

HEROES OF HYUGA

a **NEWEDD**
one shot adventure



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The entries in this table and any purple text in this book are internal hyperlinks to relevant parts of the book. Sweet, eh?

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NOTE TO READERS

This is an ashcan version of this adventure. That means it's stripped down, with little to no art, no maps, no editing, minimal layout, etc. The adventure in here has been tested to great enjoyment a bunch of times with different groups, but everything is still subject to change.

What will be added to this adventure when it makes it to publication:

- A large scale map of the scene
- Tactical maps of three areas
- Art throughout
- More enjoyable layout
- **Your suggestions?**

This is the first adventure module I've written out for public consumption, so I'm testing the format. Behind this relatively quick adventure looms the **Temple of Kozu**, a massive module that should take characters from Path Rank 1 to 2 and possibly beyond. Once the rough edges are smoothed down on this format, I'll begin to assemble the years of session notes and drawings and scribbles from Kozu to finally bring that monster to light.

The best way to provide your thoughts and feedback on this document is on our [Discord](#). I'm very active there, and the community is large, positive, welcoming, and engaged. I would love to hear your thoughts on this book and NewEdo in general. You'll find that I am open to suggestions and willing to make changes to Salty Games content based on the feedback from the community.

Until then, I hope you enjoy this lark in the park, and thank you for being a part of the NewEdo community!



NewEdo Resources

If you've found your way here with no other context on NewEdo, the game, then you're bound to be a bit damn confused over the coming pages.

This is an adventure module that uses the system and setting from the core NewEdo rulebook. NewEdo is a medium+ crunch RPG heavily focused on character creation and customization, with mechanics built in to encourage and reward that process.

You can find more information about NewEdo in a few places:

- On our [website](#)
- On our [DriveThruRPG](#) page
- In our [Discord](#)
- Our socials are honestly pretty meh, but if you want you can follow us on [FB](#) and [Insta](#) as well.

NewEdo was conceived on the sea but came screaming into the world during a [kickstarter campaign](#) in 2021. Set loose, it has done pretty well and people seem to like it. I'm well chuffed. At the time of writing, we're just about to launch a second kickstarter campaign to fund art for this module and for a Storyteller aid called the [77 Stories in NewEdo](#). Please come support us if your timing is right.



INTRODUCTION

The Heroes of Hyuga is an adventure set in the NewEdo game world, where belief defines reality, but is sufficiently agnostic such that it could be played out in many modern / near-future urban settings. The adventure touches on the wide variety of playstyles and conflict resolution mechanics that NewEdo offers, including social, investigative, technological, magical, and violent problem solving.



Yes, violent problem solving is a thing. It's the more refined version of *combat*, where you may or may not be solving any problems.

This module was designed as an introduction to NewEdo (the game and the setting) and is suitable for starting characters. It is playable in one evening (3-5 hours) depending on how many of the available strings your PCs decide to pull. Given the diversity of challenges presented to characters, a well-rounded party will make things easier. But if you've got a party full of laser ninjas or philosophical transhumanist mystics, they'll find a way to solve most of these problems, so don't stress it.

Plot Summary

This adventure revolves around one building in the Glittertown District of NewEdo. The building, called the Hyuga, is under construction. Domestic terrorists, the Broken Swords, have been hired to destroy the building and at the start of the adventure they succeed in blowing up a generator in the construction site. The Swords were paid off by the Shoto Clan, but the Shoto are only the agents of a larger power in the city.

Characters start out by being caught in the chaos immediately after the explosion. Ideally, they will want to help or investigate. That sets them against a series of conflicts that will eventually result in either the players saving a shrine in the park or letting the building fall on it. The rest is just plot teasers for a bigger story.

Phases and Conflicts

The adventure is broken down into Phases and Conflicts. **Phases** are a loose guideline to the timing of the scene, used to describe the sequence of Conflicts. The only important game clock is that, at the end of Phase III if the players (or the Broken Swords) haven't somehow prevented the building from tipping over, it will fall onto the **shrine in the park**.

