

Forgotten Tomb

**A One-Round Low-Mid Rank Adventure for Heroes of
Rokugan: Spirit of Bushido
Month of the Sun, 1139 (Spring)**

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Negotiations come to a standstill in Yasuki Yashiki, while a dark secret draws attention to the resting place of a long dead brigand.

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

GM's Information

THIS SCENARIO SHOULD NOT BE RUN COLD!

Please read the scenario thoroughly before attempting to run it.

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

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

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

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

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

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

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

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

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

Low End Party (most/all characters Rank 1): There are two ashigaru with bows (using the same attack rolls as with spears) instead of the Toritaka.

High End Party (most/all characters Rank 2-3): There are two ashigaru spearmen in addition to the rest of the enemy combatants.

Adventure Summary and Background

More than a decade ago, a Crab merchant named Yasuki Taka came across a ronin woman named Tantoko who had recently fought and killed a group of bandits. Wounded in the fight, Tantoko hired the merchant to take her deep into the swamps at the southern tip of the Empire, searching for the tomb of the infamous former Scorpion brigand Yu Weh. There, she would locate one of the long lost trio of relics known as the Jade Goblets and return it to her employer. After finding the tomb, the duo discovered that it had been given a spectral defender, and the already wounded ronin took a mortal blow in the ensuing fight. Gathering his courage to enter the cave tomb and find the goblet, Taka managed to bring the mystical cup back to the young woman and use it to heal her grievous injuries. While Yasuki Taka loved to tell the story of how he helped to recover the lost nemuranai, he never told anyone where it wound up, or what had happened to the brave ronin that accompanied him.

Over the following years, Taka followed in his father's footsteps as Yasuki family daimyo, and a member of the Kolat – but not as one of the Kolat Masters. Perhaps due to this slight, Taka secretly gathered evidence against the shadowy organization, and stored everything he found in a secret cache deep within the tomb of Yu Weh. During the War Against the Shadow, Taka became corrupted by the Lying Darkness, and was imprisoned by the Kolat within a crystal chamber inside their Hidden Temple. To the Empire, Yasuki Taka is dead, but the entity that claimed his body retained enough of the merchant's memories to be useful to the conspirators, and it used the chaos created by Toturi's - and Shinjo's - purging to quickly rise to power as the Master of the new Jade Sect.

Recent events have given the part of Taka that remembers his previous life and goals a chance to act against his shadowy tormentors and free himself from the clutches of the Lying Darkness. Using one of these brief moments of self control, Taka was able to send a message to a young Kaiu Engineer, advising him of the location of his secret cache and the documents found there. Why this particular samurai was chosen to receive the message is unknown, but the young man acted on what he learned and informed his superiors, requesting permission to launch an investigation. The violent clashes between the Crab and Crane Clans last summer prevented any such investigation, and the documents remain hidden, though word of Taka's damning evidence has now reached the ears of the Kolat, and they are anxious to reclaim that knowledge for themselves.

As part of an attempt to prevent last year's skirmishes between the Crab and Crane from flaring up again this summer, the two Clans have agreed to meet in Yasuki Yashiki for negotiations. Representatives from the other Clans are present as well, supporting their allies and using the opportunity to further their talks from the recent Winter Court. Unfortunately, things aren't going so well, and the negotiations have come to a standstill.

During this lull in the proceedings, the provincial daimyo Yasuki Minoru approaches the group of Emerald Magistrates who have been sent to ensure the discussions remain peaceful, and finds Doji Oharu. Minoru explains that his province has been repeatedly targeted by a group of bandits who are hiding out in the swamps along the southern tip of the Asahina provinces. As the bandits have interfered in inter-Clan business, and are likely operating on both sides of the border between the Crab and Crane, Oharu must once again gather a group of yoriki from among the samurai present and send them to clean out this den of trouble-makers. They must hurry, however, as they have been told an unscrupulous business rival has sent his own people to intercept the stolen merchandise and resell it.

At the same time, another Emerald Magistrate, Shiba Utsuro, has come across information indicating that Yasuki Taka, the former daimyo of the Yasuki family that Utsuro has long suspected of being a member of the Kolat, was using a long-forgotten tomb in those same swamps as a hiding place for some of his ill-gotten gains. Utsuro has decided to send out his own band of investigators to recover whatever they can from the tomb. Time is of the essence, as the Kolat are now aware of Taka's hiding place, and will no doubt send their own agents to try and dispose of any incriminating evidence concealed in the tomb.

The competing samurai are not the only obstacle either team will encounter along their path - the tsunami has brought the dark presence of the Shadowlands to the shores of Rokugan in the form of several large kumo that have been preying on the local villagers for several months now. The peasants' pleas for assistance have fallen on disbelieving ears, as the local samurai are too focused on rebuilding their own homes, temples, and shrines to deal with the monstrous spiders. A group of peasants under the direction of a monk named Oskuda has begun redirecting supplies intended for the reconstruction of the Temple to Suitengu into the swamps so that the small villages there can rebuild despite the lack of assistance from their samurai protectors.

These are merely distractions however, and will only serve to delay the party from their true task - reaching the Forgotten Tomb of Yu Weh before the competing group sent by the other Magistrate.

IMPORTANT: This module is designed as a race between two competing groups of samurai. Before play begins, it is necessary to determine which magistrate the players will be working for. If more than half of the players at the table have Honor less than 4.0 or any of the items listed below, they will be contacted by Yasuki Minoru and Doji Oharu.

