

Crossroads of Destiny, Part Two: Fragile Dreams

**A 1-Round Low-Rank Adventure for
Heroes of Rokugan: Spirit of Bushido**

**Month of the Moon through the Month of Akodo, 1302
(Late Spring to Mid Summer)**

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Now that you've found your new home, can you find your place in it too?

This mod, and all mods in Nightmare War, should be played in order if at all possible.

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This module is written for the Legend of the Five Rings: Fourth Edition, published by Alderac Entertainment.

GM's Information

THIS SCENARIO SHOULD NOT BE RUN COLD!

Please read the scenario thoroughly before attempting to run it.

A four-hour time block has been allocated for playing this game. The actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, gender, glory and status at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the website).

Rokugan has a complex and rich culture that is different in many ways from modern Western civilization. The Legend of the Five Rings book details these numerous differences, but it is suggested that GMs keep a few specifics in mind.

- Family name preceds personal name for all characters; Akodo Toturi was a member of the Akodo family with the personal name of Toturi.

- Samurai do not commonly concern themselves with money or commerce; exchanges between samurai are treated as gifts, and payments are made to peasants as though humoring the lower orders petty ways.
- An event is not truly considered to have happened without samurai witness; even criminal investigations rely entirely upon eyewitness testimony.

Glory and Honor Awards and Penalties

This adventure contains suggested Glory and Honor awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. **Please consult the Honor table on page 91 and the Glory table on page 93** of the Legend of the Five Rings Fourth Edition core sourcebook for more specific guidelines for Honor and Glory gains and losses. Specifically, be mindful of the performing PC's current Honor, Glory, and Infamy when meting out rewards and punishments.

Reminder

This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with both discretion and consideration.

Adjusting for Party Strength

This is a Low Rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank Two.

Although most of the challenges here are role-play oriented and thus not terribly dependent on party strength, a few changes can be made to adjust the adventure difficulty for low-end and high-end parties, as follows:

Low End Party (most/all characters Rank One):

Lower TNs for Skill Rolls by -5 at the GM's discretion.

Adventure Summary and Background

Sezaru has brought a few hundred new samurai and other beings from across Yume-do to one particular world, one particular version of Rokugan, where he plans to make a stand against the nightmare storm. Unfortunately, researching the storm will take time – years, potentially – and during that period, they require somewhere to operate, resources to keep the research going, and more. In short, they need to be a part of this Rokugan, rather than isolated from it.

Thus Sezaru sets out to win the Emperor, Iweko VII, to his side, gaining an unexpected ally in the process: Shiba Satomi, the Jade Champion. Together they convince Iweko of the importance of Sezaru's work, and Iweko announces the creation of a new Minor Clan: the Owl, to house Sezaru and his followers.

Once the Owl have a place in the Empire, though, how do the PCs find their place within the Owl?

Introduction

“WHAT. IS. GOING. ON. HERE?”

Emperor Iweko, Seventh of that Name, Lord of the Seven Hills, Master of the Chrysanthemum, the Chosen Vessel of Tengoku in Ningen-do, stands on the dais of his throne room, demanding to know what has happened. A young man in his early twenties, Iweko is a handsome man with an aristocratic face and piercing dark eyes; he wears the golden laurel of the Imperial crown with confidence and dignity, practically radiating personal power. All around, shocked courtiers stare at the red-aura'd newcomers, until Sezaru straightens up and bows. “Iweko-heika, I am Sezaru, and these new arrivals are here because of me. A terrible threat sweeps through the spirit realms, and I needed their aid in order to prevent it from destroying everything that exists. We have performed a rite to strengthen this Realm against the attack, and it will now hold, I believe, for the foreseeable future. With your permission, I plan now to turn to finding a way to save the other Realms that have been destroyed. I offer my most humble apologies for the disruption of your august court.”

Iweko scoffs. “Why would you believe I would accept such an outlandish story?”

