

Ancestral Dictate

**A One-Round Introductory Adventure for Heroes of
Rokugan: Spirit of Bushido
Month of Hantei through Akodo, 1138 (Late Spring/
Early Summer)**

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The returned spirits of Rokugan's ancestors have met with mixed success at their reintegration to the modern Empire. One has attempted to reclaim the title they held centuries ago, and the Imperial Arbiter has asked for assistance in resolving this inheritance dispute.

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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 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 an introductory adventure, and is only playable by Rank One characters. Although most of the challenges here are role-play oriented and thus not terribly dependent on party strength, the GM should feel free to adjust TNs either up or down as necessary to give the players a sense of challenge without making their tasks impossible. In general, characters that have three or less mod certs should receive a -5 to the TN of rolls they make within their Clans' lands (this does not apply to combat rolls).

Adventure Summary and Background

Death comes to all samurai, and bushi at least are expected to accept it as a natural part of life. However, it cannot be denied that when a samurai dies, he leaves behind his obligations and responsibilities to be taken up by another. Under most circumstances, a samurai is allowed to name their own heir with little influence from others. However, certain important positions and duties, such as provincial or family daimyo, are entirely at the discretion of the samurai's liege-lord.

Ikoma Sume was an accomplished courtier, and like most Lion, was no stranger to the battlefield. He fought against the Scorpion during that Clan's failed coup against the Hantei, and was among the troops that stormed the Imperial Palace to remove Bayushi Shoji. He served in the Ikoma Histories through the Clan War, and provided useful advice to both Ikoma Tsanuri and Kitsuo Motso through that conflict. He was responsible for coordinating the Lion's intelligence operations during the War Against the Shadow, as was therefore behind the return of the Ancestral Sword of the Lion. He also was the lead delegate to the Unicorn two years ago when the Khan's forces moved south to Firefly River. He was named as Ikoma Kaoku's heir shortly afterwards, with no one in doubt of his ability to serve as the Ikoma family daimyo in turn.

Unfortunately, Ikoma Sume recently died under somewhat mysterious circumstances in Toshi no Meiyo Gisei. As preparations began for his funeral, several high-ranking Ikoma samurai started gathering support for their own claims to Ikoma Kaoku's position as family daimyo. Though Kitsuo Motso does have sole authority over the position (the Emperor being the only one capable of over-ruling him), the Lion Champion generally tries to keep the best interests of the Clan in mind when assigning any daimyo to that position.

One of the ranking Ikoma, a returned spirit by the name of Goheesu, has found an ancient Imperial law allowing any samurai with a reasonable claim to lands or title to seek arbitration from the Imperial families. Goheesu, who was the Ikoma family daimyo himself in his first life, has moved quickly to secure enough support that he has decided to petition Kitsuo Motso directly in an attempt to seek a smooth transition of power.

The PCs will be brought into the inheritance dispute by the Imperial Arbiter, and will be sent across the Empire to their own lands in search of testimony for the candidates. Not all of the samurai involved are willing to leave the decision to the Imperial Arbiter, and one of them will take matters into her own hands to ensure that the position becomes hers. Fortunately for the Empire, she does not command the resources she once did, and the PCs will be in a position to thwart her machinations.

Character Notes

This module is intended as an introductory adventure; each Clan should have a moment in the spotlight to ensure that the players get a chance to view the current state of affairs in their Clan. It is suggested that this module be run with at least three PCs from different Major Clans, but no more than six different Major Clans are allowed among the PCs. The more Clans the group must travel to, the less time will be available to focus on each Clan.

The introduction to this module makes use of the campaign's provincial daimyo to a certain extent, and it may prove useful (though by no means required) for a GM to have descriptions of any PCs' chosen daimyo at hand.

Due to the lengthy travel times involved in this module, PCs who play "Prison of Earth" cannot play this mod, and PCs who play this mod cannot play "Prison of Earth". Players must have different characters to play through these modules.

Introduction

Mournful flutes wail and drumbeats roll slowly across the night sky. Speakers proclaim the deeds and accomplishments of the deceased, while official mourners sob and cry out in sorrow. Fires blaze around the courtyard, pushing the warm spring night away and washing the white silks of the assembled samurai in golden hues. Some may have been enemies, some allies; some are here only for the opportunity to curry favor with the Ikoma family, but

everyone is present to pay their final respects to Ikoma Sume, the nephew and heir of the Ikoma family daimyo. As chief mourner, Ikoma Kaoku stands with tears rolling down his cheeks and trailing through his wispy white beard; this display of emotion would cause a loss of face for any but an Ikoma. Three more omoidasu are on hand to add more vocal displays of the grief the family feels at the loss of Kaoku's heir.

The PCs are at Kyuden Ikoma; daimyo from across the Empire have been invited to Sume's funeral, and the PCs are present as part of their respective lord's entourage. (Ronin PCs are present having been hired by Miya Rintaro as guards to supplement his very small entourage of Seppun.) The highest-ranking members of the Lion Clan are also in attendance, as there is a great deal of question as to the future of the Ikoma family's leadership; Kaoku is an old man, well past the age of retirement, and has no declared heir.

The ceremony is performed with great solemnity and reverence; the Lion as a whole treat their deceased with utmost respect, and this is no exception. Sume's remains are placed in an urn, and Kitsu Toju beseeches the ancestors to accept Sume among their ranks. The urn will be taken to the Kitsu Tombs under honor guard the next day.

In addition to Ikoma Kaoku, the following notable NPCs are present, and will have been announced to the court at large:

Kitsu Motso, Lion Clan Champion, is a tall, handsome man with a coldly distant demeanor. He leads the Clan with iron discipline, and is one of the most respected tacticians in the Empire.

Akodo Ginawa; the Akodo family daimyo is a weathered, burly bushi with bushy sideburns. He is respectful of the ceremony, but gives the impression of having little patience for the other happenings of the court.

Kitsu Toju is the Kitsu family daimyo and Motso's estranged younger brother. Toju performs the funeral ceremony himself, as the premier sodan-senzo of the Kitsu family, and the somber occasion gives no cause for complaint. He has golden hair and eyes, and leaves with the urn to see to its arrangements.

Matsu Ketsui, the Matsu family daimyo, is an aggressive samurai-ko eager to prove her strength as the leader of the Empire's largest family. Proud and beautiful, she is obviously being careful to keep her temper in check at this somber event.

Ikoma Saburo, Sume's younger brother, stands on the dais with Kaoku and Motso. Saburo is not yet ten years old, and though in training to become an Ikoma omoidasu, is likely still five years from his gempukku.

Additionally, any PC who succeeds at a **Courtier / Intelligence** roll against the listed TNs will recognize the following NPCs:

Miya Rintaro (TN 15), a ranking Miya Herald, who is present to deliver the Emperor's condolences to the Ikoma family. A slight man in his late thirties, Rintaro is well-dressed in fine silks and keeps his hair shaved in a traditional topknot.

Ikoma Soko (TN 20), cousin of the late Ikoma Tsanuri, and a highly-esteemed bushi. Soko has the upright posture of a trained warrior; her face might be attractive were it not for the stern scowl that seems to always be found on her features.

Ikoma Gohesu (TN 20), returned spirit who was the Ikoma family daimyo during the tenth century. He is known as a scholar and historian, though he does not choose to seclude himself in a library as many other members of the family do.

Ikoma Sumiko (TN 25), a charming young courtier with a reputation as a storyteller and poet. She is Ikoma Kaoku's cousin, and his closest living relative.

Seppun Mashita (TN 30), celebrated Imperial duelist. Serving as Rintaro's yojimbo, he is a silent, reserved

Many other high-ranking samurai are present, including the daimyo that any PCs serve. (If possible, this would be an excellent opportunity to give the PCs a chance to interact with their lords; however, timing may require this to be simply abstracted.) The PCs should have a chance to interact with each other and some of the other guests during the reception, though the Status gulf may prove difficult for them to overcome.

Over the course of the evening, the Ikoma bards will tell many tales of Sume's past deeds; these stories provide a backdrop for the gathering as the guests are encouraged to reminisce on the departed while they mingle. (The highlights of his career can be found in the Introduction section.)

After the conclusion of the ceremony, the principal mourners gather atop a dais to formally receive their guests. The first is Miya Rintaro, bearing official condolences from the Emperor to Ikoma Kaoku and Ikoma Saburo (this will introduce the Imperial to those PCs who did not recognize him). The two stand with

their lord Kitsu Motso and stoically accept the words of the assembled samurai, all trace of grief tightly controlled now.

A moderate amount of political maneuvering is going on despite the somber occasion, as several of the various factions are attempting to garner support among the high-ranking Lion guests. Fortunately for the PCs, they are not likely to be of sufficient Status to be approached, though politically-inclined characters (those who can pass a **Courtier / Awareness** roll at a TN of 15) will notice the subtle intrigues around them.

The guests mingle and speak with each other and servants provide light refreshments as the daimyo greets each of his guests in turn and somberly accepts their expressions of sorrow. Many of these condolences are delivered with all appearance of sincerity, but some appear to be merely going through the motions politely, and the crowd begins to pay less attention to the speeches. Eventually, the returned spirit Ikoma Gohesu approaches the dais; his words do not immediately attract much attention:

“My lord Kaoku-sama, words cannot express the depths of our family’s loss. Pray allow me to offer my condolences; truly, Sume-sama was the bright hope of the Ikoma. If there is anything I can do to be of service to the Ikoma family, rest assured that nothing will prevent me from doing so.” The words from Gohesu do not initially spark any interest, though when he continues; it becomes clear that he intends more than merely offering condolences. “We all know of your long service, my lord, and the time must soon be coming that you will lay down your burden. Be comforted that there are many loyal Ikoma who stand ready to guide the family into the glorious future you have made possible with your honorable efforts.”

