

JADEPUNK TALES™

vigilance committee vol. 1



Danks

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Jadepunk Tales: Vigilance Committee Vol 1

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How to Use This Book

Jadepunk Tales is a series of scenarios (also known as adventures) linked together by an overarching plot that explores the setting detailed in *Jadepunk: Tales From Kausao City*.

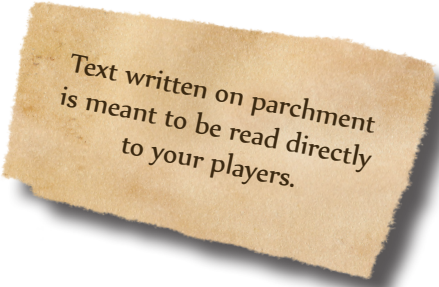
Each volume in a tale will lead your through a scenario that ends with a significant milestone. In the final volume of a *Jadepunk Tale* you will be given a major milestone that you must reach to progress your players, as well as a suggestion for the next *Jadepunk Tale* to begin with your newly empowered group.

Required Materials

Jadepunk Tales requires that you have read *Jadepunk: Tales From Kausao City*.

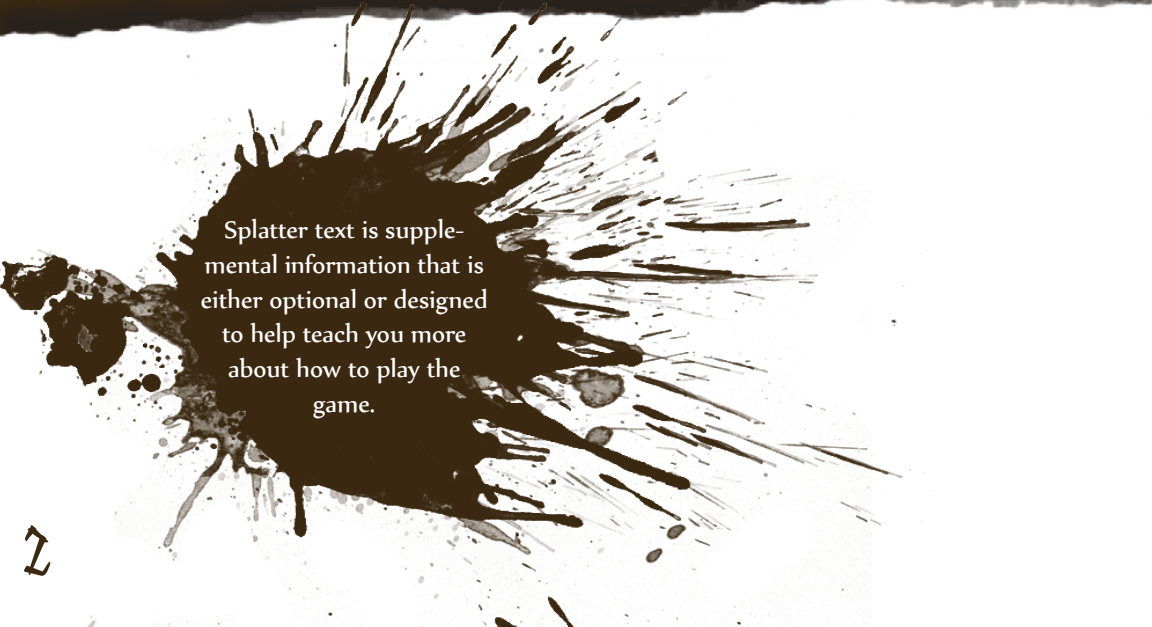
Telling Tales

Any text written in open space (like the text you are currently reading) is meant for you, the GM. This is where we give you relevant information concerning the scene that is either meant to help you set the scene and control the present flow of events, or to be kept secret from the players until a later point in the game.



Text written on parchment
is meant to be read directly
to your players.

Text in the split-page is where we put mechanical information, like write-ups of Assets, faces, or villains.



Splatter text is supplemental information that is either optional or designed to help teach you more about how to play the game.

Scene Essentials

It's inevitable that your group will change the course of a scenario at some point as you move forward, or that they will perform actions that suggest new scenes to explore before coming back to one of the scenes written here. In all of the back and forth, it can be easy to lose your place in the scenario. To help you out, we will provide you with some scene essentials to act as sign posts, signaling that you can't progress to the next scene in this scenario without that essential.

A **scene essential** is an important element of a scene that is required to keep the scenario moving forward. If you follow the scenes as written, you won't have any trouble getting all of the scene essentials. But sometimes things don't go as planned -- your players don't interact with the scene in the way you thought they would, or they decide to go in another direction altogether. If this happens, use a scene fractal to get them back on track.

Scene Fractals

The purpose for the **scene fractal** (for more information, see *Jadepunk: Tales From Kausao City*, page 114), is to give you the tools to easily create new scenes on the fly. If your players didn't get a scene essential from a previous scene, or they just took the scenario in a different direction, use the scene fractal in conjunction with the scene essentials to help them explore this new tangent, give them what they need (the scene essentials), and get them back to the story at hand.

A Tale in Summary

Boyd, the leader of a vigilance committee in an Aerish district, is a well-connected man who runs some of the strictest streets in the city. Like all in power, he is corrupt, but still seems on the level when it comes to helping the "innocent" -- a term with a vague definition in the city. Recently, attacks by the Order of the Righteous and Avenging Wind have set the streets of Boyd's district aflame. The city watch have yet to respond, but they are expected very soon, especially if the violence begins to affect the economy.

Getting Started

Vigilance Committees can be played with characters of virtually any level, but if they have hit more than one or two major milestones already, or if there are more than five of them, they may not be very challenged by what lies ahead. The only thing this tale assumes is that the characters are heroes of the people, ready to fight for their safety, and are not willing to turn away from someone in need. Since that's the default setting for characters in *Jadepunk*, that shouldn't be too difficult to impress upon the players.

If your group is playing vile underworld personalities, or something else that has tweaked the default setting, then you'll need a sufficient hook to make the characters care about the events here.

Scenario Aspects

Goal: End Violence in Boyd's District

Threat: Underworld Ruffians

Review of Scenario Aspects: The PCs are after the goal. Whenever they deviate for too long, or lose motivation and flounder, hit them with a manifestation of the threat. For more on goals and threats, see *Jadepunk: Tales From Kausao City*, chapter 7: *Being the Gamemaster*.

Scene One: The Calm Before the Storm

Record the district's location and description aspect on your play mat (or somewhere else your group can clearly see it).

District Aspect

Description: Dangerous Aerish Border District



Now, read the parchment to your players.