- Oath of Fealty - Yasuki Minoru
- Obligation – Doji Oharu
- Dark Secret (Kolot agent)
- Accepted Kumo's Bribe (from Poisoned Gift)
- Shikkui's Pendant (from Prison of Earth)
- Sworn Enemy: Yasuki Ebi
- Ronin
- Disbeliever
- Greedy

For example, a table of 5-6 players where two have accepted Kumo's bribe and a third has an Honor of 2.7, the table will be contacted by Minoru. A table made up of more honorable samurai will be met by Shiba Utsuro instead.

Once the players set out from Yasuki Yashiki, it is important to keep track of their progress using the table provided in the Appendices. While there are Time awards and penalties built into the various Encounters, you should be free add or subtract time for creative solutions (or creative failure).

Introduction

After spending months basking in the vibrant greenery of the Mantis Isles during the recent Winter Court, the drab confines of the bustling port of Yasuki Yashiki pale in comparison. The only real excitement since your arrival here had been the daily verbal sparring between the Crab Champion and the quartet of samurai that make up the current leadership of the Crane over how to avoid a continuation of last summer's hostilities. It came as no surprise when the negotiations between the Crab and Crane broke down, especially after Hida O-Ushi complimented Doji Meihu's ability to recognize the origin of the sake being served, though she questioned why he knew what the 'fetid excretions of a week-dead ox' tasted like. The real surprise is the fact that you are still confined to the walls of Yasuki Yashiki, playing idle court games instead of returning to your homes and your duties there. O-Ushi acquitted herself well against a formidable foe on the unfamiliar battlefield of the court, but now all of the Clans present were forced to wait while Meihu and Kakita Yoshi argue about whether they should return to the bargaining table or set fire to the city and march to Wall.

The PCs have been in Yasuki Yashiki for several weeks, having arrived via boat from Kyuden Gotei shortly after the conclusion of Winter Court. In addition to the delegations from the various clans, there is a small contingent of Emerald Magistrates sent to help preserve the peace, among them Doji Oharu. Oharu will greet any PCs that he has met previously, and those he counts as allies have been invited to join him for several small gatherings over the course of the negotiations.

Rumors

PCs who wish to find out what sort of tales are circulating in the city may make a **Courtier (Gossip) / Awareness** roll, 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. (Local samurai often receive a Free Raise for this roll.) The rumors include:

- The division in the Crane Clan's leadership has become extremely visible; Doji Meihu, the returned spirit who has been named rikugunshokan of the Crane Armies, is quite vocally at odds with Kakita Yoshi, the daimyo of the Kakita family. The Kakita and Asahina seem to agree on more peaceful methods for furthering the Clan's goals, while the Doji and Daidoji are united in the desire to prove the Clan's worth on the field of battle.

- The Crane have been ordering large amounts of construction materials - lumber, tools, cloth - for delivery to Jukami Mura, with the goods being redistributed to the southern Asahina lands to aid in the reconstruction there after last years Tsunami. The fact that the recovery has taken longer than expected has led some to believe that something else is going on, and there are rumors that some of the blame falls on peasant bandits attacking the supply caravans.
- The Crab and those allies who have joined them on the Wall report great success in their campaign to retake the Hiruma provinces. While Hida Tsuneo, the Stone Crab, is not renowned as one of the premier tactical minds of the Empire, his leadership and dedication serve as an inspiration to his troops, and the Crab are steadily gaining ground for what feels like the first time in centuries.
- Peasants all along the coast have reported missing children, and the magistrates looking into the disappearances have written most of them off as having been caught up in the devastation.
- The news from Otosan Uchi is that Imperial Regent Miya Mashigai's first Winter Court was a signal success. Though, as may be expected, very little was resolved politically, there were no unseemly displays to mar the occasion, and the child Empress is reported to be happy with her subject's devotion and respect for tradition.

A player who rolls **40+** or who has **two or more Ranks in Lore: Underworld** learns the following: A Yasuki merchant named Kumo vanished from Friendly Traveler Village several months ago, after he was found to have been bribing the local magistrate, among other illegal activities. It is rumored that he was stripped of his position and sent to serve with Hida Tsuneo's forces in the reclaimed Hiruma lands. No one who has served in that army recently recalls meeting anyone by that name, however.

It is during this lull in the negotiations that the two magistrates call their would-be yoriki together.

Doji Oharu's Party:

Just after dinner, you are met by a servant bearing a message from the local daimyo, Yasuki Minoru, inviting you to join him at his estate for an "opportunity to break the tension and enjoy the company of friends." The estate is massive, and it takes most of an hour to cross through the

immaculate gardens before you reach the actual house at it's center. A beautiful young servant girl who clearly shows signs of geisha training greets you at the door and offers you some refreshments while you wait. Once you have all arrived, she leads you into the central courtyard where a pair of well-dressed, high-ranking samurai wait. Your host, Yasuki Minoru, stands and bows in greeting with outstretched arms and a huge smile.

"Thank you for coming! I am sure you know my good friend Doji Oharu?" the jovial man says as the portly magistrate makes his way to his feet and bows respectfully to you all. "Oharu-san has been very helpful to me in the past, and has had kind words regarding several of you, as well. Please, sit and join us. Mariko, play for us!"

As the young woman retrieves her instrument, Doji Oharu clears his throat. "Forgive me for being impatient, Minoru-sama, but I was under the impression that you had called me here in an official capacity. While I am glad for the opportunity to share in your generosity, and to spend time with friends, that is not why I am here this evening."

Any player may roll **Investigation (Notice) / Awareness (TN 15)**. Doji Oharu's impatience is clear, and he seems to be unconsciously rubbing his wrists, as though trying to return circulation to his hands.

