

# Shadow of Dawn

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**An ALL-Rank Adventure for  
Heroes of Rokugan: Champions of the Ivory Throne**

Month of Hantei, 1343 (Late Spring)

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Roleplay, Combat, SHADOWLANDS

The Emerald Champion requests Samurai to see just how great the renovations to the Kaiu Wall have been.

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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

A brief description of the background elements that lead to the events of the module goes here. A few relevant comments on the history of important people, or groups of people such as clans, may be important to set the context for the GM. Likewise, a mention of the primary locations to establish where the PCs will be going is helpful (though, of course, full descriptions should be located in those sections of the adventure where the characters actually go to those places).

From there, a rough description of what sort of events or circumstances bring the PCs together should be included. Most modules begin with the conceit that any given PC, as a samurai under the authority of their superiors, has been sent to further the interests of their lord (or potentially family or clan), though other motivations may be appropriate. In general, either some NPC will have a task to perform or the PCs are in a public venue and tasked with representing their groups as appropriate to the occasion.

The next major data point is a brief discussion of the projected events of the module. If there are a large number of different choices available to the PCs, it will necessarily require the summary to be more vague, but providing a mention of the key scenes for the module will give the GM an idea of what will be the most important situations to focus on. This can help with pacing, and will ensure that the GM will have them in mind as they run the players through the establishing scenes.

A thumbnail description of the climax may be useful as a conclusion to the summary, again, simply to stress to the GM what the module will be building toward. Specifying the primary choice or challenge

the PCs must face by the end will help the GM set the proper tone through the entirety of the slot.

## 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.

- The Awakened One or Blade of Toturi Cert
- Duelist PCs with a Glory of 6 or Higher

### 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

Time passes, and though the PCs' deeds will earn them a reputation, the Empire is a large place and lasting fame is a long-term goal not easy to achieve. At the beginning of the module, all PCs lose 2 Points of Glory. This cannot reduce a PC's Glory Rank to less than their Insight Rank, and the Fame Advantage increases their 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 20.

**A Note on Taint rolls in this Module:** There are two combats in this module, both involving a battle

between Rokugan and intensely tainted beings. In order for PCs to not have to roll every single time they are wounded, the PCs will instead roll once at the end of each battle at a TN of 5\*insight rank +5. For example, a Rank 1 PC will be rolling against a TN of 15. Note that all PCs should have a finger of jade, giving them a +10 bonus to their earth rolls.

### 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's current wealth is reduced by half. This cannot reduce a PC below their insight rank in bu. If the ronin has the wealth advantage, the koku gained by wealth is not figured into this calculation.

### 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.

### A Note About Combat

Typically, we do not have NPCs interfere heavily (if at all) in PC business. PCs are, after all, the heroes, and typically NPCs are busy with their own section of combat. Given that this is a rare All Ranks mod with combat, however, certain steps should be taken to ensure that lower rank PCs who sit with higher rank PCs aren't ruined if something happens and the higher rank PCs down. In general, Miraiko should be assumed to be taking part in her own section of the fight, but should be available to assist PCs in an emergency (her stats are available in Appendix 1: NPCs).

## Introduction

Kyuden Hida. The seat of the Champion of the Crab. One of the most impenetrable fortresses in all of Rokugan, never taken by mortal means. \*\*\*More description\*\*\*

The gates to the foreboding palace open with a loud creak before you. Miya Hachi, your present companion, smiles as he watches the gates open. "An intriguing opportunity this will be," he says, "to see the world the Crab has built. Should I consider myself lucky to be regarded for such duties by the Emperor twice?"

Any PC who has played "The Price of Failure" will immediately recognize Miya Hachi as the Samurai that they attended during an ill fated attempt to persuade the Yobanjin to join the Empire.

Non-Crab PCs have been invited to join Hachi on a tour of the Great Kaiu Wall, an effort to learn more about the Crab's latest efforts in reinforcing the Wall after the influx of money from Balishnimpur that had been received. Crab PCs are sent to protect Hachi, with direct orders to ensure that the Imperial Courtier comes to no harm.

PCs with mounts or pets will find that their pets have been brought to the Fourth Watchtower to await their arrival there at the end of the tour.

As the gates finish opening, a small cadre of Crab Bushi file out to greet you. The tallest one, an older man with a scar over his eye, approaches you all. "Good Morning," he speaks in a commanding voice. "You are expected presently at Lady Miraiko's Court." Without waiting for words in return, he turns back towards the castle and marches inside. The other Bushi move to surround your group before leading you inside.

You are led into small chambers that are simply appointed, given the opportunity to clean the dust off the road, and led into a proper Court chamber. As you enter, you are immediately aware of two things: One, nearly every person in attendance is in armor, even Courtiers and shugenja. The second is that the contingent of Phoenix present vastly dwarf any other non-Crab presence within the Court.

Still, the crab guards lead you to the dais and bow. Standing at its center are two Samurai, both wearing

Hiruma mons: the first is a tall woman, attractive save for the gruesome scar that lines her neck, eyeing you with a face set as stone. The second is a shorter man, the Hiruma mon flanked by the mon of the Ikoma, who regards you with a muted smile.