Enjoying tea is not something many folk do in the Aerish districts of Kausao City, which are renowned for their sweetened coffee, but that's exactly what our heroes find themselves doing this sunny morning. Strong winds the night before cleared the skies of the heavy multi-colored clouds that usually cover the city, giving a clear view of the airships that slowly lumber across the sky to anyone sitting on the veranda of the Divine Cup teahouse.

According to the young waitress, there're more people out enjoying the good weather than usual, despite the recent violence that's plagued the neighborhood. Both people from all of the Great Nations and many others with more humble origins can be seen. It isn't an uncommon sight, at least in the neutral districts, which are just down the road from here. All in all, it's looking to be a good day, and the best part – you haven't seen a single guardsman or watchman all morning.

Other than sipping tea on the teahouse's veranda, is there anything you would like to be doing?

Ask the players questions.. Why did you choose this teahouse? What's your favorite flavor of tea? (Make one up!) What did you do before you came to this district? (If some sort of combat is their answer, give one of them a fate point and a mild consequence representing a mending injury.) What are your plans for the rest of the day?

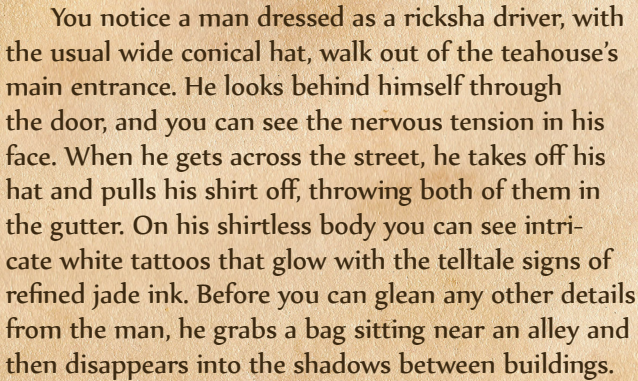
Let the players develop whatever situations they create in response to your questions, running short scenes using the scene fractal, if necessary. When they run out of ideas, or you just feel the need to shake things up, move on to the next scene.

Don't forget to add at least one face. The waitress serving them is the most likely candidate. Give her a name and the portrayal aspect: **Young Tea Server**, then ask the group to help you come up with a need and secret.

Then, try to get one more face out of the group. Maybe a young child playing across the street, or an old woman sweeping the threshold of her shop next door. Have the players help you populate the setting and immerse themselves in it. Remember, this is shared storytelling. Have fun with it!

Scene Two: The Attack

At an appropriate narrative moment, or when things begin to drag, spring a compel of the threat (**Underworld Ruffians**) on the players. Give them all a fate point for the group compel, then choose either the most perceptive character of the group or one at random, and read the parchment to them.



You notice a man dressed as a ricksha driver, with the usual wide conical hat, walk out of the teahouse's main entrance. He looks behind himself through the door, and you can see the nervous tension in his face. When he gets across the street, he takes off his hat and pulls his shirt off, throwing both of them in the gutter. On his shirtless body you can see intricate white tattoos that glow with the telltale signs of refined jade ink. Before you can glean any other details from the man, he grabs a bag sitting near an alley and then disappears into the shadows between buildings.

Let this sink in a bit. Ask the group what they think. Regardless of whether they shrug it off or decide to act, an explosion erupts from within the teahouse before any action can be taken.

Characters on the veranda: **Defend against a Fair (+2) attack with Explorer.**

Characters inside the teahouse: **Defend against a Great (+4) attack with Explorer.**

The explosion is loud enough that it is heard throughout the district. If any characters were not present at the scene for whatever reason, but are within the district, describe how they become aware of the explosion.

After the players make their rolls, and record any damages and ask them what they intend to do. Let them all choose a single action to take that requires no longer than a moment to execute (like checking nearby bodies for signs of life). If they intend to do something that takes longer, let them get started on it, but keep things moving by going on to the next section before they finish.

Conflict

Read the parchment to the players.

As you're getting your bearings after the blast, you hear shouting from above. Looking up, you see a large number of people jumping off of the roofs of the four-story buildings and descending slowly to the ground below. They are each dressed differently, but they all have white jade tattoos on the parts of their bodies that you can see, which are glowing as they slowly descend, and stop when they touch the ground. They're all wielding various martial arts weapons, everything from swords to nunchaku to long poles.

Some land across the street, some on the side with the teahouse, and several in the veranda itself. Wherever they landed, their target is obvious: they all run towards the teahouse, brandishing their weapons and cutting down anyone in their way.

Zones and Scene Aspects

There are three major zones in this conflict, all having an Average (+1) obstacle that needs to be overcome to move between them: the street outside, the veranda that lies between the street and the teahouse, and the inside of the teahouse.

⊕ **The Street:** In the street are **Panicking Civilians**.

⊕ **The Veranda:** The veranda has **Tables, Chairs, and Injured Civilians**.

⊕ **Inside the Teahouse:** Inside, the teahouse has the same aspect as the veranda.

Opposition

The PCs are facing seven groups of **Terrorists**. Their goal is simple: kill everyone in the teahouse.

Portrayal: Martial Arts Terrorist

Need: Kill Everyone at the Teahouse

Competency Bonus: Fair (+2), +1 Teamwork when one or more stress boxes are unchecked.

Assets: **Weapon** *Type:* Device, *Function Aspect:* Martial Arts Weapon, *Features:* Harmful 2, *Flaws:* Troubling (**Engraved Clue on the Hilt**)

Lighter Than Air Tattoo *Type:* Device, *Function Aspect:* White Jade Tattoo, *Features:* Exceptional (take no damage when falling), Exceptional (leave a scene immediately), *Flaws:* Situational (only from heights below 200 feet), Troubling (**Identifying Mark**)

Stress: ■ ■ (three terrorists)

Terrorist Strategy: The terrorists will always attack PCs over NPCs. If a PC is either not in range, or has already been attacked once this exchange, then the GM can choose to have a terrorist group attack a NPC.

Anyone who is inside the teahouse is aided by an Aerish gunslinger who appeared out of the kitchen, acting as an Asset for the PCs. He gives special attention to the teahouse staff, however, and only helps the PCs to repel the terrorists. If the PCs ask him to do anything outside of defending the teahouse staff, he'll refuse.

If asked where he came from, he says, "I was in the john." If asked if he works for the teahouse, he'll answer, "It's complicated."

Manuel Colt

Type: Ally, Function Aspect: Vigilant Gunslinger, Features: Professional (Fighter +1), Resilient (one mild consequence), Sturdy (one stress box), Talented (Harmful 2; red jade six-shooter) Flaws: Situational (Only helps on Attack actions)

Using Manuel Colt: In a fight, Manuel will grant a Fighter Teamwork bonus to a single PC each round, for attack uses only. If the PC doesn't make an attack action, Manuel will busy himself helping the injured teahouse staff. If the PC is using Manuel's Teamwork bonus to attack and succeeds, the player can choose to use either Manuel's red jade six-shooter (Harmful 2) or a Harmful rating the PC possesses, whichever is better.