With a dramatic sigh, Minoru waves away his servants, including the just-returning Mariko. "You are right, Oharu-san. I called each of you here to discuss business, so I suppose we should get right to it. We've time for celebrating once the matter is settled."

The sharp-featured daimyo takes a swift breath and begins speaking in a very businesslike manner. "As you are all no doubt aware, the southern-most portion of the Asahina lands were devastated by a powerful tsunami last year, and the... disagreement between our two Clans has caused significant delays in rebuilding the holdings along the peninsula. Additionally, a group of bandits have taken up residence deep in the swamplands along the coast, attacking my relief caravans and hindering the Crane's efforts. Because their magistrates are tied up dealing with the relief effort, and because the bandits are interfering in trade between the two Clans, I have asked for Imperial assistance in solving this problem. That's where you and these fine samurai come in, Oharu-san."

Oharu nods slowly, with an expression of polite regret on his face. "Unfortunately, my duties in Yasuki Yashiki prevent me from leaving the city until the

negotiations have been completed, Minoru-sama, as you know. It seems like I must once again call upon you, my friends, to act on my behalf in this matter."

Players may roll **Investigation (Notice) / Perception (TN 20)** to notice that Oharu is being somewhat abrupt in this conversation, though he is doing his best to keep his face. If they ask, allow the players to attempt a contested **Investigation (Interrogation) / Perception** roll against Minoru's Sincerity (Deception) / Awareness (7k4). Success reveals that Minoru is hiding something, and Oharu likely knows it. Oharu will use Cadence to tell any Crane PC with 5 ranks in the Courtier Skill or the Rank 2 Doji Courtier Technique this, without revealing his suspicions to Minoru.

Oharu will ask the players to act as his yoriki in this matter, and assuming the players agree, once again addresses the Yasuki. *"I trust travel arrangements have already been made?"*

The daimyo smiles broadly. "Indeed they have! A supply caravan is heading to Jukami Mura in the morning. One of my senior guards will meet you there and help guide you to where the bandits have made their camp."

The players may have questions for Minoru and Oharu, and they will do the best they can to answer.

- Who is our contact in Jukami Mura?
"The last caravan to be attacked was under the protection of a ronin, Kasumi, who has worked for me for several years and has my trust. She will meet you outside of Suitengu's Shrine with fresh mounts."
- What were the bandits after?
"Most of the goods that have been taken were simple construction materials - lumber, lathing, tools. Some more valuable items intended for the local temple to Suitengu were taken, and later showed up in several marketplaces along the Crane coast."

If the players picked up on Minoru's deception and question him on it, he will sigh dramatically, and respond truthfully with the following: *"Forgive me, friends, for hoping to keep this last request a secret until you had met with Kasumi. Among the items I hope you will retrieve from the swamps is a large chest. It belonged to my lord Yasuki Ogura-sama's father, Yasuki Taka, and contains several very important family heirlooms. The Yasuki family would be extremely grateful for its return."* Minoru is telling the truth, though perhaps not all of it.

Shiba Utsuro's Party:

It is late in the evening when a messenger approaches you, bows deeply and recites, "The most honorable Shiba Utsuro, Emerald Magistrate and loyal servant of the Empress, has requested your immediate presence at the Inn of the Golden Scales. He is sorry for any inconvenience this may entail, but he wishes to discuss an urgent situation."

Shiba Utsuro is one of the Emerald Magistrates assigned to keep the peace during these negotiations. The players have heard little about him, and he has kept his participation in the various dinner gatherings and other festivities to a minimum, so there hasn't been much opportunity to interact with the Phoenix.

The Golden Scales is a well-known and somewhat exclusive inn near the castle itself. The decor is surprisingly modest compared to some of the other expensive inns in Yasuki Yashiki, priding itself on the quality of its service rather than shows of great wealth. High ranking members of the Phoenix and Scorpion Clan delegations are staying there, as well as most of the Emerald Magistrates.

You are met at the entrance to the Inn of the Golden Scales by a large ronin wearing a finely tailored black and brown kimono who introduces himself as Maro, and proceeds to ask the nature of your business in a polite and respectful fashion. After making sure you are indeed expected, he summons another well-dressed servant to lead you to a private room. Seated inside is a handsome Phoenix samurai with a brilliant green sash crossing his chest. He stands as you enter and bows deeply to each you.

"Thank you for coming on such short notice, samurai. I am Shiba Utsuro, and have need of your assistance. Please sit and enjoy some tea, while I explain the nature of my invitation." As you relax into the cushions, several more servants bearing teapots take up positions behind you, ensuring your cups are never empty.

Shiba Utsuro is charming and well mannered, and will politely flirt with any female PCs, though he is careful to not be too overt. The tea is exquisite, lightly flavored with cherry blossoms and warmed just enough to fight off the night's chill air. If anyone requests stronger drink, Utsuro will politely request that they listen to what he has to say before clouding their minds with potent spirits, and apologize for inconveniencing them.

Speaking with a clear, strong voice, Utsuro begins his tale. "I will cut to the thick of the matter. Several

months ago, a young Kaiu samurai came forward with some intriguing, yet troubling, information regarding the blasphemous cult known as the Kolat. It seems that one of the so-called Kolat Masters was actually spying on the other members of the group, making a list of those plotting treason and gathering evidence to use against them, going so far as to supply a list of names to the Emperor. Unfortunately, this snake among snakes is now dead, and only the documents he collected remain. Somehow, this young Crab was given the location of these documents, and dutifully came forward to request an investigation. I have been tasked with looking into his claims once the negotiations here had concluded, but I fear there is no more time to wait."