Suddenly, a young woman in the armor of the Phoenix steps forward; unlike almost everyone else in the room, she is wearing her daisho as well as the military garb. She does wear a scroll satchel opposite the blades on her hip, and the sash of the Jade Champion crosses her chest. “Because, my Emperor, it is true.” She bows deeply in apology for interrupting, but Iweko seems unconcerned, simply turning toward her curiously. “I was just in the courtyard, responding to a request for aid from the Hidden Guard. A terrible storm, clearly unnatural and of some unknown mystical nature, was bearing down on the Palace just seconds ago. No spell I or your guard attempted had the slightest effect, and I was readying myself to meet Emma-o when the storm simply... ended. At the same time, the guard reported that several overlapping spiritual portals were appearing within the Palace. With what I see before me, there can be no other explanation. Sezaru-san speaks the truth.”

Iweko tilts his head, considering, before replying, “You have no doubts, Satomi-san?”

“None, my Emperor.”

Iweko turns slowly, considering the tableau. He gestures for the Seppun guards, still levering themselves to their feet, to stand watch over the PCs and the others with red auras. “Satomi-san, I require your further counsel. Sezaru, you will accompany me into a private chamber for further discussion.” Sezaru bows, then turns to the room. “Wait for me here,” he tells you and your many companions. “Do not risk our situation by attempting anything foolish, on pain of exile from this Realm.”

The Emperor, the Jade Champion, and Sezaru leave, and the PCs are stuck standing around slightly awkwardly in the Imperial court, with a circle of Imperial guards forming an ever-thickening cordon around them. Beyond the guards, the other courtiers gossip with one another furiously.

There are perhaps 200 total individuals in the room with the red auras, which show no sign of fading. They are from across time and space, and several are not human. The PCs can talk amongst themselves or the others as they wish, but they have little to do but wait overall. As the PCs find themselves in one another's company during this wait, it is an ideal time to introduce themselves and, if they so desire, describe the Rokugan from which they came.

Perhaps half an hour later, three guards enter the room and seek out four specific individuals from the crowd: a wiry man in Crab armor, his left hand replaced by

one of jade and strange, yellow eyes; an astonishingly beautiful woman in a flawlessly tailored kimono of no specific Clan colors, her sharp cheekbones and aristocratic nose hinting at Scorpion ancestry; a non-descript Scorpion bushi who would not have stood out in a crowd of three; and third man, far larger than the rest, with emerald green armor and a horrific-looking scar on his throat. They speak to these four each briefly, then escort all four from the room again. Another half hour passes, until finally Iweko, Shiba Satomi, Sezaru, and the four other samurai all trail back into the court. The gossiping courtiers immediately silence themselves, although the guards do not relax their wary stances.

“I have discussed these events further with Sezaru-san,” the Emperor announces to the crowd, and several surprised glances dart around the court at the use of the honorific. “I have concluded that he and his followers have indeed done the Empire a great service, and have yet more to do for our sake. The Emerald Empire does not forget its heroes.

“There is a castle on the border between the Scorpion and Crab lands, far to the west and south, a relic dating to just before the return of Shinjo’s children to our Empire. It has lain in desolation since the betrayal of Bayushi Shoji. Sezaru-san, I hereby command you to take your followers to the ruins of Kyuden no Keishu Dudokushii and take possession of them, as the Minor Clan of the Owl.” The silence in the court takes on a shocked quality. Sezaru bows deeply, pressing his head to the floor. “Furthermore,” the Emperor continues, “I recognize the worth of your followers by granting you and those you have selected as leaders the right of your family names. I therefore proclaim the Sezaru family, the Sukune family, the Hanashi family, the Seizoku family, and the Kobe family.” In turn, Sezaru, the samurai with the jade hand, the beautiful courtier, the non-descript Scorpion and the bushi with the scarred throat bow again. “I charge the dream-warriors, the yumemusha, of the Owl Clan with defending the Empire against the threat represented by the nightmare storm sweeping through the Spirit Realms, as well as seeking out a solution to recover what has already been lost. In this effort, the Owl act with my voice. Sezaru, Champion of the Owl, go now and begin your work.”