As this is your first combat in this tale, here are some things to remember:

- ⊕ Initiative is not rolled (*Jadepunk: Tales From Kausao City*, page 71).
- ⊕ One of the PCs always acts first, but you can interrupt any PC by giving the player a fate point.
- ⊕ For every PC in the conflict, the GM gets one fate point to spend for the NPCs.



Reinforcements

Either when three groups of terrorists or two of the PCs are taken out, an Aerish vigilance committee shows up to help repel the terrorists.

When one of those two conditions have been met, read the following to the players:

(Read the appropriate sentence opening.) **Through a bloody haze you can hear... or While fighting the terrorists, you hear...**

...shots ringing out in the distance. From further within the Aerish district, a group of men, all riding horses and wearing long brown coats and wide-brimmed hats, are riding towards the scene, firing various sized red jade firearms into the air.

This new group acts exactly as **Manuel Colt**, but there are more of them and they act independently (taking action on their own instead of granting a Teamwork bonus to the PCs).

Vigilance Committee

Type: Ally, *Function Aspect:* Vigilant Gunslingers, *Features:* Independent, Numerous 4 (16 gunslingers), Professional 2 (Explorer +1, Fighter +2), Resilient (one mild consequence), Sturdy 3 (three stress boxes), Talented (Harmful 2; red jade six-shooter) *Flaws:* Troubling (**Does Not Take Orders From PCs**)

Ending the Conflict

PCs Winning

The terrorists know they're beaten when the vigilance committee arrives. They will fight on anyway, but won't stick around after they lose one more group. When that happens, they'll use the exceptional feature of their white jade tattoos to leap high over the street and onto the tops of the buildings to make their getaway, leaving their fallen behind. The terrorists are not being taken out, nor are they giving in.

Terrorist's Winning

If the terrorists manage to take out all of the PCs, then the Vigilance Committee rallies to their defense, repelling the terrorists by breaking cover and firing everything they've got at them en masse. The terrorists escape the onslaught the same way they would escape had the PCs won.

Scene Three: Aftermath

After the terrorists flee, read the following to the players:

The men who rode in and helped out begin to tend to the wounded, though only around the teahouse. There are a few people across the street that go ignored for the moment. The men are quick to help one of their own, Manuel, whom they call by name, making sure that he's all right.

"That's a mighty fine mess you got yerselves into," one of the men says to you. "Good thing we were nearby. Name's Boyd. I'm the leader of this here Vigilance Committee. Pleasure," he says, slightly tipping his hat towards you.

Boyd will interact with the players, providing the best tool for you to deliver the scene essentials (see sidebar) to the players, though he doesn't know the identity of the terrorists yet. That will require inspecting the weapons and white jade tattoos of the fallen (see the Troubling aspects on their write-ups, previous).

It's time to add another face to your district.

Boyd

Portrayal: Fast Gun, Strong Leadership

Need: Someone to Avenge His District

Secret: What's So Interesting About that Teahouse?

Competency Bonus: Good (+3)

If the PCs ask about the teahouse, and why Boyd's men seem so focused on it, he'll divert the question, saying, **"Oh that place? They make the most terrible drinks, but they're good folk. They support our cause, because it costs money to keep our district's protectors so well armed, and the old man there has so little to begin with. We just feel it's our duty to help folk like that."**

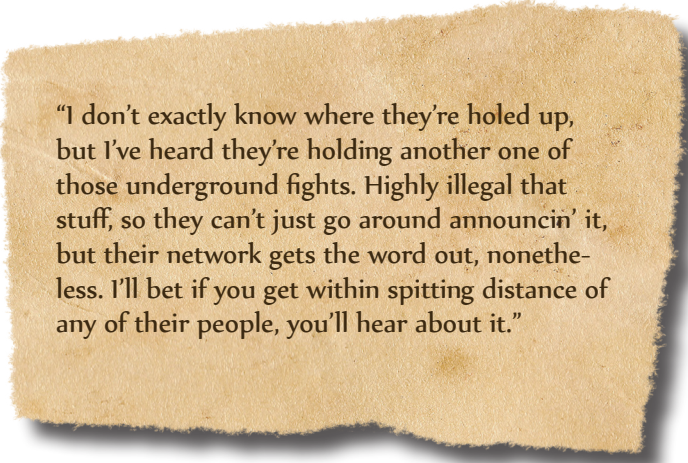
If they press him, he'll say, **"I don't mean to be short with you, but I think we've got better things to do than focus on that there teahouse. We help because that's our job. End of story."**

Once the identity of the terrorists is known, Boyd will say, **“I was afraid of that. They’ve been attacking ‘round these parts for the last few weeks.”** However, he can’t say why that is.

The Offer

If the group doesn’t take it upon themselves to go after the Order of the Righteous and Avenging Wind, then Boyd will ask them to. The vigilance committee isn’t capable of following them across district lines. Boyd and his gang have connections with the Aerish government, so they can operate with relative legal safety within their own district, but if they go into neutral territory, they could face all manner of liabilities, and he doesn’t fancy going up against the city guard.

If they decide to go on their own, they’ll need to know where the hideout is. Once they decide to take action, read the following.



“I don’t exactly know where they’re holed up, but I’ve heard they’re holding another one of those underground fights. Highly illegal that stuff, so they can’t just go around announcin’ it, but their network gets the word out, nonetheless. I’ll bet if you get within spitting distance of any of their people, you’ll hear about it.”

This is the first scene where your players will have to discover something to move on. If they don’t get all of the scene essentials here, then they will need to quickly get them from somewhere else.

Scene Essentials

- ⊕ Learn that Boyd is the leader of the local vigilance committee, dedicated to maintaining order in the district.
- ⊕ Learn that the terrorists are from the Order of the Righteous and Avenging Wind
- ⊕ Commit to going after the terrorists.
- ⊕ Learn about the underground fight happening tonight.

Scene fractal ideas if they don’t get this information here: Show more of the district’s suffering, and have a cry for help by a commoner (a good option if the PCs don’t feel compelled to help). Have a commoner offer information that they’ve “heard about.” (Good for everything else.)

Scene Four: The Hunt

District Aspect

Description: **Busy Túyang Commercial District**



The cobblestone streets of this Túyang district are bustling with rickshaws and white jade cargo sledges from dawn till curfew. Close to the Loch Mythos canal and in sight of the city's major inland airdock, the area is home to hundreds of small-time merchants and their families. A large open air market attracts visitors from neighboring districts, and money changers run a thriving business. Guard presence is nominal at best. Hovering jackboots make the customers nervous, and bribery is just part of the cost of doing business these days.