There are six **Conflicts** in the module. Conflicts are problems that need solving, like an out of control mob, a wild horde of mysterious spirits, or the threat of the building falling over. Players may address these Conflicts in any order, depending on how they approach the first scene of the adventure. The success or failure when addressing Conflicts has implications on subsequent Conflicts and the outcome of the adventure.

Storyteller Tips

You'll need the characters to care about the chaos and want to do something about it. If your players shrug and walk away from the scene, the adventure is over. If the threat to civilians isn't motivation enough for them at the start of the adventure, considering revealing info about the sniper (from **Conflict 2**) or the Runlun (from **Conflict 4**) to entice them into the building.

Every one of these Conflicts has multiple paths to resolution, and you should encourage players to get creative. Hint at (and remind players of) environmental items like the construction crane, exposed power cables, the Lanley Skytrain line, etc., which may be used to solve problems in indirect ways.

There's three primary objectives for the adventure:

1. Motivate PCs to be heroic and save the shrine.
2. Inform PCs about the Broken Swords plot that involves the Shoto Clan.
3. Reveal information about the Runlun and rising chaos in the city.

That's it! Otherwise, let them go nuts and have fun. I hope you enjoy.

NEWEDO SYSTEMS: A PRIMER

Making a Skill Check: roll a dice pool with a number of d10s equal to your Rank in a Core Trait (your Rank = the number in the 10s place value of that Trait; ie 2d10 if you have 22 Power) plus all of your Skill dice in an applicable Skill, if any (Skills can have up to five dice, using d4, d6, d8, and d12s). All d10 rolls can explode when they roll a 10; that is, you keep the 10 then roll again and continue adding the results.

Target Numbers: the Target Number (TN) of a check is its difficulty, and is either set by the Storyteller or specifically by the check you're making. Add up all the results from your dice pool roll and compare against the Target Number. If you meet the TN, you succeed; if not, you fail. See the table below for sample TNs.

Optional: Storytellers may assign degrees of success or failure if a roll almost meets the TN or blows it out of the water.

The Fate Card: once per Round before you roll a check, you roll a d100 and compare the results against your character's Fate Card, which is a series of procs that may occur. If you roll any Fates, resolve that Fate before proceeding with your Turn. Crits and Botches guarantee success or failure so if you roll those you don't need to roll your skill check. Other Fates may create a huge variety of effects on your Turn.

Legend: Temporary Legend is your character's only meta resource, and you can spend it to activate special abilities. You can also spend up to 5 Temp Legend to add (on a one-for-one basis) to a Skill check, but you must declare your intention to do so before rolling. Temporary Legend also acts as a last ditch store of health. When you drop to zero HP, you don't die; instead, you start to "burn Legend", with further damage coming off your Temp Legend pool.

Character Death: if you have zero HP and zero Temp Legend, you die. But it was probably a spectacular death.

Advantage and Disadvantage: if the Storyteller tells you you have Advantage on a roll, you add +1d10 to your dice pool. If you have Disadvantage, you lose 1d10 from your dice pool. If you have no d10s to drop from your dice pool, instead remove the highest dice that you would roll.

DIFFICULTY TABLE

Difficulty	Target Number	Indicative Effects
Easy	5	Lift a toddler; influence a gullible person; notice the woman in the red dress
Simple	9	Influence a few open-minded people; help one victim; climb onto a car without falling; lift a full suitcase;
Tricky	15	Climb a rope with knots tied in it; influence a willing crowd or a stubborn person; turn on a piece of machinery you've never used before;
Difficult	22	Convince someone to change their position on an important subject; vault over a high fence gracefully; lift a full keg of beer; hack a medium quality security panel;
Damn Hard	29+	Scale a wall with no handholds; enthrall a crowd; shoot an apple off someone's head; bypass a biometric scanner

THE SCENE



Read as much or little of the following description to your players as you and they have patience for. Key story points are **bolded**, so at the very least you should craft your own description from this blurb that includes those items.