The Phoenix magistrate coughs, looking uncomfortable. "One of my... contacts.. informed me today that the Kolat have somehow become aware of this secret stash of information, and have dispatched a group of samurai to Jukami Mura to retrieve it before the documents can be used against them. I have read some of the reports detailing how you assisted one of my colleagues, Doji Oharu, on several occasions, though it seems to me you have not received the credit you are due. Assist me in this, and I will see you receive all the glory you deserve for your efforts in helping us break this blasphemy. What say you?"

Utsuro will answer any questions the PCs have to the best of his ability. If the PCs do not ask, he will inform them of their travel plans before retiring for the evening.

- When do we leave?
"There is a caravan headed to Jukami Mura in the morning. I have made arrangements for you to accompany it. Once there, one of my yoriki, Doji Arata, will meet you with fresh horses at Suitengu's Shrine and fill you in on additional details."
- Where is the secret cache?
"According to the information received by the Kaiu, the documents were stored inside a long abandoned tomb deep within the swamps that make up the southern Asahina provinces. You will have a guide who is familiar with the area, so there should be no difficulty finding the tomb itself."
- Is there anything else we should know?
"This conspiracy reaches deep into every corner of Rokugan, like mold. Be careful who you tell about your mission, and in whom you place your trust."

Once the players have run out of questions, Utsuro will excuse himself, but not before informing the servants

that he will cover the tab if his new friends wish to sample some of the inn's hospitality. However, a PC who shows signs of inebriation will immediately be removed from the Inn, gaining the attention of anyone in the common room, earning .1 Infamy as a drunkard and forfeiting Utsuro's Recommendation.

Part One: Same As It Ever Was

The caravan reaches Jukami Mura without incident, just after noon. If the players try to speed things up, allow them to use their plans, though any extreme solutions such as sailing around the peninsula instead of taking more direct land route will actually extend the travel time. A party made up entirely of skilled horsemen (3 or more Ranks of Horsemanship or Unicorn) might be granted a 5-point Time Bonus. If the PCs wish to speak with the caravan drivers and guards may pick up some additional bits of information with a **Courtier (Gossip) / Awareness** roll with a TN of 10. As before, success grants one item of information, and one more for each increment of 5 above the initial TN.

- Some of the caravan drivers are reluctant to enter the swamps without strong guards. Strange creatures have been spotted in the mud, and several merchants have had entire crews simply vanish.
- The guards repeat the rumors of missing children and that the magistrates are simply blaming the incidents on after-effects from the tsunami. One of the guards, however, is adamant that his cousin lost a daughter only recently, and he lives two days north of Jukami Mura, well away from the lands affected by the tsunami.
- The leader of the caravan, a peasant merchant named Huto, is glad that something is finally being done about the bandits, as he is tired of hauling the same materials from Yasuki Yashiki to Jukami Mura, only to have the supplies stolen once he hands it over to the wagons headed into the swamps.

Business in the port city of Jukami Mura has largely returned to normal in the months since the earthquake and resulting tsunami ruined most of the area to the south, and only the temple dedicated to Suitengu shows any signs of damage. Just outside what was once the entrance to the temple stand three people; a ronin woman, a young Crane samurai, and a bearded monk. As you approach, the trio halts their conversation and turns to greet the newcomers.

There is a slight variance to the greetings given to the two different parties, though any PC who took part in New Beginnings will recognize the young man as Doji Arata, the Crane contestant during the ill-fated Topaz Championship two years ago.

Oharu's Yoriki:

The ronin woman steps forward and bows before introducing the others. Her manners are a bit rough, but she is evidently trying to be polite. "Good afternoon, samurai. Allow me to introduce Oskudo, head priest of this temple, and the Emerald yoriki, Doji Arata. I'm Kasumi, at your service by request of my employer, Yasuki Minoru. I know you have questions about our journey, but I'm afraid that you'll have to wait for them until we get on the road. A messenger from Minoru-sama arrived just ahead of you with some troubling news. Apparently, one of his rivals has sent out a gang of thugs to retrieve the stolen goods before we can. Our mounts are stabled nearby, and we'll need to be on our way as soon as you are ready. With your permission, I'll fill you in as we ride."

Kasumi bows briefly before setting off for the stables at the side of the temple. The PCs will be able to tell by her somewhat bow-legged gait that she has spent a considerable amount of time on horseback, though she does not carry herself with the same self-assuredness that a Utaku Battlemaiden might. Doji Arata will bow briefly before following after her, though will offer a friendly smile to any PCs who befriended him during the events at the Topaz tournament. A successful **Lore: Heraldry / Intelligence (TN 15)** roll reveals the bright green jitte embroidered on the shoulder of his haori to be a symbol of his position as yoriki to an Emerald Magistrate.

Utsuro's Yoriki:

The young Crane steps forward, a badge in the form of a bright green jitte proclaiming his position as Utsuro's yoriki embroidered on his shoulder. "Welcome to Jukami Mura, and to Suitengu's Shrine. I am Doji Arata, as some of you know, and this is Oskuda, head priest of this temple. Kasumi," he continues, motioning to the ronin woman, "will be our guide for the journey into the swamps. She has been a valuable part of the effort to bring supplies into those parts of the Asahina lands that were hit hardest by last year's catastrophe, and knows the area well. I must apologize, however, for the abruptness of our departure, but we must hurry if we wish to find our quarry before the agents of the Kolat can beat us to it. Meet us in the stables once you are ready to depart."

As Arata and Kasumi depart for the stables, it is easy to see that the ronin walks with the rolling stride of someone who has spent most of her life on horseback, though it is hard to imagine one of the vaunted Utaku Battlemaidens ever allowing herself to become ronin.