The clean and busy streets do not look like the home of the violent terrorist group with whom you so recently clashed. That said, you have been in Kausao City long enough to know that almost everything in the world's most important city is rotten underneath. A few blocks off of the main street, commerce becomes a little more intimate. Shops offering medicinal compounds might also, for the right coin and connections, offer jade ink tattoos. A machine shop offering parts for your white jade cargo skiff might have a darkened corner reserved for something far deadlier.

Ask your players how they will begin their search for the Order of the Righteous and Avenging Wind. Do they split up and interrogate the local merchants? Did they happen to examine any recovered weapons left behind by the vanquished terrorists, perhaps noting a common maker's mark? How about that shoddy teahouse a little farther in?

Commoners and Merchants

If you handle this scene as an abstract challenge, then don't worry about fleshing out the people the PCs talk to. However, if the PCs approach a specific merchant, for example, you should consider making that merchant a face. As usual, you can have the players help you create them, or you can come up with their need and secret on your own, if you already have something in mind.

See page 116 in *Jadepunk: Tales of Kausao City* for more information about creating faces for your game.

The general populace is not forthcoming with information about the Order or it's underground tournament, either because they don't know or because the players are strangers. **Players who scout out weapon dealers or less reputable establishments might have better luck.** In these places a Good (+3) Aristocrat or Scoundrel profession is enough to get the proprietor to hold a low, confidential conversation about the tournament. After all, some new faces might be just what this fight needs to tip the betting in their favor.

Failing this, questioning the shopkeepers and merchants will soon lead to at least a couple of Order mooks hovering in the players general vicinity. Should the players approach them, the mooks will pull them into an alley before brusquely inquiring as to their interest in the Order. Ignoring them or attempting to follow them will have a similar result, as a half-dozen shirtless men with white jade tattoos will corner the players to ask them about their inquiries.

Asking the Order monks about the underground fighting tournament with a Good (+3) Aristocrat or Scoundrel will result in a relieved nod and just enough information to get the players into the tournament. After all, fresh blood is always welcome, and it's a prime source of recruitment for the Order. Should the players take it upon themselves to attack the monks, this same information can be readily obtained through the proper application of knees and elbows.

Member of The Order of the Righteous and Avenging Wind

Portrayal: Member of The Order of the Righteous and Avenging Wind

Need: Clean Up Kausao City

Secret: Shopkeepers and Laborers by Day

Competency Bonus: Fair (+2)

Assets:

Lighter Than Air Tattoo

Type: Device, *Function Aspect:* White Jade Tattoo,

Features: Exceptional (take no damage when falling; leave a scene immediately),

Flaws: Situational (only from heights below 200 feet), Troubling (Identifying Mark)

Stress: ■ ■

The tournament is located at an abandoned Four Winds airship yard here in this district.

Scene Essentials

⊕ The location of the Order tournament

Scene fractal ideas if the players don't get this information here: Characters with a background in martial arts might have a friend or mentor with connections to local underground fighting rings. A guardsman might be willing to pass along a little jail house gossip for the right price. A character with connections to the underworld might know a bookie who, for a cut of winnings or some other services, might be able to get you a location.

Scene Five: The Tournament

Scene Aspect: Crowded Warehouse

Your inquiries lead you to a decommissioned airship yard. The rusting, rotting skeletons of unfinished airships cast unearthly shadows as you make your way through the gathering dusk toward a warehouse at the far end of the lot. Light is streaming through cracks in the side of the old building, and you are hammered with a perfect wall of sound as you push your way in through a side door.

In the center of the huge space, a pair of bloodied men, naked to the waist, circle each other warily. A square of smudged white chalk marks the confines of their combat. On every side, men, women, and children from a half-dozen nations stand shoulder to shoulder right up to the chalk barrier. Around the space, along the walls, bookmakers call out their odds and men thrust money into their hands in exchange for tattered tickets. Overhead, pressure lamps cast a brilliant yellow glow over the entire scene.

A quick glance across the gathering shows at least a dozen of the white tattooed terrorists peppered throughout the audience. A few more look to be hovering around the doors. This is definitely the tournament Boyd was talking about, but finding the Order's hideout might require a bit more finesse.

The crowd roars as the fight within the chalk ends in a flurry of punishing blows. A doughy Kaiyu man with a thin black beard shuffles into the center of the arena and raises the victor's fist. A moment later he is announcing the next fight. For a small man, he has a surprisingly strong voice. **"Finally, the fight you've all been waiting for! Red Dragon Wan!"**

An immense bearded man with a shaved head wades through the crowd and into the square of chalk. He thumps his chest and bellows wordlessly as the crowd goes wild. As he tears off his shirt you see a pair of livid red jade dragon tattoos running down both bulging arms, their tails entwined across his shoulders. He's clearly a local favorite and a force to be reckoned with.



The Tournament Crowd

While all the necessary faces have already been created for this scene, that doesn't mean there isn't more fun to be had here. The audience is a highly variegated crowd. A miner might rub shoulders with an underworld enforcer while dodging grubby-fingered pickpockets. A young nobleman traveling incognito might share a crate with a goggled airship mechanic or even a wizened sword master. The opportunity to create "faces" in this audience is almost limitless, and players should feel free to make friends and influence people as they see fit.

Red Dragon Wan

Portrayal: Butcher by Day, Butcher by Night

Need: Win the Tournament

Secret: More Like Henpecked Wan

Competency Bonus: Good (+4)

Consequences: One Mild

Strategy: Wan is strong, and he depends on that strength. He's also an experienced fighter. He'll use direct attacks to weaken his opponents, but once he's earned two victory points, he'll try to create an advantage to grapple them and finish them off with a submission hold afterwards. He doesn't drop to the ground during the grapple, however, as that would obscure the view of his fans, who need to see his glorious victory from every angle.

Red Dragon Wan and the announcer are joined by a lovely girl in a bright blue silk dress. She is carrying something beneath a black velvet cloth. "Who here is man enough to face the fury of Red Dragon Wan? You, sir? What about you, my Naramel friend? How about we sweeten the pot?"

With a flourish, the announcer pulls away the velvet cloth to reveal a beautifully crafted green jade sword. The crowd goes silent as lantern light flickers over its glimmering length. Nobody is looking at either Red Dragon Wan or the lovely young woman now. A sword like this is one of a kind.

The Woman in Blue

Portrayal: Never Far from the Immortal Fist

Need: The Council Must Die

Secret: So Much More Than a Pretty Face

Competency Bonus: Great (+4)

The Dancing Leaf Blade

Type: Device

Function Aspect: Lethal Green Jade Saber,

Features: Aspect (One of a Kind), Harmful 2, Sturdy 2

Flaws: Troubling (There's No Hiding That Sword)

Situational (+3 fighter required to use asset)

The Dancing Leaf Blade is a "temporary asset" and is usable for a single scene after awarded. You can spend more fate points to extend its lifespan for more scenes, one-for-one (this cost does not need to be paid in advance, but it must be paid for each consecutive scene). You can also convert a temporary asset into a permanent one by paying its refresh cost. For more information about device assets see page 48 in *Jadepunk: Tales of Kausao City*.