Glittertown on a Friday afternoon has an air of sated opulence laced with the anticipation of pending debauchery. **Tall**, predominantly white **towers recede from the street**, growing in elevation in setbacks that don't threaten the daytime sunlight of expensive street-side patios on ground level. Well-dressed citizens unconcerned with the price of things eat seafood delicacies prepared in quiet kitchens that are intentionally kept out of sight. Luxury vehicles hum slowly down the street, reflecting tasteful neon and reflected in smoked storefront glass. Everyone and everything is beautiful here.

Served by a dozen subway stations on the Central, Fuji, and Owari train lines, Glittertown is easily accessible from anywhere in the city but is only a destination for those comfortable spending money (and the people who serve them). The recently completed **Lanley Skytrain** has three stations in Glittertown, all of them located on the fifth or sixth floors of gleaming white towers. Stations, both subway and skytrain, tend to be surrounded by restaurants and personal services; tailors, nail and hair salons, masseurs, etc. The district is famous for its medical clinics, where NewEdo's elite can obtain the best specialized healthcare and plastic surgeries available anywhere in the Empire.

Characters may find themselves in Glittertown on a Friday afternoon for a variety of reasons. They may be a service worker - a cook, a security guard, a courier, a masseuse - or maybe they're rich enough to come here to enjoy those services. They may be here on business, an investor in one of the district's various private corporations, on site for a meeting. They may be an employee of a local company; an engineer, driver, guard, or wetware tech. They may be here for medical treatment, though they'd better have deep pockets if that's the case. Alternately, a character may find themselves in Glittertown for less

complacent reasons; to protest its opulence and institutional wealth, or even to plot to take some of that wealth for themselves. Money has gravity in NewEdo, and **Glittertown is a nexus for wealth.**

You're strolling down the main drag of the Hyuga block, three streets from the nearest subway station. The afternoon sun reflects gold and white off looming glass towers, competing with the deep purples and blues of tasteful neon closer to the street. Beautiful people - Humans, Bakeneko, and a rare few Kitsune - have crowded onto restaurant patios that clutter the street front. **Traffic is heavy but moving well.** Drivers in NewEdo don't use their horn unless there's an emergency, and with almost every vehicle powered by electric motors there's hardly any traffic noise. The murmur of conversation from the patios is louder than traffic.

Across the street from you is a park that rolls downhill from the road towards an ancient shrine that sits beside a pond. A red gate marks the entrance to the park and a few citizens linger on the verge, talking in pairs or on their phones. Cool air blows off the park into the street, mitigating the summer heat that radiates from the pavement.

A medium-sized tower is under construction at the edge of the park on what must be an inestimably expensive plot of land. Construction machinery crowds around the half-finished building, its synth-wood skeleton exposed to the elements at higher levels. You notice that the machinery isn't moving mostly because the construction site isn't making any noise; **construction seems to have paused**, for some reason. **A large load of paneling material swings from a crane 10m above the edge of the street**, while a **lone, bored-looking security guard** warns pedestrians from getting too close to the site.

THE ACTION

An incredibly loud, metallic bang reverberates from behind the site's hoarding. Almost immediately, the sound of a massive engine emerges, its revolutions accelerating at a frantic pace. The machine sounds more and more strained with each thud of its archaic combustion pistons.

As your thoughts begin to turn from curiosity to concern, an explosion rips through the ground floor of the construction site, blasting hoarding through the street. Smoke and flame billow from the side of the building. A thunderous cracking sound rumbles the street, and the building tips a few degrees off centre, spilling construction material and girders into the park.

Things to Notice

The following vignettes are important enough to point out to characters early in the adventure. You may do so after letting them have a first response to the scene, or just describe these immediately after the explosion.

Screams, car alarms, and the general mayhem of the scene have ruined the quiet afternoon. Despite all the noise, characters may begin to notice a strange sound coming, seemingly, from the construction site. A repetitive susurrant somewhere between an atonal chant and the sound of the ocean crashing on a pebble beach washes outward from the building. If you really had to nail it down, it would sound like someone saying "runlunrunlunrunlunrunlun" over and over again under their breath after drinking whiskey all night in a cigar bar. The sound induces anxiety in characters with Resolve of less than 14. That anxiety has no mechanical effect, but on the start of their Turn remind them of their distracted state.