Regardless of which party the PCs belong to, the rest of this encounter plays out the same.

Once the two samurai depart for the stables, Oskuda bows deeply and approaches you. The older man is hesitant, as though something troubles him, but respectfully asks for your attention. "Honorable samurai, I know that your time is precious, but I would ask for a mere moment before you set out for the swamps. Like much of the area you are about to ride through, my temple is in disrepair, and while the Clans have been generous in their assistance during the reconstruction, I am afraid that the peasant villages and farms to the south have not received the same generosity, and have suffered for it. The road that runs along the eastern cliffs is largely recovered, and will take you most of the way to the swamps. I do ask a favor, however. Whatever you may encounter in your travels today, view it through compassionate eyes, and do what you believe is right."

The players may wish to ask Oskuda questions about the reconstruction of his temple, or the dangers that lurk in the swamps. He does not blame anyone for the delays in rebuilding the shrine, nor does he begrudge the expense of having to continuously repurchase the same materials. In fact, he will gladly confess that he would buy materials to repair a hundred temples, as long as the villages are rebuilt in the process. As far as the dangers in the swamps, Oskuda does not have much experience with such things, but he has heard rumors, saying, *"The seas are rougher than normal, and the local fishermen believe it is a sign that Suitengu is angry because his shrine remains unfinished. I believe that his anger is due to whatever foul creatures washed ashore and started attacking the villagers. Stories have reached my ears of large, demonic creatures that snatch their unsuspecting prey and vanish back into the swamps. Do something about that, and it should appease Suitengu."*

If any player donates to Oskuda's temple, that player receives Oskuda's blessing as well as an appropriate (minor) Honor gain.

Once the players have finished talking with the monk, they may meet with Kasumi and Arata in the stables.

Part Two: Where Does That Highway Lead To?

The race begins! From here on, it is vital that the GM keep track of anything that will delay or speed the party's journey, as it will have a significant impact on how Part Four plays out.

After claiming their mounts and bidding farewell to Oskuda, the party heads swiftly towards the gate heading south out of the city. Once beyond the gates, Kasumi urges the party to follow her as she brings her steed to a full gallop along-side the busy trade route.

In order to keep up with Kasumi over the shifting terrain, the players will need to make a Cumulative **Horsemanship / Agility** roll against a total TN of **120**. The rolls are Cooperative, with a base TN of 20, and using Kasumi's 6 Ranks in Horsemanship if needed. The PC Time Track increases by 15 if they meet the Cumulative TN in one roll, and this Time bonus drops by 5 for every roll they must make to beat the TN. If it takes more than three rolls, it begins to take the Time Track into negative numbers.

Keeping the grueling pace up for as long as the ponies can safely manage, Kasumi finally calls a halt. The road forks here, with the new path leading away from the coast.

Oharu's Yoriki:

After taking care of the animals, Kasumi calls you all together. "Before we go any further, there's something you need to know." Glancing back to the north, she takes a deep breath before continuing, "There are no bandits. Well, none that have been troubling Minoru-sama's caravans, anyway. The monk, Oskuda, is payin' me to divert the construction materials to the southern villages. I'm fairly certain the boss knows what's going on, but he's still getting paid so hasn't said anything. Now, it turns finds out there's something hidden in an old tomb deep in the swamp that Minoru-sama wants really bad, and he's brought you in to get it for him. Dunno what it is, just where it's supposed to be."

If the players ask, Kasumi is telling the truth, though she may have some idea of what you've been sent to find. *"Likely something he doesn't want to fall into the hands of the thugs that are chasing after us."*

From the look on his face, you can tell that this is coming as a surprise to Doji Arata as well. "You are telling us that your 'boss', Yasuki Minoru, filed a false

report with the Emerald Magistrate's office, and has lied to one of its representatives? Minoru will be lucky if he's allowed to redeem his honor instead of just being hung as a traitor! Why would he risk that over some hidden treasure?" Taking his horse's reins, Arata turns back towards the city. "I have to send a messenger back to Oharu-sama immediately."

"Doji-sama, wait! I know Minoru, and I know what kind of connections he's got. He'll stick to the story about bandits, claiming that he was acting on my testimony when he summoned the magistrates. I'll be the one to hang - not him. Follow me, and you can have whatever it is he wants us to find. Turn back now, all you'll have is the testimony of a single ronin, and maybe a monk that's been stealing his own property. Same goes for the rest of you. Go back if you want, but I'm going after that box."

The players face a tough choice: Follow Kasumi and attempt to claim whatever it is Minoru's after, or follow Arata back to Jukami Mura. The latter option effectively takes them out of the race, and ends the module. Award any player who chooses to return appropriate XP (up to 2) and Honor (1 Rank - current Honor in pips).

If the players decide to continue, Arata will agree to stay, as well. Note that Arata will not attempt to convince the PCs to make the same decision he has; he simply believes it most appropriate to report the situation to his superior, but can easily be convinced by the PCs to delay his report.

Pointing to the branching path, Kasumi offers another piece of information. "The village where we distribute the building supplies, Jiritsu Mura, is this way. The road itself still needs work, but improves as we get closer. We can ask the locals if they know where this tomb is, or we can continue down the road we started on and try finding it on our own. It's your call, samurai."

Utsuro's Yoriki:

After watering the animals, Kasumi points to the right fork in the road. "There's a shortcut through a village called Jiritsu Mura down this way, though the road is pretty rough in places and has been completely reclaimed by the swamp in others. The way we were headed, those roads are mostly rebuilt, though there may be some rough patches. I leave the decision to you, samurai."