The crowd goes silent for a moment, as Gohesu’s implication sets in. With all eyes upon him, the spirit barely pauses before bowing to and addressing the Lion Champion. *“I ask your indulgence, Motso-sama, but as the future of the Ikoma is of great interest to those of us who were part of it in the past, I have taken the liberty of researching inheritance laws from the length and breadth of the Empire’s history. I have found something that may be of use to you in this difficult time: once, Imperial Arbiters were assigned to settle any dispute that arose from multiple valid claims. I respectfully suggest that the situation of the northern Lion border merits prompt action on the leadership of the Ikoma family, and I stand ready to serve in whatever capacity you might deem fit.”*

Ikoma Kaoku looks as though he is carved from stone, refusing to react to Gohesu’s blatant lobbying for his position. Motso does not appear pleased, though he maintains a cool composure. He begins to speak, but his hatamoto, a ronin with a habitually-friendly smile on his face, leans in to speak with him. The Lion Champion’s gaze turns toward the shrine where Kitsu Toju is performing ritual blessings upon the honor guards that will escort Sume’s remains to the Hall of Ancestors the next day. He scowls, but when he addresses Gohesu, his voice is carefully neutral. *“I thank you for your offer of assistance, Gohesu-san. Your diligence will be remembered. You do, perhaps, raise a valid concern, and I will broach the subject with the Imperial families when the opportunity presents itself.”*

The crowd murmurs quietly, as it appears for a moment as though Motso has delayed the decision... until Miya Rintaro steps forward and bows. *“Knowing that the Lion Clan is always close to the heart of the Son of Heaven, I would be honored to provide this assistance, Motso-sama. The Right Hand of the Emperor is well-regarded throughout Rokugan, and surely the Empire can do nothing but assist their greatest defenders.”*

Gohesu appears surprised at the Miya’s words, but quickly bows in appreciation. Motso, in turn, turns his icy gaze to the two men and then shakes his head in resignation. *“Very well, Rintaro-san. Gather whatever information you require, and I will listen to your advice when you have it prepared.”* With a curt nod, the Lion Clan Champion departs, leaving a stricken Ikoma Kaoku upon the dais. The assembled crowd explodes into whispers and speculation once more, and the tone has obviously shifted from mourning to maneuvering.

Rintaro then addresses the gathered samurai, smoothly taking advantage of being the center of attention. *“Unfortunately, honorable samurai of the Empire, I find myself somewhat unprepared for this eventuality. Yet I see many generous lords present; surely I can call upon the rest of the Empire to be of assistance in this matter so crucial to the future of the Right Hand?”* Sensing an opportunity to gain favor with the Imperial families, several daimyo immediately offer their assistance, and the PCs’ lords are among them. Rintaro will swiftly assemble a few groups of lower-ranking samurai that he obviously intends to do some legwork for him, and the PCs make up one of these groups. Ronin PCs, who are present as his hirelings already, will simply be kept on for a bit longer and assigned to assist the Clan samurai who have been lent to the Imperial Arbiter.

As the evening progresses, four Ikoma samurai will be proposed by the assembled Lion daimyo. Three of these four samurai are present, though one is simply being put forward by his supporters among the Lion daimyo. (See Appendix #3 for a list of which Lion daimyo will begin supporting which candidate; this does not mandate any PCs' support, as the PCs will be trusted to determine what is in their lords' best interest in this matter.)

The four candidates, and the basic information that can be discovered about them, are as follows:

- Ikoma Saburo, with Ikoma Soko standing as his regent. Saburo is in training to become an Ikoma omoidasu, but is likely at least five years from his gempukku. Ikoma Soko is a high-ranking Lion samurai who opened a dojo in Otsan Uchi following a promising career in the Imperial Guard.
- Ikoma Sumiko, Ikoma Kaoku's closest living relative. A skilled courtier and regular guest in other Clans' courts.
- Ikoma Ken'ō, shireikan in the Ikoma Army and son of the Ikoma family daimyo that supported the last Hantei when the Emperor was possessed by Fu Leng. (Ken'ō is not actually present at the funeral, as he is both busy with preparations for the summer and not particularly welcome in Kyuden Ikoma.)
- Ikoma Gohesu, the returned spirit whose proposition began this entire chain of events. His supporters are quick to point out his previous experience as family daimyo.

The candidates themselves are not likely to be available to speak to the PCs, as the player characters are likely several Ranks of Status lower than they are, and their time is being taken up by the various daimyo that are offering their support. Players who wish to learn more about the candidates may inquire after them and develop their own opinions from what they discover. (See "Investigating the Candidates" in Part One for the various rolls and information that can be discovered now or over the next few days.)

The politicking and maneuvering will continue well into the night, with little attention being paid to the actual reason the samurai are present; given the chance to influence such a high rank, few are paying even lip service to the memorial.

The PCs will receive messages from Miya Rintaro, who will arrange for quarters for them in Kyuden Ikoma. The message will also indicate that the Imperial will meet with them the next day.

Part One: Meeting with Rintaro

Late the next morning, after they have prepared themselves for the day, the PCs will again receive messages from Rintaro. This time, they will be instructed to meet with him for a mid-day meal.

Miya Rintaro, like many of his family, does not give a particularly intimidating first impression. Short, with a slight build and a weak chin, the Imperial courtier is dressed well, almost dapper in his official gold and emerald silks, but no one would find him physically imposing. His demeanor fails to be as stern as most samurai strive for, but he seems friendly and welcoming. He gestures expansively as you enter the private room already prepared for your meeting. "Ah, good, good! Please, my friends, come in and make yourselves comfortable! We have not had a chance to meet formally: I am Miya Rintaro, shisha of the Splendid Emperor and by fortune's favor the Imperial Arbiter. I am quite grateful to your daimyo for offering your assistance; surely with samurai of such skill and worth lending their aid to this effort, I will have advice to offer the Lion Champion in no time!"

Rintaro will make a point of speaking with the PCs, finding out what he can about their skills and abilities; he is a highly skilled courtier, and though he is being friendly, he is primarily interested in assessing the use they will be to him. He will also make an effort to get the PCs to come to know one another; he will want to keep the PCs busy to keep them from realizing that he has yet to develop an actual plan and knowing what he has at his disposal is very important.

Rintaro will answer what questions he can, but his first goal is to gather information on the candidates. He will begin with sharing the basic information about the candidates, making sure that everyone knows where things start. If possible, he will divide the PCs up based on their skill-sets to discover what they can about the Ikoma. For the most part, if the PCs ask him specific questions about the candidates, he will turn them back on the character (*"That is a good question, my friend. I wish I could answer it; perhaps you could look into the matter for us?"*) He will be spending his time researching in the Ikoma Histories, both to get a plan together on how to get the most advantage out of the situation and to figure out what to do to actually fulfill the obligation he's taken upon himself.

While he's engaged in his researches, he will enjoin the PCs to work together to do what investigation they can

themselves. *“We must learn whatever we can about these samurai who seek such a high station, if we are to provide valuable advice. I suggest you pool your resources and discover whatever you can about them. I remind you that, whatever minor difficulties may exist between your Clans, we are all samurai and such differences as you may have need to be set aside for the good of the Empire!”* Rintaro will then dismiss the PCs to speak with another group of vassals that have been lent to him.

The PCs will have a few days to get to know one another, to look into the candidates, or to take advantage of the guests present at Kyuden Ikoma to gather information on recent events in the Empire at large.

Rumors

Characters looking for news from the Empire may make a **Courtier (Gossip) / Awareness** roll at TN 10; a successful roll learns one rumor at random, plus one extra rumor for every 5 points by which the roll beats the TN. (PCs with “Oath of Fealty: Ikoma Seiho”) receive a Free Raise for this roll.) The rumors include:

- Many of the Lion’s guests are speculation on the death of Ikoma Sume; the Lion have proffered an official story involving a valiant defense of Toshi no Meiyo Gisei against bandits, but some question the actual veracity (though not where the Ikoma can hear), as the recent fire that claimed a section of the city took place at least two weeks after his demise was announced. Where the Lion cannot hear, some wonder if the “paragon of the Ikoma” met a much less dramatic and inspiring end, perhaps by falling off a horse.
- Following Gohesu’s gambit during the memorial ceremony, there has been a great deal of speculation as to whether or not he had been conspiring with Rintaro due to the quick timing of the Imperial’s assistance. Given the nature of the Ikoma, some wonder if this would be a point in Gohesu’s favor or not...
- With the subject of inheritance on many people’s minds, some of the older samurai are talking of Kitsu Motso himself and his unlikely rise to power. Motso was the eldest son of the Kitsu family daimyo, but never developed the affinity for the spirits that the leader of that family must have and was passed over in favor of his younger brother, who seems to have inherited Motso’s share of that power. Motso went on to serve under a string of Lion leaders, from Akodo Arasou to Akodo

Toturi to Matsu Tsuko to Ikoma Tsanuri, before finally being in a position to be named as Lion Clan Champion when Tsanuri died at the Battle of Oblivion’s Gate.

- Tensions everywhere in the Empire are certain to erupt into the open soon. Every Great Clan seems to have an enemy with whom they are eager to cross swords, though none of these conflicts are really shaping up to be worthy of being called “war”. The Crab and Crane have too many armies in close proximity following the tsunami in the southern Empire for anyone to believe that they are going to separate peacefully. The Dragon and Phoenix are fighting over the Agasha defection from nearly seven years before, while the Lion and Unicorn have been exchanging insults for nearly that long for a variety of reasons. The Scorpion and Mantis hostilities are somewhat more subtle, but no doubt will soon see more exposure.
- Kuni Utagu recently led a group of Jade Magistrates against a small gathering of Bloodspeakers, slaying them all for their blasphemy. While this is simply the sort of thing that the Empire has come to expect of Utagu in his role of Jade Champion, this does mark the first time that he has utilized his nascent organization of magistrates to assist him rather than simply tending to the matter himself. Many speculate if this portends an attempt on his part to separate his organization from that of the Emerald Champion.
- After years with no one in the position, the Imperial Chancellor Otomo Mitsuhide has named a new Imperial Treasurer. However, no one actually seems to know the man’s name; he was apparently a low-ranking vassal of the Yasuki before being vaulted to his lofty Imperial position. While few know who he is, there is some concern over his ability, as his first act in office was to begin sweeping new tax reforms, while simultaneously lowering taxes across the Empire. While samurai do not, for the most part, pay attention to such matter, it is a strange combination for those who do.

