

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Final Stand of the Fallen Leaf

Mini-Adventure WS4.5

by Scott Taylor

The Final Stand of the Fallen Leaf is a companion adventure made to go along with the events unfolding in Folio #17. It is designed for 1E & 5E mechanics and is for characters levels 7–9. It contains the information needed to run a side adventure that will finish off the Distant Turtle City story line with the final defeat of the Fallen Leaf Ninja Clan.

Distant Turtle City is now free, at least in the aspect of the curse, but a dark power still lives near the old city graveyard, and that power will surely continue to rebuild and spread if not expunged once and for all.

THE FINAL STAND OF THE FALLEN LEAF

A mini-adventure for use with Distant Turtle City

Characters Levels 7–9

Dungeon Master Notes

The Final Stand of the Fallen Leaf will take the characters through the events just after they clear the Distant Turtle City castle. As the city is in shambles at this point, the players will need to decide the best course of action to reestablish some form of leadership and law before leaving the city. Otherwise, it may fall back into the hands of the dead, the bushido goblins, or even become a dictatorship under Fu-Lung. However, the remnants of the Fallen Leaf ninja clan are the biggest threat to the well-being of Distant Turtle City, and at the very minimum, it should be clear that they need to be dealt with before the characters vacate the city.

1. Primary Purpose: This should put a finishing touch on the adventures of Folio #16 & #17 and give the characters a sense of closure before they continue to pursue Molo deeper into the Corsair Archipelago.

2. Secondary Purpose: To provide the characters with another opportunity to destroy the necrotic clouds left by Molo and gain experience in the process.

3. Time for running: This adventure should be run AFTER the events in the castle of Folio #17 but BEFORE the events of Folio #18.

All ‘grey blocks’ are for 5E conversions in this section.

The Home of the Shadow

The building that houses the Fallen Leaf is a two-story noble house located just southwest of the D marker for the cemetery on the Distant Turtle City map in Folio #16. The house is easily breached, but once inside, it is laced with deadly traps, aside from the remaining shade ninjas and their dark master.

Dealing with the Shadow Dimension

The shadow effects of Molo’s transformation of the ninjas was so great that the house itself has become a border plane to the shadow realm, allowing ninjas to move freely through it as well as creating a negation effect for all bright light. This means that for the first time the characters have no choice but to fight the ninjas when their enemy is at full strength.

The True Secrets Held by the Fallen Leaf

The Fallen Leaf has many secrets, most of which are kept within the master's chamber. However, once the building is breached, most of the scrolls containing these secrets will be burned, and the treasures of the clan will be spirited away by agents looking to keep them safe within the cemetery. If the characters have a way to follow the trail of the agents, then they have a chance to gain some valuable equipment and treasure.

The Remaining Ninjas of the Clan

By this point, the shock troops of the clan have been spent, meaning only the 5 lieutenants, subleader, and the Master remain. As the DM, you may choose where to invest the lieutenants, but the subleader and the Master have stats listed in their respective room descriptions and should be encountered there. Also, there are two standard ninjas who will try to escape with the clan treasures, but they too are located in a particular encounter. Also, I've included a section on Mantis Kung-Fu, which you could incorporate into the ninja's statistics as well.

5 Shade Ninja Lieutenants [AC 4, HD 10+10, HP 70, #AT 2 (or 3/1 with martial arts), D (1-6)+1 (Ninja-to), Backstab

(quadruple damage), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, Lock 1, 2)]

TREASURE

NONE

5 Shade Ninja Lieutenants [AC 16, HD 10d10+20, HP 70, Initiative +4, #AT 2 (or 3 with martial arts), Hit +6, Dam Ninja-to 6 (1d6+3), Sneak Attack 9 (4d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, Lock 1, 2)]

Mantis Kung Fu

Practitioners of Mantis Style Kung Fu are prevalent along the Halo coasts of the T'ung as it is a lethal style that requires more muscle than mental acumen. Therefore, it is the most used by sailors and even merchants, and a high percentage of many monasteries also employ this style for their Sohei (warrior priests).

This style attempts to balance striking speed with striking damage while dialing back the martial artist's use of special maneuvers. This is an all offensive style, hoping to strike quickly and disable opponents before they can strike back. Mantis practitioners aren't great with protracted fights. The base style combines

3/1 using a principle hand strike that does 1–6 damage (for a max damage per round of 18). To do this, one gives up some practical defense, with a Best Defensive AC of 8. Special Maneuvers are focused into only two categories: Strike 1, 2, 3, and Lock 1, 2, 3.