"Whoever defeats Red Dragon Wan will be presented this sword by none other than the Immortal Fist himself, the greatest warrior in all the world, and will be welcomed into Order of the Righteous and Avenging Wind!"

Jackpot. Winning this tournament would reveal the identity of the big man himself and might even prove to be a chance to bring down the Order. Putting your hands on that sword alone would be worth a beating, anyway. The crowd seems to agree with your assessment, and a half-dozen men have already lined up to meet their powerful opponent.

Should players inquire as the title "The Immortal Fist," a scholar roll of fair (+2) will reveal that it seems to be an honorary title of some weight. When or why the title was awarded is unknown, but Hahn Xin is only the most recent of many Immortal Fists in the collective memory of Kausao City.

Have the players talk among themselves, deciding who should fight Red Dragon Wan. Is there something they can do to secretly tip the scales in their favor?

By the time you finish making a plan, Wan is down to his last opponent and the player is up next. He laughs as the man goes spinning away in a spray of blood and teeth. Wan blows on his knuckles, bouncing from foot to foot. **"Who's next?"**

Dueling

Dueling is covered on page 73 of *Jadepunk: Tales From Kausao City*. To keep it simple here, a duel is just a standard Fate contest, but either side is allowed to accept a consequence to prevent their opponent from gaining one or more victory points.

Mild Consequence: Prevent the opponent from gaining a single victory point.

Moderate or Severe Consequence: Prevent the opponent from gaining two victory points.

A winner is declared when one side earns three or more victory points.

The outcome of the duel will determine the tone of this next scene. Be sure to read the appropriate text, skipping the non-applicable text.

If the player won the fight with Red Dragon Wan: The Kaiyu announcer steps into the square and lifts your arm into the air, victorious. The crowd roars and you are showered with small change as the audience expresses their appreciation for your skill. After a few moments of adulation, the announcer clasps your hand. **"That was an excellent fight. I congratulate you. Now, if you will please follow me."**

If the player lost the fight with Red Dragon Wan: Red Dragon Wan drags you to your feet, enormous arms wrapping you in an unbreakable lock from behind. You feel a hand against your temple and immediately recognize the first motion in the fatal and aptly titled "Drunkard Uncorking the Bottle" technique. The Kaiyu announcer nods to Wan, and you find yourself carried bodily out of the ring, the tips of your toes scrabbling for purchase on the sandy floor of the warehouse.

Scene Essentials

+ Earn an audience with the Immortal Fist

Scene 6: The Meeting

The still-cheering crowd parts as you are led toward a stairwell running along the warehouse wall. What must have once been a foreman's office sits at the top, affixed to the wall like a birdhouse in the giant space.

The woman in blue opens the office door. The tiny room appears to have been transformed into a luxury viewing box, with imported rugs covering the metal floor and a profusion of brightly colored cushions scattered along the walls. The smell of incense hangs heavily in the air, emanating from a small shrine to the old gods in one corner. Against the back wall, a polished wooden rack holds the Dancing Leaf Blade.

Next to the window, a man sits with legs crossed, his back straight as an iron bar. You recognize him immediately as Hahn Xin, the Immortal Fist and leader of the Order of the Righteous and Avenging Wind.

Another man is kneeling before Hahn, his face buried in the carpet at the leader's feet. The man appears to be Aerish, with stubbly red hair and a close cropped beard. His voice is muffled, but there is no mistaking the tones of desperation. **"Please Master Hahn, I'm begging you. You're the only one willing to stand up to Boyd and his men! I heard what the Order did at the Divine Cup today. You can save my daughter! Manuel was in that fight — he is the one that took her!"**

Hahn glances toward you, then back to the man at his feet. His voice is as calm and cold as a frozen lake. **"If you know of the Divine Cup, Mr. Eli, then you know what Boyd and his like did to my men. I must recover my strength before I can strike again, for to strike with a broken hand hurts you more than your opponent."**

The man lets out a sob. **"I'll give you anything. Anything. I can make you impervious to bullets, I could make you a thousand swords like the one you are giving away tonight. You have to get her back!"**

Hahn makes a motion and the woman in blue takes Eli's elbow. You meet the man's eyes as he stumbles past. The sorrow in his face is crushing.

Before the governor's ban on the practice of the martial arts, Hahn Xin ruled the city tournament circuit, and admission to his dojo was only for the most promising applicants. Anyone from Kausao City knows his face, and most believe he has moved his school to more remote and friendlier places.

Hahn Xin

Portrayal: The Immortal Fist, Greatest Warrior of the Age

Need: The Council Must Die

Secret: The Fields of Freedom are Watered with the Blood of the Innocent

Competency Bonus: Fantastic (+6)

Eli Watson

Portrayal: Finest Jadetech Engineer in the Aerish Districts

Need: Get His Daughter Margaret Back

Secret: He's Built Things You Wouldn't Believe

Competency Bonus: Fantastic (+6 Engineer only)

A moment later, the remainder of the players are ushered into the room, a dozen white jade tattooed terrorists at their back.

If the players won the fight with Red Dragon Wan: Standing to his feet, Hahn steps across the room and lifts the sword reverently from the rack. He draws close. "Congratulations. Your skills are remarkable. I present you with this blade as a token of my respect."

Faster than the eye can see, the Immortal Fist spins the blade until the point is inches from your throat. His eyes are dark and furious.

If the players lost the fight with Red Dragon Wan: Hahn waves his hand and Wan drops you in a gelatinous pile on the carpet. The Immortal Fist kneels and grasps your chin in one calloused hand, forcing you to meet his eye.

Hahn's voice is a forceful hiss. "The Order of the Righteous and Avenging Wind knows its friends from its enemies. A dozen of my eyes saw you cutting down my men at Boyd's teahouse and now I find you here. That man is a stain upon this city. He grows fat on sin and degradation and lies. His teahouses are dens of gambling, his inns brothels. This city is sick. Boyd is the disease. I am the surgeon. This Order is the healing knife. You stand with Boyd. Give me a single reason I should let you live?"

Any players who attempt to intervene during this exchange will find themselves restrained and disarmed by a dozen heavily armed Order members. Fighting their way out will almost certainly be fatal.

Ask the players how they respond to the fact that their own employer/resource, Boyd, is now accused of corruption. Do they believe it? Has there been any evidence up to this point which confirms Hahn's accusations?