Characters paying attention to the building will notice that it has settled sideways after the initial blast. That reduces the risk to the street and surrounding buildings, but means that, if it topples, it'll topple into the park. Onto the shrine beside the pond. The ancient shrine that has been a part of the landscape here for hundreds of years. Characters with any sort of spiritual, religious, or mystical background will know that the shrine is attended at all times by no less than two resident monks, who have vowed never to leave the site.

A police cruiser is parked near the entrance to the construction site. Characters who investigate will find it empty. The vehicle's windows are down and the police radio is audible to anyone adjacent to the car. The radio crackles, and a voice says

"I repeat, Officers Miyaki or Chishiro, are you there? Have you entered the site? Reports of an explosion at your last location. Can you confirm? Please respond. Over."

When the explosion happened, multiple slow-motion traffic accidents occurred. The road is now completely blocked with stopped vehicles. One accident happened between a car and a delivery truck carrying high pressure gas cannisters, which toppled into the street. The cannisters are heavy (50 kg) and awkward to move, but could be rolled instead of carried by characters brave enough to risk jostling them.

CONFLICTS

PHASE I

Conflict 1: Crowd Control

As soon as the explosion happens, the busy afternoon street descends into chaos. Heavy traffic comes grinding to a halt, blocking the street. Citizens panic and begin to stampede in any direction away from here. Patio railings and other sidewalk impediments get in the way of the crowd, trapping and potentially crushing innocents in the mass of frantic bodies. Characters can act to try to calm or direct the crowd.

Specific goals:

- Calm pedestrians near the scene of the explosion, preventing mass panic.
- Help innocents who have become trapped by various barriers, or those who have fallen under the feet of the crowd.
- Direct the crowd to safety. The park is safe outside the radius of falling debris as is the street more than one block in either direction. Neighbouring buildings are less safe due to the risks of internal chokepoints and spreading fire.
- Provide first aid to injured victims.

Useful skills or checks are:

- Characters can use most Presence skills to affect the crowd (though they may have to get creative if they choose to use Seduction). Rally would also work. Target Numbers will range from tricky to difficult depending on their approach.
- A tricky Athletics roll will help characters get to and free trapped pedestrians.
- Savvy or Perception, combined with Survival, Tactics, Streetwise, Rally, or Intuition may allow characters to figure out the best direction to send people, with a simple difficulty.
- The Medicine skill and various Rotes and / or Augs can help save lives.

Implications for failure:

- ☐ If players ignore or fail to control the crowd, chaos generally increases during the scene. In Phase III, add 2d4 extra **Runlun** if the PCs are unable or unwilling to help quell the panic.
- ☐ Any attempts to move quickly through or to the construction site will be made at Disadvantage before the crowd has been controlled.

Implications for success:

- ☐ If the PCs manage to make a difference to any specific bystanders or innocents, consider adding those NPCs as useful allies in future Phases. Allow a doctor, off-duty cop, or even arcane hobbyist to join them for the rest of the adventure.

The street is two lanes in either direction and is now packed with cars, small delivery vans, and one bus. The sidewalks are quite wide, up to 5m in places, though restaurant patios crowd the immediate area across the street from the park. Tall, white buildings abut the sidewalk on either side of the street for at least a block in either direction, with no branching intersections for at least 200m. The Lanley Skytrain suspended rail runs parallel to the street 12m above the ground. Trains run every few minutes and have yet to be impacted by the disruption below, though the building or crane could very conceivably crash into the track if they topple. Moving through this crowded area is tricky unless the characters act to calm and direct pedestrian traffic.



These little boxes are here for Storytellers who print this adventure out, so you can tick off Conflicts as characters resolve them. Just trying to make your life easier, yo.



Jump to Difficulty Table

Conflicts Completed

Conflict 2: Swinging Crane

Before construction stopped, a crane had begun lifting a heavy load of material up to the building's higher floors. With the load stuck about 10 meters up, the crane will be partially damaged by the explosion. The arm will swing outward causing one or two heavy synth-wood girders to come crashing to the street, piercing a vehicle like a pike from the gods. That'll get the characters' attention, and they can then see that the load has become unbalanced and will start to rain girders down like hellfire if it isn't somehow stabilized.