Have the players roll **Investigation (Interrogation) / Perception** against Kasumi's **Sincerity / Awareness of 7k3**. Success reveals that Kasumi really doesn't want to

take the shortcut, but is telling the truth that it may be faster. Beating her roll by 15 reveals that while she doesn't want to pass through the village, she's lying about the condition of the road going that direction.

"What are you afraid of, ronin?" Doji Arata demands. "Surely there's nothing hiding in these marshes that several well trained samurai cannot handle!"

Kasumi responds by jumping into her saddle and angrily pointing towards the village. "Fine. You want to take the shortcut, we can take the shortcut. But don't blame me for what you might see along the way." She hopes this outburst will convince the party to continue along the ocean road, but will go whichever way the party chooses.

If either party chooses to take the ocean road, skip ahead to Part 3. If either party chooses to take the Shortcut, add 10 to their travel time and continue.

The road is narrow, and becomes shaded by tall trees after an hour's journey. True to Kasumi's warnings, the journey along the ruined road is rough, though several small bridges appear to have been rebuilt recently. The forest is dense, with thick patches of moss hanging from the trees, and insects, some surprisingly large, buzz all around you, dancing away from your fans as you swat at them. You are surrounded by signs of the massive destruction that occurred in this area less than a year ago. Fallen trees lie mingled with the shattered remains of fishing boats brought miles inland by the horrific waves. Small shrines along the road mark places where loved ones perished, or in some cases, where they were found alive and rescued. You occasionally get a glimpse of the village through the thick undergrowth, but it isn't until the road opens into a wide clearing that you can really get a sense of the devastation that... doesn't appear to have touched this thriving community at all. In fact, the huts and other buildings look pristine.

Upon your arrival, the villagers halt whatever they are doing and stare, then begin slowly dispersing to their homes. There is no sense of panic, no fear in their movements, but soon the streets are clear of women and children, while every doorway has a man nearby, and almost all have some sort of farming implement or tool within easy reach.

Oharu's yoriki shouldn't be too surprised by the conditions in the village, as Kasumi already explained the situation to them, though the attitude of the villagers may strike them as odd. Utsuro's yoriki will likely be curious about the rebuilding as well. Allow both teams

an opportunity to speak with Kasumi and the villagers about whatever subjects they like, but if they delay too long their guide will become frustrated and urge them to leave with all due haste. Attempts to commune with the kami will also reveal some of this information, with the possibility of confirming that the 'Oni' is indeed a Shadowlands creature.

- What's going on with the villagers?
 - Oharu's Yoriki: Kasumi explains that they are afraid of reprisals by the samurai because they have benefited from her 'charitable' donations.
 - Utsuro's Yoriki: Kasumi seems uncomfortable at the question, but suggests the villagers have obviously had some help rebuilding and fear reprisals for accepting stolen goods. If the party presses her on this, she will eventually reveal that there are no bandits, and that Oskuda has been paying her to deliver the construction materials to this village instead of using it to rebuild his Temple. If the party looks to make an issue of the misuse of Clan resources, Kasumi will suggest completing their current mission before arresting her for an unrelated crime. Arata, for his part, will back the party's decision either way. He sees what's going on as unorthodox, but the monks have paid for the materials, so whatever they do with it is up to them.
- Why the subterfuge? Why are the monks hiding their support of the villages?
 - Kasumi: The local monks had been pressing for more to be done to help the peasants, but their pleas fell on deaf ears. Most Samurai are not interested in donating to the reconstruction of simple huts and farms, but are generous almost to a fault when trying to rebuild a temple.
- What about the disappearances? Are those fake, too?
 - Villagers: No. There are creatures in the swamp that leap from the mud and grab people before dragging them under. The attacks happen too fast for anyone to get a good look at the creatures, but most of the villagers have started calling the creature "Otoshiana no Oni" or Pit Trap Demon.
- Is this demon responsible for the rumors of missing children?
 - The demon takes anyone, not just children. No children have disappeared since winter, as none are allowed to leave the village.

- Has anyone tried to fight the demon?
 - Yes, but once the monster has retreated back into its lair, finding a way to get at it is impossible. The men travel with spears now, just in case.
- There is a tomb hidden somewhere in this area. Do you know where it is?
 - Yes. Follow the south west road out of the village, until you see a large hill. That is the tomb. It is said to have once hidden a fantastic treasure, but no one has been there in several years.

Once the PCs are ready to leave, read the following:

As you prepare to set out once more, one of the villagers runs up to Kasumi, breathless and clearly bothered by something. Bowing deeply, though almost as an after-thought, the man barks out, "Kasumi-sama! More. Men. Coming down coast road. In a hurry." Alarmed, Kasumi quickly mounts her steed and turns to you and Arata. "We must hurry, samurai! If we want to get to the tomb before the others do, we have to leave now!"

Part Three: Under the Rocks and Stones

If the party bypassed the village by taking the coastal road, the opposing party has gone through the village, and Kasumi has no idea they are close. She still insists on making haste, however.

The road you are on gradually improves even as the ground on either side becomes soggy and muddier, and you are able to make headway. Even the moss on the trees seems to be getting thicker the farther into the swamp you travel. Signs of the tsunami's passing are everywhere even a year later, though the damage isn't as severe as you would have expected based on what Oskuda said back in Jukami Mura.

In order to locate the tomb, a player will need to make an **Investigation (Notice) / Perception (TN 25)** or **Hunting / Perception (TN 35)**, though the information given by the villagers in Jiritsu will grant them a Free Raise on the roll. Allow them to make as many rolls as it takes to hit the TN, though each roll beyond the first will subtract 5 from their total Time. For example, if each player in the party misses the roll on the first try but one of the players makes the TN on their second roll, you would subtract 5 pts from their total. If it takes 4 tries for each player before someone succeeds

on their 5th roll, you would subtract 20 from the total time. Success means that the PCs spot the tomb entrance in the side of a large mound about 200 yards off of the road.