Sezaru bows once more, and gestures for the many red-aura’d individuals in the room to gather around and follow him. As he does, Shiba Satomi steps off the dais and falls into step with him. In a voice pitched to carry to the court, the Jade Champion asks, “Sezaru-san, may I travel part of the way with you? I believe there is much I might do to aid your efforts.” Sezaru nods

slowly, and the procession makes its way out of the palace.

Part One: Birds of a New Feather

It takes three weeks for Sezaru’s entourage to travel through the Lion and Scorpion lands until they reach the site of the long-defunct Kyuden no Keishu Dedokushii. Miya heralds and couriers from every Clan race ahead of them, spreading word of the new Minor Clan and the existence of the *yumemusha*, so that by the time the Owl Clan reaches Seikitsu Pass, the Scorpion are on-hand to provide an escort to the ruins, after which they withdraw carefully to a watchful distance. The castle is in the southern reaches of the Shinomen Mori, and the land given to the Owl is about half contained within the forest itself, while the rest is rolling grasslands. A narrow stretch of territory links the Minor Clan to about ten miles of shoreline along the River of Gold.

On the way, the PCs learn several things of note. First, their link during the ritual that reinforced this Rokugan interacted with the spell Sezaru had already cast to keep them from attacking one another such that now, no Owl could attack another without being ejected from the world and returned to their own. Sezaru could also do so to any of his followers without so much as a word. Second, the Emperor’s decree establishing the Owl Clan specifically commands the other Clans of the Empire to admit Owl Clan samurai to their dojo without obstacle or recompense, as long as the Owl Clan samurai can demonstrate knowledge of the School’s Techniques (i.e., has at least one Rank in the appropriate School). As an adjunct to this, the samurai of the Owl may keep their former family names as though they were vassal family names. And finally, the four other samurai chosen to form their own families under Sezaru’s command were not selected at random.

They were Toturi XIII (the Silent Emperor, ascending the throne in 1505 after being trained for most of his youth as a Crab bushi, raised as Toturi Kobe), Hantei XL (the Poison Queen, daughter of Hantei XXXIX and his true love, Hantei Kachiko, raised as Hantei Hinashi before her ascension in 1158), Hantei Daigotsu (the Lost Heir, his mother was kidnapped by Scorpions before he was born to prevent the world of ever knowing of his existence, so the prophecy of the “last Hantei” would never come to pass, and raised among the Scorpion as Soshi Seizoku) and The Sukune (once Hida Sukune, Crab Thunder, his brother was sacrificed to the Terrible Standard of Fu Leng and he betrayed both his father and his Shadowlands “allies” to allow the Thunders to face

Fu Leng on the Second Day of Thunder; later killed rescuing his sister O-Ushi from Hiruma Castle and resurrected by the Naga as part of the Akasha). The PCs can spend some time speaking with each of these individuals as they wish.

Sezaru

When not ordering the PCs around in a desperate search for mystic objects to save the universe, Sezaru is a much more gentle individual, although no less solemn, by and large. Characters speaking with him sense a deep sorrow or sense of loss whenever topics that hint at their lives before coming here arise. He refuses to speak of his own world, other than to say that he had to sacrifice “more than I can easily explain” in order to have a chance at saving the spirit realms from the onslaught. On the other hand, every once in awhile and at seemingly at random, Sezaru’s attitude changes almost completely, becoming feisty, almost mischievous, with a wide, teeth-baring grin. These moments always pass quickly, replaced again by calm and sobriety. He is exceedingly knowledgeable about the kami and various spirit realms, and is an extremely powerful ishiken. His knowledge of even Clan Secret spells is encyclopedic, and the use of magic to produce potent and meaningful effects impresses him – whether due to sheer power or due to a precise application of a weaker spell where it can do the most good.