Attempts to negotiate with Hahn are met with cold disdain. Likewise, attempts to break free or fight with the Order members are thwarted by sheer numbers. Repeated attempts to attack the Order result in the hearty application of a black jade tipped fighting stick and unconsciousness. At this juncture a Good (+3) aristocrat roll when attempting to convince Hahn that the PCs were unaware of Boyd's less savory activities is the only thing which will cause him to relent. After a successful aristocrat roll, or a couple of rounds of failed combat and negotiation, Hahn makes you an offer:

"I am not a cruel man. I give you a choice. Stand with me and save this city, or stand with Boyd and poison it. This man, Eli Whatson, wishes only to ply his trade, and yet Boyd has purchased his silence in flesh and blood. His daughter has been taken. I give you twenty-four hours to prove your loyalties. After this, if you fail, we will be enemies."

You are then blindfolded, and a few minutes later you find yourself standing at the edge of the shadowy airship yard. By the time you turn back to look at the warehouse, it is already dark and empty.

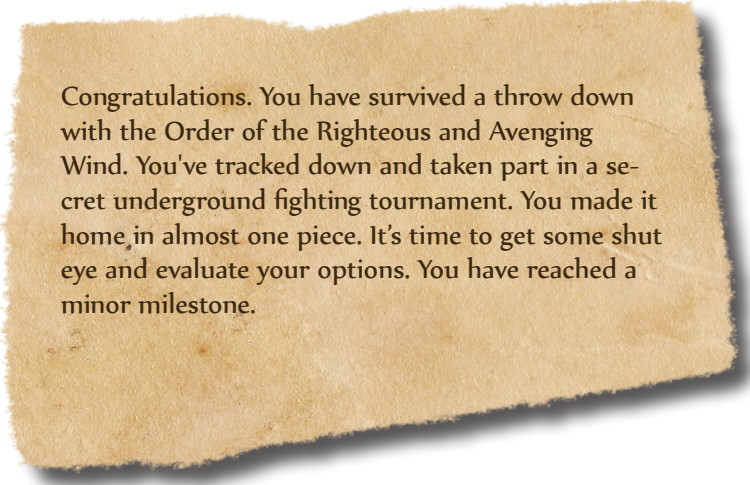
If the player won the fight with Red Dragon Wan: One of your party feels a light tap on the shoulder. It's the girl in the blue silk dress. **"The Immortal Fist is a man of his word."** The Dancing Leaf Blade is in its lacquered sheathe and wrapped in black velvet, but there is no mistaking the shape and weight of the weapon. **"You have earned this blade with his compliments. He only hopes he does not have to take it from your corpse."**

She hands you the sword and with a nod and retreats into the shadows.

By now it's after curfew and the guard is out in force for their nightly rounds. With Hahn and his Order rubbing out the more organized criminal operations in this district, this is an easy beat favored by the lazier sort of guardsman. That said, the Kausao City guard rules the night, and the unwary had best have a full purse or a good lawyer. This is of course barring a bad hangover or that ear chewing from the captain. In that case you might need a doctor.

Ask the players how they get home for the night. Do they split up and slip into the shadows or stick together and hug the alleys? Sneaking through the deserted streets requires a simple Fair (+2) on a scoundrel roll, but failure on any one of the teams part will alert the guards of their presence and a fight or chase might ensue. A scoundrel of Great (+4) might know of a less exposed shortcut. Thankfully, guards usually only travel in groups of four, so unless things get completely out of hand, a fight or chase should not be a significant challenge for the players. See page 121 in *Jadepunk: Tales From Kausao City* for detailed information on the Kausao City guard.

Minor Milestone



Congratulations. You have survived a throw down with the Order of the Righteous and Avenging Wind. You've tracked down and taken part in a secret underground fighting tournament. You made it home in almost one piece. It's time to get some shut eye and evaluate your options. You have reached a minor milestone.

Minor Milestones

A **minor milestone** usually occurs at the end of a session of play, or when one piece of a story has been resolved. Rather than making your character more powerful, this kind of milestone is more about changing your character, about adjusting in response to whatever's going on in the story. Sometimes it won't really make sense to take advantage of a minor milestone, but you always have the opportunity in case you need to.

After a minor milestone, you can choose to do one (and only one) of the following:

- ⊕ Switch the ratings of any two professions.
- ⊕ Rename one aspect that isn't your portrayal.
- ⊕ Exchange one asset for a different asset.
- ⊕ Choose a new asset (and adjust your refresh accordingly).

Also, if you have any moderate consequences that have been around for two sessions, clear them now.

Scene Six: Crossroads

The next morning dawns wet and smutty. You drag your aching body into the puddled streets and meet your comrades. A noodle stand in a neutral district provides both shelter and a warm breakfast. Surrounded by the sights, smells, and sounds of a waking city, it's time to talk about your next move.

Have the players discuss where to go next. Do they report to Boyd and ask him about Eli and Hahn? Do they believe Hahn and Eli's accusations against Boyd and Manuel? Who is this Eli character, anyway?

If players talk to Boyd, continue on this page. If players talk to Eli at his shop, go to page 27. If they go directly to *The Divine Cup*, go to page 30.

Talking to Boyd

Finding Boyd is a simple matter. He seems to have made an effort to be noticed in the district, assuring the populace that he and his Vigilance Committee remain undeterred by yesterday's events. Ten minutes later you find yourself in front of Boyd's livery, a handsome, low slung wooden building. The warm, earthy smell of horses hangs heavy in the air. As you pass through the enormous double doors into a breezeway, stalls on either side, you hear the clang of a smithy in the courtyard beyond.

The courtyard is large, with double doors leading to stables, carriage sheds, and tack rooms on the four points of the compass. Near the center of the open space Boyd is standing, one foot atop an empty crate. A dozen of his men are scattered across the courtyard in various states of repose. Across from Boyd a Kausao City watchman is taking notes on a small pad. Behind him and looking much less comfortable, a half-dozen guardsmen are listening to Boyd, eyeing his men warily.

A few minutes later, the watchman closes his notepad and tromps past you out of the courtyard, guardsmen in tow. Boyd greets you with a smile.

The Stealthy Approach

A Great (+4) Scoundrel roll will let a stealthy player get close enough to overhear part of the conversation. Attempts to eavesdrop will add a new aspect to the District.

District Aspect

Regular Vigilance Patrols

If the player fails their Scoundrel roll, a GM may compel this, forcing the player to lose the patrol or take him out before the guard calls for help. Failing this contest will force the confrontation with Boyd, as the players will then be dragged into the courtyard to face Boyd's wrath. A Great (+4) Aristocrat roll will be required to talk your way out of this.

Boyd is talking to his connection from the city watch about his plans to expand his "business" into neighboring neutral districts, an arrangement which requires Council approval. After the attack on the Divine Cup, the guard needs assurance that Boyd can in fact hold these neutral territories.

"You want assurances? How about 400 red jade rounds a minute? That enough assurance for you? If these Order fools try and hit me here at home, I got two brand new brass Gatling guns covering both streets and this yard. I got two more going up on the Ancient Wind as soon as she's airborne."