If a player rolls a 45 or better while searching for the tomb, they notice a small pile of rounded, white stones start to move just as one of the NPCs (Arata for team Oharu, or Kasumi for Team Utsuro) starts to investigate it. They will be able to act in the same round as the Kumo.

"Samurai! I think I've fou..AHHgrg!" You turn at the sound of a loud splash and Doji Arata's/Kasumi's voice trailing off into a surprised gurgle as what appears to be a large chunk of swamp leaps onto him/her from the mud and tries to drag the struggling samurai back under. The creature is dark brown and black, with eight menacing red eyes. Its back is covered with a thick armor made of rocks, moss, and other swamp detritus, and before you can act, it begins dragging your comrade into its lair.

A **Lore: Shadowlands / Intelligence (TN 15)** reveals this to be a type of kumo, and having two or more ranks in the **Lore: Shadowlands** Skill grants additional information. The players should roll Initiative, and anyone acting in the surprise round can take an action before everyone else.

Oharu's Yoriki:

On her initiative in the first round of combat, Kasumi runs to her mount and jumps into the saddle in a single fluid motion, shouting, *"Leave him! The poor fool's already dead! If we don't get to the tomb soon, those thugs will beat us to it!"*

Utsuro's Yoriki:

On his Initiative, Arata turns to the nearest PC, and says, *"As much as it pains me to abandon a comrade, I'm not sure we should jeopardize our mission to save one ronin."* He doesn't appear too confident of this option however, and his hands have instinctively moved into position to draw his blade. If the PCs choose to fight, Arata will recite the following haiku, one line each round for the first 3 rounds of combat:

"The very earth erupts"

"Cursed monstrosity attacks"

"Honor's Blade Triumphs!"

If the PCs decide to abandon the NPC to his or her fate, allow them to move on to the tomb, adding 10 to their

If they stay and fight, there is no penalty, unless the combat takes more than 5 rounds. In that instance, subtract 5 points for each round beyond the 5th.

Air 3 Earth 3 Fire 3 Water 4
Reflexes 4 Agility 4 Strength 5
Initiative: 6k4 **Attack:** 7k4 Bite
(Complex)
Armor TN: 30 **Damage:** 6k2 Bite
Reduction: 5 (30 for the first two rounds of combat)
Wounds: 16 (+5), 32 (+10), 48 (+15), 64 (Dead)
Taint Rank: 3
Skills: Athletics 3, Stealth 6
Special Abilities:

- *Camouflage*: Kumo can change their coloration to match their surroundings, granting them a +2k0 bonus to their Stealth rolls.
- *Fear 2*.
- *Venom*: A kumo can spit venom as a Complex Action. This attack has a range of 15' and rolls 5k4 to hit. The venom functions as normal spider venom (as listed in the L5R 4th Edition Core Rulebook's Book of Void), functioning as though it has been introduced into the target's bloodstream.
- *Web*: A kumo may shoot webbing on an opponent as a Complex Action. This has a range of 20' and an attack roll of 6k4. If successful, the victim is Entangled, and can attempt to break free as a Complex Action with a Strength roll at TN 20.

Part Four: Am I Right? Am I Wrong?

tomb before engaging with the enemy. If the PCs are behind by 5 or more, the Rivals are waiting for them. Any other result means the two groups effectively arrive at the same time, and may immediately fall into combat.

Opponents: Maro, 1 Hida Bushi, 2 Toritaka Bushi w/ bows, 1 Ronin Earth Shugenja (High Tier: add 2 ashigaru; Low Tier: use two ashigaru with bows instead of the Toritaka)

Presuming Arata is alive, he will step forward and greet the imposing ronin, presenting his travel papers as he does so. *"I am Doji Arata. What is Shiba-sama's message?"*

If Arata is dead, the players will still have the chance to explain their situation to Maro before combat begins. **Courtier (Manipulation) / Awareness** (TN 25) and a convincing story will enable the PCs to handle the situation in a peaceful manner and possibly give them a chance to enter the tomb and retrieve the chest. Maro is happy to wait outside. Failure, or an unconvincing lie will result in combat. If any PC initiates combat, the chance at a peaceful solution disappears, as the ronin will defend himself accordingly. Maro will fight until it appears as though his force is overmatched, at which point he will issue orders for a retreat so as not to waste more lives. He will be respectful even while trying his best to stop the PCs, and will go out of his way to avoid

killing any of them (rebuking his men for not sharing this attitude).

Utsuro's Yoriki:

Opponents: Ronin, using the same stats as the other group, without Maro and therefore without the chance for peaceful resolution (another Hida Bushi is present in his place) unless a player tries to buy off the Ronin, there is a chance at success, provided the party can come up with 50 Koku. This option will only present itself if the player asks. Otherwise, this is a much harder fight as the ronin are willing to fight to the death and will not be taken alive.

Maro

Maro is the one of the last in a long line of ronin bushi descended from the former Boar Clan. His job as Doorman / Bouncer / Facilitator for the Inn of the Golden Scales in Yasuki Yashiki allows him to keep an eye out for potential students to teach his family's secrets.

