

SINKING THE FLOAT STONE MINE

Go Isle's Float Stone Mine • Seven Holy Isles • Twilight Meridian

Spooky

Defense

Floating Islands

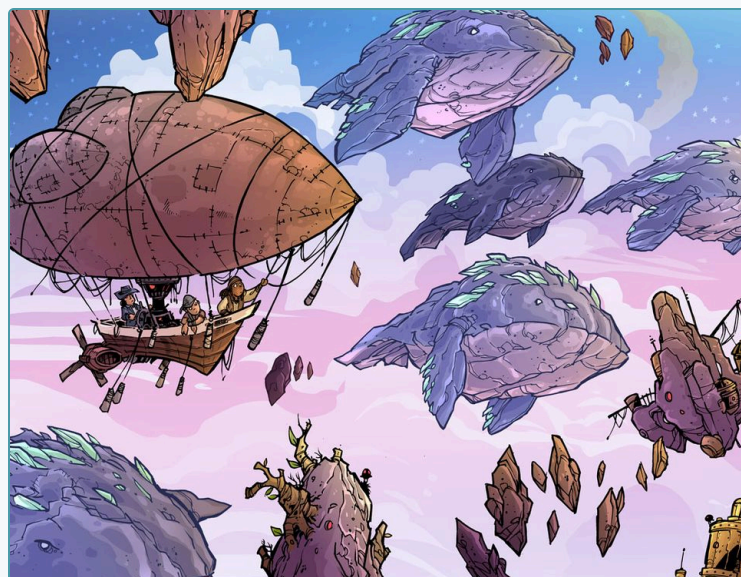
ADVENTURE DESCRIPTION

The party has been contracted to protect two workers who witnessed illegal practices at a floating island mine. These whistleblowers carry evidence that could dismantle Go Mining Incorporated...if they survive to testify, that is.

STARTING THE ADVENTURE

"Go Mining Incorporated cut corners - and their floating mine site plummeted into the sea, taking workers with it. Two survivors escaped with damning evidence and have been hiding under Shinobi Rebellion protection ever since. Tomorrow, a court review on Rotso could expose everything...if the witnesses make it there alive. The Rebellion can't be seen involved, so they've hired you to get them there quietly."

Begin the story after the party have already agreed to the task. People think the whistleblowers died, so it should be a straightforward, simple ride. The party is headed to the neighboring floating island of Rotso not but a day's travel away. There, a regular court review on the mining operations is occurring tomorrow and will be the perfect situation to blow open the whistleblowers' report. The Lord Quidon of Rotso, however, has caught wind of these plans and tries to stop it in secret, parleying with the dreaded assassin Hiratagaan.



SUGGESTED STORY

Set the scene, have the party depart from Go Isle's skyport with Rahm and Kssek, then continue:

Departure

- The witnesses are scared, but brave enough to continue on the skyship. They are Basic Folk. However, since they are named, they roll on the Injury Table when dropped to 0 Hearts.

On the Journey

- If the party look for anyone following them, they will only see a few flying Float Stone Whales. Eventually the party must rest.
- During their rest, Hiratagaan phases through the hull using **Phantom Abomination**, targeting whichever witness is most isolated. If interrupted, he briefly attacks the party before fleeing. This is a chance for them to learn how to counter-act it.
- Later, the party spots a drifting skyship with torn sails. A lone figure waves for help - but it's Hiratagaan in disguise. He strikes at a witness the moment they're close, then flees.
 - On the stranded ship is one surviving crew member, Captain Delain, who has information on Lord Quidon's investments in the mining company and potentially other clues.
 - Weirdly, the only item touched on the ship were someone's personal lute and musical notebook, which were torn apart.

Final Confrontation

- As Rotso comes into view, Hiratagaan makes his final move - an Ambush with **Wrath of the Dragon** ignites the skyship's sails, spreading flames across the deck. This causes Areas to become Harmful and the ship to plummet in 3 Turns if not dealt with. This time, he will fight to "death".
- Hiratagaan's defeat clears the path for witnesses to reach court and present their evidence. Lord Quidon and CEO Wiles Go are present. The party may deliver their own report.

IMPORTANT CHARACTERS

Rahm Nobell — Tenebrate, Male, 45 (Basic Folk)

A paper-pusher who stumbled onto forged safety reports while filing quarterly documents for the court review.

"Fidgety and wide-eyed, this spectacled tenebrate has been on a streak of paranoia which, after having literally fallen from the sky, is a little understandable."

Kssek — Promethean, Male, 32 (Basic Folk)

Pressured into welding cheap links onto the chains anchoring the mine, Kssek knew it was wrong but feared for his job.

"It is clear to see what happened to Kssek as half of his face alongside his left arm and leg are now that of a stark white reptile. Despite this, he carries an upbeat attitude."

Captain Delain — Tenebrate, Female, 37 (Guide)

An experienced pilot-for-hire around the Rotso region, Captain Delain has taken many delivery jobs for the mining company.