Strikes

1. Razor Cut (supplants Iron Fist)

The martial arts masters have learned to turn their hands into hardened weapons that strike so quickly they can actually cut flesh! Mantis martial artists, as hand strike specialists, can do 1–10 points of damage with each attack using this maneuver.

2. Bone Snapping

(supplants Crushing Blow)

By utilizing a quick bending strike, the mantis martial artist can actually shatter wood, ceramics, bone, and even masonry with the power of his Ki. Against living targets, the mantis makes only a single attack per round, causing damage equal to 1–6 plus level that will snap an opponent's bone unless a successful saving throw vs. petrification is made **[DC (10 + level) Con save]**.

3. Mantis Claw

(supplants Eagle Claw)

The most destructive strike of mantis martial artists derives from their ability to utilize the mantis's two claws at once,

allowing them to make two attacks, each capable of doing 3–30 points of damage!

Locks

1. Mantis Hold

(supplants Choke Hold)

Like the female mantises holding and devouring the heads of their mates, this attack uses a pincher attack to place pressure on the vital arteries in the victim's neck. Such an attack is the only action that can be taken by the martial artists, but on a successful hit, the victim is held and must make a successful attack roll at -2 the next round or fall unconscious for 1–3 rounds.

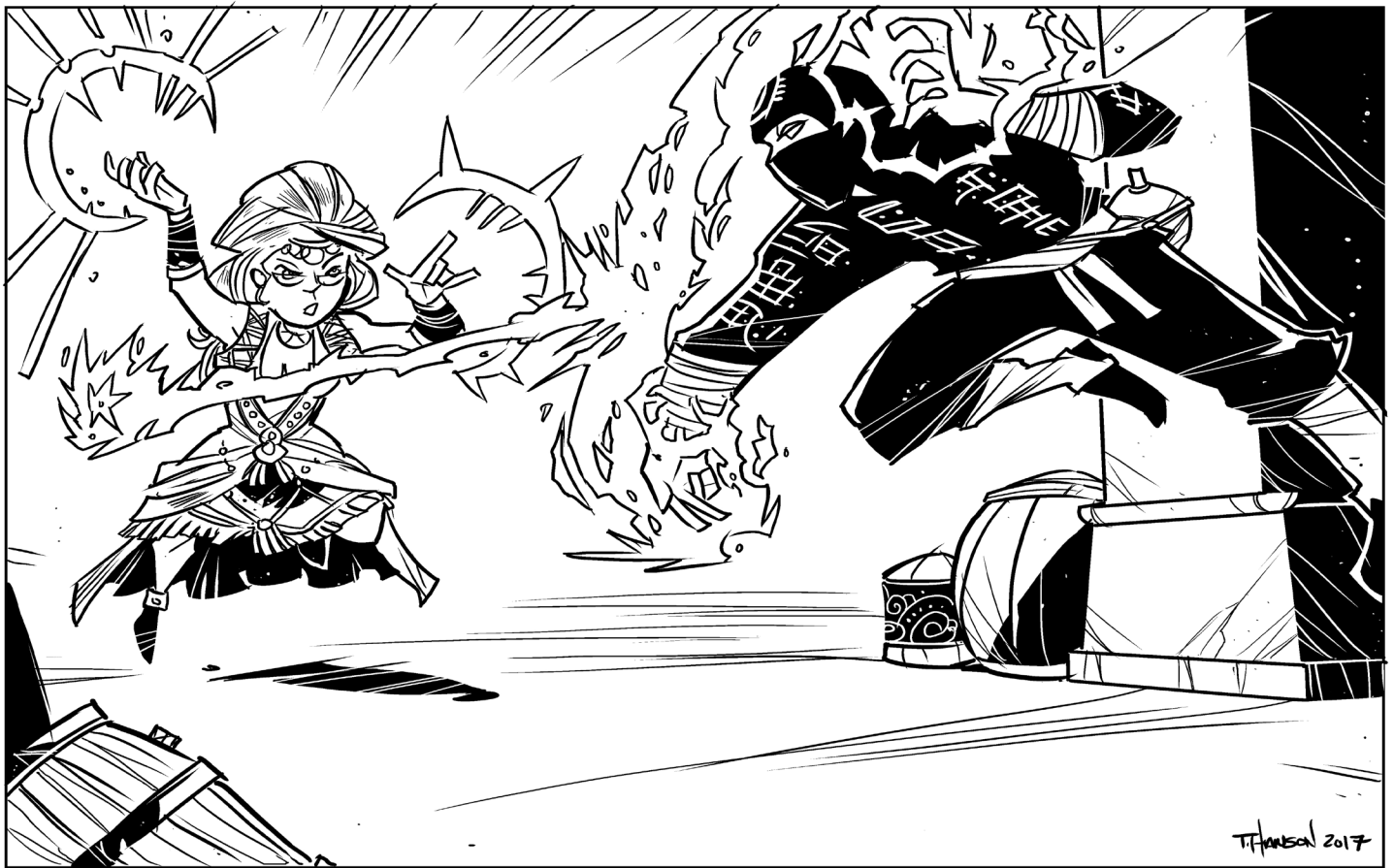
2. Pincher Lock

(supplants Locking Block)

This attack uses up all attacks for a round. Using a scissors armlock, the mantis can trap and hold an opponent's weapon arm. On the second round, the martial artist can then make ½ their attacks against the target of their hold at a +4 to hit. The victim must make a successful attack on the target (doing no damage) to break the hold.

3. Point of Impact (supplants Incapacitator)

By making a single pinpoint nerve strike, the mantis can disrupt the nervous system of an opponent and render an appendage useless for 24 hours. To do this requires extreme focus



and requires all the martial artist's attacks for a round. The victim of the hit gets a saving throw versus paralyzation to resist the effect **[DC (10 + ½ level) Con save]**.

The Master Ninja

The master ninja also has various wu-jen abilities and utilizes the spell Doom Shurikens, which is described below.

New Spell:

Doom Shurikens

Level: 3 Components: V, S

Range: 6 ft. + 1 ft./level

Casting Time: 1 Segment

Duration: Special

Saving Throw: None

Area of Effect: 1 or more creatures in a 10 ft. square