Investigating the Candidates

As relative outsiders, the PCs do not likely have much basic information on the four Ikoma who are being considered likely to be Kaoku’s successor. They may look into the backgrounds and attempt to discover what is known about the candidates in a few ways:

Each of the candidates has a list of facts about them that the PCs may discover by using several different Skills. At base, the PCs may roll either **Courtier (Gossip)** or **Investigation / Awareness** to learn any of the following information. Certain of these facts can be learned without a roll if the PCs have enough Ranks in specific Lore Skills, and the basic information is available without any requirement for a roll or Skill Ranks. (If it seems appropriate for the PC, a GM may allow them to make a roll with one of the listed Skills and Intelligence to pick up on that specific fact. Certain other niche Skills may apply, but those are entirely at the GM's discretion.)

Ikoma Gohesu, returned spirit (the Scholar)

- Basic information: Gohesu is a returned spirit who served as Ikoma family daimyo when he was alive. (Reminder: it was his political gambit that began the current situation.)
- Gohesu's tenure as family daimyo took place from 927 – 953; nothing of significant importance happened during this time-frame for the Lion Clan or the Empire as a whole. (TN 15 or Lore: History 1)
- Gohesu served as an Imperial Cartographer before becoming family daimyo and discovered a set of ruins that later scholars have identified as having been an ancient Naga city. (TN 20, Lore: History 3 or Lore: Naga 1)
- Gohesu worked closely with the Unicorn Clan during first century after their return to the Empire, formalizing the borders between them and the Lion and working to help them integrate into Rokugan. (TN 25, Lore: History 3, Lore: Lion 2 or Lore: Unicorn 1)

Ikoma Ken'o (the Tactician)

- Basic information: Ken'o is the son of Ikoma Ujiaki, the Ikoma family daimyo during the Clan War who supported Hantei the 39th even after his possession by Fu Leng... His family line is now disgraced and out of favor. He is currently serving as a shireikan in the Ikoma Army. He is also the only candidate not present at Kyuden Ikoma, since he is busy dealing with the Ikoma Army's preparations for the summer.
- Ken'o was denied his father's position by Ikoma Tsanuri when Toturi appointed her Lion Clan Champion, but he has risen through the ranks of the Lion armies by determination and raw skill (TN 15, Lore: War 2 or Lore: Lion 2)
- Ken'o is married, and is in fact the only candidate who has a child (and therefore has

an established line of succession). (TN 20 or Lore: Lion 3)

- Ken'o fought against the Unicorn at Shiro Matsu during the War Against the Shadow, but would have been defeated if it had not been for Tainted reinforcements provided by Kitsu Okura. (TN 25 or Lore: War 2)
- Ken'o nearly challenged Kitsu Okura to a duel after the battle, but was ordered to stand down by his commanding officer. (TN 30, Lore: Lion 3, or Lore: Bushido 2)

Ikoma Sumiko (the Courtier)

- Basic information: Sumiko is a young courtier who has served the Lion Clan's interests in several different Clan courts. As Ikoma Kaoku's cousin, she is his closest living relative.
- Rather than being a famed negotiator or diplomat, Sumiko is known for her performance ability as a storyteller, specializing in tales of glory and valor (TN 15, Courtier 2, or Perform: Storytelling 1)
- She is welcome in nearly every court in the Empire, and has spent much time traveling to other Clans throughout her career; she has been known to express a preference that battles remain in stories. (TN 20 or Courtier 3)
- Sumiko is rather more friendly with Crane than many Lion. She has studied with Kakita Artisans from time to time (not learning their special performance Techniques, but still exchanging stories and methods of storytelling). (TN 25, Lore: Crane 3, or Perform: Storytelling 3)

Ikoma Saburo (the Boy)

- Basic information: Saburo is the nine-year-old brother of Ikoma Sume, and is currently in training to become an omoidasu.
- Neither Saburo nor Sume are blood relatives of Ikoma Kaoku, being the sons of Kaoku's sister-in-law. Sume was confirmed as Kaoku's heir due to his proven abilities rather than his relation. (TN 20 or Lore: Lion 2)

Ikoma Soko (the Warrior)

- Basic information: Soko was the cousin of Ikoma Tsanuri, and had a prestigious career as an Imperial Guard before the Clan War. She left the Guard and opened a dojo in Otosan Uchi just before the Clan War began.
- Soko is a highly skilled swordswoman, and her dojo trains samurai from across the Empire, though it does specialize in those interested in

pursuing a career in the Imperial Guard (TN 15 or Kenjutsu 4)

- Soko is somewhat abrasive, and has a reputation as having little patience for weakness or dishonor. (TN 20 or Lore: Lion 3)
- Soko has fought six duels, one to the death, over comments that she has made concerning several other Clans, and emerged victorious in all of them, and the students of her dojo seem to have a similar penchant for challenges though several of them have died in lethal duels. (TN 25 or Iaijutsu 4)
- Soko is thought to have some strange contacts; a few remember that she was one of Akodo Kage's protégés when she was young, though the same can be said of the Emperor himself. (TN 30 or Lore: Kolat 3)

The Stoic Seppun

After three days, Miya Rintaro will have learned some interesting things in the Ikoma Library, and will have decided upon a few basic courses of action. He will once more summon the PCs and explain what task he will assign them. Once again, he will meet the PCs in a private meeting room. This time, however, he has brought another Imperial:

Rintaro meets you in the same elegantly-appointed meeting room that the Ikoma have assigned to his use. It is evident that he has been busy in late-night research from the scrolls, notes scrawled on scraps of parchment, and empty pots of both ink and sake that the servants have not yet had time to clear away. The dapper little Miya is not alone; a quiet Seppun bushi stands at the ready slightly behind Rintaro. Despite the fact that the Seppun is actually a few inches shorter even than Rintaro, he appears far more dangerous than the Miya. His daisho rest at his hip and cold eyes assess each of you momentarily even in the midst of this friendly environment.

PCs who noticed him before will recognize Seppun Mashita; they may also roll **Lore: Heraldry / Intelligence** at a TN of 25 to recognize him now. Mashita is known to be one of the most celebrated duelists in the Seppun family, and was one of the Imperial Legion that fought alongside Toturi's Army during the Clan War and the War Against the Shadow.

"Ah, my friends, the task before us is humbling in its scope. I hope that you have been able to occupy yourselves adequately while you waited for me to determine the most appropriate way to resolve the issue." Rintaro gives an only-slightly dramatic yawn

and gestures around the room. "Many hours of thought and research have gone into this, but I believe the best option is to gather what testimony I can concerning the candidates. I have found records of samurai from your respective Clans that may have relevant testimony, as they are acquainted with at least one of the candidates. I think you will best serve me in this matter by speaking with your clan mates and bringing me their official testimony. I will send my, ah, yojimbo Seppun Mashita with you to serve as Imperial Witness and seal the documents."

Rintaro will answer any further questions in a fairly breezy, dismissive fashion. It is clear that he does not have a high opinion of Mashita (who is simply so quiet that he unnerves the gregarious little Miya), and is taking advantage of an opportunity to send the Seppun as far from himself as he can arrange while still retaining his services. The testimony will serve his purposes as well, and the PCs do have a certain advantage when it comes to speaking with members of their own Clan, so it is not completely untoward for him to send them on this task.

If the players ask why these samurai have testimony that is relevant, Rintaro will tell them that he has found several samurai of note to provide testimony, and the PCs are simply being sent to gather the testimony that they have the best chance of succeeding at. While they may never actually encounter them, Rintaro does have other groups engaged in similar tasks.

Like members of other Clans, Lion Clan PCs have been lent to Rintaro's service by their daimyo, and he will simply have them accompany the group to provide their perspective, both to the NPCs and to be better informed themselves when he asks them their opinion later.

Travel papers will be arranged by Rintaro, and the PCs given a chance to acquire any reasonable equipment that they may feel that they will require on the journey. Seppun Mashita will suggest that the group depart by mid-morning of the next day.

Part Two: Across the Empire

The next section of this module depends entirely on the composition of the table. Which Clan lands the party goes to depends entirely on which Clans are represented among the PCs (thus, the suggestion that at least three and no more than six Great Clans be represented). There are a few things to note about the following encounters:

The NPCs are not expecting the PCs when the group arrives, and therefore they do not have testimony prepared. They will wish to speak with their Clan's PC(s) privately to ask (or offer) advice; this time should be used to give each of the players a chance in the spotlight, but must be used carefully in view of possible time constraints.

While the NPCs start out with supporting one of the candidates, most of them can be persuaded to speak on behalf of another if the players choose. The candidates that they can be convinced to lend their support to are listed with a basic TN, and any other modifiers that could apply. **Courtier (Manipulation) / Awareness** is the base roll, but other Skills could apply depending on the arguments used (various Lore Skills could apply; for example, if the PC uses historic precedent to make their point, Lore: History / Awareness would be appropriate – the Trait used should always be Awareness). Members of a different Clan may attempt the same tactics, but their TN is increased by 5, and the NPCs will always choose to listen to the PC from their Clan if they succeed. (It only requires a TN of 15 to convince them to support the candidate they begin supporting if they have been convinced otherwise by another Clan's PC.)

On the Road

The PCs will be spending many days or weeks traveling across the Empire together. Again, this should give them ample opportunity to interact with each other, and it should not take them long to learn something about Seppun Mashita.

