

Winds of Change

Waking Dreams: Part 1 of 3

**A 1-Round, Low-Rank Adventure for
Heroes of Rokugan: The Nightmare War**

by Michael Sander

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An invitation to celebrate at the city known as "Ryoko O-Wari by the Sea" brings the promise of untold extravagance - but at what cost?

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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 precedes 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.

Some events that occur within this module affect the storyline and may need to be reported by the Campaign Administrators. This module has an effective 'active' period which is 3 months after its release, and these events (listed at the end of the module) **MUST** be reported by the GM to the campaign administration before the end of the active period for them to take effect.

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 source book 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-Mid rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank 2.

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 1):

Doji Takara has -1 Willpower, decreasing his Argument boxes by 1 for all social conflicts, the TN for social “damage” by -5, and his defensive pools by -1kl.

The Enlightened Bear keeps low dice throughout its entire encounter.

Reduce other Skill TNs by -5 at GM discretion.

High End Party (most/all characters Rank 3):

Doji Takara has +1 Willpower, increasing his Argument boxes by 1 for all social conflicts, the TN for social “damage” by +5, and his defensive pools by +1kl.

Adventure Summary and Background

Following the Emperor's creation of the Owl Clan and the declaration of its charter, Doji Takara, the governor of the prosperous Crane city of Hayaku Mura, has issued every member of the fledgling clan an invitation to stay at the governor's mansion.

Hayaku Mura has a strange secret, however; it doesn't exist, except in the dreams of Doji Takara.

Takara was given the governorship of the infamous Umoeru Mura following the very public beating he administered to a young peasant in his service. Shortly after taking office, Takara began to focus on increasing the output of village's only real source of income: a nearby coal mine. Rubble Village doesn't have enough peasant labor to meet Takara's demands, so he forced a local Nezumi tribe to do the majority of the grueling labor by taking their Nameseeker hostage. The fortunes of the small village were beginning to slowly turn around when one of the ratlings struck something extraordinary in the mines. Diamonds.

That night, Takara dreamed of how he could rebuild Umoeru Mura into a thriving trade hub and tourist destination. The next morning, he was amazed to find his run-down provincial castle and coal-dust covered village had been replaced with a bustling city, complete with a world-class port. Only Takara seemed to be aware of the change that had overcome the reborn Hayaku Mura, and he went to bed that night determined not to question why the Fortunes had granted him this gift.

That determination crumbled the next morning, however, when he awoke to find himself back in his crumbling, soot-covered castle. Now cursing the spirits that he had praised the previous evening, he set his sights on making his dream come true in a more permanent way. Takara had his task-masters start working the nezumi slaves even harder, in a desperate attempt to find more diamonds. The next diamond extracted from the mine brought with it another fleeting trip to Tayaka's dream city, and it wasn't hard to figure out the connection. It wasn't long before the governor had accumulated a small fortune in gems, and the city of Hayaku Mura became more and more of a permanent fixture on Ningen-do.

As word spread of the riches being pulled from the earth, it attracted the notice of Rokugan's various criminal organizations, but none have been able to gain a foothold in the city for the simple reason that eventually, the interloper wakes up in Umoeru Mura, with no idea why they are there. They are then swept up by Takara's mine foreman, Yasuki Tenshin, and put to work in the coal shafts.

Every few weeks, the real world exerts itself on the city, and it fades completely from the memory of the wider world, leaving Doji Takara as the only living human who is aware of what is happening.

One of the key words there is "human." The nezumi shaman A'chek'kir passes between the Dream city and reality, allowing itself to be held captive in order to protect the remainder of the tribe. Nezumi have always had a strong connection to Yume-do, and the diamonds being brought out of the mine are strengthening that bond. Every time the world transitions from Hayaku Mura to Umoeru Mura, fewer of the ratling miners wake up, their souls remaining behind in Yume-do. With fewer nezumi to work in the mine, Takara has become even more demanding of those who remain, weakening their ability to resist the call of Tomorrow. A'chek'kir is also concerned about the diamonds themselves. Their ability to anchor aspects of a spirit realm to Ningen-do is powerful, and extremely dangerous. The shaman can only guess as to the crystal's true origin and purpose.

The other key word is "living." Among the members of Doji Takara's dream court are two yorei, Doji Reisa and Kakita Denbe. The couple have been feeding on the despair of Rubble Village for decades, slowly driving it's true inhabitants to early deaths. In the past their victims typically died due to illnesses caused by the coal-dust in the air, deep depression robbing their bodies and spirits of the ability to fight off the infection. Occasionally, the pair have been able to push their target to an even quicker end, usually at the end of a rope or the bottom of a deep

mine shaft. Takara's diamonds have changed things for the duo, giving them access to an entirely new realm, and new methods of bringing samurai to their doom.

Oh.. and then there's the bear...

Introduction

Before you begin this mod, have each PC add their Earth and Willpower, and place that many boxes or tick marks somewhere on their character sheets.

The lights of Hayaku Mura are visible on the horizon a full day before you arrive at this bustling monument to extravagance and changing fortunes. Less than a decade ago, this small mining community was a joke among the courts of Rokugan, but the discovery of diamonds hidden in the coal mines has brought prestige along with prosperity. The street leading up to the governor's mansion is lined with market stalls, tea houses, and inns; each more extravagant than the one before. A moderately sized temple to Daikoku, complete with an attached gambling hall, has been built into the cliffs facing the governor's residence.

Upon the PCs arrival to the governor's residence in Hayaku Mura, they are welcomed by the governor's hatamoto, who has a servant take their travel packs and promises to look after their mounts. Each character is also given an invitation to a dinner to be held that evening. Until then, there is plenty of time to check out all that Hayaku Mura has to offer.

The people of Hayaku Mura are polite, but the the aura surrounding the PCs makes them uneasy. After all, the last time the Empire welcomed people who glowed to stick around, the Spirit War happened.

This city makes the hair on a Nezumi's tail stand on end. There's a faint scent of Tomorrow in the air, and Nezumi PCs will be treated with even more distrust than more human PCs by the residents and businesses of Hayaku Mura. They will not be prohibited from entering any of the various establishments, but should definitely get the impression that they are not welcome. The Ronin guards at the gambling hall will keep close tabs on a Nezumi character for the duration of the PC's visit.

Rumors and Background info:

PCs may choose to make any or all of the following rolls to gain insight into the history and current state of affairs in Hayaku Mura. Characters with 2 or more ranks in the relevant skill do not need to roll, though using a Low skill still causes an honor loss, even if there is no roll.

Commerce / Awareness TN 10 (2 rank):

The diamonds coming out of the local mines are of exceptional quality, with very few flaws. Artisans who work with the stones have said the best examples seem to almost capture some of the light that passes through them, glittering brightly for a split second after entering a shadow.

Because of the city's location, there isn't much room to build, and centuries of mining have left the surrounding hills somewhat fragile, so most of the inns serving Hayaku Mura are located about two hours' travel west.

[GM: This also helps Takara keep his secret, when Reality reasserts itself.]

Courtier (Gossip) / Awareness TN 10 (2 Ranks):

Until 10 years ago, Hayaku Mura was barely a village, little more than a collection of peasant huts and shabby samurai houses, barely scraping an existence out of the mines and what little trade they could bring in from the occasional visit by the Mantis. Everything changed shortly after Doji Takara was promoted to governor of the city. From the moment the first diamond was found in the mine, Takara has put every cent earned from their sale into rebuilding Hayaku Mura, and promoting it as an important trade hub and entertainment destination.

TN 20 (3 ranks): Doji Takara was originally sent to Hayaku Mura a decade ago, after a violent outburst during the winter court at Kyuden Doji. Rumor has it Takara struck a servant for breaking a teapot, hitting her with enough force to break her jaw. In the middle of court. In front of the Clan Champion. Some rumors say that the girl only dropped the pot because he accidentally caught her sleeve while trying to grope her as she passed. He accepted responsibility for injuring the servant, but denies ever attempting to touch her.

Lore: History / Intelligence TN 10 (2 ranks):

This village was originally called Hayaku Mura, but it eventually came to be known as Umoeru Mura, or Rubble Village, due to the large slag heaps that surrounded the city, and because the dreams of those unlucky souls who were exiled here would eventually crumble to dust. For much of its history, this village was used as a hiding place for political embarrassments that weren't worthy of an honorable death.

TN 25 (3 ranks) or Lore: Nezumi TN 10 (2 ranks):

The majority of the mine workers are from a Nezumi tribe that settled in the area following a schism with the Last Tribe. A PC who uncovers this rumor and wishes to know more should roll **Courtier (Gossip) / Awareness**

TN 20 will hear whispers that Takara has taken the tribe's shaman as a hostage in order to guarantee their labor.