Kobe

Kobe doesn’t talk. Ever. The closest he comes is whispering to an aide, who then repeats the words loud enough for everyone to hear. Even that is uncommon, however, as Kobe prefers to allow his allies and subordinates to have their own discussions and merely listen. When he does arrange for an interjection, it is usually brief, to the point, and deeply insightful, often redirecting the course of the entire discussion with just a sentence or two. He is an exceedingly skilled warrior, versatile enough to both duel well and swing a tetsubo with ease. He shows approval to strength and skill at arms, but also individuals who display a commitment to honorable virtue even under duress and those who learn much by speaking little, as he does. He enjoys games of strategy, and shows remarkable care and concern for children, especially girls still too young to undergo their gempukku. (He will not discuss it easily, but such children remind him of his own youngest sister, who died violently just before her gempukku.)

Seizoku

Seizoku isn’t particularly happy that his birth name and station have been revealed, but will admit that deceit serves little further purpose under these circumstances. Those who might have expected him to be anything like the Daigotsu best known to Rokugani history are disappointed, probably pleasantly; Seizoku (the name he prefers to use, even now) is a gregarious, friendly, and unassuming man, with no signs of Taint and a deep sense of loyalty to the Empire. In truth, Seizoku seems to be enjoying himself being in such a public position, and he confesses that the requirements of his prior situation demanded that he maintain a low profile, one of general isolation. Being among others he can consider peers, especially ones from which he need not keep his greatest secret, is turning out to be quite a good time. Seizoku appreciates flexibility, the ability to adapt quickly and easily to a variety of situations. He has little interest in honor as a restriction to necessary action, but no patience for childish or careless disregard for standards of behavior that serves no useful purpose. He also tends to avoid those who deliberately seek out attention, respecting those who operate behind the scenes in whatever context they prefer.

Hanashi

To all appearances, Hanashi does not seem to be concerned or upset in the slightest by her demotion from Empress to head of a Minor Clan family; should anyone suggest otherwise, she smiles slightly and observes that such perspectives betray a limited insight as to how power is truly wielded. Hanashi is indeed beautiful, living up to the reputation one might expect from Bayushi Kachiko’s daughter, but she carries herself with the air of one used to command and getting her way. Her mother was often compared to a willow, but Hanashi is much more of the oak. She is perfectly capable of negotiating to gain her aims, though, and shows genuine relish at the give and take of both courtly politics and personal relationships. While she all but radiates a lush sensuality, Hanashi treats seduction as only one tool out of very, very many, and considers those who always use the same trick – whether it be flirtation, bribery or any other tactic – to be shallow and mechanical, not true artists of society. And although she maintains an air of respectability and honor, Hanashi will blanch at almost nothing in pursuit of the goals she has set herself.

The Sukune

Speaking with Sukune is an unusual experience, no matter who is involved in the conversation. With humans, he seems odd, distracted, maybe even slightly mad, as he continually seems to be listening to voices that are not there. To nezumi, he is unsettling on an

unconscious level, provoking fear and awe both without any obvious reason for either one. He is perhaps most strange for naga, as he “talks” to them through the Akasha, rather than simply allowing experiences and memories to flow naturally – it is an exceedingly awkward and abnormal method of communication. Regardless, he often seems haunted, often morose; when people ask him about his past, he tends to speak more about his dead brother Yakamo than about his own history. He presents Yakamo as an ideal that he is not sure he has ever lived up to. Nonetheless, Sukune relates well to those who feel themselves outside the usual mainstream of Rokugani society, those who feel like they may have something to prove to the Empire or to themselves, or those who function better in theoretical situations than in actual real-world applications. Sukune is a skilled tactician, and enjoys those sort of challenges, such as go or shogi, but his experience with the Akasha has also awakened an interest in gaijin and nonhuman races’ cultures.