Mashita is a highly skilled duelist who unfortunately does not care much for politics. He is a close observer of the panoply of samurai court, but tries to avoid interacting with it as much as possible. Assignments like his current one are generally quite annoying for him, as he is simply present to serve as someone's champion, should an Imperial be challenged. He is distant and somewhat taciturn, not due to Imperial arrogance but simply because he does not believe this mission to be the most appropriate use of his service. While he will not take these feelings out on the PCs, it does tend to put a distance between him and them – though that barrier can be breached with some effort on the part of a player who wishes to try to connect with him. Mashita has no significant political connections, though, and will be quite blunt about that if he believes the PC are angling to use him to further their own ends. One possible avenue of approach is his martial practice: every day, Mashita will perform a series of kata to keep himself prepared. While he does not go out of his way

to lord his ability over the PCs, he is likely much more skilled than they are. He will spar with PCs who seem honorable or at least respectful, and is willing to give a few pointers if asked.

The PCs have been sent to accompany Mashita and to assist him in speaking with members of their own Clans. They are not escorts or guards for him, and they do not have permission to wear their armor in the lands that they are traveling through. Doing so regardless is a breach of etiquette, and any PC who insists on wearing armor as they travel (a practical and prudent idea, but far from courteous) will lose Honor points based on their Honor Rank: characters with 0, 1, or 2 Ranks of Honor lose no Honor; those with 3 or 4 Ranks of Honor lose 1 point; those with 5 or 6 Ranks of Honor lose 2 points; those with 7 or 8 Ranks lose 3 points; those with 9 or 10 Ranks lose 5 points. (This does include Crab samurai; while they can be assumed to have permission in any situation that they may expect to face the Shadowlands, wearing it across the entire Empire will cause them to lose some Honor.)

Meetings

There is a possibility that the characters will travel through a significant section of the central Empire, and meet with a large number of samurai that are of slightly higher station than they are. Each of these meetings will follow essentially the same pattern, and those that deviate will be indicated in their individual write-up.

Each of the NPCs has a position granting them at least some amount of Status; this allows them to maintain a household that can offer a certain amount of hospitality, and their servants will be careful to observe all of the appropriate Rokugani rituals (welcoming the PCs, offering them refreshments and a place to recover from the road, asking them politely to wait while they determine if the master of the house is "available", etc.).

The NPCs will meet with the entire group to begin with; Mashita will essentially use his Imperial status to get the group in the door, but will expect the Clan samurai to take over at that point. He will rarely speak with the other NPCs that the group has travelled to see, preferring to have the PCs do the majority of the explanations and interactions.

After being informed of their mission, the NPCs will speak with the group in general about the candidates, and if the non-Clan PCs wish to try to influence them, this will likely prove to be the best chance. They will then generally offer the group rooms for the night and will arrange to speak with the PC from their own Clan

privately (which will give the PC of that Clan a chance to further their own agenda, if they have one).

On the second day, the NPC will have written up a testimony in support of one of the candidates – if they have not been persuaded by any PCs they will speak for the Ikoma that they started out supporting. The testimony will be written on an official scroll, the PCs will sign it with their chops to indicate that they

witnessed the testimony being given, and Seppun Mashita will close the scroll with an official Imperial seal. The group will then depart and head to the next destination.

The party will travel to the other Clans in a specific order: Scorpion, Crab, Unicorn, Dragon, Phoenix, Mantis, Crane, and then return to Kyuden Ikoma.

Scorpion Lands: First Breath Dojo

The party will travel south through one of the smaller passes through the Spine of the World Mountains, one not large enough for an army or major trade caravan, but easily enough for a small party of samurai to cross. The Soshi provinces in the northern Scorpion lands are rocky and treacherous terrain, with little in the way of obvious landmarks and few marked paths. It is obvious that the Soshi do not welcome visitors to their lands, and even the peasants, though polite and willing enough to provide assistance, seem strangely independent (perhaps a result of the relative lack of interference from their samurai lords).

The group's first stop is at the First Breath Dojo in the Kinbou Province. Scorpion PCs know that the principle duty of the dojo is to train those Soshi born without the ability to speak to the spirits, and nothing is spared to give those Soshi the best training possible. Tutors from across the Scorpion lands, and often even from elsewhere in the Empire, are gathered to teach every subject of worth. From swordsmanship and tactics to politics or artistry, if it can be taught, someone at the First Breath Dojo likely can teach it.

From outside, it is a fairly unprepossessing structure with several sizable buildings contained within a solid stone wall. The village that stands outside the dojo is obviously there to serve the school, as its remote location prevents it from being on any major trade routes. In fact, the road that leads to the village is extremely difficult to locate, and a caravan would have a hard time navigating the switchbacks and the rocky trails make riding a horse almost impossible.

The PCs approach the plain wooden doors and servants scurry about to grant them entrance. Seppun Mashita provides his chop as he is taking his sandals off, and the group is respectfully ushered to a receiving room. The interior of the dojo is surprisingly homey, with the wooden floors polished to a warm glow and comfortable furnishings without any ostentatious sign of wealth.

Bayushi Ikita

A handsome, urbane man with a mask that highlights his features rather than hiding them, Ikita is a sensei at First Breath Dojo, where he teaches both theatre and the ways of the court. Like many Scorpion, he was fostered to the Crane during the Clan's exile, however, he was one of the oldest children sent and went through his gempukku almost immediately after the Clan returned. Characters who succeed at a **Courtier (Gossip) / Intelligence** roll with a TN of 15 recall that his mother was a Crane, but that he has served the Scorpion in the courts well for years – even frequently acting against his mother's Clan's wishes.

Air 3	Earth 2	Fire 3	Water 2	Void 3
Awareness 4				
Honor 3.8		Status 3.0	Glory 3.0	

School/Rank: Bayushi Courtier 2

Skills: Calligraphy 3, Courtier (Gossip, Manipulation) 5, Etiquette 5, Investigation (Interrogation) 5, Sincerity (Deceit) 5, Temptation 5,

Advantages/Disadvantages: Benten's Blessing, Blackmail / Overconfident

Ikita will do his best to make the PCs feel welcome, though he does not hide his curiosity when the Seppun largely delegates the explanation to the Scorpion PC(s). If Rintaro's name is mentioned, he will give Mashita a knowing look and continue on. Upon being informed of who the contenders to become Ikoma daimyo are, and that he is being asked to provide testimony for one of them, he will act surprised and humbled "at being given such a responsibility" (he is, at least, genuinely surprised). Ikita will claim some uncertainty, and ask the PCs who they think he ought to support (if the players are suspicious of this claim, they can roll a **Contested Sincerity / Awareness** roll against him, but the odds are in his favor; it is not suggested that the GM call for the roll unless asked). This is at least partially to get the players used to the idea of presenting

arguments for one candidate or another, and to encourage them having one that they support themselves. Ikita himself has already made up his mind, but is interested in learning what he can of the expedition and engaging them in conversation is the best way to accomplish that.

After some discussion, Ikita will again claim that he must consider the matter carefully and will arrange rooms for the party. He will meet with the Scorpion PC(s) afterwards, and explain that he will be giving testimony for Ikoma Sumiko because he has blackmail on her (a fact that he is quite blunt with to other Scorpion, though he obviously will keep it secret from any other samurai). *“But that doesn’t mean that you can’t support who you wish; in fact, I suggest that you spend some time speaking with your associates on the*

subject and determine who you would like to see in the position. It may well be that some effort on your part will indebt other members of your group to you, and having a few more samurai owe the Scorpion is always preferable to the alternative.” Unlike most of the other NPCs, Ikita cannot be convinced to give his testimony in support of a different candidate because he honestly believes this to be the best option for the Scorpion.

The next morning, Ikita will deliver testimony in favor of Sumiko, speaking of her skills as a courtier, the welcome she has in nearly every court in the Empire, and her worthiness for such an exalted rank.

Crab Lands: West Mountain Village

The party will pass south through the Scorpion lands and along the River of Gold into the Crab lands. After descending from the mountains, fertile plains are worked by peasants along the route. The verdant summer continues until the group moves into the Crab lands, where the minimal waterfall makes agriculture more difficult. Even irrigation efforts undertaken by clever Kaiu engineers cannot fully offset the paucity of natural resources through much of the Crab lands. Additionally, it is obvious that the Crab lands are beset by other problems: every village has some form of fortification, whether it be a low wall or at least an earthen berm to slow any attackers. While the Kaiu Wall blunts the force of major assaults from the Shadowlands, small bands of creatures often get through and represent a threat to every Rokugani settlement within range. Therefore, even the farmers of the Crab lands stand ready to defend themselves.

The PCs are traveling to West Mountain Village in the Juuin Province. The village is a very minor holding, having only recently acquired any kind of fame. Any character who succeeds at a **Courtier / Intelligence** roll at a TN of 20 knows that the village is the home of Unari, a retired Crab bushi who has become an author of surprising skill, having sought out somewhere away from his fame. Crab PCs are also aware that the village serves another purpose: a large number of samurai and ashigaru returned from the Battle at Oblivion’s Gate with the Shadowlands Taint, and the Crab have established a “retreat” of sorts for those so afflicted who cannot serve in the Legion of the Damned but still may have some contribution they can make to the Crab Clan. The Jade Sect, an order of Brotherhood monks who have developed a tea that suppresses the Taint, has

opened a monastery in the area, and the locals cultivate Jade Petal Tea under close observation of the Kuni Witch Hunters.

Other PCs may take note of the second settlement nearly as large as the village proper just outside West Mountain Village’s walls, and the large number of samurai in the area given the size of the village. Though they do not advertise it, the Kuni make no real secret of the village’s status as an experimental retreat for those possessing minor levels of the Taint. Other PCs who make an effort will be able to discover it without requiring a roll. The locals are resigned to the situation, viewing it as simply another cost of the war.

The PCs are here to speak with Hida Nezu, the samurai overseer of this village. He has a fairly large manor house on the cliff overlooking the village and the settlement, across the valley from the monastery. Though it is not technically a war fortress, Nezu’s manor is very defensible, with thick stone walls and clear sightlines of all approaches. The interior is spartan and immaculately clean, with very little in the way of decorations save for weapons and armor kept ready for use.