"A sharp skillset and even sharper attire, Captain Delain is a well-known independent captain within the region. She has already tended to her, seemingly serious, wounds."

KEY LOCATIONS

GO ISLE'S FLOAT STONE MINE

"Called Go Isle, the mine is a series of connected floating islands by way of many now rusting chains, built presumably by Gley. Rebuilt ancient ruins betrays the natural beauty."

Rediscovered as a prominent Float Stone source by CEO Wiles Go in the 4th Aeon, Wiles has since aggressively built up Go Mining Incorporated. It now generates most of Outer World's supply.

Folks employed here stay on the islands for multiple months before taking leave back to the surface. As such, information coming out of the island is well-controlled.

CLOUD BREAKER

"Soaring over the Shining Sea in a Cloud Breaker is a gorgeous visual. To the one side, the dark blanket of the Wistful Dark; the other the purple and pink hues of a far distant Blazing Garden. Below? A long, long drop."

One of the many Portian skyships seen throughout the Twilight Meridian, this one is a bit larger of a vessel meant for material transportation. It has two rooms with bunks and storage, albeit not luxurious ones.

As part of the disguise, this skyship is arrived to be loaded up with an actual shipment of Float Stone destined to Rotso.

ROTSO

"An industrial floating city, Rotso is the center of float stone refinement and skyship construction. Given Float Stone...floats, it was found easier to work with directly in the sky. Suspended walkways form paths through the city."

Rotso has the highest skyship density in the world given its many manufacturers. As such, it is a prime location for the party to purchase one at-cost.

The court is primarily a civil court handling business logistics and is conveniently within the sky port center but has the full jurisdiction of the Shogun Banner.

SECRETS & CLUES

1. Hiratagaan has a weakness to the sound of musical instruments, forcing him to the material world.
2. Hiratagaan holds back his full abilities in early encounters to assess the party's capabilities.
3. Either witness must survive - losing both allows CEO Wiles Go to suppress the scandal.
4. Lord Quidon is a stark supporter of the Shogun within the Seven Holy Isles, having been gifted this fiefdom of floating isles after betraying his former mentor.
5. The court, like many throughout the Dynasty, belongs to the Shogun and will be a neutral judge in this hearing.
6. Damage to the mining company is a huge blow to Lord Quidon, who is heavily invested in them for resources.
7. The next-in-line to Go Mining Incorporated secretly supports the Shinobi Rebellion and has agreed to supply them much-needed Float Stone at good rates.
8. The ritual to parlay with Hiratagaan leaves a permanent mark on the summoner, which is the reason Lord Quidon is wearing a ridiculous turtleneck to the court.



QUEST RESOLUTION

✦ Rewards

If successful, **4 Units of Float Stone** will be mysteriously delivered to the party the following day, alongside a cryptic invite to speak should they seek more work. The whistleblowers profusely thank the party.

✂ Exposing Quidon

If the party can expose Lord Quidon's deal, then the Shogun courts will have to depose of him. The courts will then gift the party **400C** and **2 Units of Dusk Amber** in the shape of the Shogun's Banner.

RANK 5-6 ADVENTURE

Lower Rank: Reduce Hiratagaan's stats but keep the flavor and abilities.

Higher Rank: Follow the Customization in the [Homebrew](#).

PC Starting Coin: 500C

SOURCES & ADVERSARIES

Storybeats & layout inspired from **Law and Disorder** by One-Shot Wonders.
Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

Hiratagaan: by KeJoRo ([Homebrew](#))

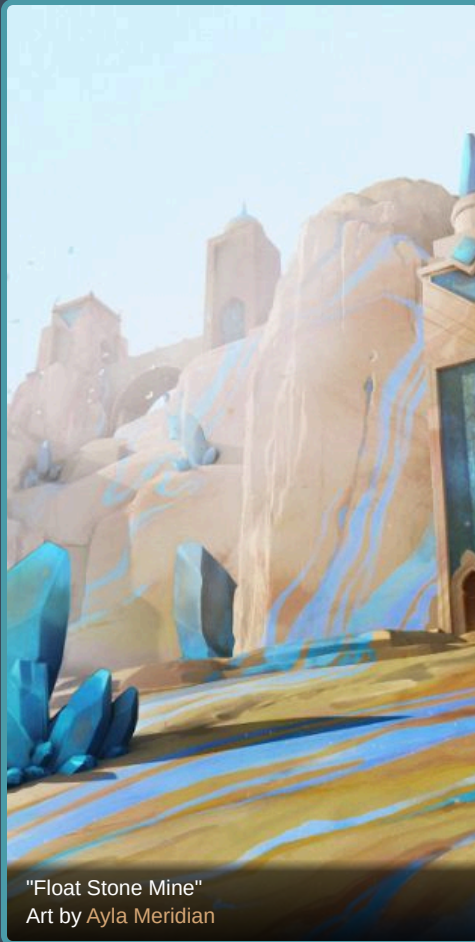
Dusk Amber: [BREAK!! Blog](#)