There is no roll to recognize Hiruma Miraiko. A PC who wishes may roll Lore: Heraldry / intelligence at TN 25 to recognize Hiruma Goshi, a former scion of the Ikoma who was married to Miraiko five years before the Battle of Broken Jade.

\*\*\*Goshi welcomes guests in flowering Ikoma Style\*\*\*

\*\*\*Phoenix NPCs are available for discussion. Shiba Yori is the only notable NPC present, and can discuss current state of Phoenix as best she understands it [RE: she doesn't really, as she hasn't been home since just after the Spider attacked]

### Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. A PC from the the Phoenix or Crab gains a free raise on this roll

- 10: With the Crab Alliance to the Phoenix, the number of Asako and Gennai courtiers in Crab Courts has increased dramatically.
- 15: Miraiko has essentially taken over Crab Military operations. While typically direct Wall command has been considered more of a Hida's duty, Miraiko commands a great deal of respect among the Crab's forces and no one dares to doubt her authority.
- 20: It is said that Goshi and Miraiko have created their own hand language to be able to communicate with each other. Some of the other Crab have started to learn this language to better speak to their Rikugunshokan as well, but traction outside of command circles seems to have slowed.
- 25: Though uncomfortable talking about it, the Phoenix speak in concerned tones regarding their home. None of the phoenix present in the castle have seen Phoenix lands since the assault by the Great Sea Spider. Though they do their duty with honor, near all of them miss their homes and wish they could be assisting.
- 30: Some of the Phoenix wonder in very hushed whispers if they have done something wrong and are being politely exiled from their lands.

Once PCs have had a chance to speak to the Phoenix if they wish, Miya Hachi will meet with the non-Crab PCs.

\*\*\*Box text with Hachi expressing the need to behave and treat the Crab with a certain measure of respect\*\*\*

## Part One: Watchtowers

The PCs are woken up before dawn the next morning by surly Crab guards. They are told that their escort will be leaving in an hour to begin the day long journey to the First Watchtower of the Great Kaiu Wall.

As you are led out the gates of the Wall, Hiruma Miraiko and Hiruma Goshi are waiting for you. Goshi opens his hands out in greeting to you all. \*\*\*Quick greeting followed by description of the daylong journey\*\*\*

**Before they leave, the PCs are given a finger of jade.**

### The Barracks

You make it to the First Watchtower just before the evening turns to full night. The Watchtower raises for hundreds of feet above you, making it impossible to see over the impressive structure. The tower itself is an impressive mashup of steel and stone, with what appear to be hundreds of lookout points looking both to the South and to the north.

Miraiko approaches the gates and is immediately hailed by two Crab bushi. She signs a quick response and the doors are opened. With a Flourish that just avoids being sarcastic, she motions you all inside.

The first stop on the tour is mainly to see the expanded Crab Barracks structure. After a long march up a long, winding staircase, eventually the PCs find their way into a large barracks room.

The barracks before you is significantly larger than even experienced Crab Bushi would expect to see. Though there are no dividers, the amount of room between each cot is enough to give them space for almost their own small rooms. Though there is a great deal of space, only one of the bedrolls is currently

occupied, a single Towering Crab Bushi sitting and whittling.

Goshi will speak briefly. "Feel free to explore the space as you like, Samurai-sans. You will be resting in this barracks tonight, so it might behoove you to be comfortable with the space before you begin your rest."

PCs are allowed to explore the barracks as they like. Depending on where they go, they can discover the following information:

### Studying the Living Space

- Most of the spaces have extra room for Samurai to practice a variety of interests. Currently, there appears to be enough room that if one were so keen they could practice various forms of dance.
- Despite the impressive amount of room, there are still enough bedrolls to hold at least 500 Samurai.
- (With a Battle / Perception roll, TN 20 or having at least 3 ranks of Battle) With the sheer amount of space, this new barracks structure likely could house 750 more Samurai comfortably, or 1000 more if they squeezed less comfortably.

### Outside the normal Barracks Area

A PC who might want to look at amenities just outside the barracks proper can find the following information:

- Searching the closet and crawl spaces will find two distinct closets: The first is a large weapon's closet, primarily containing large anti-Shadowlands weapons like Ono and Tetsubo, it also carries No Dachi and Naginata, as well as Yari for peasant levies and similar items. The second closet is full of well stacked bedrolls.
- Beyond this, the area around the barracks is as spartan and bare as one would come to expect of the Crab. It is **very** clear that whatever enjoyments they get within the barracks ends when they walk out those doors.

### The Bushi

If PCs take interest in the Crab Bushi:

As you approach the large Bushi, he turns his head up and eyes you with the most neutral expression that he can manage. "Ah," his voice is gruff, but does not fail to sound at least outwardly polite. "The Koma Tour has finally gotten here. Very well, my name is Hida O-Shizaka. Sit and join me."

O-Shizaka is a terse, but polite enough man who was chosen for this task because they could trust that he would accurately answer their questions without making them feel stupid. So long as a PC does not ask particularly stupid questions, he will speak with them politely.

O-Shizaka was a veteran of the Battle of Broken Jade and the battle of Kuda Mura. He has exceptional experience fighting both the Shadowlands and humans, and doesn't particularly like fighting either. He especially does not like Lion, Mantis or Crane Samurai, and seems to hold them to some account for the issues currently plaguing the Clan (he will not directly insult them, but his responses to them are, at best, short).