Hida Nezu

A large, lanky samurai with a seamed face that was never pretty, Nezu is a dedicated Crab. His current duty holds a great deal of meaning for him, as he was himself nearly Tainted during the March to Volturnum, and he sees his “charges” as having suffered a fate that could easily have befallen him. He moves stiffly, a legacy of the grievous injury taken during the Battle at Oblivion’s Gate, but has proven an able administrator for West Mountain Village.

Air 2	Earth 4	Fire 3	Water 3	Void 3
Reflexes 3			Strength 4	
Honor 5.7		Status 3.5		Glory 4.5

School/Rank: Hida Bushi 3

Skills: Athletics 4, Battle 4, Defense 3, Heavy Weapons (Tetsubo) 5, Intimidation 4, Kenjutsu 3, Lore: Shadowlands 3, Lore: Theology 2

Advantages/Disadvantages: Large / Lane, Obligation (Jade Sect)

Nezu is a bluff, hearty man with a duty that he takes seriously, but he will make time to speak with the Imperial samurai. However, as soon as he sees another Crab, he will direct the majority of his attention at his clans mate. Mashita is more than happy to allow this to continue. Nezu is somewhat confused as to why the Lion would turn to the rest of the Empire, but explaining it as the doing of an Imperial will explain everything in his mind. Muttering about “Imperial interference”, he’ll inform the group that he needs some time to consider the matter, but he will fairly bluntly tell the Crab PC(s) that he wants their help in figuring out the best course of action for the Crab. If the other PCs wish to petition him, they can do so now, and he will listen patiently before sending them on their way so he can speak with the Crab privately.

Nezu is inclined to support Ikoma Ken’o, as he witnessed the tactician’s bravery and resourcefulness

during the March to Volturnum. He is also impressed that none of Ken’o’s men were Tainted on the March, and those who died were tended to according to Crab field doctrine rather than letting the Lion’s pride get in the way. Nezu can be convinced to support Gohesu, though the TN for that is 25, because he has learned some respect for scholarly knowledge by spending time with the monks of the Jade Sect. He will only support Soko or Sumiko if the PC makes a persuasion roll with a TN of 30; he does not know either of them beyond what the PCs tell him, so does not want to provide testimony unless absolutely convinced by the PCs that they will be good leaders for the Ikoma.

The other PCs can explore the town, though there is little enough of interest: the author Unari will not accept visitors, as he is here to get away from that sort of attention (though copies of Persistence, his famous work about the life and fall of Hida Kisada, are available in town for 8 bu – signed copies for a koku), and the retreat for the Tainted veterans should be unsettling enough that few honorable samurai would wish to spend any more time there than they would be required to. The monastery of the Jade Sect is open to visitors, though the monks are not exactly happy to share their secrets. They will allow the PCs to pray at their shrine, but will avoid specifics as regards the Jade Petal Tea. While willing to describe the tea’s effects, the monks do not wish the secret of cultivating it to become known in the Empire, as they know that some would use the knowledge to keep their Taint secret and risk the danger of Jigoku and some would use it to put pressure on those who have been afflicted.

Unless convinced to support another candidate, Nezu will speak favorably about Ken’o, praising his courage and skill as a warrior, and making note that the Ikoma tactician is a brilliant leader who cares for the men under his command.

Unicorn Lands: Shiro Kishi Mura

The party will travel north to the rolling hills of the Unicorn lands. The plains serve as a testament to the Clan’s dedication to their cavalry: land that other Clans would use to supplement their grain stores for either their own use or for trade are largely left uncultivated to allow the Unicorn to maintain the huge herds for which they are so famous. Relatively distant from much of the rest of the Empire, the Unicorn lands came through the recent wars with only minor damage, and their prosperity and fortune continues.

The PCs are bound for Shiro Kishi Mura in the Kawabe Province. It is a small fishing village on the western banks of White Shore Lake – a large, majestic lake situated in the heart of Unicorn territory and named for its white sandy beaches. While the village itself provides fresh and dried fish for the Unicorn Clan, it is more famous as a popular location for artists and artisans, due to the beautiful sunsets and scenery of the location. This is encouraged by the local daimyo, Moto Naomi, and as such marks Shiro Kishi Mura as the center of the arts for the Clan. The village itself has remained small, due to strict restrictions on civic

expansion imposed by the governors. This limited supply and great demand means that the houses and estates are only available for the very wealthy and influential – making it a popular place for permanent homes among such a traditionally nomadic people. There are a fair number of inns as well, as foreign dignitaries are often brought here as it is easily the most Rokugani of holdings among the Unicorn despite being taken over by the Moto when the Khan was given command over the Clan.

The PCs are seeking the testimony of Shinjo Hanari, a renowned sensei of the Shinjo Bushi School. Hanari is one of the most respected Shinjo remaining in the Empire, following the purge of the Kolat by the Kami Shinjo a few years ago. His residence is one of the smaller manor houses by the lake, and the servants greet the PCs courteously. They are shown to a room that is luxuriously appointed in a combination of traditional Rokugani and classic Unicorn elements. The light gaijin touches serve to enhance the standard decorations of the Empire somehow, and when he arrives, the master of the house demonstrates some of the same dichotomy.

Shinjo Hanari

Shinjo Hanari is an older man with a weathered demeanor, more than his share of wrinkles for his age, and a long, pointed goatee. He dresses in kimono cut after Rokugan fashions, but made from silks that bear gaijin patterns in their brocade. His wild hair forms an imposing widow's peak and is streaked with grey, and his eyes are cold and bitter. He is considered gruff and unsociable (as is his ki-rin war dog, Koji, who follows his master everywhere), and has a reputation as a strict sensei at the Shinjo archery dojo. A **Lore: Unicorn or Courtier (Gossip) /Awareness** of TN 15 will tell the PC he is renowned as a master of the bow (specifically the *yomanri* Unicorn style), he lost his son in the battle of Storms over Matsu Palace, and though he is contemplating retirement, he still competes in the Tsuruchi's annual *kyujutsu* tournament.

Air 3	Earth 4	Fire 4	Water 4	Void 4
Reflexes 5		Agility 5		
Honor 7.1		Status 4.5		Glory 6.0

School/Rank: Shinjo Bushi 5

Skills: Athletics 3, Craft: Bowyer/Fletcher 4, Defense 5, Etiquette 2, Horsemanship 7, Hunting 4, Iaijutsu 3, Kenjutsu 3, Kyujutsu (dai-kyu) 7, Lore: History 3, Pole arms 4

Advantages: Quick, Way of the Land (all Unicorn provinces)

Hanari welcomes his guests with equanimity, giving the impression that he hosts such diverse gatherings all the time. He will regard the situation with a certain amount of amusement that he will only somewhat attempt to control in the face of Lion PCs.

The grizzled Shinjo sensei has met Ikoma Gohesu and been corresponding with him for two years, and in fact considers the spirit to be an ally. Hanari has respect for Gohesu's knowledge and ability as a scholar, and appreciates that Gohesu was a supporter of the Unicorn during his first life who assisted the Unicorn integrate into the Empire in the first century after their return. The characters can speak on behalf of the other candidates, and he will allow them to make their case, and then request that they give him some time to confer with his clan mate, suggesting that they explore the village and look into the inspired craftworks to be found.

The village does have many exceptional examples of artwork for purchase, many of them having a motif of the White Shore Lake, and anything from paintings to pottery can be acquired. Artisan supplies are common, and some of the finest saddles in the Empire are fashioned here (and can be bought for anywhere from 2 to 15 koku).

Hanari will speak bluntly with the PC of his Clan, admitting that he feels a certain amount of ancestral obligation to Ikoma Gohesu, as Gohesu's partner when he was an Imperial Cartographer was Hanari's ancestor Shinjo Fujimaka. He also believes that Gohesu's previous positive relationship with the Unicorn will be of great benefit to the Clan if Gohesu is in control of the provinces that directly border on the Unicorn lands. However, it is possible to convince him to support one of the other candidates: he fought against Ikoma Ken'ō at Shiro Matsu during the War Against the Shadow, but has a healthy respect for the tactician's prowess (TN 20). He has never met either Sumiko or Soko, and is not comfortable about making any public claims on their behalf; he will if convinced (TN 30) that they are, the best choices for the position – appeals to their bloodlines will be most likely to sway him.

Dragon Lands: Kyuden Tonbo

Whether they leave from the Unicorn lands or the Lion lands, the party will travel east along the southern

border of the Dragon lands. The foothills of the Dragon mountains loom to the north, but the road along the

Drowned Merchant River makes for an easy journey. They pass through a number of farming villages owing fealty to the Dragon, each of them cultivating more land than may be expected for their size in order to produce food for the people living in the rugged mountains. Their path turns north eventually, and they will cross into the foothills of the Dragon mountain and follow the Imperial road to Kyuden Tonbo, the castle of the Dragonfly Clan. The Dragonfly are a Minor Clan that protect the mountain passes, offering sanctuary to any who seek to approach their patrons in the Dragon and providing guides for those who the Dragon wish to speak to.

The castle itself is a tall, rainbow-hued pagoda-style tower that commands a wide view of the surrounding countryside, standing proudly among the foothills of the mountains to the north. The city surrounding it sees many visitors traveling to and from the lands of the Dragon clan, though few stay for very long. One unique feature of the city is that there are prayers to the fortunes carved upon the foundation stones of the buildings and fortifications – an extension of the local tradition of carving similar prayers upon rocks and leaving them at crossroads. Every stone in the province larger than a fruit basket has such a prayer, it seems.

The Tonbo family are welcoming, as they are with any guests, and offer their hospitality with generosity. They will inform the party that they do not know if there are any guides available, but give them rooms so that they can wait to see if one can be found to guide them. “The mountains can be dangerous, samurai, and we would not wish you to be injured in a mishap.” Upon being informed that the group is actually present to speak with Togashi Mio, a chui in the nearby Dragon garrison, they will make all appropriate arrangements to house the party.