Specific goals:

- Move the crane so the load of material is no longer over the busy street.
- Balance the load so it stops spilling girders.

Useful checks:

- A tricky Hardware check will allow a character to activate the crane from its cab, swinging the load of material back over the construction site.
- Any character attempting to climb up onto the crane's loaded platform should make a difficult Athletics check.

Further Info:

- A Broken Swords terrorist **sniper** has made a nest on the crane platform. He wasn't expecting the platform to move, and is holding on for dear life, so doesn't yet present any threat to the characters. Any character who makes it onto the platform will have to deal with the sniper, who makes all actions at Disadvantage during this Phase.

Implications for failure:

- ☐ If the characters ignore the platform or fail to stabilize it, girders will tumble into the street. This may be more or less awful depending on whether the PCs have been able to control the crowd. If the street is still in chaos, vehicles and even citizens may be struck by girders, which do 8d10 Kinetic damage when they strike.

- ☐ If no one ascends to or investigates the crane platform, the sniper will regain his composure and become a threat in Phase III.

Implications for success

- ☐ If the characters gain control of the crane or platform, they can use it to travel up and down the building without having to go inside. Make sure you give characters a chance to see what's going on inside the building so they can choose whether or not to interact with the **Runlun** and possibly save the police officers.
- ☐ The safety equipment on the crane platform includes a **medpack** that requires a simple Investigation check to notice.

The crane sits just inside the construction site, ready to lift materials up to the fifth and sixth floors of the building. It's a large vehicle that a character would have to climb up the side of to access the cab. The construction site itself is approximately 50m x 30m, with the north and west edges almost totally obstructed by material and equipment. The east and south areas of the site are clearer, though are now in disarray from the explosion. The generator that exploded was in the north-east corner of the site and blew a lot of material forward toward the street. Various other construction vehicles, equipment sheds, portable bathrooms, and an office trailer are accessible in the east and south edges of the site.

Characters who search the office trailer will find evidence that the General Contractor on the job is Manmosu Constructors, and that they have an office in Sakanaya. Characters with any Commerce will find it odd that Tiger Kumitate was not the GC on such a prominent project. It will be obvious that documents from the office trailer were packed up in an orderly fashion before the site was vacated. Characters searching for things that might reasonably be found on a construction site should be allowed to collect what they need.

PHASE II

Conflict 3: Investigating the Site

Characters may want to figure out what caused the explosion in the first place. Remind any perceptive PCs about the order of events, with the metallic bang, followed by the increased engine revs that led to the explosion. The site had been completely vacated by the construction team prior to the explosion, which remains a mystery, but characters may recall that a security guard was on site to keep pedestrians out.

Specific goals:

- Locate the piece of equipment that exploded and try to determine what cause the catastrophic malfunction.
- Find the **security guard** (who is hiding in a port-a-potty) and ask him what happened.

Useful checks:

- An easy Hardware or Investigation check will lead characters to the remains of a generator that seems to have been the source of an explosion. A tricky Hardware or difficult Investigation check could be used to determine what caused the explosion in the first place (sabotage).
- A tricky Investigation or Intuition check will allow characters to find the guard in the port-a-potty. A difficult social skill check will get him to talk.

Further Info:

- The diesel generator was sabotaged by Broken Sword terrorists after the site was evacuated by the construction crew. Why the crew evacuated before any apparent trouble remains a mystery.
- The security guard, **Soketo Jin**, was paid by the Shoto Clan to look the other way if he saw the activity of the Broken Swords agents.

Implications for failure

- ☐ Characters who miss the sabotage or fail to extract information from the guard will not be expecting the Broken Swords in the building. Anyone entering the building without this information will be Surprised during the first Round of an engagement with the Broken Swords.
- ☐ The connection from the guard to the Shoto Clan is a big picture clue that can lead to an extended plot but does not have further implications on this scene. If the characters find the guard but fail to extract information from him, he'll be too scared to do anything and remain in the toilet.