Float Stone: Source, pg. 289

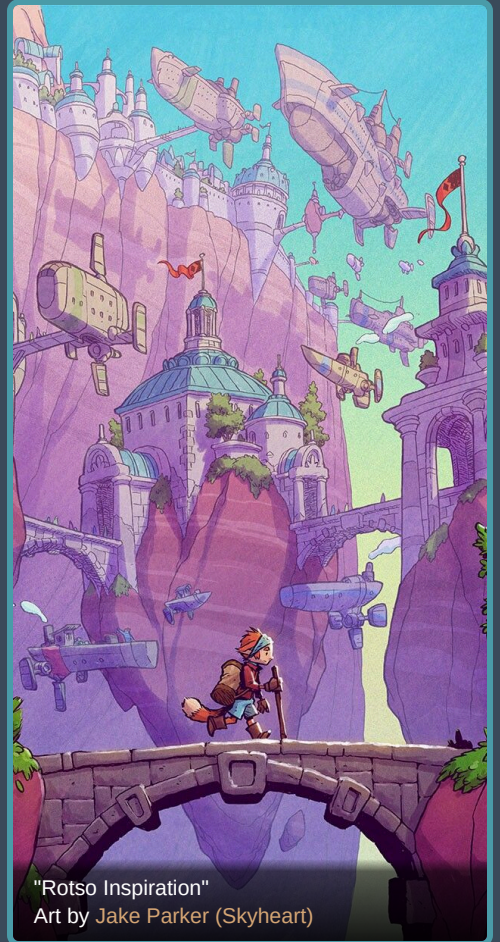
ART VIBEBOARD



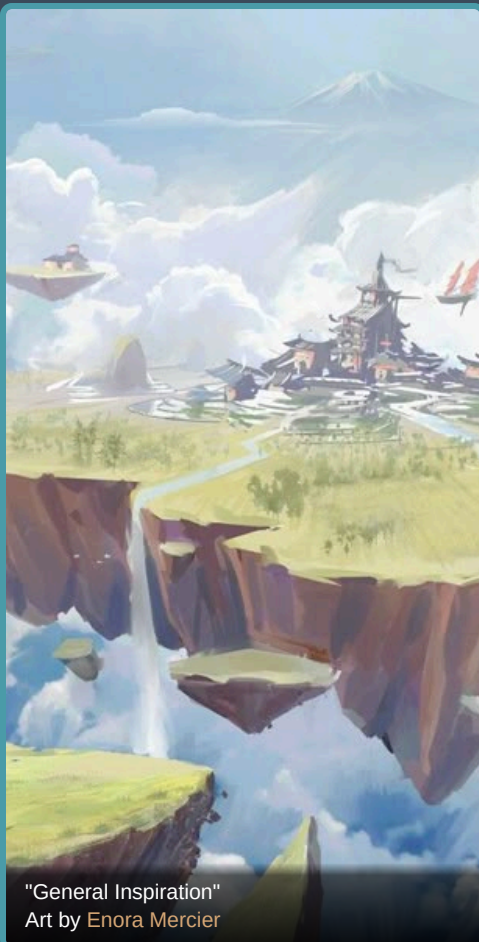
"Chained-together Go Isle"
Artist Unknown



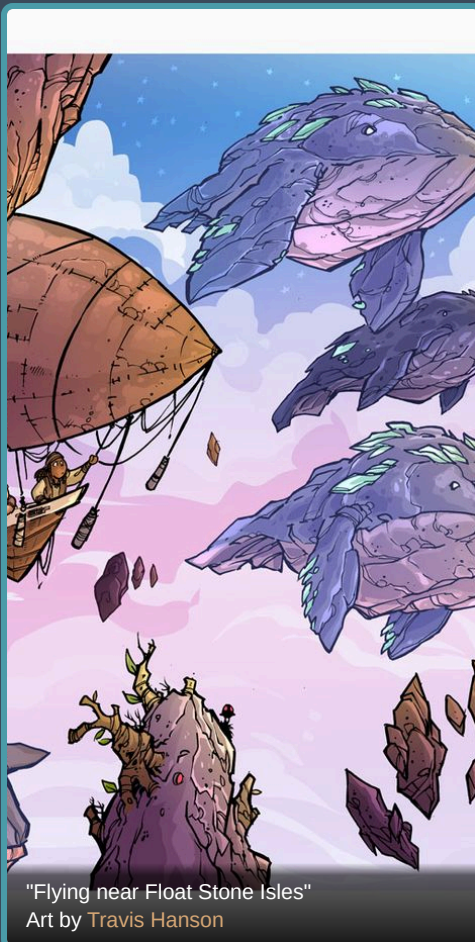
"Float Stone Mine"
Art by Ayla Meridian



"Rotso Inspiration"
Art by Jake Parker (Skyheart)



"General Inspiration"
Art by Enora Mercier



"Flying near Float Stone Isles"
Art by Travis Hanson



"Float Stone Isle Inspiration"
Art by Kim Hwanggyu