With open strife looming between the Dragon and the Phoenix, the Tonbo are caught squarely in the middle, as they have close ties with both Clans. They will treat any Phoenix with great respect, though they will be somewhat more distant to any Phoenix Agasha that arrives. The greater recent involvement of the Dragon in the Empire has also increased the amount of traffic through the Dragonfly lands; the PCs can discover if they ask around that envoys from the Lion, Crab, Scorpion, and even Mantis have recently travelled into the mountains to confer with the Mirumoto and Togashi. The Tonbo are highly accommodating, and will send a message for Togashi Mio as soon as his name is mentioned.

Togashi Mio

Togashi Mio appears as a youthful man of the ise zumi tattooed order with the soft glow of a returned spirit; he died fighting the Unicorn during a minor border conflict in his previous life, but will not speak of the spirit realm from which he came (though a **Lore: Spirit Realms / Intelligence** at TN 10 or **Lore: Theology** at TN 15 will determine it). While the mystical tattoos of the Dragon can range from solid black to beautiful tapestries of color, his are predominantly blue. A **Courtier (Gossip) / Awareness** roll TN 15 will tell the PC that like many of his order, Mio spends his time meditating, studying the Tao, and practicing jujitsu, all in search of personal enlightenment. He also speaks in less confusing riddles than his brethren.

Air 3 Earth 3 Fire 3 Water 3 Void 3
Honor 6.2 Status 3.5 Glory 3.0

School/Rank: Togashi Tattooed Man 3

Skills: Athletics 3, Battle 3, Defense 3, Craft: Tattooing 3, Jujutsu 5, Kenjutsu 4, Lore: Theology 3, Meditation 5

Advantages/Disadvantages: Hands of Stone, Touch of the Realm (Meido) / Driven

Mio accepts what the PCs tell him without emotion, and asks them what they know of each of the candidates. He will actually give them as much time as necessary to tell him what they know before asking to meditate upon the choice with his clansman. Privately, he will spend some time in quiet contemplation with the Dragon, and offer them whatever advice he can upon the situation they find themselves in, but he will calmly tell them that he will speak for Ikoma Gohesu. If the PCs ask, he will claim respect for Gohesu's scholarly nature, but if pressed, will admit that the fact that Gohesu is a spirit appeals to Mio. Mio believes that the spirits owe the Empire another lifetime of service, and he wishes to see spirits in positions of authority in order to best make use of their greater experience and guide Rokugan to greater glory. There is no way to change his mind; the time he spent in Meido inured him to most mortal blandishments, and this is too close to his core principles. (If the PCs do not understand this, allow them to make a **Courtier / Awareness** roll at a TN of 10 to realize that there is largely no way to persuade him.)

The next day, he will speak simply on the merit of a man who has proven his capability in a position and for whom death itself is no impediment. There is no trace of emotion in his voice as he delivers his testimony and offers the PCs a blessing as they depart (even Phoenix characters are treated with quiet respect).

Phoenix Lands: Honored Treaty City

The group will travel east into the Phoenix lands, through the Shiba provinces, where preparations for the coming conflict with the Dragon are visible everywhere. Though the Phoenix as a whole prefer to avoid fighting, and their shugenja have a strong tradition of eschewing warfare in favor of their roles as priests, the Clan is still a Clan of samurai, and they expect to need to defend themselves soon. Large sections of the Shiba provinces are still somewhat under populated, but the western Phoenix lands are still being fortified along the route the Dragon are most likely to take on their quest for vengeance against the Agasha family.

The PCs are bound for Honored Treaty City in the Anshin Province, the westernmost Phoenix Agasha family holding. It was the site of a historic treaty between the Lion and the Phoenix seven hundred years ago, and it serves as a powerful reminder of the importance of peace. It is now technically an Agasha holding, and there is some concern that it may come under attack; while there are Shiba provinces between it and the border with the Dragon, the Phoenix are aware that the substance of the Dragon's complaint is against the Agasha and expect the city to come under attack. It is being fortified by a group of Crab engineers, who are providing guidance and plans for a labor force made primarily out of shugenja skilled in appealing to the earth kami. The city is also being developed as a major staging point for supplies and logistical support; a legion of the Shiba armies has been stationed in the area to provide protection against Dragon incursions and due to the worrisome presence of the Akodo army just to the south on Emerald Champion Plain. Though the Lion do claim that the army is merely there "on maneuvers", the Phoenix feel there is no need to take chances with one of the most militant Clans in the Empire. The PCs are here to see Isawa Toiko, a martial shugenja who serves as a chui in the legion stationed nearby. Though an officer, Toiko does not have a large house in the city, and while she will offer what hospitality she can, she simply does not have the room to put the PCs up and they will be forced to look for lodgings in town.

Isawa Toiko

A plain-faced young woman, Toiko has the zeal and passion that is only commonly found in fire shugenja. Though she was by nature a pacifist before the Mantis invaded the Phoenix lands during the War Against the Shadow, she has since become far more willing to fight to defend her homeland. However, this has not changed her dedication to peace: now, she believes that some must fight so that others do not have to, and is willing to do almost anything necessary to defend the innocent under her charge.

Air 3 Earth 2 Fire 5 Water 2 Void 3
Honor 5.7 Status 3.5 Glory 4.0

School/Rank: Isawa Shugenja (Fire) 3

Skills: Battle 3, Calligraphy (Cipher) 4, Etiquette 3, Iaijutsu 3, Lore: Theology 3, Lore: History 2, Medicine 4, Meditation 3, Spellcraft 5

Advantages/Disadvantages: Elemental Blessing (Fire), Sage / Brash

Toiko is more like a slowly-burning ember than a raging inferno; though Brash, she will only react to insults delivered with true intent behind them. (Also, despite what many might expect with the knowledge that the Dragon armies are soon to march, she is far more inclined to have issues with Mantis characters than with Dragon.) She will listen to the situation somewhat impatiently, and shake her head. "The things the Imperials choose to interfere in never cease to amaze me..." As it happens, Toiko has had a scholarly relationship with Ikoma Gohesu for some time; she is interested in knowledge of all types, and he was instrumental in gathering some information on the Naga for her. She will politely ask the other Clan samurai to give her some time to confer with her clan mate and suggest that they use the time to find rooms in the city.

Privately, she will explain that she is most likely to support Gohesu because she knows him best, but that she is not certain he is the best option for the position. If the PCs can convince her that Sumiko would be more interested in maintaining peace with the Phoenix, it will be fairly easy to talk her into switching her support to the courtier (TN 15). Ken'o, as more obviously martial, will require a TN of 25 and likely some assurances that the tactician will not be setting his sights on the Phoenix lands. Unfortunately, Toiko has something of an unpleasant history with Soko, and will not support her unless she is told that Soko will apologize for certain remarks she made to Toiko about the Phoenix's weakness in defending themselves from the Mantis.

Mantis Lands: North Hub Village

Miya Rintaro, knowing that the Mantis Lands are mostly fairly distant from the rest of the Empire, will not ask them to travel to the Mantis islands. Instead, he will send them to North Hub Village, which is technically an Imperial holding, but one where the Mantis have a strong presence. Passing through the Imperial provinces that surround the capital of Otsan Uchi shows prosperity and plenty, with merchants from across the Empire taking advantage of the recent surge of trade as the Clans make preparations for the coming skirmishes. Mantis are some of the most commercially active, and profiting heavily from this prosperity.

North Hub Village specializes sea trade, and a great deal of commerce bound for Otsan Uchi passes through it. It is a large village, closer to being considered a small city, and like many other Imperial holdings, has a Great Clan samurai serving as its governor (Yoritomo Yukue, of the Mantis). As it also contains a large number of shipyards, the Mantis Clan have a great deal of interest in the city, and have opened a number of other businesses to support the samurai they have stationed there. The other Clans with a significant naval presence – the Crab, Crane, Phoenix, and Tortoise – do have some presence here, but their involvement in the city is not as extensive as the Mantis.

The PCs will find the samurai they are seeking, Yoritomo Chujitsu, at the dojo that he maintains (the Breaking Wave).

Yoritomo Chujitsu

Chujitsu is a blunt, plain-spoken man with a fairly typical Mantis attitude toward most Rokugani social mores: they just get in the way of living life to the fullest. He is a boisterous man who runs a dojo in the city, and despite his prosperity, dresses fairly poorly for his station. Though he did once serve in the Storm Legion, Chujitsu is more known in the Clan as a sort of “drill instructor” who can shape raw recruits into elite soldiers swiftly.

Air 2 Earth 3 Fire 2 Water 3 Void 3

Stamina 4 Agility 3 Strength 4
Honor 3.2 Status 3.5 Glory 4.5

School/Rank: Yoritomo Bushi 4

Skills: Commerce 2, Defense 5, Intimidation 5, Jiu-jitsu (Improvised Weapons) 7, Kenjutsu 5, Knives (Kama) 5, Lore: Underworld 4, Sailing 5

Advantages/Disadvantages: Strength of the Earth, Wealth / Obtuse

Chujitsu will greet the PCs loudly and laugh somewhat at the explanation for the presence. He will make no bones about the fact that he knows and respects Ikoma Ken'ō, and that he cannot stand Ikoma Soko (he used to run a dojo in Otsan Uchi and his students had a rivalry with her that ended poorly for his; he left the city rather than deal with the reputation he was developing there). After the group has a chance to try to convince him one way or another, he will simply send them away and ask the Mantis to stay for a drink.

Over strong shochu, he will explain the situation as he sees it and that his preference for Ken'ō stems from the fact that the Lion actually saved his life after the Battle of Oblivion's Gate – the Storm Legion was not present at the battle, but travelled south to meet with their Champion with as much speed as they could manage. Ken'ō led a patrol that helped them get through to Aramasu after Yoritomo's death so they could escort their new Champion home. Chujitsu knows that Ken'ō likely only did it because the enemy was even worse than the Lion think the Mantis are, but feels some obligation anyway. He can be convinced to support the others with some effort (TN 25 for Sumiko or Gohesu and 35 for Soko).