Implications for success:

- ☐ If the PCs discover the sabotage, allow them to find further clues leading to the Broken Swords agents in the building and get the drop on them (Surprise).
- ☐ Characters who convince the guard to talk will be given an elegant but plain business card with nothing on it except the gold-embossed image of a crane (the mon of the Shoto Clan). Particularly notable successes may convince the guard to join the party for the rest of the scene.

The now-smoking remains of the generator are located in the back corner of the site. The explosion rocked the building forward briefly, but then it settled back towards the north-east corner due to damage to its core. The crane platform and its load were pushed forward over the street where it remains unless characters move it. If characters succeed at an investigation into the cause of the explosion, they will learn that the generator was intentionally sabotaged with some technical skill that required advanced knowledge of the equipment.

Conflict 4: Runlun and the Cops

The maddening susurration – “runlunrunlunrunlunrunlun” – that was audible outside the building is almost unbearable inside the shell of its incomplete ground floor. Characters who enter through any of the ground level openings will soon discover the mysterious creatures known as the **Runlun**, who circle the bodies of two fallen police officers but are seemingly unaware of any approaching intruders.

This scene is dark and smokey by default, with daylight barely able to pierce the haze. Runlun flit in and out of site, sometimes frighteningly close and tangible, other times seeming to be no more than neon reflections on billowing shadows.

Further Info:

The Runlun are spirits attracted to chaos. They didn’t cause the disaster, nor are they aggressive unless attacked. They feed on the wild energies of chaotic events, which this definitely counts as. By default there are 3d4 Runlun on the ground floor, though if the PCs failed to calm the crowd in Phase I, increase that number to 5d4.

Specific goals:

- Reach the fallen police officers to see if they’re still alive.
- Deal with the Runlun somehow.

Useful checks:

- Noticing the bodies of the officers requires a simple Investigation check, made at Disadvantage if the crowd outside was not controlled.
- Understanding that the Runlun are kami requires a simple Arcana check. Gaining further information on them is possible with greater successes.
- Characters can try to fight the Runlun with any combat skill, but using magic against them is highly effective.

Implications for failure:

- ❑ The Runlun are effectively blocking access to the fallen police officers, though not intentionally. If they aren’t dealt with in some way, the characters will not be able to help the officers nor learn the information they have.
- ❑ If this scene is somehow bypassed, introduce 1d4 Runlun to Phase III, though noting that they will be neutral in any conflict between characters and the Broken Swords.

Implications for success:

- ❑ Slaying or dispersing the Runlun will let the characters reach the downed officers.
- ❑ Characters who study or interact with the Runlun on more than a purely violent basis may learn about their chaotic nature, teasing concepts that introduce a larger story point (which lies beyond the scope of this module).
- ❑ Saving the police will give the characters more context on the moments leading up to the explosion, and hint that there are Broken Swords agents higher in the building. If the characters may need help in a combat scene, allow **Sena** to join them for the next fight.

The ground floor of the building was almost complete before the explosion destroyed half of its external cladding. The north and west sides of the building are nearly inaccessible, but the east and south sides are open to the site, offering a view inside. Smoke clouds the interior space and the cluttered nature of the construction site means very little daylight can reach this floor. Movement is obvious inside the dark interior, as vague shapes flit around in a loose circle on the east side of the elevator core. The shapes are Runlun, chaos kami, and are partially materialized into the physical realm. Even characters with Priority E in magic can get a sense of where they are, though they will have trouble discerning anything substantial about the creatures’ appearance. The Runlun are circling two fallen police officers who are either unconscious or dead.

Further info:

The downed police officers are **Sena Miyaki** and Chishiro. Sena is awake but dazed while Chishiro is nonresponsive, though neither bear any obvious wounds. A tricky Medicine or difficult Investigation check of Chishiro will reveal that he has a collapsed lung caused by a very thin blade that left a wound that isn't bleeding. If not attended to immediately, Chishiro will die before the scene ends.

Sena informs characters that they were called off their beat by the security guard below. They became suspicious because of the lack of activity on the site and proceeded to investigate. Once inside the site, they found three Broken Sword agents arguing over some machinery. A melee scrap ensued and Chishiro was stabbed by one of the agents. The Runlun only appeared during the fight, and completely ignored everyone until one of them was accidentally struck by a sword.