In general, relating to the barracks itself, O-Shizaka will speak to the following:

- The Barracks were completely revamped. With the Crab being able to increase the height and width of the Wall, the Crab have been able to provide more room for leisurely activity for the Wall.
- While there is more room, the intention is that eventually the Crab will fill this space with more Crab Bushi. With the losses that the Crab have taken, they have been able to afford to give more room to the living Crab. The hope is that these will be filled to 2/3rds capacity in the next generation, assuming no greater Shadowlands threats.

\*\*\*More information to come, but triage\*\*\*

Once the PCs have finished exploring the barracks and talking to O-Shizaka, Miraiko and Goshi will encourage the PCs to get some sleep, as they will be waking up early again to continue on towards the Second Watchtower.

## Part Two: Battle, Ballista, and Booze

The PCs are awoken early the next morning, and it is just before dawn before the PCs begin their march towards the Second Watchtower. The first attack takes place here, and is different based on what PCs are present at the table.

Appendix 2 is for tables that do not have the Awakened One Cert among PCs at the table. Appendix 3 is for PCs who do.

As the PCs are finishing up the battle, the Crab will have finished mopping the remaining Shadowlands forces.

Goshi will brush himself off as Crab ground forces charge into the Shadowlands creatures, effectively pushing them off the Wall. Looking to you, he will simply shrug and look out to the Shadowlands. “Attacks like this seem to vary. We will go weeks with the Shadowlands barely sending more than a Goblin. Then periods like now will happen and we will be forced to defend ourselves daily, if not sometimes twice per day. Fortunately, we have been able to curb our losses greatly with recent improvements. Speaking of, come, shall we take a look at siege weaponry?”

If Okasha is still alive, he will grunt and follow the group. If he has died, Miraiko will say a quick prayer to the fallen Daimyo and collect his effects, but otherwise the Crab will continue the tour with little other concern. Kuni medics will offer aid to any who are seriously injured (offering 4k2 healing to any PC who has taken injuries during the battle).

If Okasha is alive, he will begin discussing the siege weapons in earnest:

The Kaiu Daimyo walks up to one of the Ballista, patting it with the loving care that you would expect of someone petting a lover or child. “Since we have been able to put these up, we have managed to have days where assaults don’t cost us more than one or two deaths.” He pulls a nearby lever, and the platform under the ballista begins to rotate. “They can be pointed wherever we need. They are more accurate than any siege weapon we’ve ever had before. And one well placed shot from a Jade bolt saves us three Crab needing to delay against an Oni.”

The old man’s expression hardens as he looks to each of you, his gaze lingering on any Lion or Crane. “These upgrades have been necessary with the recent

troubles the Crab have faced. Make no mistake, there is no guarantee that without the funds that we so fortunately received, we would be able to protect half as effectively as we had in normal decades. This technology saves lives. Crab lives. Crane. Lion. Its success saves all of you.”

Okasha is willing to answer any reasonable question about the siege weapons. He will, however, be downright rude to most Samurai unless they put great effort into placating or being kind to them. Typical information he can provide:

- The less accurate siege weapons have markers to make them more useful in defense than they normally would be. Okasha won’t tell the PCs what those markers are, but assures them that the Kaiu have a very good sense on where various weapons will go.
- Jade tipped Ballista bolts are a rare commodity only to be used against the most threatening oni. Still, he is very thrilled with how they work in general, and swears up and down that if Akuma no Oni showed up, he’d be able to catch it in the eye without error.
- In addition to Siege weaponry, the Crab have also created new ‘dive holes’ for creatures that assault from above or with their own siege equivalents. They are extra reinforced, and could withstand a days long siege without breaking.

If PCs are interested in studying the siege weapons themselves, have them roll Engineering / Intelligence. If a PC has at least 5 ranks in engineering or are a Kaiu Smith or Akodo Siege Strategist, they do not need to roll. The rolls can determine the following information.

- TN 5: They seem to operate by firing large projectiles in the general direction of large concentrations of forces.
- TN 15: The ballista have been reinforced to be able to fire **very** large bolts from a long distance. You think they might even be able to fire fairly accurately close to the treeline.
- TN 25: Following your understanding of Siege Weapons, you are able to make a reasonable estimation of where the siege weapons are likely to strike. With an investigation (search) / perception roll at TN 30, a PC would be able to identify the markers: small stones partially buried into the earth that are easy enough to run over in the heat of a charge.

- TN 30 (Free raise for people who have been to Balishnimpur): The ballista especially show signs of very familiar design: Gaijin
- In the Evening. Crab host a soiree on top of the Second Watchtower.
  - Sake Served. Crab will... politely encourage... PCs to be responsible in their drinking, though if someone wants to go to town they are welcome to do so.
  - Draw lot play. ‘Conveniently,’ at least one PC (most prissy/social) is selected. Play will be Honor’s Price, story of Matsu Hitomi.