Crane Lands: Shiro sano Kakita

The party will eventually travel into the Crane lands; though they have seen a great deal of war in the last ten years, they have finally mostly recovered and are once again some of the most prosperous and beautiful

territories in the Empire. Even their farmlands are sculpted masterpieces of aesthetic wonder that blend artfully into the surrounding countryside, and the city

that the group is heading toward is renowned for its splendor throughout Rokugan.

Among the many jewels of the Takuetsu province in Crane lands, Shiro sano Kakita would easily be the brightest. Often called the most beautiful province in the Empire, the landscape is carefully tended like a giant garden, with perfect vistas and contemplative scenes carefully hidden around every corner. The expansive castle is built similarly, for behind its high white walls lie perfect gardens and high balconies commanding impressive views over the picturesque countryside. Though beautiful, the formidable castle's strength has been proven many times over in the countless conflicts between the Crane and the closely neighboring Lion. Only recently has it fully recovered to its true glory, having been razed to the ground during the Clan War.

Many high-ranking Crane live in the city, and the PCs are here to speak with one that has fairly high connections: the niece of Kakita Kaiten (the late hero and daimyo of the Kakita family).

Kakita Kyruko

Kakita Kyruko is a disarmingly beautiful young maiden of the Crane clan with long, raven-black hair and bright, encouraging eyes. Every move is poised and elegant, perfection in motion, and she knows it. A **Courtier (Gossip) / Awareness** roll of TN 15 will inform the PC that she is a student of the Kakita dueling academy, and that while a promising duelist, she is more known for her sharp tongue and arrogance than her skill with a blade. A TN of 30 will inform the PC that she has a bit of a reputation as a seductress as well, though no one has dared mention this openly nor complained about it.

Air 4	Earth 2	Fire 2	Water 2	Void 3
		Agility 3		
Honor 4.2		Status 3.5	Glory 4.5	

School/Rank: Kakita Bushi 2

Skills: Courtier 5, Etiquette 4, Iaijutsu (Focus) 4, Kenjutsu (Katana) 3, Kyujutsu 1, Sincerity 3, Tea Ceremony 2

Advantages/Disadvantages: Dangerous Beauty / Dark Secret

Kyruko seems much like a vain, spoiled dilettante, and in fact this is because she is – but this does not stop her from being a dangerous samurai. She adores being in the spotlight, and will go out of her way to get as much attention from the party as she can manage. Unlike the other NPCs, she will not make any effort to speak with the Crane PC(s) privately, but will instead seek advice from all of the PCs simultaneously just to see if she can work up some conflict in the group in order to prolong

the attention. The players can roll **Courtier (Manipulation) / Awareness** at a TN of 20 to realize what she is doing; if confronted on the matter, she will merely pout and move on unless she is truly insulted by one of the PCs. If any of the PCs is rude, she will challenge them to an Iaijutsu duel to first blood to resolve the dispute (this is merely another way to get a form of attention, as she is a competent duelist). A male PC may ask for a private meeting, and if they are polite or flirtatious about it, she will grant it.

On her own, Kyruko would support Sumiko, as Sumiko has a fairly good relationship with the Crane for a Lion courtier. She can be convinced to provide testimony for one of the others, though it is difficult to simply talk her into it (TN 35 for any of the other candidates). However, she will accept a challenge to a duel to force her to choose a different one; in this instance, she will support the NPC that the challenging PC chooses, whether they win the duel or not out of respect for their honor and courage. Conversely, any attractive male PC may attempt a **Temptation (Seduction) / Awareness** roll (at a TN of 25) in a private meeting to sway her using more direct blandishments, to which she will respond agreeably.

Part Three: Mote in Ikoma's Eye

After (presumably) traveling across much of the Empire, the PCs will return to Kyuden Ikoma. Looking forward to their mission being over, they are likely interested in little more than turning over the testimonies they have gathered and returning to their homes. Unfortunately, someone has other plans.

Ominous clouds block the summer sun on the last day of your journey back to Kyuden Ikoma. No sooner do you pass through the walls of Ikoma's Eye, the local name for the urbanized area that surrounds the Ikoma castle, then rain pours down upon your heads and drives the residents of the city back into their homes. Seppun Mashita gives a despondent sigh. "What timing. Let us seek shelter at the castle, and finish our mission as quickly as possible." Leading his horse by the reins, he turns to slog wearily through the muddy streets toward the Ikoma stronghold.

As the PCs pass through one of the commercial sections of town, have them roll **Investigation (Notice) / Perception** at a TN of 20 to notice that they are being tailed; several ronin can be seen scuttling through the alleys and paralleling the group as it passes through the streets. (If they fail this roll, they will be attacked in an

empty market square and suffer a penalty of -10 on their Initiative count for the combat; the enemy will not have to spend an action closing and will be able to attack in the first round.) However, if there is any sign that they have been noticed, Yasunari (the leader of this little band of ronin), will cry out “They’ve spotted us! Get ‘em!” and the ronin will charge into the fray, weapons drawn. Roll for initiative.

(Reminder: the PCs should not be wearing armor unless they accepted the earlier Honor loss for their failure of courtesy.)

Yasunari, Ronin Hireling

Air 3	Earth 3	Fire 3	Water 2	Void 2
Honor 1.5		Status 0		Infamy 2.0

Initiative: 4k3 **Attack:** 6k3 (knife, Complex)

Armor TN: 20 (26 in Defense Stance) **Damage:** 3k1 (knife)

Reduction: 0

Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)

School/Rank:

Skills: Athletics 3, Defense 4, Knives 3, Lore: Underworld 5, Stealth 3

Advantages/Disadvantages: Fleet 1

Ronin thugs

Air 1	Earth 2	Fire 1	Water 2	Void 1
Reflexes 2	Stamina 3	Agility 2	Strength 3	
Honor 1.5		Status 0		Infamy 1.0

Initiative: 3k2 **Attack:** 5k2 (sword or bow, Complex)

Armor TN: 18 (ashigaru armor) **Damage:** 7k2 (sword) or 5k2 (bow)

Reduction: 1

Wounds: 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Dead)

Skills: Athletics 2, Defense 2, Kenjutsu 3, Kyujutsu 3

Mastery Abilities: +1k0 damage with swords

The rain is unpleasant, but other than reducing visibility somewhat at longer ranges, should have little effect on combat. Archers cannot make more than three shots without damaging their bow, and the attacking archers will suffer a cumulative -1k0 penalty on their attack rolls as they have had their weapons ready in the rain for some time. It is impossible to see more than 100’ away with any degree of accuracy, so no attacks can be made at that distance, and any attempted at more than 50’ will suffer an additional +5 to the TN (beyond the standard rules for range penalties). When the ronin begin to flee, the rain will also make it more difficult to track them – unless the PCs have horses or some form

of enhanced mobility, it can be assumed they will escape when they start to retreat.

There are a number of ronin thugs equal to the number of PCs plus two; two of them are archers and will remain at the mouth of the alley while the others swarm the party. Half of them should attack Mashita, while the others try to keep the PCs at bay. They have no loyalty to this task (and are actually somewhat taken aback by the fact that the target is a Seppun, but are too stupid to refuse when surprised with the truth), and will flee if the battle turns against them or they take more than 30 Wounds. They will not surrender, as they know that’s just a slightly slower death.

Yasunari will order them to “keep the Seppun busy” and approach in Defense stance, intending to take the scrolls from Mashita’s horse (cutting the saddlebags free with his knife). He will also flee if he takes 30 Wounds, and will try to surrender if he takes 45 or is immobilized (like in a Grapple) for two Rounds. He will bargain cravenly for his life with the paltry information he has about the motive behind the attack

Mashita will be flat-footed (and would be overwhelmed were it not for the PCs); on the first round, he will ready his weapons and enter the Full Defense Stance but will still take one Wound level for each ronin that closes with him. On the second round, as long as he has not taken more than four Wound levels, he will drop one of the ronin on him with two well-placed blows, but will still be in danger if the PCs do not assist him.

After the attackers have been dealt with, if Yasunari is still alive, he will give up everything he has on the mysterious figure that hired him. Yasunari will do whatever the PCs ask if it means he gets to keep his life, and will point out that he didn’t really mean to hurt anyone, he was just sent to steal some scrolls. *“It was a woman, never saw her face. Don’t know who she is, I don’t care what their name is when they give me that many koku. Take it, the string’s yours, just don’t kill me! She’s waiting for me at the Shattered Bottle, but you’ll probably have to hurry – if I’m not there by nightfall, she’ll probably know that something is up and take off.”*

If the PCs killed Yasunari during the fight, they will have a much harder time tracking down the one responsible for the assault. Identifying Yasunari and tracing his movements for the last few days will allow them to run down his patron at the Shattered Bottle sake house, but requires a **Lore: Underworld / Awareness** roll at a TN of 25 to do so; the players should be reminded before they roll that this is a Low Skill and

will likely cause some loss of Honor for any but the most dishonorable of samurai. The PCs may attempt other methods of tracking Yasunari's movements, but it will be very difficult without exposing themselves to the criminal underbelly (**Investigation (Interrogation) / Awareness** at TN 30 will manage), but if they take more than a few hours to canvass the city, Soko will simply have removed her "disguise" and returned to the castle.

Presuming the PCs find their way to the Shattered Bottle, they will discover that it is a run-down establishment in a poor section of town. Inside, a small group of merchants have taken shelter from the rain, while a ronin warrior nurses a cup of sake near the cold fireplace. Another ronin, a shugenja fallen on hard times, slumps in apparent unconsciousness by the bar, and a cloaked form sits in the corner with a jingasa pulled low over their head. Yasunari's description matches the cloaked figure, or if he is present, he will simply point her out.

When confronted, the figure will speak as little as possible. Presumably, the PCs will make an accusation about assaulting or theft from an Imperial samurai, and she will sigh deeply and murmur, "The idiot was supposed to wait until the Seppun was alone..." The PCs may take this as an admission of guilt, but it will be difficult to make it stand up in court. When pushed, she will stand up and remove her jingasa, revealing the scowling features of Ikoma Soko. Though her hair is down out of the tight bun she normally kept it in, she is clad in light armor under her cloak, and wears her sword at her hip. Unintimidated, she will attempt to use her Status to force the group to back down.