Lore: Underworld / Awareness TN 20 (2 ranks), PC loses 2 points of honor:

For a city built on precious gems and gambling, there is very little "underworld" to speak of. Any one caught committing a crime in the city is sent to work in the mines, and anyone caught trying to escape the mines is executed.

TN 25 (3 ranks): Several "outside interests" have tried to get a foothold in the city, but so far Takara has been able to use the promise of untold riches to turn many of them to his purposes. Those he can't bribe into joining him eventually find themselves headed to the mines. [This part is untrue. They *all* get sent to the mines.]

Things to do in the city:

The Diamond Market - There are several small shops lining one of the short streets branching off of the city's main thoroughfare, each of them selling diamond jewelry and accessories. Most of the items on display are well out of the price range of the average samurai, but they are gorgeous. Security is reasonably tight in this part of town, with three pairs of guards patrolling up and down the street, and several others placed at strategic locations.

The vendors are friendly and respectful, though they clearly don't expect to make a sale. The diamond studded combs, rings, and assorted jewelry are exquisite, and displayed so that they sparkle like tiny flames in the afternoon sun.

Determining an approximate value range for jewelry requires a roll of **Commerce (Appraisal) / Perception TN 20**. Success leads the PC to believe the items to range in price from 5 koku to much, much higher.

A roll of **35** or better on the Appraisal check reveals something else: These are pretty normal diamonds. Beautiful, and nearly flawless, it's true, but there does not seem to be any mystic light-capturing effect, contrary to the rumors they may have heard earlier.

Shrine to Daikoku - In addition to Daikoku's traditional role as the Fortune of Wealth, his temples often draw supplicants who pray for his blessings at the dice tables. As such, Daikoku's shrine in Hayaku Mura has a large gambling hall built alongside it. While gambling for personal gain is still frowned upon in Rokugani society, losing is sometimes seen as an act of charity, especially when the money goes back to the shrine where it is redistributed to the less fortunate.

Daikoku's Shrine is the center of Hayaku Mura's nightlife, but a number of pilgrims are present all day. Chou, the abbess of the shrine, is a kind-eyed woman who carries herself with the same grace she held during her decades in the courts. She smiles and greets every supplicant who enters the shrine, offering each of them a strip of ornamented paper for writing down their prayers as they pass.

PCs are welcome to write down their prayers to Daikoku if they wish.

If any of the PCs choose to enter gambling hall, they are greeted by a finely dressed peasant girl and lead to a table featuring the game of their choice. Fortunes and Winds is the most common, but there are a few games of Go or Shogi that have attracted the attention of Samurai placing bets on their outcomes.

PCs who wish to bet on a game or try their luck at the dice tables are welcome to wager any amount they wish, though anything more than a koku is seen as boastful, or a waste of their lord's resources, and will bring a minor honor loss. The PCs should also declare whether or not they are playing for keeps, or if they will be donating their winnings to the shrine prior to making any bets. Assign the appropriate honor loss to PCs who intend to keep their winnings.

The house does not allow customers to play at the feature tables, but players who wish to place bets on a game of Go or Shogi should roll **Games: Go/Shogi / Awareness** against the following table, with the House accepting wagers of up to 3:1 in favor of a particular NPC:

Go: Aito the Ronin vs Kakita Denbe

TN 15: The ronin is clearly outmatched by the keen skill of the Clan samurai.

TN 25: The Kakita is confident of his impending victory.

TN 35: The Ronin is using Shoji's Gambit, and will win the game in 5 turns.

Shogi: Kitsuki Haruhei vs Agasha Ken

TN 15: This match is very close. It will come down the first player to make a mistake. No clear winner yet.

TN 25: Agasha Ken made a mistake two moves ago, but Haruhei does not appear to have noticed it. As long as this holds, the Phoenix should win.

TN 35: Haruhei did notice the mistake, and is setting the Phoenix for a loss that will highlight the error, compounding the pain of a loss with public humiliation.

TN40: In order for Haruhei's strategy to work, he needs a piece that was captured several turns ago, but he has apparently forgotten about it. The Kitsuki will be forced to resign the game once he notices.

Fortunes and Winds:

Abstracted rules: Playing PCs may buy into the game with 1 bu. Each playing PC and the GM rolls 1d10 simultaneously, without revealing the result to the other players. A PC may use Luck to re-roll. If only one PC is present/playing, the GM should roll results for up to two random NPCs. The highest roll wins, though a result of 4 is an automatic loss, and the House takes half the pot if the winning roll is an 8. If the House has the high roll of 8, the pot is split among the playing PCs.

Once per module, while in the gambling hall, a PC should roll **Investigation (Notice) / Perception TN 20**. This is a sight-based check. Successful PCs catch a brief glimpse of a woman in the crowd.

You feel as though someone is watching you, and you glance up to see someone standing at one of the dice tables, looking your way with an amused smile. At first, you think it's Sezaru, except it's a woman. She could be the Wolf's twin, though instead of white hair, hers is raven-black with white streaks at the temples, brushed back over each ear. As your eyes meet, a drunken ronin steps between you, belching loudly, and when you look back, the woman is gone.

Diamond Blossom Tea House - This is a very typical example of the tea houses of Hayaku Mura - luxurious, even by Crane standards. As a matter of fact, the layout and construction of the Diamond Blossom is almost exactly the same as most of the other Tea Houses in the city, and a curious PC who rolls Engineering / Intelligence TN 20 can easily determine that they were all very recently built using the exact same floor plan, with only small variations in decor and service separating one from another. This is likely due to the speed in which the city has grown in recent years. The Diamond Blossom carries a wide variety of high-end teas, but what truly sets it apart from its competition is a young woman named Doji Reisa who performs here several days a week. One of the patrons on the first afternoon is Yasuki Tenshin, catching Reisa's performance before dinner on the first day.

If any PCs stay for her show, she plays a very traditional melody on her biwa, followed by another song performed on the flute. When she finishes, Reisa will approach the PCs table, followed by Tenshin.

"Good afternoon, samurai. This is Yasuki Tenshin, and I am Doji Resai. Tenshin is here at Doji Takara-sama's request, helping in the expansion of the mines nearby, while I offer my humble talents entertaining my lord's guests. Can I expect we'll be seeing you at dinner this evening?"

She will follow up this question with polite small talk, while Tenshin sits nearby, quietly sipping from a sake bottle. Reisa is an attractive woman, and will respond to flirtatious characters with an amused shyness, but the powerfully built Yasuki will clear his throat loudly and offer an intense glare to anyone who oversteps proper etiquette.

After the social obligations are met, Tenshin will set the bottle down and stand, stepping to Reisa's side and extends a hand. *"Come, Reisa-san." the Yasuki says as he steps to the Doji's side and extends a hand. "It is time to return to the mansion."*

"You are correct, of course, Tenshin-san," the Crane responds, allowing the Crab to help her rise. "We should prepare ourselves for this evening's festivities. I look forward to seeing you again, samas."

If any of the PCs initiated a flirtation with Reisa, she offers that character a shy smile as she is lead outside.

Dusty Cup Sake House - Built into the side of a hill, this dingy bar is one of the few original buildings still standing, a reminder to the newly affluent city of it's humble past. The majority of the clientele these days consists of poor Ronin and peasant servants, though an elderly Crane courtier sits at a table near the back wall, slowly emptying what appears to be his second bottle of sake.

Interested PCs may roll **Lore: Heraldry/Intelligence TN 10** to recognize the old man's school mon as being a variant of the Kakita Artisan School. **TN 20** reveals this to be the mon the Kakita Jester school.

The old man doesn't look up when you enter, but will offer a grunt and a nod if the PCs ask if they can join him. If asked for his name, he sighs heavily before responding. *"Kakita Jurobei. Pleased to be met. Now sit down and be quiet so I can hear."*

If the PC does as he asks, they will soon be able to pick out the sounds of someone playing the biwa coming from one of the nearby buildings (This is Doji Reisa's performance from the Diamond Blossom). When the music stops, Jurobei sighs once again, though this time it carries a wistful quality in place of annoyance.

"Forgive my rudeness, samas." The old man apologizes as he uses the tattered sleeve of his kimono to clear the dust from his eyes. "The air carries a memory in the afternoons, and at my age, I need all the help remembering - and then forgetting - that I can get." Jurobei allows himself a small smile as he brings the sake cup to his lips.

Jurobei will engage in small talk for a time, answering questions about the city as best he can (refer to Rumors for anything relevant).