After the laughter from the play dies down, after the Crab have (in some cases, grudgingly) toasted their guests, after stories are shared among the soldiers, the tone of the gathering turns somber. A quiet thumping begins, a slow, steady beat of a fist on a table – soon joined by others across the room. Rough voices, used to roaring over the din of battle, begin singing. The words are simple, as is the melody; this is a tune meant to be shared by people who do not have the time to devote to courtly beauty.

The chorus is a blunt reminder of duty, and the loss that duty demands, and before long most of the room is joining in. The verses, though, each tell a short tale of a fallen comrade, and by the expressions of the crowd, not everyone knows all of them.

The first verse shared relates the fall of Hida Oturi, the Champion who died in battle against the Lion two years ago. Though he was away from the Wall, he fell while slaying his clan’s enemies.

The second is about Toturi IX, whose sacrifice at the Battle of Broken Jade prevented the fall of the Kaiu Kabe and the Crab regret being unable to honor him with a proper burial.

The third verse is obviously new – only one voice shares it, and upon hearing the name sung, the whole room quiets save for the steady beat. Hiruma Sendo, shireikan of the Hiruma Army, first to fall against the Horde that slew the Emperor – but his loss bought the Imperial Legion time to arrive.

Miraiko raises a cup to the singer, her husband, before turning her stony face away. Only a fool would wish to take note of the unshed tears in her eyes, and the rest of the Crab continue their song without shaming their general.

This is a relatively new custom among the troops stationed on the Wall, since the war with the Lion two years ago. It is a song that has as many verses as the Crab wish to sing. The troops are constantly adding new ones, some good, most not so good, but all speak to the desire to remember their fallen comrades. PCs who wish to participate can do so, but it should be noted that the point of this is not to sing “well” by any Rokugani definition. Trying to “show the Crab how it’s done” is not going to endear the PCs to the Crab, but this does provide an opportunity to take part and show respect for the Crab and their losses.

A PC who wishes to add a verse may do so by rolling Artisan: Poetry or Perform: Song / Intelligence. There is no TN, as this is not a roll that can be failed – the result just determines the quality of the product. As long as the PC is honoring a Crab or any samurai who fell fighting the Shadowlands, it will be accepted and increase the regard that Miraiko and Goshi have for them (this increases the Devotion of the Ally granted at the end of the module). Trying to add a samurai who does not qualify to this song is roundly shouted down, potentially to the detriment of the PC.

(PCs who are going out of their way to be aggravating to the Crab may suffer pranks and mishaps over the tour – interruptions in their sleep that prevent them from recovering Void, minor damage to equipment that can result in danger during the combats, etc. This should not be enough to get them killed directly, but broken bowstrings or missing armor-ties should demonstrate that no one is above their comrades on the Wall, and that showing contempt for those that fight alongside you is a life-threatening misstep.)

Not long after the song is over, the Crab will quietly slink off to their duties, and Goshi will encourage the PCs to go get some rest. A PC who makes a point of drinking to excess must make a TN 15 Raw Stamina roll or be fatigued the next day.

## Part Three: Tunnels of Fun

After a good night’s sleep (wherein you are allowed a bit more of a sleep in to shake off the alcohol), you are led down into the lower levels of the Wall’s

interior. After a nice twenty minute walk, you find Miraiko standing in a hallway, waiting for you with an annoyed expression. There does not appear to be anything nearby that would be interesting to show.

Goshi, however, seems bright and cheery. “Good morning, esteemed guests,” he speaks with all of the enthusiasm that an Ikoma can muster. “This is, perhaps, the most interesting if... controversial part of the Tour. For your safety, we must ask that you follow Miraiko’s movements as much as you can, and do not touch anything you are not told to touch.”

As he says that, Miraiko reluctantly pushes in a stone section of the wall. As she does, a section of wall opens up, showing a tunnel about wide enough for Samurai to go three abreast. Miraiko motions you to follow, and walks in.

The tunnels are a long, winding series of tunnels leading South of the Wall proper. Every 100 feet or so, Miraiko stops the party, makes them aware of a tripwire or a depression plate, and guides them around it.

A PC who decides to touch one of the trap triggers despite warnings is putting themselves in position for potential death. Unless they are specifically trying to do so surreptitiously, Goshi will give them a final warning not to touch these things. If they are still insistent, they will trigger one of the traps. A PC triggering a trap will take 10k10 damage, with dice exploding on 9s. No other PC is affected unless they choose to be. If they survive, Miraiko will give them a death glare before having Goshi take that PC to a Kuni to be healed. Such a PC gains Hiruma Miraiko as a 5 point Sworn Enemy.

The tunnel finally ends after about a two mile walk. Miraiko watches you with a deadpan expression, before reaching up and pushing the ceiling of the tunnel. Light floods the area, and as you are led out of the tunnels you realize that you are in the blasted lands south of the Wall... mere feet from the treeline where you just saw Shadowlands creatures pour out from just one day before.

Miraiko begins her complicated series of signs again, and Goshi begins to translate. “We would have preferred that you not see this at all, but with Makibesu’s... insistence upon being thorough, we had determined he might deem it... unsatisfactory if we were not sufficiently forthcoming. As you can see,” he motions to the Wall, still higher than you can see over even from 2 miles away, “these tunnels put us in perfect position for flanking maneuvers, and are

sufficiently trapped so that any creature small enough to push through the tunnels is like to end up on a spike or stuck in a pit.”