Ikoma Soko stands before you, proud and arrogant. "You have no testimony, no backing, and no proof. You have nothing."

Mashita speaks up quietly and steps forward with one hand on his sword. "You are wrong. I have my blades."

Soko blinks, startled, and hesitates for a moment. She then sneers and rolls her shoulders sharply. "Do you really think you can stand against me, Seppun? I have fought three duels this year alone, and I seem to recall you could not even best one weary old man..."

Mashita inclines his head gravely, acknowledging her insult without responding to it in kind. "Shall we retire to the street, Ikoma-sama?" With an imperious toss of her head, the Lion leads her way out the door.

The group is followed out of the same house by the drunken ronin, who appears to be mostly interested in the free show. If the PCs are looking specifically at him, they may roll **Courtier** or **Investigation / Awareness** at a TN of 20 to notice him give a short nod to Soko as she takes her place in the street. If they are not specifically looking at him when he emerges from the bar, they may roll **Investigation (Notice) / Perception** at TN 25 to spot him slipping a scroll out of his sleeve and surreptitiously referring to it as the two combatants take their places in the rainy street. If the PCs do not interfere with him, he will cast a variation of Earth's Stagnation that will slow Mashita down enough to make it a more even duel. If the PCs give any sign of having noticed his attempt, he will act drunk and attempt to flee casually.

In either case, the duel proceeds apace: ***"Soft rain continues fall lightly upon the street, covering the two samurai in a faint sheen of water. The two stand immobile for a timeless instant, hands on the hilts of their weapons, both waiting for the other to make the mistake that will grant them the opening they need. Finally, after a few seconds that pass as hours, they both draw their blades in a flash of steel and charge. Water spatters off of the katana and drops of rain explode into mist as the duelists meet. Soko takes a few staggering steps to one side, then collapses to the ground with blood streaming from her side. Mashita glances down at her body, then to the bloody sword in his hand. He mutters quietly, "That was... unexpected."***

If the PCs prevented the shugenja from interfering, Mashita will simply flick the blood and water from his blade, sheathe it, and suggest the group returns to Kyuden Ikoma. If they did not prevent it, he will fall to one knee in reaction, sorely wounded from her return stroke. Either way, if asked, he will claim that he did not intend to kill her, but that the Lion forced his hand. ***"I had intended for it to be to first blood; she obviously had other ideas. If I had not slain her, I would have been the one that died, and she would have walked free. I will give my life for my lord, but throwing it away seemed unacceptable."*** He sighs, knowing that he will face significant political repercussions for this act, even with the testimony of samurai to support his claim of the crimes she was responsible for.

Conclusion

When the group returns to Kyuden Ikoma, Miya Rintaro will meet with them to take the scrolls off their hands. He will examine them thoughtfully, and thank

the PCs for their efforts. Seppun Mashita will report the incident with Soko impassively, and though Rintaro is shocked, he does not seem terribly concerned. *“I think you’ll have made some enemies today, Mashita-san. Perhaps you’ll reconsider my offer of support.”* Whatever he is referring to remains a mystery, as Mashita simply says, *“Perhaps.”* The Seppun will bow, turn to the PCs, and offer them his own thanks for their assistance and company on the journey. Wishing them a safe journey to their own lords, he will depart without another word to the Miya.

Rintaro, of course, will not speak of the reference he made to Mashita, but instead focus once more on the testimony. If there are any Lion Clan or Imperial PCs, he will ask to speak with them privately.

“While the testimony of these ranking samurai was important, I feel it necessary to gain some additional insight into the matter. Who would you lend your support to for this position, and why do you feel that way?”

The PCs are given a chance to offer their personal support for any one of the candidates (save Soko, of course, if she was slain). This is a personal decision; if there are more than one Lion or Imperial, each character gets their own “vote”. Rintaro will again thank them for their insight, and then will address the entire group:

“Once more, I thank you all for the service you have provided the Ikoma family and the Empire. I must consult these documents you, and others, have provided me, so that I may give Kitsu Motso-sama the best advice possible, but rest assured that your efforts will not be forgotten.”

With that, he will send the PCs on their way.

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.

If a PC has a Crafting cert, they may make a Crafting roll at this time.

Experience Points

Surviving the adventure:	1XP
Good roleplaying:	+1XP
PCs deliver testimony to Rintaro:	+1XP
PCs uncover Soko’s treachery:	+1XP

Total Possible Experience: 4XP

Honor

Lion Clan PCs gain a point of Honor for guarding the Clan’s interests.

Glory

Each PC gains three points of Glory (unless they already have three or more Ranks of Glory, in which case they gain one point instead).

Other Awards/Penalties

Each non-Lion Clan PC gains the NPC of their Clan as an Ally (2 Influence/1 Devotion except for Hanari, who is 3 Influence/1 Devotion).

Lion and Imperial PCs gain the NPC that they voted for as an Ally (each has 2 Influence and 1 Devotion for now).

If he is not maimed in his duel with Ikoma Soko, the PCs gain Seppun Mashita as an Ally (with 1 Influence and 1 Devotion).

Each PC gains a Lion Favor.

Module Tracking Sheets

Make a note of which NPC the PCs Clan supported.

GM Reporting

Which Clans did the PCs get testimony from?

Which candidates did the NPCs support?

Which candidates received support from Lion or Imperial PCs?

Did Seppun Mashita face Ikoma Soko in a duel?

Was Seppun Mashita maimed facing Soko?

GM must report this information BEFORE Nov. 15, 2011 for it to have storyline effect

Appendix #1: NPCs

Seppun Mashita

Mashita is a small but well-built samurai in his early thirties. He is fairly handsome, with clear eyes and an immaculate topknot. Though he speaks seldom, he does try to be polite and generally gives the impression that he does not wish to overwhelm people simply with his family name.

Air 4 Earth 3 Fire 4 Water 2 Void 5

Honor 6.8 Agility 5 Status 3.5 Glory 4.3

School/Rank: Mirumoto Bushi 3/Dragon Sword master 2

Skills: Athletics 3, Courtier 1, Defense 5, Etiquette 3, Iaijutsu (Focus) 7, Kenjutsu (Katana) 5, Lore: Bushido 3, Lore: Shugenja 2, Lore: Theology 4, Meditation 5, Sincerity 2

Advantages/Disadvantages: Balance, Quick / Lost Love (Grandfather), Small

Ikoma Gohesu

The returned spirit and former daimyo appears to be a man in his prime, surrounded by a soft golden glow. Though he has the air of a scholar, his face and hands are weathered, and it is obvious that he does not spend all of his time in the library.

Air 4 Earth 3 Fire 3 Water 3 Void 2
Intelligence 4 Perception 4

Honor 4.8 Status 4.0 Glory 3.4

School/Rank: Ikoma Bard 5

Skills: Courtier (Manipulation) 5, Defense 4, Etiquette (Conversation) 5, Hunting 5, Kenjutsu 3, Lore: History (Lion Clan) 6, Lore: Naga 3, Perform: Storytelling 3, Sincerity (Honesty) 5

Advantages/Disadvantages: Forbidden Knowledge, Touch of Meido / Dark Secret

Outfit: Traditional Clothing, Wakizashi, Knife, Calligraphy Set, Traveling Pack, 5 koku

Ikoma Soko

A tall woman with an athletic build, Soko would be exceptionally attractive was it not for the disapproving scowl that commonly finds itself on her features.

Air 4 Earth 4 Fire 4 Water 4 Void 3

Willpower 5

Honor 6.8 (3.8) Status 4.5 Glory 5.0

School/Rank: Akodo Bushi 5

Skills: Athletics 3, Battle (Mass Combat) 2, Courtier 4, Defense 5, Etiquette 3, Iaijutsu 5, Kenjutsu (Katana) 5, Lore: Heraldry 4, Lore: History 3, Lore: Kolat 3, Lore: Underworld 2, Perform: Storytelling 2, Sincerity 4, Stealth 4

Advantages/Disadvantages: Balance, Leadership, Higher Purpose, Read Lips / Dark Secret

Appendix #2: Lion Daimyo

The Lion provincial daimyo begin supporting the following candidates. PCs are not required to lobby on behalf of the candidate their lord supports, and are encouraged to look into each candidate and to make their own judgment as to what is best for the Clan based on what they discover.

Akodo Daisuke, Kokoru Province (Ak2): Gohesu
Akodo Hayato, Renga Province (Ak5): Gohesu
Akodo Hiraku, Oiku Province (Ak1): Sumiko
Akodo Kasumi, Henkyou Province (Ak3): Gohesu
Akodo Kohaku, Shimizu Province (Ak4): Sumiko
Akodo Kyuwa, Ken-Ryu Province (Ak6): Saburo

Ikoma Bokkai & Suzuko, Eiyu Province (Ik4): Sumiko
Ikoma Seiho, Gunsho Province (Ik5): Saburo
Ikoma Shigemori, Ikota Province (Ik4): Ikoma Ken'o
Ikoma Sho, Shirani Province (Ik3): Gohesu
Ikoma Yachi, Gisei Province (Ik1): Gohesu

Kitsu Honami, Rugashi Province (Ki2): Saburo
Kitsu Koan, Dairiki Province (Ki3): Ken'o
Kitsu Kyuwa, Hayai Province (Ki1): Gohesu
Kitsu Mito, Foshi Province (Ki4): Ken'o

Matsu Akane, Yama Province (Ma8): Ken'o
Matsu Akio, Heigen Province (Ma5): Gohesu
Matsu Katsu, Kaeru Province (Ma6): Sumiko
Matsu Noriko, Chuugen Province (Ma2): Ken'o
Matsu Roshu, Azuma Province (Ma4): Ken'o
Matsu Takako, Tonfajutsen Province (Ma3): Saburo
Matsu Umeka, Gakka Province (Ma1): Sumiko
Matsu Yoshiko, Yojim Province (Ma7): Sumiko