If asked specifically about what the music made him remember, he sighs once more and responds cryptically, staring out the sake house door ***"Something that is not my place to remember. A melody that used to haunt my dreams, but now I am reminded of her every day."***

A PC who follows his gaze will catch glimpse of a young Doji woman walking towards the governor's mansion with a large man dressed in Crab colors

If a PC is bold enough to ask why he has not retired, he responds, ***"I'll stop laughing at the world when the joke starts being funny."***

Eventually, Jurobei will become tired of company, and he bids the PCs farewell, rising shakily with the help of a cane and shuffling towards the door.

Other activities: There are other ways of entertaining oneself in Hayaku Mura, including several geisha houses and smaller gambling establishments. All are well appointed, but nothing about them really stands out. If a PC chooses to visit more than one of these locations, they should get the same feeling of.. sameness ..described in the Diamond Blossom tea house.

Part One: A Multifaceted Meal

After the PCs have had time to explore the city, they should be reminded that they are expected at the Governor's house for dinner.

Ronin and Ratling PCs have been given rooms nearer to the servants quarters, but they are still far better accommodations than either group may be used to.

Doji Takara's residence is truly magnificent, rivaling even the Crane Champion's castle. After being lead on a brief tour of the mansion, you are taken to your individual quarters. Inside your rooms, you find not only your finest kimono already laid out, but another, finer set of court clothes in the Owl Clan colors laid out next to it, along with a servant to assist you in dressing for dinner.

This is obviously intended as a gift from the governor, with the servant acting as proxy for Takara. It is possible for the PC to accept the gift, but still wear their own clothes, but it will result in a +5 TN penalty on that character's interactions with Takara during dinner.

Example First offer: ***"You are welcome to dress as you wish, sama. Lord Doji-sama merely wishes to assist you in feeling comfortable at dinner."***

Example Second offer: ***"The master's seamstresses worked very quickly to alter these kimono to match the fit of your own, so they really can't be worn by anyone else. Please accept the gifts of their labor, and I am sure they will understand if you choose not to wear them."***

Adjust the offers to match the PC refusals as best as possible, but the second refusal should be a bit more passive-aggressive.

A third refusal to accept the gift - which is not the same as refusing to wear it - will be reported back to the governor, and the PC will have a +10 TN penalties to their interactions with Takara for the remainder of the mod.

Upon entering the dining room, you are led to your assigned seat. Several other samurai, mostly Crane, are in attendance, and all are impeccably dressed, except for a monk from the Togashi family, who is wearing a much simpler outfit. The table is laid out with fresh fruit and small pastries served in silver dishes surrounding an astonishingly large uncut diamond at the table's center.

The PCs are seated randomly, for the most part, save for any Nezumi. Ratlings are seated near the foot of the table, with an unusual amount of space between them and the nearest guest, Togashi Semasu. Before the first course is served, Takara enters the dining chamber and offers a brief welcome before taking his place at the head of the table.

"Thank you for accepting my invitation, Owl-sans, and welcome to Hayaku Mura. Your sacrifices have been great, but I hope your time relaxing in my home will help you feel welcome in your new home. Please, enjoy." Takara concludes, indicating the bounty spread out before you.

The diamond centerpiece is the size of a large Crab's fist, and glows in the light of the setting sun, despite having been left in its natural state. As the sun passes below the mountains, the stone will continue glowing with the light from the lamps in the room.

Contrary to what a Nezumi player might expect, this particular 'shiny' smells like a big-big pile of Tomorrow. A Nezumi shaman finds very little Name in it, however. It is pretty, for whatever that is worth.

NPCs At the Table:

Doji Takara - Governor. Heavy-set, with several large rings on each hand and diamond studs in each ear. He seems generally friendly, but rumors suggest he has a quick temper. During dinner, he will talk-up the many opportunities for trade and entertainment in the city, focusing of course on the ports for one and the many high-class night spots for the other.

Doji Reisa - Musician. When she isn't performing at the Diamond Blossom tea house, Reisa can be found entertaining Takara's and his guests during their commercial negotiations. She is seated next to Yasuki Tenshin, and it is clear that they share a bond. It is also clear that this does not keep the young woman from exchanging mild flirtations with other samurai.

Kakita Denbe - Gambler/Courtier. PCs who visited the gambling hall at Daikoku's Shrine may have seen him playing Go against a Ronin. He is handsome and well-mannered, redirecting conversations about his gambling habits to subjects that are more interest to Asahina Marise.

Yasuki Tenshin - Mine Foreman. This powerfully built Crab looks as though he may burst the seams of his kimono if he took a deep breath. He becomes deeply interested in any conversation that Reisa has with a PC, and will find ways to make sure that flirting with the beautiful girl is a bad idea. Nezumi and other obviously inhuman characters who attempt to engage him in conversation will be quickly passed off on Asahina Marise

Asahina Marise - Gentle yet confident court shugenja. She speaks quietly, preferring one-on-one conversations over shouting across the table. She is very concerned with how the non-human samurai are adapting to life in the Empire, and making sure they are treated well. She also takes an interest in how non-humans are treated in the PCs' home Empires, and how that differs from the one they find themselves in now.

Togashi Semasu - Semasu is in his late 30s, and bears a tattoo of the quarter-moon on the back of his shaven head. In the course of conversation with the monk, he will make a reference to his experiences in a past life, framing his wisdom with things like, *"During my life as a peasant..."* or, *"On the day I became a mayfly..."*

After each course, a Nezumi comes and takes away the dirty plates. Its fur is dark brown, with a white blaze running from its snout, between the eyes to the base of its skull. A Nezumi PC will be able to hear a subsonic clicking from this ratling - an invitation to seek her out tomorrow.

Once the last course has been served and it becomes apparent that the conversation is winding down, the young Asahina shugenja stands and bows deeply to Doji Takara.

"E... forgive me for bringing this up now, Doji-sama," Marise begins hesitantly, "but I am reminded by the presence of your guests that our wise Emperor has raised some of the Nezumi to the ranks of the samurai, and wonder if those who work in your mines are worthy of more respect than they have been given up to now."

As Takara's eyes grow dark and his face begins to redden, Kakita Denbe reaches out a hand to Marise, saying, "Please, Marise-san, sit-"

"No, I will not sit. In fact, seeing their shaman reduced to a kitchen servant tonight has forced me to stand on her behalf. Once more, Takara-sama, I request that you release A'Chek'Kir to her people, and find a new source of labor for your mines."

At this, Yasuki Tenshin rises to his feet in opposition. "A new source of labor? Your gentle spirit has clouded your mind, Asahina-san. Who would you have us send to their deaths? The rats are the safest option we have for the deep shafts where the diamonds are found. They can survive the cold and the damp far better than a peasant miner could, and don't require lamps to see in the dark. Would you prefer to put the lives of scores of people at risk in order to preserve the dignity of a single rat? Tell me you have a safer alternative for all of our workers, and I will support your request, priest."

The back and forth has clearly angered Takara, whose fists are clenched so tightly that his rings look as though they could snap at any moment. *"Since you have seen fit to embarrass me in front of my guests, Asahina, I will hear what they have to say on the matter before I decide whether or not to expel you from my sight."*

Asahina Marise and Yasuki Tenshin both pass their gazes around the table, looking to see who may be interested in supporting them.

What follows is essentially social combat. Each PC will have a chance to put forward an Argument in favor of one side or another. If Takara sees the value in what the PC says, the Argument is successful, meaning that Takara is one step closer to seeing things in favor of the side that the PC is backing.

Mechanics:

The acting PC verbalizes their position, then rolls the [Appropriate Social Skill] / Awareness vs the opponent's Etiquette / Willpower. If the PC succeeds,

they roll **Sincerity / Awareness** vs the target's **Willpower X 5**. Meeting the TN results in a successful argument, and every increment of 10 above the TN results in an addition success.

Example: In the initial exchange of words, Asahina Marise attempts to sway Doji Takara to see her point of view, and rolls **Courtier (Manipulation) / Awareness** vs Takara's **Etiquette / Willpower**. She barely squeaks by, and then rolls **Sincerity/Awareness TN 15** (Takara has a Willpower of 3) with a result of 23. She makes a compelling argument, but Yasuki Tenshin makes a compelling counter-argument, returning Takara to his original position in favor of keeping the Nezumi shaman as hostage.

Possible Social skills: Commerce, Courtier, Etiquette, Intimidation [Low], Lore: Bushido, Lore: History, and Sincerity (Honesty/Deceit [Low]). Using a Low skill as the basis for the argument grants the bonus to their Social Defense Roll equal to their Honor.

In this instance, Takara has Etiquette 5, Willpower 3, and starts with 6 points in favor of keeping A'Chek'Kir as a hostage and maintaining the status quo.