Miraiko, for her part, does not want to have the PCs lingering here, and will start walking back towards the Wall basically immediately. Unlike in most situations, she is not as willing to answer questions while south of the Wall.

- **Command Center**

- That evening, Miraiko and Goshi will invite the PCs to dinner at the new ‘command center/war room’

- Goshi will make a point of showing off the view of the South. During this time, he will discuss the nature of the Crab’s duty. Really hammer home that this Wall has to make up for great losses. (Really guilt Mantis and Lion players if possible)
- As long as PCs haven’t been \*complete assholes\*, Miraiko will offer to let PCs learn the sign language she uses (free gain of language advantage: Sign Language).

- Towards the end of dinner, a Scout will arrive and inform Miraiko that there is a problem. Miraiko will dismiss PCs for the night.

## Part Four: The Ambush

The next morning, the PCs are again awoken before daybreak, though this time the Crab are content to allow the PCs to wait until a ways after dawn before beginning the next leg of their watchtower tour. As the PCs begin moving along the wall itself.



The early morning is quiet as you walk, and with patrols and siege engines more sparse on this section of wall, it is easier to appreciate the dichotomy between North and South. Though Crab Lands have never been considered ‘pretty,’ the relative greenery and clear signs of life make it appear almost closer to Crane lands when looking South and seeing the barren, blasted lands, devoid even of the kami to give them a spark of life.

Have the PCs make Investigation (Notice) / Perception Rolls at TN 25. Wary applies to this roll. Though this is not technically a cooperative roll, Goshi is watching for threats as well, adding a +5 bonus to any PC of Rank 1 or 2.

As long as at least one PC succeeds:

It doesn’t start as much. A small glimmer in the tree line to the south. But quickly, you realize what it is. An arrow. Fired directly at the Hiruma Daimyo.

Have the PCs roll initiative. Any PC who has noticed can take action. The GM is free to adjudicate exactly what is successful in preventing the Daimyo from being struck, but some examples are:

- Simply jumping in the way of the arrow. This succeeds with no roll, but a PC doing so takes [Insight Rank]k1 Damage and must make an earth roll at 5\*[insight rank] or gain five points of taint.
- Trying to cut the arrow out of the air. This is a [Weapon Skill](Emphasis)/Agility roll at TN of 10+5\*insight Rank.
- Catching the arrow. Athletics/Agility or Strength roll at TN of 10+5\*insight Rank

Other options for saving her are, of course, available, using the outline provided above. Spells that stop projectiles will stop this arrow from striking her as well. If no PC is able to prevent her from being struck, Miraiko will take a full rank of taint, as the jade at her neck begins to fade and burn (the arrow is poisoned with Sendo’s tainted blood, which will bypass much of her natural resistance).

As the arrow has launched, a loud roar can be heard. Storming through the trees like a tide comes a large army of Shadowlands Creatures. Oni. Tainted Samurai. Goblins. With most support cut off, Miraiko flicks a quick command over to Goshi, who nods and looks to you. “This position is not sustainable. We need to move, NOW!”

As Miraiko and Goshi begin to race towards the Third Watchtower, however, several flying oni will descend on the PCs, again based on the ranks of PCs at the table.

1 Goblin for each Rank 1 PC  
2 Goblins for each Rank 2 PC  
Appropriate PCs-1 Flying Oni for each Rank 3-4 PC  
“Kakita” Oza as long as there is at least one Rank 3-4 PC.

One of the lowest ranked enemies (a Goblin or one of the Flying Oni) will be carrying a net and will immediately attempt to capture Hiruma Miraiko. They will catch her by surprise with a net and use a complex action each turn trying to drag her from the wall. If nothing is done within 3 rounds, they will be able to get her over the wall and into the swirling maw of the hoard... which will then quickly retreat with her in tow.

Kakita Oza, however, will challenge any PC of glory 6 or higher to a duel, especially if they are a duelist PC. Refusing here is not a loss of honor, but a PC can gain G11 glory if they accept and defeat him. Oza’s Dueling Cheat Sheet can be found in Appendix 4. If a PC is taken to Down or lower, Miraiko or another crab (if she is still in a net) will step in and slay Oza before he can finish the PC off. The PC will survive but suffer an L0 Glory Loss for needing to be saved (Miraiko will suffer an honor loss for this as well, but it is mitigated by her protecting a guest she has sworn to protect).

### Goblin

He’s on a Kite!

Air 1	Earth 2	Fire 1	Water 1
2		3	3

**Initiative:** 3k2

**Attack:** 5k3 (knife)

**Armor TN:** 15

**Damage:** 4k1 (knife)

**Reduction:** 0

**Wounds:** 10 (+5) 15 (+10) 19 (dead)

**Taint Rank:** 3

**Skills:** Knives 2, stealth 1, Kite Flying 4

**Special Abilities:**

- Pack Tactics: A goblin gains a +1k0 bonus to attack rolls against creatures who have been attacked by one of its allies this round.