Part Two: The Test of Names

Rebuilding Kyuden no Keshu Dedokushii – now renamed as Shiro no Fukuro – takes two months of intense work, backbreaking physical labor combined with frequent displays of Sezaru’s substantial magical power. During that time, the first few traces of a hierarchy have started to appear for the five new families, but generally the Clan has been working as a single unit. Once the castle is complete and the village around it has begun to grow, however, Sezaru announces that the five heads of the families will begin to make specific offers of fealty to the *yumemusha* of the Owl, to see them organized. As such, interviews and tests to determine suitability will be held in the newly-rebuilt castle over the next weeks.

Although all five of the family heads observe the tests, each of the five examinations is arranged by one of them specifically. Rumors swirl about what they are, but nothing concrete leaks out ahead of the first day. The PCs are assigned to work together during the testing; they will be assessed individually, but progress as a group.

Note that the scoring is *per person* only. So, for instance, Hanashi only approves on the specific person who acquires a given piece of information in her test, *not* the entire group.

Sezaru’s Test

The test is set up in three parts. Each part takes place in a single room, whose doors are magically barred until the relevant task is completed. Once the task in each room has been finished, the doors magically open as well. The first part is a room in the castle which will one day be one of the libraries – for now, it has a simple placard saying “The trickster alone will pass,” over three stationary illusions. One is a fox with three tails, the second is a dragonfly larger even than the fox, and the third is a squat humanoid with small horns and pebbled skin. A **Lore: Spirit Realms / Intelligence** roll at TN 20 for each one identifies them as a kitsune, a baku, and a mujina, respectively. The PCs must select the mujina as the native of Sakkaku, the Realm of Mischief, in order to pass through to the next room.

The second room contains a row of five empty copper bowls atop pedestals, and a similar set rests on a low table to one side. Four of the five bowls on the low table contain small items: a chunk of granite, a cup of water, a smoking coal with a pair of tongs, and a small fan. The fifth is empty. There is another placard here, over the five pedestals. It reads: “Water wears away the mountains three to the right. Wind blows between the waves and the flame, but the waves are bounded only by the storm. And the rightmost is nothing.” In order to succeed at this step, the objects from the side table must be placed in the bowls in the center in the following order, from left to right: cup of water, fan, coal, granite, empty.

The final test is in a bare stone room, where a piece of gaijin glass, chest high and two inches thick, cuts the room in half. On the near side, a low table holds a set of small glass vials. On the other side, there is a simple ceramic bowl on the floor, beneath a heavy rock suspended by a rope that is tied to a lantern hook on one wall. The bowl is placed close enough to the glass wall that there is no direct line from anywhere on the near side of the room to it. There is a placard saying, “Break the bowl.” A **Spellcraft / Intelligence** roll, TN 20, identifies each of the vials as an Agasha-style potion of The Fires From Within, Essence of Air, and Symbol of Earth, respectively. In order to pass this test, the bowl must be broken. The task itself is quite simple and can be completed a myriad of ways – what interests Sezaru and the rest is how the PCs choose to complete it.

Scoring:

Making at least one of the Lore: Spirit Realms rolls – Sezaru +1, Sukune +1

Choosing the mujina – Sezaru +1

Making a serious attempt to work out the logic puzzle – Sezaru +1

Breaking the bowl without magic – Kobe +1, Sezaru -1

Breaking the bowl with magic – Sezaru +1, Hanashi +1, Kobe -1

Finding a way to break the bowl with the Symbol of Earth potion – Sezaru +1, Seizoku +1

Acting either entirely on their own to answer a test or not participating in the discussions at all – Sukune +1, Hanashi -1, Seizoku -1

Kobe's Test

This is a three round melee, dividing the table in half to battle one another. The fight takes place in a practice field outside the castle grounds, on what will one day be the training field; a large circle, about fifty feet across, marks the boundaries. The PCs begin about twenty feet from one another. The rules require the PCs to only make melee attacks against one other and to eschew magic, kiho, or mystical tattoos. (This is not an exhaustive list. The point is to test weapons skill only.) The PCs are issued weapons specifically for this test, which they are informed are temporary nemuranai; the weapons will not drop a PC below Down. The battle will last a maximum of 3 Rounds.