"That's when that maddening sound started," she tells the characters. The Broken Swords escaped up the stairwell and the Runlun attacked Sena. She was hit by one of their numbing attacks and collapsed. She doesn't remember anything else until the characters arrived.

Emergency crews will have trouble reaching the disaster because of stopped traffic and blocked roads. They will arrive by Phase III and can provide help to any parties not equipped to deal with the Broken Swords themselves. By the start of Phase II, the media will have shown up on site and will begin filming everything. Camera drones will circle every scene, broadcasting the characters' actions live to NewEdo (unless the characters attempt to obfuscate their actions or drive away the drones).

Famous reporter Avril Nakagawa will show up with a crew on behalf of Channel 4 News (a Kikuchi Media channel). Characters who interact with Avril may befriend her, gaining +5 Contacts in the process.

Further info:

While the Runlun are kami, they have partially manifested in the physical realm and so can be seen and interacted with by characters with Priority E in magic. Those characters don't gain any benefits or defense based on their ignorance of the spirit realm.



The best way to help Chishiro is to get him to safety outside the building. A healer may attend to his injuries but even then he will remain dazed and uncertain for the remainder of the scene.

Jump to Difficulty Table



PHASE III

Conflict 5: the Broken Swords

Broken Sword saboteurs were hired to destroy this building. Having caused an explosion that failed to collapse the building, they've remained on site to see if it is somehow possible to finish what they started. Ironically, that goal may be aligned with any characters who have discovered the risk that the leaning tower presents to the shrine in the park. The Broken Swords have already attacked police officers who arrived on the scene and are likely to be immediately hostile to any characters who discover them. There are 2d4 **Shooters** and 1d4 **Scrappers** on site, plus one **Provocateur**. If the sniper on the crane platform hasn't been dealt with, he will remain on the platform to provide support to the Swords inside the building.

Specific goals are:

- To not be killed by Broken Sword agents.
- To learn why the Swords tried to collapse the building.

Useful checks are:

- Combat and survival will be key.
- Keeping at least one of the Swords alive for questioning will require some finesse.
- Interrogating any surviving Swords will require a difficult Intimidation check. There are other ways to get the Swords to talk, though.

Further info:

The Broken Swords are extremists, dedicated to preventing what they see as the decline of Imperial society by forcing a return to traditional ways. They will take any action necessary to achieve that goal, including terrorism, sabotage, blackmail, and murder. They tend to use mundane martial methods - including swords, guns and explosives - to achieve their goals.

Implications for failure:

- ☐ The primary risk is a violent death at the hands of uncaring antagonists.
- ☐ Failure to keep any of the Swords alive will leave much of the scene a mystery. Characters may find clues about who hired them on Broken Sword corpses if necessary.

Implications for success:

- ☐ Characters who subdue the Broken Swords and leave at least one alive for questioning will be able to learn that they were hired by someone identifying themselves as Tokagi.
- ☐ A surviving Sword may be inclined to help the characters collapse the building.



Add or subtract Swords from this scene to make them a threat to the party. If your party is particularly combat focused, consider giving one or two of the Swords a grenade for fun.

A number of Broken Swords have retreated to the second floor of the building and are arguing over what to do next. Their leader, Renji, is a Broken Sword Provocateur and is responsible for the sabotage of the generator. The Swords didn't bring any heavy explosives with them so are debating whether to try to knock the building down with construction equipment or just call the mission a failure and retreat. They were surprised by the police officers on the ground floor and that fight has made them edgy.

The elevator core of the building, along with its central stairwell, are intact (for now), though there is no elevator installed yet. The core is a 10m square in the middle of the building, extending up through all completed floors, made of solid concrete that can't be penetrated by common weapons or equipment. The exterior cladding on the second floor and third floors was partially damaged, making access possible from outside the building. Characters who try to enter the building on the east side will find themselves face to face with the Swords. Characters who enter above the second floor may descend through the stairwell and take the Swords by surprise.