### Flying Oni

They got wings and claws, and they aren’t too bright

Air 3	Earth 3	Fire 1	Water 3
3		Agility 4	

**Initiative:** 7k3                      **Attack:** 9k4 (Complex, claws)  
**Armor TN:** 25                      **Damage:** 6k3 (claws)  
**Reduction:** 5 (0 Vs Crystal or Jade)  
**Wounds:** 20 (+5) 30 (+10) 40 (+15) 50 (Dead)  
**Taint Rank:** 5  
**Skills:** N/A  
**Special Abilities:**

- The Flying Oni may call raises up to it's taint rank.

### "Kakita" Oza

Lost Duelist

Air 4	Earth 3	Fire 3	Water 3	"Void" 4
		Agility 4		Glory
Honor	Status			

**Initiative:** 7k4+10                      **Attack:** 10k7  
emphasis (10k8  
against enemies with  
lower initiative)  
(Katana, Complex)

**Armor TN:** 30 (light armor)                      **Damage:** 6k2, exploding 9s

**Reduction:** 8 (3 against Jade or Crystal)

**Wounds:** 57 (Dead)

**School/Rank:** Kakita Bushi 2 / Dark Moto 1

#### **Techniques:**

Kakita 1: 2x iai to init. +1k1+2 to attack and focus rolls the turn after entering Center Stance.

Kakita 2: +2k0 to attack rolls against enemies with lower initiative

Dark Moto 1: Raises limited by taint rank or void rank. Add taint rank in unkept dice to damage rolls. Cannot benefit from Full Defense.

**Taint Rank:** 5

**Skills:** Kenjutsu (Katana) 7, Iaijutsu (Assessment, Focus) 5

#### **Mastery Abilities:**

**Advantages/Disadvantages:** Lost (Cannot spend Void Points)

**Outfit:** Katana, Light Armor

After the battle is concluded, assuming Miraiko was not captured, she will order the party to make haste for the Fourth Watchtower, declaring the tour over and wanting to get the party to safety as quickly as she can.

## **Conclusion**

As you reach the Fourth Watchtower, the area is in a state of disarray. Crab Bushi gearing up for combat, shouting from all directions. Goshi approaches one of

the Bushi and quickly asks what happened, then turns to the group.

"This is bad," he says. "Shiro Hiruma is under siege. Scouts had been having trouble getting through, and now we know why. I apologize, but as Miraiko has said, we will need to end this tour early."

Miraiko rushes in to take stock of the situation, Goshi following after her. As Hachi and the PCs get set for departure, however, Goshi comes and finds them again.

"I am loathe to ask this of you," Goshi frowns. "But we do not, as it stands, have sufficient manpower to protect the Wall and break the siege. We will not force anyone to follow, and will not hold it against any who do not, but if you are willing to fight, we could use any blade available to us."

He looks to Hachi. "As you head north, please alert any forces you can. Crab. Legion. It does not matter. We need to prepare for the possibility that there will be another attack, and any forces available that can reinforce the Wall gives us more opportunity to save Shiro Hiruma. Whatever decision you make... the Crab march at Dawn."

At this point PCs may make their own decisions. Leave, and warn the Empire of what threatens the Crab. Or stay, and fight...

## **The End**

### **Rewards for Completing the Adventure**

Surviving the Module:	1 XP
Good Roleplaying:	1 XP
Kaiu Okasha survived:	1 XP
Hiruma Miraiko is not tainted:	1 XP
Hiruma Miraiko is not captured:	1 XP

Total Possible Experience: 5 XP

#### Favors

For escorting Hachi through the tour, the PCs gain a favor.

#### Honor

Though expected of Samurai, challenging the Shadowlands is still a harrowing display of courage. As long as a PC did not cower or hide, they gain an

H8 honor gain for fighting the Shadowlands. A PC with the Paragon of Courage advantage gains one point of honor regardless of their current honor rank.

### Glory

PCs gain G8 Glory.

### Allies and Enemies

As long as the PCs don't go out of their way to antagonize the Crab, they will gain Hiruma Goshi as an ally, with 3 points of influence and 1 point of devotion. If they went out of their way to be supportive of the Crab, his devotion is increased to 2.

If a PC had Noticed By Hiruma Miraiko and similarly were supportive of the Crab, they can trade Noticed by Hiruma Miraiko for Ally: Hiruma Miraiko. She is 4 influence and 1 Devotion.

If a PC has Noticed by Hiruma Miraiko and were overtly antagonistic, they lose Noticed by Hiruma Miraiko and gain Sworn Enemy: Hiruma Miraiko. She is a 5 point Sworn Enemy.

### Other Awards/Penalties

PCs may take "Crab Sign Language" as an advantage, costing 1 XP but no favors.

### GM Reporting

- 1) Did Kaiu Okasha survive?
- 2) Was Hiruma Miraiko Tainted?
- 3) Was Hiruma Miraiko Captured?