Each PC has a chance to make a single argument in favor of either Asahina Marise's or Yasuki Tenshin's position. Because of Takara's prejudice against them, a Nezumi PC who attempts to argue for A'Chek'Kir's freedom will be rolling with a +10 TN penalty to each roll.

If no PC sides with one of the NPCs, then Kakita Denbe or Doji Reisa will speak in favor of their respective companions, using the following arguments:

Kakita Denbe - *"My lord Takara-sama, perhaps there is a way to convince the nezumi to continue their work in the mines without the need to keep their spiritual leader as a hostage? You have amassed a great deal of wealth on behalf of the Crane. Surely the clan would agree to using a small portion of that wealth to reward the nezumi for their work?"* - This will count as 1 success on behalf of Asahina Marise.

Doji Reisa - *"To suggest that the comfort of a single Ratling is of higher import than the lives of the people that we are duty-bound to protect is ludicrous. If holding A'Chek'Kir here helps to assure its followers continue to keep our peasants out of danger, then so be it."* - This will count as 2 successes for Yasuki Tenshin

If the PCs supporting Marise are able to accumulate 6 or more successes, Takara will see the danger in having his guests return home and spread word of how he treats the Nezumi. He offers the following compromise.

"Very well, Asahina-san. I agree to enter into talks with the Ratlings, though the shaman will remain as my guest until we reach an agreement."

If the PCs accumulate fewer than 6 successes, Takara still sees the value in appearing to be compassionate, but is unwilling to treat the Nezumi as anything more than eta.

"I simply don't see the value in negotiating with those.. creatures. What I can agree to is the need to improve their living conditions so that they are able to perform at their best, so I will let their priest visit them twice a week so that it can report back on their ability to work."

In either result, Asahina Marise will try to press her case once more

"But-" "No!" Tenshin barks, cutting off Marise's attempt to continue the argument. "You heard Takara-sama's decision. You may not be happy that the rat will remain in its cage, but I must resign myself to the idea that these animals are being treated like people - a task that I will begin somewhere other than here. Thank you, Takara-sama, for the wonderful meal." The Crab bows respectfully to the governor before striding purposefully from the room.

An uncomfortable silence settles over the table as Doji Reisa follows the Yasuki, and it is only broken when Togashi Semasu looks up from a bowl of honeyed plums and says, brightly, "I was a bear, once."

At that, Doji Takara will excuse himself. The PCs are free to spend the remainder of the evening as they see fit, though nothing much of interest occurs out on the town. Players visiting the gambling halls or tea houses will find situations similar to what was described earlier, though none of the NPCs from dinner will be out on the town.

After all the PCs have settled into their apartments for the night, a dramatic change occurs at dawn the next day.

Part Two: In the Rough

You wake up just before dawn, coughing, with the harsh taste of soot on your tongue. As you look around the dingy room you find yourself in, it is abundantly clear that you are no longer in Doji Takara's mansion. Instead of the elegant silk wall-hangings and fine screens, the walls are bare stone, and the floor creaks uncertainly as you move towards the rickety dressing table leaning against one wall. A thin layer of coal dust coats everything in the room, including you and your belongings. There is no sign of the formal kimono you

were offered last night, but your own clothes are folded neatly under a linen sheet at the foot of the dusty sleeping mat you woke up on.

Noises from outside your room would seem to indicate that you aren't alone in your confusion.

Ratling PCs find something else resting at the foot of their bed: a Tchr stick. It's not large enough for a great amount of detail, but simply carries the feeling of loneliness that comes from being separated from the warren, and the desire to be found.

If no Nezumi PCs are present, the PC who was most active in defending Asahina Marise also notices something out of the ordinary before leaving the room: a crude message has been written on the sliding door using soot, followed by a number of hatch marks.

"Come find. Tell story."

The PC can attempt rolling **Hunting (Tracking) / Perception TN 20** to locate any foot- or paw-prints leaving the room. If successful, they are able to locate a series of faint marks along the side of the hallway, presumably leading towards the servant's quarters. **TN 30** determines the train is intentionally difficult to find, and appear to have been made with the creature's tail.

As soon as all the PCs have left their quarters:

"Ah, good! You're awake." a cheerful Doji Takara says from the end of the hall. "I apologize again for the humble accommodations, but hopefully our negotiations today will begin the process of bringing out the true potential of Umoeru Mura, yes? I'll take you on a tour of the mines later this morning, and then we can begin our discussion. Until then, explore my city at your leisure. And, please, don't focus solely on what you see, but think about the possibilities! She is, after all, an uncut diamond."

A curious PC may take this opportunity to ask Takara what in Jigoku is going on. The governor seems confused by the question, and offers the following explanation:

"Well, as you are we certainly aware, you have been sent as representatives of the Owl clan to negotiate for the right to aid in the creation of a new trade port here in Umoeru Mura. My masters in the Crane have left to my discretion the matter of which clans may become patrons of the businesses that are sure to prosper once the port is rebuilt and the mines are updated. The Owl are not only a new clan, but you and your cousins are new to this Empire, and I believe you are most in need of opportunities like this."

If a PC brings up the events of last night, Takara stifles an embarrassed laugh. *"My dear, dear friends. I warned you about the spirits offered by the Dusty Cup! They have a habit of using water from a spring near the mines to thin out the sochu, and who knows what could be in that! I do like the fact that your drunken dreams seem to mirror my sober ones, however. It bodes well for our future cooperation!"*

Cautious PCs may decide that Takara knows more about what's going on than he's saying, and they will need to attempt a contested roll of **Investigation (Interrogation) / Awareness** against Doji Takara's **Sincerity (Deceit) / Awareness (8k3+5)**. Beating Takara's roll reveals that the Crane is hiding something, but the reasons for you being invited to Umoeru Mura are mostly true. Exceeding the roll by 20 more reveals that his story is almost entirely suspect. If pressed on what he may be hiding, the governor sighs and rubs his temple before speaking. *"I'm sorry for not being entirely honest with you, samurai, but I thought that if you knew that I was acting without the consent of my Clan, you would not be willing to speak with me any further. I humbly ask that you at least allow me to show you the work we've already accomplished in streamlining the mining operations after finding diamonds in one of the deep shafts. It is that operation that will fund the port renovation project."*

The player may roll again to see if Takara is still lying, but this explanation is true. Should a PC press the matter further, Takara will become indignant, and demanding satisfaction for having his honor so soundly questioned, even after explaining his lack of honesty. He will request a duel, but will have to petition his lord for the assistance of a Crane swordsman to act as his champion, as there are no duelists currently assigned to Umoeru Mura. It will take up to a week for one to arrive.

After attempting to answer or deflect the PCs questions, Doji Takara will excuse himself, citing a need to prepare for the afternoon's negotiations.

Things to do in Umoeru Mura:

Nothing. There's nothing to do here.

The only places that may hold even the slightest interest are the Dusty Cup, the village's only Tea/Sake house, and a shrine to Jizo, the Fortune of Mercy that has been built in what was once a samurai residence. The PCs may also try to seek out A'Chek'Kir.

It's still very early, and only a few peasants can be seen outside of their homes. The only sounds of life that can

heard come from the direction of the mines, where the occasional shouts of a foreman can be heard echoing back through the valley.

The Dusty Cup

A heavy linen curtain acts as the door for this run down building, and the pair of peasant seated near the door make a hasty departure when you enter, nearly tripping over an old biwa propped against the wall nearby. Other than the hunched peasant behind the counter, the only person here is an elderly man in a soot-stained blue kimono, sitting at a table in the back, staring into an empty cup.

PCs who met Kakita Jurobei last night will recognize him right way, though this man seems years older, somehow.

A PC who buys the old-timer a drink will earn a toothless smile, and friend for life - or until the bottle is empty. Looking at the man, it's hard to say which would be longer.

The sake is cold, but coal dust gets everywhere, and black particles gradually settle to the bottom of the bottle. It takes a skilled drinker indeed to finish a bottle without getting a mouthful of grit.

Whether or not a PC approaches him, he eventually stands and walks towards the door, stopping to look at the ancient biwa.

"Do you play?" Jurobei asks.

Regardless of the PCs response, the old man begins humming softly to himself, and then starts singing. It's a haunting yet beautiful song about a man who wishes to marry one of his lord's daughters, but she is betrothed to another man. In a fit of jealousy, the love-lorn man kills the woman, and then hangs himself in shame, leaving the other samurai to mourn the deaths of both his fiance and best friend.

PCs who were at either the Diamond Blossom or the Dirty Cup on the previous day will recognize this as the same song that Doji Reisa performed before dinner.

