

Quest Name – “Tale of The Outcast Ronin’s” Part One

Character overviews –

Jin Sakai - He is noble, fair, and will do anything for the island of Tsushima; even if it means not following the samurai code.

Outcast Ronin #1 “Koga” - a lazy coward who was previously a Straw Hat Ronin, but got kicked out because he doesn’t want to work with the Mongol’s

Quest Overview –

An Outcast Ronin named Koga approaches Jin and asks to help him locate his flute and music book. Jin and the Ronin go to a Straw-hat camp and fight the Straw hats and only find one of two items at the camp. Jin and the Ronin retrieve the final item at a different camp.

Quest Conditions –

This quest is only available when players have completed the “Six Blades of Kojiro” tale.

Item Overview

Koga’s Music Book – A withered music book with several songs and music notes in it.

Koga’s Flute – A wooden flute with leaf patterns carved into it.

Location Overview – Toyotama, Akashima,

-Numata Settlement: Currently a Mongol War Camp and needs to be liberated.

-Stonemire Lookout: Currently a Mongol War Camp. Mongols have tents set up and campfires burning. This isn’t a town like the Numata Settlement.

-Rebel’s Retreat: Currently a Mongol War Camp. Mongols have tents set up and campfires burning.

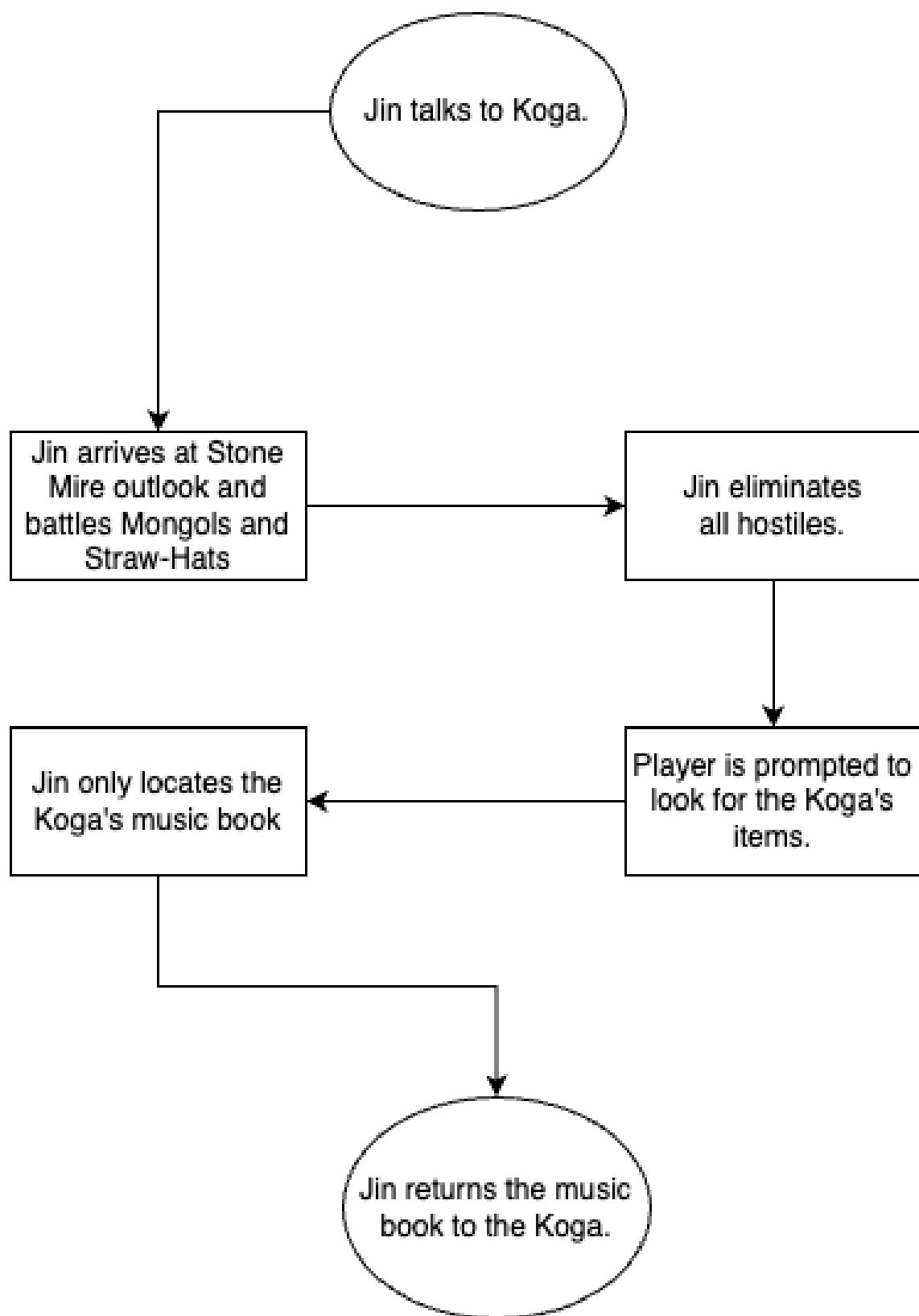
Quest Outline

- Stage 1: The player/Jin speaks with Koga and is asked to help retrieve his music book and flute from Mongol War Camp in the Stone Mire Lookout.

- Stage 2: The player arrives at Mongol War Camp in the Stone Mire Lookout and does battle with Straw hats and Mongol soldiers.

- Stage 3: The player defeats all hostiles and is prompted to search the area.

- Stage 4: The player only finds the music book at this camp.
- Stage 5: The player returns the music book to Koga.



“TALE OF THE OUTCAST RONIN’S” - PART 1, STAGE 1

Set up – Jin leaves out of Akashima Village where a Ronin beckons Jin to come to the Pompas grass.

Character	Dialogue	Line Number
Jin	What is this? Another Ronin looking to collect his bounty?	101
Koga	Not at all! I got kicked out of the Strawhats, but they took my music book and flute. I could use some help.	102
Jin	And you want me to go retrieve it?	103
Koga	Exactly. Plus, they're at a Mongol war camp set up at the Lookout Mire. It'll be worthwhile for both of us.	104
Jin	Hmm, I'll see what I can do. Wait here.	105

“TALE OF THE OUTCAST RONIN’S” - PART 1, STAGE 2

Set up – Jin arrives at the Lookout Mire, observing Strawhats patrol an occupied Mongol War Camp.

Character	Dialogue	Line Number
Jin	Seems like he was telling the truth.	201

“TALE OF THE OUTCAST RONIN’S” - PART 1, STAGE 4

Set up – Jin has defeated all nearby enemies and is now searching for Koga’s items.

Character	Dialogue	Line Number
Jin	Now to look for this book and flute	401

“TALE OF THE OUTCAST RONIN’S” - PART 1, STAGE 5

Set up – Jin only locates one of two items asked to retrieve.

Character	Dialogue	Line Number
Jin	There’s no sign of a flute here. I should return this and let him know.	501

“TALE OF THE OUTCAST RONIN’S” - PART 1, STAGE 6

Set up – Jin returns to the Pompas grass outside of Akashima village where he left Koga.

Character	Dialogue	Line Number
Jin	This is all I was able to retrieve from the camp. No sign of your flute.	601
Koga	Hmm, perhaps Soto took it. I know he patrols around Numata Settlement.	602
Jin	Why don’t you get it if you know where it is?	603
Koga	You think I could sneak into Mongol territory and make it out? Sounds more like a job for The Ghost.	604
Jin	<sigh> Fine, but no other addons after this.	605