At the mention of the Gatling guns, the watchman pales and reminds Boyd that weapons of that caliber are highly illegal and that he can't be held liable should someone talk to his superiors.

"Nobody's going to talk. I had them made right here in the district and I've made sure that man will die before he can talk. Nobody's going to talk unless it's you and I think you know better."

Approaching Boyd

Ask the players how they approach Boyd. Do they accuse him of the crimes which Hahn related or play it cool, telling him how they met Hahn and barely survived? Do they ask him about Eli the Jadesmith? If they were successful in eavesdropping do they leverage this information against him?

Fighting Boyd

If, at any time, the players attempt to fight Boyd, a dozen red jade six-shooters will be trained on them from Boyd's men in the courtyard. Before a violent attempt is made on Boyd, remind the players of this danger.

Ultimately, Boyd should survive this encounter. If necessary, pull out the compel stick and use liberally. Also, feel free to have another dozen guards come out of the livery and reinforce him.

If the players report to Boyd...

Boyd seems only slightly disappointed to hear about the encounter with the Order and does not seem at all surprised at their numbers. He seems particularly interested in the identity of Hahn, however, and verifies several times that it is in fact the same renowned Master Hahn Xin known by all before the ban on martial arts. As thanks for your reconnaissance efforts he offers you free tea at the Divine Cup whenever you're in the district.

If the players ask about Eli...

Boyd shrugs his shoulders and feigns indifference. "Oh, you mean that engineer down on Fargo? Don't know anything about him. I think a few of the boys have had some gun work done down there, maybe. Man's supposed to be a wizard with the weapons."

If confronted with Hahn or Eli's accusations...

Boyd becomes immediately hostile and suggests that you are not longer welcome in "his" district. As head of the Vigilance Committee he makes the vague suggestion that he can "no longer guarantee your safety in these parts if you intend to spread rumors."

After the conversation ends, however that happens, Boyd disappears back into his livery, though the courtyard is still populated with his men going about their day-to-day business.

Remind the players that although they may have earned themselves Boyd's enmity or possibly free tea, Hahn's deadline still looms and Eli's daughter remains missing. Whether or not they care about Hahn's threats, a truly righteous member of the

Jianghu would never leave a girl in peril when they could help her, nor would they ignore corruption or deceit. Perhaps talking to Eli at his shop, or Manuel at the Divine Cup may help to uncover the true nature of Boyd's plans or the location of Eli's daughter.

Scene Essentials

⊕ Boyd is acting suspicious.

Visiting Eli

Eli's shop is located just off the cobbled thoroughfare on Fargo Street in the Aerish District. Like many others in the area, Eli lives over his shop on the second floor of a solid-looking red brick building. A brightly painted sign advertises expert crafted jade tech and repair. A series of traditional Túyang symbols stenciled next to the door indicate that Eli has the proper permits to build jade enhanced weapons for those with the proper permits of their own.

Inside, Eli is leaning over a battered bench, the rings beneath his bespectacled eyes even darker than when you saw him last night. The workshop is a mess, with unwashed teacups and plates of half eaten food serving as paperweights for complex blueprints. He glances up as you come in and his eyes grow wide with recognition.

An Engineer or Scholar roll of Great (+4) on the equipment or blue prints in the shop will reveal Eli is working on some kind of jade nullifying device using black jade. Obviously, this is a serious game changer and one can only imagine the damage which could be done by the governor, his Council or Boyd should they get their hands on it.

A desperate man, an Aristocrat or Engineer profession of Fair(+2) is convincing enough that Eli Watson immediately tells the PCs all he knows.

Eli is a widower, his wife having died during one of several epidemics more than a decade ago. Since then it is said that Eli loves only two things in this world: jadetech and his daughter Margaret.

Three months ago, against his better judgment and under threat of violence, Eli filled an immense order of red jade ammunition casings for Boyd. A month later, Boyd returned demanding even more ammunition and the creation of four military grade clockwork Gatling guns. When Eli refused and threatened to alert the authorities, Manuel Colt visited the shop and took Margaret at gun point. A day later Eli received a note from Boyd. Eli was to make the weapons and the casings for free. Delinquency in these orders would result in suffering for Margaret. Word to the watch would ensure she washed up on Scavenger Island full of her father's red jade casings.

Eli begs you to rescue his daughter. He promises that if you can bring her back to him, he will create a device using the last of his black jade which will give you a significant edge against Boyd and his Vigilance Committee. If you agree to assist him, he will offer you all he has on short notice, a piece of minor jadetech to help you in your quest.

Have the players collaborate to create a device asset for one player worth a single refresh for free.

The jadetech which Eli offers is a "temporary asset" and is usable for a single scene after awarded. You can spend more fate points to extend its lifespan for more scenes, one-for-one (this cost does not need to be paid in advance, but it must be paid for each consecutive scene). You can also convert a temporary asset into a permanent one by paying its refresh cost. For more information about device assets see page 48 in *Jadepunk: Tales of Kausao City*.

The Divine Cup, while still open for business, looks somewhat less inviting than the day previous. As you pass you see the young waitress you met yesterday scrubbing the floor of blood stains. Manuel hovers nearby, watching the street. He has his long canvas overcoat thrown back just enough to show the world the sandalwood butt of his red jade revolver.

Ask your players how they approach Manuel regarding Eli's kidnapped daughter. Do they approach him directly or do some snooping around the Divine Cup?

If the players ask Manuel about Eli's daughter and/or the gambling beneath the Divine Cup: Manuel is a man of few words and a short temper and seems to get tense when you bring the topic up. **"I don't know what you're talking about. I'm one of Boyd's men, and we got nothing to do with no gambling or extortion rackets or nothing."**

An aristocrat roll of Good (+3) or better will cause Manuel to lose his cool resulting in a torrent of filthy Aerish swearing with your names at the end. The gist of it being: **"You best be getting out of this teahouse before I do something you'll all regret."**

A new scene aspect is added which the GM may compel against the players:
Manuel's Watching

If the players do not immediately vacate the Divine Cup, Manuel will draw his weapon and conflict will be imminent.

If players search the teahouse: A Scoundrel roll of Good (+3) will be required to search the teahouse for clues without Manuel or any of the staff noticing. If a player wishes to distract Manuel whilst the others search, an applicable skill roll of Good or higher will be required. If Manuel is successfully distracted, the difficulty of the overcome roll will be lowered to Fair (+2). Manuel can be distracted by flirtation, an especially interesting piece of jadetech, or even by feigned conflict elsewhere in the teahouse.