Should a PC ask about the song, Jurobei responds sadly, *"I still hear her in my dreams."*

Talking to the old Kakita is difficult, but eventually a patient character can learn to following information about Kakita Jurobei and the village of Umoeru Mura:

Courtier (Manipulation) / Awareness TN 20 (3 ranks)

- About ten years ago, Doji Takara was sent here after

beating a servant in open court when she complained about the man's unwanted advances. Since then, Takara has been a passable governor, and looks to be trying to reclaim his former station by rejuvenating Umoeru Mura. The recent discovery of diamonds in the coal mine can only help speed his ability to do so.

Courtier (Manipulation) / Awareness TN 35 (5 Ranks)

- Jurobei was sent here 50 years ago, after failing to defend his lord's daughter. He has not retired because his lord commanded him to spend each of his remaining years serving the clan here.

After about an hour, a large man dressed only in black hakama arrives. He introduces himself as Daigotsu Tenshin and declares that he is here to inform you that Takara is ready to show off his mine. The mon of the Spider Clan is tattooed on the left side of his chest.

Daigotsu Tenshin is not quite as imposing in the real world as Yasuki Tenshin is in his dreams. A scraggly beard appears to have fallen onto his face rather than sprouting from it, and he has the beginnings of what could become a very impressive booze gut.

IMPORTANT NOTE: The PC should be made aware that this is the first time they have met a member of the Spider Clan from *this* reality. Until this morning, the only samurai in the Empire who were members of this clan came here from other dreams. Daigotsu Tenshin does not bear the tell-tale red glow that the PCs have, meaning that he is native to this reality.

Shrine to Jizo

The building that now houses a shrine to the Fortune of Mercy was clearly a samurai home at one time. The front wall has been removed and the kitchen has been converted into an apartment for the shrine's caretaker, an elderly woman simply named Ga. The monk introduces herself with a bow, and asks how she may be of service.

Ga will help a PC offer a prayer to Jizo by leading them through a series of meditative koans.

Looking around the shrine, two things stand out. In one of the back corners rests a well-worn block of wood with a go board carved into its surface. The other interesting thing is actually behind the wooden statue of Jizo that sits in center of the room. Carved into the back of the statue is another figure. **Lore: Theology (Fortunes) / Intelligence TN 15 (2 ranks)** reveals this hidden figure to be an image of Nagiroko-to, the fortune of compassion and forgiveness. The wooden floor board on this side of the statue bears two indentations that are

worn smooth where someone has been kneeling regularly.

If asked about this aspect of the shrine, Ga explains that Jizo asks us to be merciful to others, while Nagiroko-to reminds us to be merciful to ourselves. *"Those who are sent to Umoeru Mura to be forgotten often need this reminder."*

If asked about the Go board, she reveals that it was donated to the shrine by the old jester, Kakita Jurobei. He comes by for a game every now and then, when he hasn't fallen too deeply into his cups.

After about an hour, a young woman in shugenja robes arrives at the shrine. She offers a quiet apology for interrupting your meditations before introducing herself. "I am Asahina Marise, and Lord Takara-sama sent me to ask if you would please return to his residence so that he can take you on a tour of the mine," she reports, tucking a stray strand of hair behind her ear. Avoiding your eyes, she continues, "There is no rush, I don't think. I mean, he didn't say you had to be there right away. He doesn't like to wait, though. I'll let him know you're coming. You are coming, right?"

This version of Marise doesn't seem nearly as confident as the one who challenged her daimyo over dinner last night. She walks with her head bowed, and doesn't speak unless spoken to directly.

Seeking A'Chek'Kir

A Nezumi PC can seek out A'Chek'Kir by simply following her scent, but a human PC will need to roll **Hunting (Tracking) / Perception TN 15 (2 ranks)** to follow the shaman's trail.

It soon becomes apparent that the trail leads to the servants quarters. A pair of ashigaru guards sit near the door to the kitchen, eating their breakfast and talking. They scramble to rise as you approach, but don't actually make a move to stop you. "Enjoy your breakfast, samas," one says as you pass.

Even the guards here are bad at their jobs. It's a wonder no one has tried to invade the place.

"Where are you going?" one of the cooks ask as you open the door to the sleeping quarters. There is a series of small hatch marks scratched into the frame of the door.

It really doesn't matter how the PC responds. These are peasants; they won't try to stop anyone.

At the far end of the next room is another door, which reveals the white-nosed nezumi from last night's dinner.

"You are here. Good-good. You remember, yes? The shiny village. The lights? The Tomorrow stones? I am A'Chek'Kir, of Waiting Over Here Tribe."

As you enter the room, A'Chek'Kir's eyes widen at the sight of the red aura surrounding you, then she sighs and shakes her head. "All wrong. Names are all wrong. Never-ever trust a wolf to do Nezumi work."

"Come. Ask. I will tell you, even if Names wrong."

PCs may roll **Lore: History (Nezumi) / Intelligence TN 20** to recall that there was a tribe of Nezumi that called itself Those Who Wait, made up of most of the Nezumi that survived the Battle of Tomorrow. They eventually joined up with other survivors to create the Last Tribe, living on the fringes of Rokugani society. Apparently, in the decades following Tomorrow, there has been some splintering among the Nezumi once again.

The shaman will answer questions to the best of her ability.

What's going on?

"Yesterday, digger find Tomorrow stone - big shiny diamond - in black rocks. Tomorrow stone take blue Crane Takara to Dream place, where Nezumi fight Tomorrow. In dream place, Takara chief of great-great warren, instead of dirty-dusty warren."

[Translation Begins]

At some point in the past, a miner found a large diamond in the coal deposit. That night, Doji Takara was transported to a dream version of Hayaku Mura in Yumedo, where he was in charge of a bustling city instead of a soot-covered backwater. Takara woke up from his dream, and began putting plans into motion to make his dream city a reality. He just needed more diamonds to pay for it all. To do this, Takara brought in one of the Yasuki taskmasters to help 'encourage' his work force, and eventually coerced the Ratlings to start doing much of the labor by keeping A'Chek'Kir separated from her tribe.

Why don't you escape? It seems like it would be easy.

"I am not prisoner. My tribe is prisoner. I protect them. Ten-shen make tribe work long hours in mine, looking for Tomorrow stones. Tribe sleeps, tribe dreams. Ten-shen make tribe work long hours in dream. Some nezumi do not wake up. I protect them in sleep."

[Translation Begins]

A'Chek'Kir is here willingly, keeping watch over her tribe. The foreman of the mine makes the nezumi work until they collapse from exhaustion. Then, in Takara's dream city, the nezumi are forced to work the mines again. Some of the Nezumi have stopped waking up when Hayaku Mura switches back to Umoeru Mura, their spirits now trapped in Yume-do.

Why do you call them Tomorrow stones? What do they do?

[Translation Begins]

The stones smell like pieces of Yume-do. Here, in Ningen-do, they have an enormous amount of Name, but in Yume-do all the Name is used up. A'Chek'Kir believes the stones act as pegs, attaching a piece of Yume-do to Ningen-do.

If a PC has or asks about the **Dream Shard** cert, A'Chek'Kir can sense it, but will acknowledge that it is different from the Tomorrow stones. "Is safe. You safe, too. Probably."

After about an hour, one of the guards sticks his head in the door, and says, *"I just heard Lord Doji-sama send people to go look for you. You should probably wrap this up before he finds out you're here."*

Part Three: Refractive Reality

Once everyone has gathered back together in Doji Takara's courtroom, the governor introduces his court, such as it is.

"Some of you may have already met, but this is my spiritual advisor, Asahina Marise, and Daigotsu Tenshin has been helping to ensure the mines are operating at their best. He will be the one guiding the tour this morning."

IMPORTANT NOTE: Unless they met him earlier, the PCs should be made aware that this is the first time they have met a member of the Spider Clan from *this* reality. Until this morning, the only samurai in the Empire who were members of this clan came here from other dreams. Daigotsu Tenshin does not bear the tell-tale red glow that the PCs have, meaning that he is fully native to this reality.

Takara moves towards the corridor leading outside as he continues, "You really chose a good time to visit, friends. The winds off of the ocean start picking up this time of year." Two servants open the door ahead of you, and you are momentarily blinded by the light of the morning sun...

...glistening off of the white-painted walls surrounding Takara's castle. You find your movement slightly hindered by the many layers of silk that make up your court robes, but Daigotsu Tenshin presses forward at a brisk pace, and you hurry to keep up.

Players should roll **Investigation (Notice) / Perception TN 20**. A successful PC will have noticed Doji Takara stumble briefly as he is caught off guard by the sudden reality shift. Regardless, all the PCs will note that Yasuki Tenshin has remained Daigotsu Tenshin (still without any aura) in the dream now, and none of the other NPCs seem to think there is anything unusual about his name or Clan.