Before the battle begins, each PC's weapon takes one of the following forms (determined randomly for each PC): 1 – katana, 2 – yari, 3 – tetsubo, 4 – kusarigama, 5 – bo staff, 6 – kama (paired), 7 – naginata, 8 – tanto (paired), 9 – tessen, 10 – hand wraps (use jujitsu). In the Reactions Stage, the weapons magically change shape; reroll for the next Round.

Scoring:

Making a successful attack with more than one kind of weapon: Kobe +1, Seizoku +1

Dropping an opponent to Down (cumulative per opponent): Kobe +1, Sukune +1

Being knocked to Down or forced out of the ring: Kobe -1, Seizoku -1, Sukune -1

Using magic, making Ranged Attacks, or using non-melee actions to penalize or drive out a foe (cumulative per instance): Hanashi +1, Seizoku +1, Kobe -1, Sezaru -1

Note that a PC knocked to Down or forced out of the ring is still considered to have completed the test.

Hanashi's Test

This test takes place in a finely-appointed set of private chambers, likely one intended for a highly-ranked servant of Hanashi herself when the castle is fully completed. Hanashi has recruited three Owl samurai for her test, and they await the PCs in the chambers.

Hanashi has told each of these three samurai a different piece of information, secrets of Imperial history that could potentially be used to gain a skilled courtier special access to the Imperial Court, and Hanashi wants the PCs to learn the pieces of information from them. Hanashi has told the samurai she chose that she appreciates their “discretion” with regard to the information she told them, but has not specifically forbidden them to share it; at the same time, all three recognize that the more people who possess the knowledge they were given, the less value it has. All three also see their selection by Hanashi for this test as an indication that they have already received her favor, and they are not sure whether her favor might shift should they betray her confidence.

One is an ex-Mantis bushi (Yoritomo Sufu) with 4k2 Intimidation, 3k2 Etiquette and the Greedy Disadvantage; the next is an ex-Crane shugenja (Asahina Miero) with 6k3 Sincerity, 6k3 Etiquette and both Soft-Hearted and Jealousy (Miero got into a confrontation with Sufu on the trip from the capital over a trifling dispute that neither now remembers, and Sufu intimidated Miero into backing down, causing the latter to lose face); the last is an ex-Scorpion bushi (Shosuro Suru) with 6k3 Sincerity, 6k3 Etiquette and both Insensitive and Lechery (Suru responds to attractive individuals of both genders). The PCs may proceed with attempting to gain the pieces of information in any way they like (although they would be wise to remember that attacking another Owl is effectively a death sentence unless the other party agrees).

Scoring:

Getting a piece of information (cumulative per piece): Hanashi +1, Seizoku +1

Making at least one specific use of a Disadvantage in a successful gambit to gain information: Hanashi +1

Using a Low Skill to try to gain information (cumulative per roll): Kobe -1

Acquiring at least one piece of information without directly interacting with any target: Kobe +1

Using magic to gain at least one piece of information: Sezaru +1, Kobe -1

Failing a gambit to acquire a piece of information: Hanashi -1, Seizoku -1

Not participating in the attempts at all: Sukune +1, Hanashi -1

Seizoku's Test

This test takes place in the main court itself. Three groups are running this test at once, and three other groups are merely present in the court. (There are a total of 36 people in the court room, consequently.) On the dais on the far side of the room from the entrance, there

is a table, and a letter rests on the table. The PCs have been told to acquire the letter without anyone noticing they have done so. There are two other letters – one in a side alcove, resting atop a pedestal that also holds a painted vase, and the other beneath a go table placed on the opposite wall; the PCs are told to watch to see if anyone takes either one of them. Should the PCs provoke a resisted Perception Roll (such as by using Stealth), the rest of the room rolls a total of $4k2+10$. During the court, twice per other letter, at least one PC must succeed at an **Investigation / Perception** roll, TN 25, or one of the letters is stolen. (This is true even if the PCs choose to take the other letters and keep them on their person.) If any are needed, Resisted Social rolls roll $5k2$.

