they have calmed themselves down, the magistrate clears his throat.

"Well then, seems you've closed this case, eh? Unless there was anything else you've found."

If the PCs present the letter or the book on Shiva the Destroyer, Okusukai will look at them with some curiosity, but ultimately send off the information to other magistrates for study. He promises the PCs that the matter will be looked into, and if anything of interest comes of it, he will make sure they know.

If they arrive without Kyouji, Ryoko will be severely depressed about the matter. Okusukai will still take whatever information the PCs provide, promising that they will be ready for any more of these "Demons" that show up.

## The End

### Rewards for Completing the Adventure

Surviving the Module: +1  
Good Roleplaying: +1  
The PCs find Oiki or one of the Demons: +1  
The PCs save Kyouji: +1

Total Possible Experience: 4

#### Favors

If the PCs find Kyouji, they gain 1 favor.

#### Honor

Saving Kyouji: H6

#### Glory

PCs save Kyoji: G3.

PCs bring the book or the letter back: G5

#### Allies and Enemies

If the PCs bring back Kyouji, they gain both he and Ryoko as an ally. They are both 0 influence, but Kyouji is 1 devotion and Ryoko is 2.

#### Other Awards/Penalties

If, somehow, a PC ended up taken away by the gaijin, email the campaign admin at christiancampaigns@gmail.com.

#### GM Reporting

- 1) Did the PCs find one of the Demons?
- 2) Did the Clam's Pearl's proprietor survive?
- 3) Did Oiki survive?
- 4) Did the PCs save Kyouji?
- 5) Did the PCs find the map and letter?
- 6) Did the PCs find the book?

The GM must report this information by (date three months after release) for it to have storyline effect



## **Player Handout #1: News From the Empire**

“Blessed tidings, Samurai! I have heard that the summer months have been particularly harsh in Balishnimpur, but the news from the Homelands are anything but! In fact, I would say that this has been a prosperous time indeed for the Empire.

“Early indications suggest that the harvest season is going to be one of the more productive ones in years. This is excellent news for all of the Empire, and especially the Crab, who will not have to make up as much stores as they do on a typical year.

“Toturi Kazetora is reportedly going to begin his tour of the various clans lands in the Spring, starting with an event at Kyuden Seppun which will culminate in the marriage of Hiruma Miraiko’s daughter to Kakita Yushihiro’s son. Most certainly, this shall be a rather auspicious event, as the Clan champions from every clan have been invited to attend this event. Should all of them join, this would be the first time that all of the Clan Champions have been together since the coronation of Toturi X!

There is little else, admittedly, to report. The Clans again avoid war this year, with minor skirmishes being the only thing of martial interest... though the Lion and Unicorn have avoided any skirmishes this year, and instead both have individually skirmished the Dragon around their borders.”

-Otomo Yusuke

## **Player Handout #2: The Rhuumali Letter**

“Blessed of the Favored Ones,

You have done well so far in bringing so many of the Honored to the Place of Ascension. We near a dozen now, and the Gods are pleased with your progress. Their Ascension shall take place soon, and all will bask in the Glory of Great Vishnu.

This map will allow you to find your way to the Place of Ascension should you be required to deliver the Honored in the stead of Honored Jahan. Please do not leave it somewhere easily accessible. If it falls into Rokugani hands, they may decide that our pure cause is anathema to them and attempt to stop us.

Ebon.”