If Asahina Marise was successful during last night's argument, she will ask, *"Will A'Chek'Kir be joining us, Takara-sama? This would be an excellent chance to show your Nezumi workers that things will be improving for them."*

If Tenshin's arguments against negotiating with the Nezumi prevailed, he will be the one who suggests sending for the nameseeker. *"We should bring their shaman, Takara-sama. It will help keep the creatures calm while our visitors are with us."*

"Yes, of course. That's a splendid idea," Takara replies nervously, signaling for a guard. "Go fetch our guest, then join us at the mine."

"Is that really such a good idea, Takara-sama," Doji Reisa asks from behind you, gliding past you to walk alongside the large Spider bushi. "It may incite the others to attack us."

"I'm sure it's fine," Kakita Denbe responds. "After all, we have the aid of the Owl Clan's finest." It is hard to tell if this was intended as a compliment, however.

PCs may wish to confront Doji Takara with what they know, and rightfully so. The difference between doing it now is that the additional reality shifts that are described won't occur, so the PCs will have to deal with the two yorei here and now, rather than in Umoeru Mura where they are weaker.

The PCs have another opportunity to speak with the Takara's court, if they wish, though Togashi Semasu is not present currently.

Eventually, A'Chek'Kir and her escort will join the PCs, and the group proceeds to the mine.

Hayaku Mine

The sounds of picks and hammers on stone echoes through the narrow pass that divides the mine from the city. The trail widens, and a series of massive hoists comes into view, carrying large buckets of earth up from the depths of the mine. Nezumi maneuver the buckets into position so that their contents can be emptied into waiting carts. Once full, more ratlings push the carts away, and they are replaced by more carts, and so on.

It is easy to see that the Nezumi make up the majority of the workforce, but there are a few humans working along side the rats.

Suddenly, several of the Nezumi nearest you lift their heads, sniffing the air. One of them lets out a high-pitched squeek, and then work slowly grinds to a halt as the majority of the workers turn towards you. A chittering sound begins to swell to a chant, until you can make out "A'Chek'Kir! A'Chek'Kir!"

The shaman steps forward, and raises her front paws to the sky. "Waiting Over Here Tribe! Am here to say Blue Crane Takara is great-great man. He promise change for the diggers. A'Chek'Kir will come visit. Nezumi will dig, but not from Yesterday until Tomorrow. These Red Owls will make sure Blue Crane Takara will do so."

Just then, a thunder-crack echoes through the valley as one of the hoists gives way under the strain of holding up the massive bucket, collapsing to the ground and throwing a tremendous cloud of coal dust into the air, momentarily blacking out the sun.

Umoeru Mine

PCs need to roll **Reflexes TN 15** to cover their faces before grit fills their eyes and mouth. PCs who fail the Reflexes roll must roll **Stamina TN 10** or be blinded for a short time.

A few other details are also apparent: There are much fewer Nezumi here than there were in the Hayaku mine, and even fewer humans, most of these being guards. Additionally, Doji Reisa and Kakita Denbe have vanished.

When the dust settles and you can once again see more than a few feet in front of you, it is readily apparent that reality has once again exerted itself. Your fine kimonos have been replaced by your own soot-covered clothing, and the other samurai present have taken on aspects of their less than ideal selves.

Daigotsu Tenshin begins shouting at the nezumi, his leather whip snapping against their haunches. Asahina Marise shouts and tries to step between the taskmaster and his targets, her shout becoming a startled scream as the whip slices across her shoulder.

"Get out of the way, woman!" the Spider bellows. "One of these beasts sabotaged my machinery!"

"Quiet, both of you!" Doji Takara commands, still bearing the same commanding presence he had in Hayaku Mura. "Clearly, something happened here that we will need to investigate. I suggest we allow the Rats to see to their wounded and start the clean-up process. A'Chek'Kir, I will allow you to help your... people... recover as many survivors as you can. The rest of you may help if you wish, but I expect you back at my residence shortly for a discussion of what it going happening in Haya- Umoeru Mura."

This slip-up may be the first indication that Doji Takara may know more about what is happening than he has let on up till now. If a PC presses him on it, he will turn to them and growl, *"We will discuss it when you. Return. To. Town, samurai."*

A PC who chooses to stay and assist the Nezumi gains 2 points of honor, but loses an equal amount of glory for placing the ratlings in a higher position than Doji Takara. It will take the rest of the morning and part of the afternoon to locate the wounded and the dead, leaving any PC not participating with time to wander Umoeru Mura. The governor will not meet with anyone until everyone is present.

Additional Locations of Interest

Nezumi Warren - A'Chek'Kir will lead any PCs who are aiding in the excavation efforts at the mine to the tribe's nearby warren. The main chamber has been turned into a triage room, where the wounded and unconscious are being tended to until a Nezumi healer can attend to them. Nezumi PCs are able to detect the scents of at least twenty-five more Nezumi in nearby rooms.

Daigotsu Tenshin - Tenshin isn't home. His one servant will tell an interested PC that the Spider spends most of his time waking time away from the mine at the Dusty Cup. Once there, PCs may ask him questions about what happened at the mine, or anything else, really, but he's primarily focused on blaming the Nezumi shaman for what happened at the mine, drunkenly ranting about sabotage. A Nezumi PC would be wise not to attempt to speak with him in this state.

A sudden chill will come across each PC in the sake house, and anyone present may roll **Investigation**

(Notice) / Void TN 20 to catch a glimpse in their peripheral vision of a woman standing near the door. They can just make out a deep red stain spreading from her chest before she vanishes.

Asahina Marise - Following the accident at the mine, the soft-hearted shugenja can be found kneeling in prayer at Jizo's shrine, asking for the Fortune to place his blessing upon the injured and dying. She will have difficulty holding back sobs as Ga sees to the wound on her shoulder.

As the PCs speak with Ga and/or Marise, they experience a sudden chill, raising the hairs on the back of their neck. If curious, they may roll **Investigation (Notice) / Void TN 20** to catch a glimpse of a man with deep bruises around his neck kneeling in prayer behind the statue of Jizo. The man disappears as soon as he is noticed.

Abandoned Mine shaft - between town and the main mining operation is an old mine shaft. There are warning signs posted, directing people to stay away. Nezumi PCs can readily determine what the problem is if they succeed at a **Hunting (Survival) / Perception TN 15** roll (scent-based); characters without such heightened senses of smell may also recognize the issue, but must meet a TN of 30 to do so. A bear has made its den in this old mine shaft. PCs travelling with Takara and his court back to the village will be told about the bear living in the cave, but only if they ask.

If anyone chooses to ignore the warnings, have them decide whether they will be taking a light source into the tunnel with them, and if they will be moving carefully or not.

Entering the cave, the first thing you notice is a faint breeze, indicating that there is likely another opening somewhere else in the mountain. A low grumbling sound accompanies each gentle gust, but it is hard to tell if it is a result of the wind moving through the cavern, or something else.

Have any PCs exploring the cave roll **Raw Agility**, TN 15. A cautious PC may roll **Stealth / Agility** instead. If the PC is carrying a light source, they have a +10 TN penalty to their roll. If a PC fails the roll, the grumbling sound stops, and a large creature snorts from somewhere in the darkness.

PCs exploring with a light source (or the ability to see in the dark) who continue moving into the cave should roll **Investigation (Notice) / Reflexes TN 15** in order to catch a glimpse of the lumbering bear before it lashes out with a giant paw, and are able to jump back out of the way

before impact. PCs who don't see the swipe coming take 6k3 damage (The bear keeps low dice).

An angry roar erupts from the cave as an enormous bear stalks towards you. It isn't charging, but seems intent on forcing you out of its home.

Characters with at least **2 ranks in Animal Handling** or a similar ability can tell that the beast doesn't mean them any harm; it just wants them to leave. This does not mean it won't turn on the interlopers if they don't.

Enlightened Bear

Air 2	Earth 4	Fire 3	Water 4	Void 3
	Stamina 5	Intelligence 4	Strength 6	
	Honor 5.2	Status N/A	Glory N/A	

Armor TN: 25 (Thick Hide)
Attack: Bite (Complex) 7k3; Claws (Simple) 9k3, atemi 9k3 (Complex)
Damage: Bite 9k2, Claw 6k3, atemi (see kiho)
Initiative: 5k2
Wounds: 25 (+0), 50 (+10), 75 (+20), 90 (Dead)
School/Rank: None...? (Insight Rank 3)
Special Abilities: *Kiho*

The Enlightened Bear uses kiho as a Rank 3 Monk (no School). It knows the following kiho: Flame Fist*, Grasp the Earth Dragon, Song of the World, Unbalance the Mind*, Waves in All Things; kiho marked with an asterisk (*) are atemi

Skills: Athletics 3, Hunting 2, Jiu-jitsu (Atemi) 5, Lore: Theology 4, Meditation 5

Advantages/Disadvantages: Hands of Stone

PCs who wisely decide to leave should experience the following:

The bear follows you closely until you leave the cave entrance, and snorts once more as you continue on your way. Turning back, you see the bear nod its head as it raises one fore-paw.