Scoring:

Successfully acquiring the letter without being recognized as doing so: Hanashi +1, Seizoku +1

Using Social Rolls to facilitate the acquisition of the letter: Hanashi +1, Seizoku +1

Using a martial approach to facilitate the acquisition of the letter: Kobe +1, Seizoku +1, Hanashi -1, Sezaru -1

Using Stealth or Sleight of Hand to acquire the letter – Seizoku +1

Using magic to acquire the letter or to identify one of the other groups taking a letter – Sezaru +1, Seizoku +1

Observing one of the other groups taking a letter (cumulative per letter): Seizoku +1, Kobe +1

Failing to observe one of the other letters being taken (cumulative per letter): Seizoku -1, Kobe -1, Hanashi -1

Acting either entirely on their own to acquire the letter or not participating in the attempt at all – Sukune +1, Hanashi -1, Seizoku -1

Sukune's Test

...doesn't exist. He learns what he needs from the other tests.

Final Scoring:

A PC will be offered fealty by any daimyo with a net score of +2 or higher. In addition, Sezaru offers fealty to any shugenja or monk (as per the tags on their school), Kobe to any bushi, Hanashi to any courtier and Seizoku to any ninja. The Sukune will offer any True Ronin with no School fealty; he also offers it to any nonhuman character who is not concealing what they are (such as hengeyokai with the Shapeshifter Penalty that prevents from them revealing their true name or nature). That means most nonhuman characters are guaranteed two offers: one from The Sukune based on race, and one from another daimyo based on School. Unless the PC has a score greater than +2 for the daimyo (including because

they are being offered fealty due to School or race), they will be offered a position of Status 1.0. For every point of score over +2, the PC gains an additional +0.5 Status, to a maximum possible 3 Ranks of Status. So, for instance, a PC who winds up with a score of Sezaru +3 will be offered fealty by Sezaru, and if he or she accepts, will begin their time as an Owl samurai with a Status of 1.5.

Conclusion

Once the tests are complete, the family heads meet with the PCs individually for private interviews, at the end of which any offers of fealty are made. The PCs can only choose one to accept, but they face no negative consequences for passing on any offers. They do, however, only receive Status based on the opinion of the daimyo they choose; these positions are not cumulative with any Status earned through the purchase of the Social Position Advantage. Also, the players should not be told how much Status they will be given from a particular daimyo until after they have made their choice; the decision should be based on the player's desires, not mercenary Status-hunting.

When they have all made their decisions, the Owl hold a mass fealty ceremony, in which all the newly-sworn samurai formally take their oaths, gain their new names, and are granted their new Status positions. At the same time, the new Shiro no Fukurou is dedicated. At last, the Owl Clan exists as more than just a name... but what challenges still await it before the Nightmare War is over?

The End

Rewards for Completing the Adventure

At the end of the scenario, any PCs with Shadowlands Taint must make a Raw Earth roll with a TN of $5 + (5 \times \text{Taint Rank})$. If the roll fails, the PC acquires one additional point of Taint.

Experience Points

Surviving the adventure:	2XP
Good roleplaying:	+2XP
Completing Each Test:	+1XP/Test

Total Possible Experience: 8XP

Honor

None beyond those listed in the text or based on PC behaviors

Glory

None beyond those listed in the text or based on PC behaviors

Other Awards/Penalties

Status Awards based on test results as given above

Characters with Social Disadvantage (Ronin) must buy the advantage off with Experience Points unless they

choose to abandon the Owl Clan and their fellow yumemusha and remain ronin. This will prove an unusually difficult course even as compared to the typical ronin life, as they remain marked by the red aura of the yumemusha and will be associated with the Owl in the minds of the Empire whether the PC wishes it or not.