Snooping around the kitchen reveals a back entrance to the teahouse. You find a wind-torn piece of parchment tacked to the door with a faded black symbol in the center. Anyone with a Fair (+2) in Scoundrel will immediately recognize the

secret Aerish underworld sign for a gambling den at this location. Further searching and an Explorer roll of Good (+3) will reveal a standing cabinet which covers a secret stairway leading to somewhere beneath the teahouse. Well-worn grooves on the floor indicate that the door is used quite often.

The stairwell leads to a large, dimly lit, smoke filled room. A low murmur of busy concentration pervades the space as four or five dozen men from every walk of life crowd around small tables. Most are playing cards, dice, or one of several tile games. The clink of coinage and the familiar rustle of bank notes serves only to underscore what you've already realized: this is an illegal underground casino.

As the first of your party reaches the bottom of the narrow stairs a gruff looking man in a short vest approaches. A pistol dangles in a holster under each arm. **"Show me your token."**

No amount of bluffing will convince the guard to let you pass. The moment it becomes clear you don't have a token, guns are drawn and conflict begins.

Scene Essentials

⊕ Start a fight at the Divine Cup.

More Violence at the Divine Cup

As the fight begins, remind the players that ultimately this fight is about finding Eli's daughter and appeasing the Immortal Fist. As such, killing Manuel might make your investigation exponentially more difficult. Encourage them to be creative.

Zones and Scene Aspects

There are four zones in this conflict, each having an Average (+1) obstacle to move between them: the teahouse main room, the kitchen, the alley, and the underground casino.

- ⊕ **The Teahouse Main Room:** In the now empty main room are **Dining Furniture and Exposed Rafters**.
- ⊕ **The Kitchen:** The Kitchen is a dangerous place full of **Boiling Water, Open Flame, and Crockery**.
- ⊕ **The Alley:** The Alley is an ideal place to use red jade firearms as it is **Long, Wide, and Unobstructed**.
- ⊕ **The Underground Casino:** Downstairs is chaos thanks to **Panicking Patrons and a Single Exit**.

Opposition

The casino is protected by the Vigilance Committee who serve as the opposition. There are a total of eight Vigilance Committee members in the Divine Cup not counting Manuel himself.

Manuel Colt

Portrayal: Vigilant Committee Lieutenant

Need: Kill the Players

Competency Bonus: Good (+3)

Assets: **Weapon** *Type: Device, Function Aspect: Red Jade Sixgun, Features: Harmful 2, Flaws: Demanding (one action to reload after three attack actions)*

Stress: ■ ■ ■

Manuel's Strategy: Manuel is an old school Aerish gunslinger and relies heavily upon his red jade revolvers to fight. He will make an effort to stay at range, but if players close in he is not afraid to use the straight bladed fighting knife at his belt to even the playing field.

Vigilance Committee

Portrayal: Vigilance Committee Member

Need: Kill the Players

Competency Bonus: Fair (+2), +1 Teamwork when one or more stress boxes are unchecked.

Assets: **Weapon** *Type: Device, Function Aspect: Red Jade Firearms, Features: Harmful 2, Flaws: Demanding (must be reloaded after three attacks; reloading takes one combat round)*

Stress: ■ ■

Vigilance Committee Strategy: Vigilance Committee Members rely almost exclusively on their red jade firearms to fight. They will make every effort to stay at range and will use their firearms as blunt weapons should the players close in on them.

Ending the Conflict

Players Losing

This fight is a do or die proposition, and Manuel has no intention of allowing you to leave the Divine Cup alive. Remind the players that retreat is always an option. Should the players fail to win the conflict, they can safely retreat to a neutral or Túyang controlled district after safely exiting the Divine Cup. A challenge of two Good (+3) contests for each player is required to escape the district. Which professions to use while escaping are decided by each player and the GM. A Scoundrel may lead his pursuers down a blind alley before using his Explorer profession to clamber over the wall and escape over the rooftops unseen. An Aristocrat may be

able to convince a local street vendor to hide them while an Engineer may be able to improvise a blinding smoke bomb to cover his retreat. Players who fail to escape or fend off their attackers will be summarily executed by Manuel and the men from Boyd's Vigilance Committee.

Players Winning

Even in his broken and battered condition, Manuel remains defiant. A Good (+3) or better Aristocrat roll will be required to get him to talk to you. Once properly coerced he tells you:



“I took Margaret to Boyd’s flesh man in the Narrows. They call him The Worm. He said he’d put her somewhere safe. Not in a cathouse. Maybe sell her uptown somewhere. I don’t know anything else.”

It’s not much, but it’s enough to get started. It looks like you will be headed to the Narrows to find this man, the Worm. As you move to leave Manuel calls after you.

“This isn’t over...You think I won’t tell Boyd why you were here? That girl is dead now. Dead. Do you hear me? And you’re next.”

Ask the players how they respond. Is there any way you can stop Boyd from finding out what happened at his tea house? Is killing Manuel an option? Is it the right thing to do?

Scene Essentials

- ☒ Boyd is indeed running a criminal enterprise in the Aerish District
- ☒ Manuel took Margaret to someone in the Narrows known as The Worm

Scene fractal ideas if they don’t get this information here: Have the young waitress from the first scene slip the players a note telling them about The Worm. If Manuel is dead, allow the players to interrogate another of the surviving Vigilance Committee members. He might not have a name, but he knows Boyd’s man is in the Narrows.

Ending the Scenario

When you finally exit the Divine Cup, a small crowd has gathered and you can see a few Vigilance Committee members jogging toward the teahouse to check on the commotion. Now would be a good time to get out of Boyd’s territory. It’s not unreasonable to think that Boyd will have a shoot to kill bounty on your head after today. A few blocks away from the teahouse, you catch a flash of blue silk out of the corner of your eye. It’s the young woman from the last night’s tournament standing at the opening of a shadowy alley. She beckons. As you draw closer you see the hulking form of Red Dragon Wan hovering behind her, arms crossed. He smiles widely as you catch sight of him. It seems the bear-like man doesn’t hold a grudge.

“The Immortal Fist wishes to welcome you to the way of the righteous and extend the hand of friendship. What you have done today his best men could not. We are united as brothers and sisters of the Jianghu. Should you need anything, the Immortal Fist is at your service.”

With that mismatched pair disappears into the shadows.



Significant Milestone:

Congratulations. You have survived two brutal days in Kausao City, proving yourself a true member of the Jianghu and a champion of the oppressed. It's time to rest, recover and evaluate. You have reached a significant milestone. But remember – this is only the beginning.

A **significant milestone** usually occurs at the end of a scenario or the conclusion of a big plot event (or, when in doubt, at the end of every two or three sessions). Unlike minor milestones, which are primarily about change, significant milestones are about learning new things—dealing with problems and challenges has made your character generally more capable at what they do.

In addition to the benefit of a minor milestone, you also gain *both* of the following:

- ⊕ If you have a severe consequence that's been around for at least two sessions, you can clear it.
- ⊕ Raise the rating of one profession by one.

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