A monk character or someone with **2 ranks of Lore: Theology** recognizes this movement as a basic blessing for one seeking enlightenment. From a bear.

Players who enter combat with the bear and kill it should be congratulated as mighty heroes, and the player that struck the final/killing blow should write **"Helped Togashi Semasu along his path to Enlightenment"** on their mod sheet.

Part Four: Dust

Upon your return to Doji Takara's court, they find him standing with is back facing the main entrance, contemplating the large uncut diamond that served as the centerpiece for dinner the previous evening.

"I have never been a man to give up on a goal, but I am not surprised that the Heavens have seen fit to place yet another obstacle in my path. What is it about you that allows you to keep your memory when the world shifts? Other people forget about Hayaku Mura during the transition, with the shaman and me being the only exceptions. Until now."

It is a safe assumption that Sezar's binding spell keeps the PCs anchored to the "core" reality, preventing the shift between realities from affecting their memories. Any player may roll **Lore: Spirit Realms** or **Spellcraft / Intelligence**, TN 15, with a Free Raise, to determine this if they don't come up with it on their own. This will also remind the players that the Mandate of the Owl is to fend off incursions from other spirit realms, specifically Yume-do. While this isn't the usual way it happens, any weakening of the boundaries between the spirit realms could prove disastrous.

This starts a discussion about the nature of Hayaku Mura, and whether it should be allowed to exist on a permanent basis, or be made to fade back into dream.

Doji Takara will not threaten them with violence, and initiating combat against (or straight up murdering) a Crane lord in his own city will have massive consequences for the PCs and the Owl Clan. (See the Conclusion for the results of this foolhardy and disastrous action.)

Below are some potential PC arguments, and Takara's responses. After a few back-and-forths, the room will shimmer, changing from dusty Umoeru Mura to extravagant Hayaku Mura. When this occurs, Takara will be joined by Doji Reisa and Kakita Denbe, who reveal the darker side of what is happening. If the PCs seem to lose momentum, Takara and his allies will begin to press back with arguments of their own. Their arguments are listed in a separate section below.

The table should decide who their primary speaker is, with other PCs rolling to add bonuses (or penalties) to that player's arguments. Once an argument has been made, the Lead PC should roll **[Relevant skill] / Awareness** against Takara's **Etiquette / Willpower (9k3)**, with supporting PCs may add their ranks in the relevant skill to the Lead's result. If successful, the Lead PC rolls **Sincerity / Awareness** vs Takara's **Willpower x 5 (15)**. A success means the Argument was successful,

and additional Arguments are checked off for each increment of 10 above the TN 15.

Takara has two Argument tracks: One for convincing him of his wrong doing, and the other to make him give up the Dream Stones.

Wrong-doing: 6 boxes

Give up the stones: 4 boxes.

Supporting PCs roll **[Required Skill] / Awareness TN 15**, with each successful PC adding their **Ranks in the skill PLUS their Status** to the total of the Lead PC's social damage roll.

Takara will roll **[Indicated skill] / Awareness** against the Lead PC's **Etiquette / Willpower**, followed by a **Sincerity / Awareness** roll against the PCs Willpower X 5. PCs have Argument boxes equal to their Earth + Willpower, and if a character loses enough arguments to fill all of their Argument boxes, any argument they make for the remainder of the scene will be ineffective.

It is possible that one or more PCs will make an argument that actually supports Takara's point of view, and those will work against the party. Additionally, the changes to the real world mean that Daigotsu Tenshin has been able to discuss the teachings of Shourido with the Crane governor, and Takara is interested in hearing more. An argument centered around one of Shourido's tenets (Perfection, Will, Strength, Determination, Insight, Knowledge, or Control) will earn a Free Raise towards a **Lore: Shourido / Awareness** roll.

A PC may remember that when Doji Takara greeted them after reality shifted to Umoeru Mura, he said they were here to negotiate a trade agreement between the village and Umoeru Mura, and following this path - turning over the Dream Stones in exchange for investing in the diamond mine and building up the trade moving through the village - will also grant the lead PC a Free Raise on a **Commerce / Awareness** roll.

Potential PC Arguments

Hayaku Mura is an extension of Yume-do into this reality. Allowing it to gain a permanent foothold will certainly lead to the same cataclysm that destroyed our home realms. [Lore: Spirit Realms/Awareness]

"There have been portals to other spirit realms on Ningen-do since its creation. Shinomen and Kitsune Mori contain stable portals to Chikushudo, for example. I fail to see how this is any different." [Lore: Spirit Realms or Lore: History/Awareness: 5k3]

Long hours in the mines are somehow causing the souls of your Nezumi workers to become trapped in Yume-do. Clearly this is an indication that something is wrong. [Sincerity (Honesty)/Awareness]

"The nezumi are not part of the celestial order, samurai, and therefore their spiritual maladies are not my responsibility. I have agreed to let their shaman tend more closely to their needs, but I am not to be held accountable for its inadequacy as a healer. While I have been ordered by the Emperor to treat the inhuman members of your clan as people, this order does not extend to the workers in the mines." [Lore: Theology/Awareness: 6k3]

This version of the Empire is already showing signs of the sickness affecting Yume-do. When we first arrived in this realm, the Spider Clan did not exist, save for those who came with us, and yet Daigotsu Tenshin is here.

"Don't be ridiculous! The Spider have been here since the days of Iweko the First! In your world, this is no longer the case. By your own testimony, my work is actually helping return things to how they should be." [Courtier / Awareness: 7k3]

After Reality shifts again:

In the middle of your discussion, the diamond behind Takara pulses, and the soot-stained walls of Takara's courtroom in Umoeru Mura have suddenly been replaced by the elegant silk wall-hangings and fresh flowers that decorate the governor's Hayaku Mura court.

"Is this not better, Samurai?" Doji Resai asks as she glides into the room, accompanied by Kakita Denbe. "Instead of dirty, depressing Umoeru Mura, this Hayaku Mura once again has the chance to honor the man after whom it is named." [Sincerity/Awareness 8k3+5. Resai targets the Lead PC.]

Each PC should roll **Investigation (Notice) / Perception TN 20** as the pair enters the chamber. Success brings a startling revelation; the hem of Reisa's and Denbe's kimonos are semi-translucent, as are their feet underneath, making it seem as though they are hovering an inch or two above the floor. **Lore: Shadowlands** or **Lore: Spirits / Intelligence TN 15** suggests that they may actually be Yorei. **TN 25** gives the PC some idea of what can be done to dismiss the ghosts. Normally, they can make themselves intangible, meaning only Jade, Crystal, or Obsidian weapons can do physical damage. Reducing them to 0 wounds in this fashion will cause them to flee, but they can eventually return. The only way to get rid of a Yorei permanently is through prayer

and convincing the spirit to accept their deaths so they can move on to Meido. Denbe has a 4 Argument Boxes that must be overcome, while Reisa has 6.

If a PC focuses on trying to get rid of the Yorei, they focus their attentions on making sure the PC's words are beyond meaningless.

Publicly revealing the two yorei breaks a part of the glamour concealing them. Instead of the perfectly styled courtier, Doji Reisa's kimono is ruined by a deep red stain that suddenly blooms in the center of her chest, while deep purple bruises appear on Denbe's neck, which is set at an unnatural angle.

It is possible that some players may choose to deal with this supernatural threat using violence. Remind them that the only way to completely remove the ghosts is to convince them to leave, and that Takara has not granted them permission to wage war in his courtroom. He isn't likely to give it, either, as the pair have been his only real protection in recent months.

Reisa's Motivation:

Doji Reisa was murdered by her lover, Kakita Denbe on the night before she was to become engaged to Kakita Jurobei. Her shock at the betrayal, combined with her fiancé's inability to prevent her death locked her spirit to Ningen-do, forever reminding the Jester of his failure. Compounding her anger is the fact that her lover/murderer has followed her into the afterlife.

She presents arguments based around the ability of the Dream Stones to reshape reality any way the PC may want. Spreading Takara's version of Hayaku Mura beyond its current borders until it covers all of Rokugan will allow the Empire to reach levels of grandeur rivaling Tengoku! Perhaps the stones should be given to the Emperor himself!