By use of the spell, the wu-jen (wizard) creates necrotic green shurikens that propel from his open palm and strike targets within the area of effect. For all intents and purposes, they are like magic missiles, save that instead of doing 1d4+1 per shuriken, they do 1d4 + Caster Level in damage per shuriken (thus, an 8th level magic-user would do 1d4+8 per shuriken). The number of shurikens thrown by the wu-jen is also determined by level, being 3 at 5th, plus 1 every two levels thereafter, i.e., 4 at 7th, 5 at 9th, etc.

3rd level evocation (wizard/sorcerer/wu-jen)

Range: 120 ft.

Casting Time: 1 action

Components: V, S

Duration: Instantaneous as above.

At Higher Levels: When cast at a higher level (4th or above), the spell creates 1 more shuriken.

Running Combat

Combat will be a bit tricky as you will have to first deal with deadly traps in each room, and then choose when the secret strikes of the ninja lieutenants will take place. However, the focus here will be on surviving the traps, so keep that in mind as this should be a thief-oriented challenge adventure.

Telling the Story

The story needs to revolve around the shadows and the effects of vaporous necrotic energy that slithers through the house. Keep the players on their toes as they should soon realize that a sneak attack could happen at any time, and also treat this as a kind of horror show, with creepy sounds and odd shapes moving at the edge of the character's vision.

Setup from Folio #16

Once the players move out of the castle and find their way to the cemetery (utilizing Fu-Lung's knowledge of the Fallen Leaf's headquarters), you can read the following:

The darkness that surrounds this particular building is palpable, and a thin green vapor slithers across the grass before it. A single door, painted black, is the only entry into the lower hall of this building that sits on a small rise, perhaps 5 feet above the level of the road. To the south, a walled garden can be seen, the skeletal trees within having long ago lost their fight against the shadow...

1.

Lower Entry

The black door opens to reveal a great hall that ends with a stairwell leading shallowly up to an upper level. Four pillars are within the hall, and two sliding doors, one to the east and one to the west, allow exit to this dark chamber.

The floors of the house have many spring traps that fire masses of poisoned darts at those passing within. As those of the house expect 'company', all such traps have been set and are ready to kill any invaders.

Any character actively searching for a trap on the door will discover it with a successful **[DC 15 Perception]** Find & Remove Traps check **[DC 15 Dex to disarm]**. If the trap is triggered, all characters must make a successful saving throw versus petrification or take 3–12 damage from darts and then make a saving throw versus poison or take an addition 2–16 damage

[DC 13 Dexterity check or take 6 (2d4) damage from darts and then make a DC 14 Constitution check or suffer an additional 8 (2d8) damage from poison].