## Appendix #1: NPCs

If any NPCs require statblocks not listed elsewhere in the module

### Hiruma Miraiko

Hiruma Family Daimyo

Air 4    Earth 4    Fire 5    Water 4    Void 4

Reflexes

6

Honor 5.1

Status (effectively  
8.0)

Glory 9.0

**Initiative:** 10k6+8

**Attack:** 10k7 w/  
emphasis (Katana,  
simple)

**Armor TN:** 45 (Light  
Armor)

**Damage:** 10k4 w/  
mastery (Katana)

**Reduction:**

**Wounds:** 25 (+0), 35 (+0), 45 (+2), 55 (+7), 65  
(+12), 75 (+17), 85 (Down, +40), 95  
(Dead)

**School/Rank:** Hiruma Bushi 5

#### **Techniques:**

**Skills:** Kenjutsu 7 (Katana), Stealth 5, Courtier 1, Etiquette 4, Athletics 7, Lore: Shadowlands 8, Battle 8, Iaijutsu (Focus) 5

#### **Mastery Abilities:**

**Advantages/Disadvantages:** Ally: Yasuki Ranmaru (4/4), Paragon: Duty, Strength of the Earth / Mute, Unlucky (1)

#### **Outfit:**

**Special Mechanics:** Celestial Sword of the Crab Clan: Miraiko gains +3k0 to attack and damage against Shadowlands Creatures (Figured into her stat Block). Miraiko's Earth is considered 1 higher while wielding the blade (figured into her Wounds).

## Appendix #2: Fight To Save Okasha (No PCs with a Nemuranai)

As the PCs start walking the watchtower in earnest, they can make Investigation (Notice) / Perception rolls at TN 20. With a success, they can hear rumblings coming through the treeline South of the wall well before the attack begins. If no PC succeeds, the PCs will be surprised, taking a -10 to initiative in the first round of combat.

Suddenly, the trees South of the Wall begin to shake violently and angrily. A moment later, bursting from the gnarled Forest charges a moderately sized force of Shadowlands creatures. Miraiko signals to Goshi, who immediately moves to Hachi's side to prepare to defend the Miya if it comes to it. "The Crab have this under control, but be ready to defend yourselves!"

The force seems to be mostly aerial: Goblins who have fashioned crude kites that allow them to gain some semblance of flight along with dread winged Oni. Ballista and trebuchet both begin firing, every shot taking out scores of creatures, but it does not deter the assault.

As you watch, your attention is brought to a Kaiu not more than 100' away. As he gives orders to nearby Hida, a large force of creatures seems to spearhead it's way to his location, threatening to overwhelm him if nothing is done. "That is Kaiu Okasha!" Goshi exclaims with sudden concern. "Hurry! Miraiko-sama and I can keep Hachi-san safe! You must get to him!"

If PCs do nothing, the Crab will eventually defeat the crashing hoard, though Kaiu Okasha will certainly die.

The enemy forces the PCs must defeat will comprise of one Flying Oni, plus a number of other creatures depending on the combat capable (Bushu, Shugenja with combat spells, Courtiers with a weapon skill of 5) PCs at the table:

- 1 Goblin for each rank 1 PC
- 2 Goblins for each Rank 2 PC
- 1 Flying Oni for Each Rank 3 or 4 PC

One of the Flying Oni will, on it's initiative, attack Okasha, dealing 20 points of damage to the Kaiu Daimyo. (This is after reduction and void, Okasha has 95 wounds). On the reaction stage of each round, Okasha will deal 15 wounds to one enemy creature. Once that creature is slain, the others will focus their attacks on the PCs, being the bigger threats.

Okasha does not disapprove of the help, but will generally make fun of PCs who waste actions doing things to help that are not slaying the Shadowlands Creatures ("Stop pussyfooting around and kill that oni!" and the like). That said, if a PC takes the guard action on Okasha, they will take the damage intended for him when the Flying Oni attacks on it's next turn (Base 25).

### Goblin

He's on a Kite!

Air 1	Earth 2	Fire 1	Water 1
2		3	3

**Initiative:** 3k2                      **Attack:** 5k3 (knife)  
**Armor TN:** 15                      **Damage:** 4k1 (knife)

**Reduction:** 0

**Wounds:** 10 (+5) 15 (+10) 19 (dead)

**Taint Rank:** 3

**Skills:** Knives 2, stealth 1, Kite Flying 4

**Special Abilities:**

- Pack Tactics: A goblin gains a +1k0 bonus to attack rolls against creatures who have been attacked by one of its allies this round.

### Flying Oni

They got wings and claws, and they aren't too bright

Air 3	Earth 3	Fire 1	Water 3
3		Agility 4	

**Initiative:** 7k3                      **Attack:** 9k4 (Complex, claws)

**Armor TN:** 25                      **Damage:** 6k3 (claws)

**Reduction:** 5 (0 Vs Crystal or Jade)

**Wounds:** 20 (+5) 30 (+10) 40 (+15) 50 (Dead)

**Taint Rank:** 5

**Skills:** N/A

**Special Abilities:**

- The Flying Oni may call raises up to it's taint rank.



## Appendix #3: Fight To Save Okasha (PCs with Nemuranai)

As the PCs start walking the watchtower in earnest, they can make Investigation (Notice) / Perception rolls at TN 20. With a success, they can hear rumblings coming through the treeline South of the wall well before the attack begins. If no PC succeeds, the PCs will be surprised, taking a -10 to initiative in the first round of combat.

Suddenly, the trees South of the Wall begin to shake violently and angrily. A moment later, bursting from the gnarled Forest charges a moderately sized force of Shadowlands creatures. Miraiko signals to Goshi, who immediately moves to Hachi's side to prepare to defend the Miya if it comes to it. "The Crab have this under control, but be ready to defend yourselves!"