Module Tracking Sheets

None

GM Reporting

None

GM must report this information during MidWest Game Fest 2015 for it to have storyline effect

Appendix #1: Stuff

Major NPCs in the Iweko Dynasty, 1302

Crab Clan Champion Hida Ogai: One of the most powerful warriors of the Empire, Ogai has never left the Crab lands; in fact, it is rare for him to be found anywhere but in the lands south of the Wall. Under his command, vast swathes of the Shadowlands have been reclaimed from the darkness, though every li is paid for in blood.

Crane Clan Champion Doji Arisa: Though she is a capable duelist and skilled warrior, Doji Arisa has a well-earned reputation as a peacemaker in the courts of Rokugan. Like many Crane, she has friends everywhere and her clan has not been threatened with open war since she took her father's place.

Dragon Clan Champion Mirumoto Yohachi: Yohachi has never taken the field of battle in service of his clan, though it would be unusual for the Dragon to choose anything but a skilled warrior to lead their forces in the field. He is a noted philosopher, however, and his thoughts on the Tao have been published and recognized by scholars across the Empire.

Lion Clan Champion Akodo Fuyuko: A cunning and insightful tactician, Fuyuko was born to a relatively low-ranked family in the Akodo, and worked her way up through the ranks on the merit of her intellect. She has led successful engagements on all of the Lion's borders, and when the Lion Champion died without issue, she was granted his position by acclaim. An avid student of history, there is almost nothing she does not know about strategy or tactics.

Mantis Clan Champion Yoritomo Kyoshi: Kyoshi is a powerful shugenja, with years of experience as a storm rider. His force of personality eclipses his ability with the spirits, however, and many consider it fortunate that he avoids the mainland...

Phoenix Clan Champion Shiba Yamato: Yamato served as a yojimbo for the Master of Air before chosen to bear the Soul of Shiba. He acts with a firm and unshakeable loyalty to the Council, and has been noted as having a certain friction with Imperial authorities.

Scorpion Clan Champion Bayushi Oniji: The Scorpion Clan Champion is an aggressive and militant leader, ruling his clan with an iron fist. The Scorpion military has gained a great deal of exercise against enemies both within and without their lands in the last several generations, and the "Iron Flame" (as his enemies call him) pushes himself as hard as he does his troops.

Unicorn Clan Champion Shinjo Mutsuko: A wild, unfettered warrior who has sponsored a series of famous races, Mutsuko is known to love challenges of all kinds. Once, a brash Moto thought to claim her hand by besting her in a horse race; after she outrode him, she beat him to a bloody pulp. "I am your Champion, not a prize," she told the fool.

Emerald Champion Zenshin: A wave-man who rose to become an Emerald Magistrate, there are many who witnessed the last Test of the Emerald Champion who wonder how he could have prevailed. While not unskilled as a duelist, several of his opponents conceded rather than drawing steel against the experienced lawman. He has proven to be a just Emerald Champion, though many samurai have difficulty deferring to one with his background.

Jade Champion Shiba Satomi: Many whisper that Satmoi is more powerful than the Master of Fire, but her devotion to the Emperor has outweighed her sentimentality about her clan since her success at the Test of the Jade Champion six years ago. As a result, her relationship with the Phoenix is shaky, but her zeal for hunting down those who violate Imperial laws regarding spiritual matters has earned her the ear of the Emperor.

Imperial Chancellor Seppun Kumi: Seppun Kumi is a skilled courtier, though one who normally does not seek out the spotlight. She controls the Imperial Bureacracy with frightening efficiency, ensuring the stability of the realm with her wit and cunning.

Shogun Matsu Ippei: The commander of the Imperial Legions is a skilled tactician but also known as a brutal force on the battlefield. Many think that only his duty to keep the peace prevents him from marching the troops under his command against any clan or daimyo that caused him offense.

Master of Air Isawa Seseiki: The Master of Air is the most experienced member of the Elemental Council, and the de facto leader of that august body. His outgoing nature has earned the Phoenix many allies, though there are many concerned about the strife between him and the Jade Champion.