2.

Lower Kitchen

A larger cooking fireplace gutters with amber flame along the eastern wall of this large kitchen. A huge food preparation table is at the center of the room, and many instruments used in the preparation of food hang on the walls.

There is little in this chamber except for a secret door that leads to the upper level.

Secret Door

This room contains a secret door that houses a ladder leading up to the Upper Hall (Room 4), 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

3.

Lower Salon

A long room, some forty feet, stretches out to the west with a single window that overlooks the western garden. At the center of the room, a table with low cushions around it and a tea service in place looks to have been discarded long ago.

TREASURE

THE TEA SET IS ACTUALLY A MAGICAL ITEM, AND ALL THOSE TO TAKE SERVICE FROM IT WILL RECEIVE A BLESSING OF +1 TO HIT AND ALL ABILITY CHECKS FOR THE NEXT 6 HOURS.

4.

Upper Hall and Stair

A large hall continues north featuring double doors on the east and west, and another snakes east and west toward the flanks of the house.

Secret Door

At the far western end of the hall, a secret door opens into the western garden of the house, 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

Any character actively searching for a trap on the door will discover it with a successful **[DC 15 Perception]** Find & Remove Traps check **[DC 15 Dex to disarm]**. If the trap is triggered, all characters must make a successful saving throw versus petrification or take 3–12 damage from darts and then make a saving throw versus poison or take an additional 2–16 damage **[DC 13 Dexterity check or take 6 (2d4) damage from darts and then make a DC 14 Constitution check or suffer an additional 8 (2d8) damage from poison]**.

5.

House Barracks

More than two dozen straw mats and some minor personal effects decorate this sixty-foot deep room.

Within the gloom of this huge chamber, the Master has summoned a shadow troll who has the properties of a shade and will loom out of the darkness to attack anyone searching the room.

1 Shadow Troll [AC 2, HD 10+12, HP 72, #AT 3, D (1–6)+6 (Claw x2), (1–10)+3 (Bite), Regeneration (5 HP/rd), Shadow Abilities, Size: L]

TREASURE

NONE

1 Shadow Troll [AC 15, HD 8d10+40, HP 84, Initiative +3, #AT 3, Hit +7, Dam Claw 11 (2d6+4), Bite 7 (1d6+4), Multiattack (2 claw/ 1 bite), Shadow Abilities]

6.

Armory

Several racks of standard oriental-type weapons are collected in this room, and there are two heavy training mats on the floor.

The weapons are all of decent quality, and there are several dozen arrows with black fletching, but otherwise the room is empty.

7.

Library

Various racks for scrolls stand empty on the walls, and in the middle of the room, around a small fire pit, several still-smoldering piles of parchment can be seen.

This was the library of the clan, but the Master ordered all their works destroyed after the fall of the castle.

8.

Dining Hall

A large low table dominates the center of this room, and seating mats around it signify it as a dining hall. A single tapestry of a winter scene hangs on the north wall, and a shaded window looks east over the cemetery across the street from the house.

There is a secret door that leads into the meeting room of the clan elites.

Secret Door

A secret door in the northern wall of this room opens into a secret meeting area

(Room 9), 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

9.

Secret Meeting Room

A low and red lacquered table is in the middle of this room, and there are four mats in place around it. A golden lantern hangs above, and a paper screen depicting a shadowed city at night follows along the northern wall.

This is where the Master took council with Molo, and all high-level meetings took place. The lantern is magical and acts as a truth device, forcing those not in tune with it to make a saving throw versus spell **[DC 17 Wisdom]** or have to tell the truth. Removing the lantern from its hanging, however, will negate its magical ability.

10.

Training Room

This large room is decorated with six pillars that have weapons attached to them. A diagram etched into the floor in the center of the room looks to indicate that combat could be had in the confines of the surrounding circle of its circumference.

Another dart trap is in place on this floor.

Any character actively searching for a trap on the floor will discover it with a successful **[DC 15 Perception]** Find & Remove Traps check **[DC 15 Dex to disarm]**. If the trap is triggered, all characters must make a successful saving throw versus petrification or take 3–12 damage from darts and then make a saving throw versus poison or take an additional 2–16 damage **[DC 13 Dexterity check or take 6 (2d4) damage from darts and then make a DC 14 Constitution check or suffer an additional 8 (2d8) damage from poison]**.