The force seems to be mostly aerial: Goblins who have fashioned crude kites that allow them to gain some semblance of flight along with dread winged Oni. Ballista and trebuchet both begin firing, every shot taking out scores of creatures, but it does not deter the assault.

As you watch, your attention is brought to a Kaiu not more than 100' away. As he gives orders to nearby Hida, a large force of creatures seems to spearhead it's way to his location, threatening to overwhelm him if nothing is done. "That is Kaiu Okasha!" Goshi exclaims with sudden concern. "Hurry! Miraiko-sama and I can keep Hachi-san safe! You must get to him!"

No sooner does Goshi call that out than Okasha fires a Ballista at one of the largest creatures in the air: what almost looks like a man save for its terrifying 10' of height, it's four giant arms, two holding a katana, and the crown of horns on its head. It grins an evil grin as the Bolt strikes into its chest uselessly, the recoil only serving to force the flying oni that carry it to drop it. As its lands, a blade sinks into Okasha's leg, the Kaiu Daimyo crying out in pain.

If PCs do nothing, the Crab will eventually defeat the crashing hoard, though Kaiu Okasha will certainly die.

The enemy forces the PCs must defeat will comprise of Seijiro no ONi, plus a number of other creatures depending on the combat

capable (Bushi, Shugenja with combat spells, Courtiers with a weapon skill of 5) PCs at the table:

- 1 Goblin for each rank 1 PC
- 2 Goblins for each rank 2 PC.
- 1 Flying Oni for Each Rank 3 or 4 PC, minus one.

Seijiro no Oni will, with one of it's simple actions, attack Okasha, dealing 30 points of damage to the Kaiu Daimyo (This is after reduction and void, Okasha has 95 wounds). He will use his other Simple Action to attack a PC. On the reaction stage of each round, Okasha will deal 15 wounds to one enemy creature. Once that creature is slain, the others will focus their attacks on the PCs, being the bigger threats.

Okasha does not disapprove of the help, but will generally make fun of PCs who waste actions doing things to help that are not slaying the Shadowlands Creatures ("Stop pussyfooting around and kill that oni!" and the like). That said, a PC who performs the guard action on Okasha takes the damage intended for him (base 40).

### Flying Oni

They got wings and claws, and they aren't too bright

Air 3	Earth 3	Fire 1	Water 3
3		Agility 4	

**Initiative:** 7k3

**Attack:** 9k4

(Complex, claws)

**Armor TN:** 25

**Damage:** 6k3 (claws)

**Reduction:** 5 (0 Vs Crystal or Jade)

**Wounds:** 20 (+5) 30 (+10) 40 (+15) 50 (Dead)

**Taint Rank:** 5

**Skills:** N/A

**Special Abilities:**

- The Flying Oni may call raises up to it's taint rank.





## **Appendix #4: Oza's Dueling Cheat Sheet**

Assessment: 9k4 with Emphasis He will call one raise and ask for void points remaining and reflexes rank.

Focus: 10k6+11 with Emphasis

Focus (Won assessment by 10): 10k8+11 with Emphasis

Strike: (Note: he will use center for damage): 10k7+2

Strike Damage: base 7k3+4. All free raises will go to damage, but he will not call raises unless the PC is particularly low on Reflexes.

## **Player Handout #1: New from the Empire**

“My esteemed Friends!

It has been too long since we have corresponded, no? I hope that as the spring turns to summer, you find yourselves in equally blessed spirits! Certainly we could use some good news as this year continues to be... newsworthy.

I wish I could speak to happier times, but alas I am regretful to inform that the year so far seems to be one of trials. The tragic burning of the Shrine of the Ki-Rin has haunted the beginning of this year, and alas there has been little word of what has happened. From what I gather, it must have been Yobanjin raiders, as their weapons were found upon the scene. Alas, not a monk who was at the shrine was able to make it out alive, so barring a further investigation, this mystery may be lost to us forever.

In other news, it seems that the Crab are recruiting out of their normal season! Their Twenty Goblin Winter it seems failed to deliver the results they wished for, so they have extended it out through this summer! So if you are one of those Ronin sorts looking to earn some proper Glory, feel free to visit the Crab and see what they have to offer for such things!

Alas, I end this on a somber note. The Phoenix, despite the great attempts by Toturi Kazetora-sama, have still not opened their borders. I know that Kazetora still works diligently to help ensure that those pilgrims who wish to see the sacred sites of the Isawa are able to do so, but it has been many months and there has been no word. I have heard whisper that Makibesu might seek to step in soon if something is not changed soon.

Regardless, with no wars on the horizon this Summer, I hope that this will prove to be an uneventful summer, and that we all will be able to return to normalcy soon. Go with honor, my Friends.

Otomo Yusuke

NOTE FOR PHOENIX PCS: Since the start of Winter Court, you have found your duties have kept you entirely away from the Phoenix lands. While theoretically allowed to return home, consistently even outside of the typical role of being a PC, you find yourself instead as attendants to other courts or assisting with imperial business. Any request to return home has thusfar been unanswered.