Denbe's Motivation:

He wants to stay with Reisa, even though their relationship has cooled off quite a bit in the five decades since he murdered her. His arguments are more personal in nature: The stones could allow a PC to recreate their home realm here, or bring a loved one back from the dead.

If Reisa is convinced to leave, then Denbe will follow her. Alternately, convincing him to move on will make it easier to convince her to follow suit.

While in the dream city, the ghosts are tangible, and can take physical damage as normal. However, during combat/argument with the ghosts, the diamond pulses once again, returning the court to Rubble Village, giving

them back their ability to become intangible. They will continue interfering with the PC's ability to make a viable argument with Takara, and feeding on the frustration of the PCs as they try to deal with both situations.

During the distraction, the lead PC can continue trying sway Takara, or can assist in dealing with the Yorei. Removing the focus completely off of Takara offends the governor, making the TNs against him harder by +5.

Conclusion

The outcome of the negotiation is determined by how many arguments the PCs are able to win against the various opponents. Allow the players plenty of time to plead their case, but try to limit them to 10 actual Skill rolls.

Perfect: If the PCs succeed at convincing Doji Takara that he needs to turn over the Dream Stones *and* that his actions are criminal in nature, he turns everything over to the PCs and allows them to escort him to Kyuden Doji for trial. The PCs are dismissed after giving their testimony, though some may be allowed to take part in the negotiations between the Crane and Owl clans to determine what happens to the mines in Umoeru Mura.

Making it work: This result requires the PCs to convince Takara to give up ownership of the Dream Stones, but still leaves him feeling that what he did was correct. The conclusion is the same as the Perfect result, but Doji Takara remains in control of the village for the time being.

The hard way: This ending varies only slightly from the Perfect result, but involves Takara turning himself over to the Crane authorities, but maintaining his claim on the Dream Stones. In the negotiations with the Crane clan that follow the events at Umoeru Mura, the children of Doji thank the Owl for their assistance in bringing Takara's misdeeds to light, but refuse to let the Owl continue looking for any remaining Dream Stones in the mines.

The REALLY hard way: If the PCs are unable to convince Doji Takara of *anything*, then he will throw them out of his village, and revoke their travel papers. He does not have the manpower to have them escorted to the nearest border, but he can get word of the Owl attempting to interfere in Crane business, placing additional stress on the fledgling minor clan's already tenuous position in the Empire.

In this instance, the Owl and Crane will demand that the Emerald Champion investigate the matter, resulting in Doji Takara's arrest. This has a similar effect to the "hard way" ending, but the PCs get no credit for bringing Takara's misdeeds to light.

Catastrophe: If the PCs choose violence against Takara to resolve the matter, the Crane move rapidly to arrest the PCs for murder (or attempted murder, as it may be); they are turned over Sezaru for punishment, who regretfully orders their seppuku. PCs can refuse and become ronin, but their red aura makes it essentially impossible for them to hide their nature, and the next time they encounter a Crane or Emerald Magistrate, they are hanged. Regardless they are unable to continue in the campaign, and the character must be retired.

Regardless of the outcome, the following events occur:

The Crane and the Owl enter into negotiations to determine what will be done with the Dream Stones and Umoeru Mura. The Crane do agree to invest in rebuilding the village and exploring the mines further, but the Owl clan's involvement will largely depend on the players' actions, as just described.

A'chek'kir and the remaining members of the Waiting Over Here tribe are allowed to maintain their warren near Umoeru Mura, and will assist in looking for additional Dream Stones if the Owl are involved as well. Otherwise, she will focus her energies on helping her tribe recover as they slowly begin to regain consciousness after Doji Takara's dream ends.

When informed of the appearance of Daigotsu Tenshin in this reality, Sezaru confirms that the Spider appeared throughout the Empire shortly after the players arrived at Umoeru Mura. Only those under the affects of Sezaru's Binding and those with significant interactions with them seem to be aware that the Spider Clan didn't exist here until a few weeks ago. To the Emperor and all of his followers, they have been here for centuries, and their Champion, Daigotsu Rekai, has been their leader for most of that time.

Shortly after the players return to Owl lands, they receive word that Doji Takara has disappeared without a trace. A rambling note is found in his quarters, which is passed along to the clan.

"It says that doesn't matter now. I freed it, so it will help me get back at the meddlers. It knows their names, and so do I. Sezaru's invaders stole my dream, but together, we will destroy theirs."

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 x Taint Rank). If the roll fails, the PC acquires one additional point of Taint.

Experience Points

Surviving the adventure:	+2XP
Good roleplaying:	+2XP
Exorcising the Yorei:	+1XP each
Winning an argument with Takara:	+1XP each
	MAX +2

Total Possible Experience: 8XP

Honor

Honor gains and losses as described in the module, plus any losses from Low Skill use or roleplaying.

Glory

+0.2 Glory if the PCs manage to be credited with the arrest of Takara.

-0.3 Glory for arguing in favor of the Nezumi in the mines; reduced to -0.1 for Sukune family members

+0.3 Glory for killing the Enlightened Bear

Other Awards/Penalties

+0.1 Status for acquiring the Dream Stones for the Owl, if the PCs manage to accomplish it.

Module Tracking Sheets

Note if the PCs received the “Helped Togashi Semasu Along His Path to Enlightenment” event

GM Reporting

Who played the mod

Appendix #1: People of Interest - Hayaku Mura

Doji Takara - Governor. Heavy-set, with several large rings on each hand and diamond studs in each ear. He seems generally friendly, but rumors suggest he has a quick temper.

Doji Reisa - Musician. When she isn't performing at the Diamond Blossom tea house, Reisa can be found entertaining Takara's and his guests during their commercial negotiations. She is frequently seen with Yasuki Tenshin, and it is clear that they share a bond. It is also clear that this does not keep the young woman from exchanging mild flirtations with other samurai.

Kakita Denbe - Gambler/Courtier. Spends much of his time at Daikoku's Shrine playing Go or other games. Denbe serves as Takara's champion in the court, defending his lord's honor with his own. He is handsome and well-mannered, and the duelist has recently started courting Asahina Marise.

Yasuki Tenshin - Mine Foreman. This powerfully built Crab looks as though he may burst the seams of his kimono if he took a deep breath. He becomes deeply interested in any conversation that Reisa has with a PC, and will find ways to make sure that flirting with the beautiful girl is a bad idea. Nezumi and other obviously inhuman characters who attempt to engage him in conversation will be quickly passed off on Asahina Marise. (The same description applies to Daigotsu Tenshin in Hayaku Mura once he appears.)

Asahina Marise - Gentle yet confident court shugenja. She speaks quietly, preferring one-on-one conversations over shouting across the table. She is very concerned with how the non-human samurai are adapting to life in the Empire, and making sure they are treated well. She has only been in Hayaku Mura for two months.

Togashi Semasu - Semasu is in his late 30s, and bears a tattoo of the quarter-moon on the back of his shaven head. In the course of conversation with the monk, he will make a reference to his experiences in a past life, framing his wisdom with things like, "*During my life as a peasant...*" or, "*On the day I became a mayfly...*"

Kakita Jurobei - Kakita jester who now spends most of his days searching for the bottom of a sake bottle at the Dirty Cup.

Chou - Abbess of the Shrine to Daikoku. Friendly and more than happy to offer the blessings of Daikoku to anyone who offers a prayer (or a donation) to the shrine.

A'Chek'Kir - Nezumi shaman, hostage of Doji Takara, and currently part of his kitchen staff.

Appendix #1: People of Interest - Umoeru Mura

Doji Takara - Shamed Governor of Umoeru Mura. Eager to find people willing to invest in his diamond mining operation, having failed to find support from his masters in the Crane.

Kakita Jurobei - Elderly former Jester, spends his days in the Dusty Cup, reminiscing.

Daigotsu Tenshin - Cruel Mine Foreman. He sees his assignment to Crane lands as proof that his daimyo doubts his loyalty, and is indignant at having an almost entirely nezumi workforce. On the upside for Tenshin, however, is the knowledge that Doji Takara is determined to use some of the insights of Shourido in his plans to strengthen Umoeru Mura's position in the Empire. The fact that this gives the Spider some control over the governor fits Tenshin's plans perfectly.

Asahina Marise - A softhearted and easily-cowed court shugenja, Marise is deeply concerned with the well-being of the mine workers, especially the nezumi.

Ga - Maintains the shrine to Jizo. Ga carries the weight of the world on her aged shoulders, and wants nothing more than for the people of Umoeru Mura to come to terms with their various reasons for having been sent here, so that they may begin the process of becoming becoming spiritually whole.

A'chek'kir - Nezumi Shaman, Hostage.