11.

Sub-Leader's Room

A stuffed mattress with a sheer cover hanging over it lies along the eastern wall of this room, and a single paper dressing screen shields the northern wall.

Behind the screen, the subleader, Nin Yi, is waiting to strike at the party with lethal force.

1 Subleader [AC 3, HD 12+12, HP 75, #AT 2 (or 3/1 with martial arts), D (1–6)+1 (Ninja-to), Backstab (quadruple damage), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, 3, Lock 1, 2)]

TREASURE

NINJA OUTFIT OF PROTECTION +3, NINJA-TO +1, FIRE BOMBS (6D6 IN A 10-FOOT AREA)

1 Subleader [AC 16, HD 10d10+20, HP 70, Initiative +4, #AT 2 (or 3 with martial arts), Hit +6, Dam Ninja-to 6 (1d6+3), Sneak Attack 9 (4d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, 3, Lock 1, 2)]

Secret Door

A secret door in this room opens into the personal treasury of the subleader, 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

TREASURE

INSIDE THE SECRET ROOM ARE TWO INCREDIBLY BEAUTIFUL MANDARIN-STYLE DRESSES (ONE BLACK AND ONE RED), EACH WORTH 1,000 GP (AND THEY BOTH ADD +2 TO THE WEARER'S CHARISMA), AS WELL AS A MAGICAL SET OF SAI THAT ARE +3 SAI OF DEFENDING. A CHEST WITHIN (TRAPPED WITH A POISON NEEDLE THAT IS SAVE OR DIE) **[DC 20 CONSTITUTION OR TAKE 100 (20d10)] [DC 16 DEX TO DISARM]** CONTAINS THREE VIALS OF BLACK LOTUS POISON (SAME USED TO TRAP THE CHEST), AND A MASK OF FACES (THAT CAN UTILIZE THE SPELL ALTER SELF 3X/DAY

12.

Master's Room

A single mat has been placed along the eastern wall with two candles at its head. A low writing desk is near to it, as is a screen with a black panther painted on its paper walls.

The Master waits within the Plane of Shadow for the party to enter, and will then drop a Fireball into the room before coming out himself from the opposite side of the room to try to backstab any wizard the party has.

1 Master Ninja/Wu-Jen [AC -1, HD 14, HP 52, #AT 2/1 (or 3/1 with martial arts) D (1-6)+2 (ninja-to), Backstab (quadruple damage), Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Doom Shurikens; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+2 NINJA-TO, CLOAK OF PROTECTION +2, BRACERS OF DEFENSE AC 4

1 Master Ninja/Wu-jen [AC 21, HD 14d8+28, HP 84, Initiative +5, #AT 2 (or 3 with martial arts, Hit +9, Dam Ninja-To 9 (1d6+6), Sneak Attack 12 (+4d6), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Doom Shurikens, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold, Martial Arts (Strike 1, 2, 3, Lock 1, 2)]

This room houses a secret door that opens to the Master's personal treasure, but that treasure has been moved to the cemetery with the remaining ninja agents (Room 12), 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**. A ranger, if there is one in the party, can attempt to track the ninjas that have gone to the cemetery.

13.

Cemetery

Hundreds of stones rest amid well-groomed grass as green vapors drift around them. Several mausoleums rise above the stones, and a dim light comes from one of them near to your exit point.

The final two shade ninjas are trying to hide the remaining treasure of the clan in one of the old mausoleums. As one of the pieces of treasure is a light rod, it gives away their position if anyone is in the cemetery.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1–6)+1 (Ninja-to), Backstab (triple damage), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

5,000 GP, 1,000 PP, DWARVEN WAR AXE +2, BRACERS OF DEFENSE AC 3, WAR FAN OF DEFENSE +2, 7 POTIONS OF EXTRA HEALING [GREATER HEALING], A LIGHT ROD (THAT PROVIDES CONTINUAL LIGHT WHEN EXPENDING A CHARGE (13 CHARGES), SEVERAL SCROLLS INDICATING THE T'UNGESE EMPEROR'S INVOLVEMENT IN TRYING TO DISRUPT THE RULING HOUSE OF DISTANT TURTLE CITY

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

Resolution

Once the party manages to defeat the last of the ninjas, the citizens of Distant Turtle City will slowly but surely be able to get back on their feet. It is now time for the party to return to its ship.

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-  Stairs
-  Mast
-  Door
-  S Secret Door