Air 2	Earth 3	Fire 3	Water 3	Void 3
Reflexes 4			Strength 4	
Honor 7.3	Status N/A		Glory 2.0	

Initiative: 7k4 **Attack:** 9k3 yari (Simple)

Armor TN: 30 (light armor) **Damage:** 6k3 yari

Reduction: 23

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

School/Rank: Heichi Bushi 3

Techniques:

The Charge of the Boar: may ready a spear or medium weapon as a Free Action while in Full Attack Stance; +0k1 damage with spears

The Strength of Opposition: may call two Raises to Entangle an opponent with a Mai Chong, or three with any spear

The Speed of the Boar: may make attacks with a spear as a Simple Action

Skills: Athletics 3, Battle 2, Defense 4, Etiquette 4, Horsemanship 2, Hunting 3, Intimidation 4, Jiu-jitsu 4, Kenjutsu 3, Spears (Mai Chong, Yari) 5

Mastery Abilities: may reduce opponent's Reduction by 3 in the first Round

Advantages/Disadvantages: Forbidden Knowledge: Heichi Bushi techniques, Large

Hida Bushi

Air 2	Earth 3	Fire 2	Water 2	Void 2
		Agility 3	Strength 3	
Honor 1.5	Status N/A		Glory 1.5	

Initiative: 4k2

Attack: 7k3 tetsubo

(Complex)

Armor TN: 25 (heavy armor)

Damage: 8k3 tetsubo

Reduction: 8

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

School/Rank: Hida Bushi 2

Techniques: *The Way of the Crab:* May ignore TN penalties for wearing heavy armor for all Skills except Stealth. When using a Heavy Weapon, gains a bonus of +1k0 to the total of all damage rolls.

The Mountain Does Not Move: Gains Reduction equal to Earth Ring.

Skills: Athletics 3, Defense 3, Heavy Weapons (Tetsubo) 4, Horsemanship 1, Hunting 2, Intimidation 3, Kenjutsu 2, Lore: Shadowlands 2

Mastery Abilities: reduce opponent's Reduction by 2 with heavy weapon

Advantages/Disadvantages: Large

Toritaka Archers

Air 2	Earth 2	Fire 2	Water 3	Void 3
Reflexes 3		Agility 3		
Honor 1.5	Status N/A		Glory 1.5	

Initiative: 5k3

Armor TN: 25 (light armor)

Attack:
Damage:

Reduction: 3

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

School/Rank: Toritaka Bushi 2

Techniques:

The Falcon's Eyes: +1k0 to all Skill and Trait Rolls using Perception, +1k0 to damage rolls against creatures from other Spirit Realms

The Falcon Takes Flight: may make Perception Trait Roll against TN of target's Air Ring x 5 to detect creatures from other Realms

Skills: Animal Handling (Falcons) 2, Horsemanship 1, Hunting 5, Kenjutsu 3, Kyujutsu (Yumi) 5, Lore: Spirit Realms 2, Spears 2

Mastery Abilities:

Advantages/Disadvantages:

Ronin Shugenja

Air 2	Earth 4	Fire 2	Water 3	Void 3
		Intelligence 3		
Honor 1.5	Status N/A		Glory 1.5	

Initiative: 4k2

Armor TN: 20 (Defense Stance)

Reduction: 7 (Armor of Earth)

Wounds: 28 (+0), 36 (+2), 44 (+7), 52 (+12), 60 (+17), 68 (Down, +37), 76 (Dead)

School/Rank: Ronin Shugena (Earth) 2

Affinity/Deficiency: Earth/Air, Fire

Technique: *The Kami's Gift:* when spending Void on Spellcasting, add +2k2 to roll instead of +1k1

Spells: Sense, Commune, Summon; (Earth: 8k4) Armor of the Earth (ML1), Earth Becomes Sky (ML2), Grasp of Earth (ML2), Tetsubo of Earth (ML1); (Water: 6k3) Path to Inner Peace (ML1), Stand Against the Waves (ML1)

Skills: Athletics 2, Defense 3, Heavy Weapons 3, Hunting 2, Jujutsu 3, Lore: Shadowlands 2, Lore: Underworld 3, Meditation 3, Spellcraft 5

Mastery Abilities: +1k0 to Spellcasting Rolls

Advantages/Disadvantages: Strength of the Earth

Ashigaru Soldiers

Air 1 Earth 2 Fire 2 Water 2 Void 1
Reflexes 2

Honor 1.5 Status -2.0 Glory 0

Initiative: 3k2 **Attack:** 6k2 spear (Complex)

Armor TN: 18 (ashigaru armor) **Damage:** 4k2 spear

Reduction: 1

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

School/Rank: none (Insight Rank 1)

Skills: Athletics 2, Battle 1, Defense 3, Horsemanship 1, Hunting 3, Jujutsu 2, Spears 4

Entering the Tomb

The entrance of the tomb is guarded by a Shadow Samurai. If anyone in party has Shikkui's pendant, the shade will disappear after bowing deeply and saying "**Welcome, Master.**" Without the pendant, the fight should be relatively simple, but could drain resources and be somewhat dangerous following the previous combat. The shadow samurai will attack anyone who attempts to enter, but will allow them to retreat in peace. It will use its Incorporeal ability once it begins to be wounded, attacking once and becoming insubstantial, then returning to corporeality and attack the next round. PCs may make a **Lore: Shadowlands / Intelligence** roll at a TN of 20 to recognize it as the spirit of a samurai who died while under the influence of the Taint; it has obviously been bound to this location as a guardian, and cannot be swayed or reasoned with. Though it cannot interact with the PCs in any meaningful fashion, the soul of the samurai it used to be is still present; it cannot disobey its orders, but it longs for the release of oblivion that its death may grant, and it will not fight with the most ruthless tactics available.

Shadow Samurai

Air 2 Earth 3 Fire 3 Water 3
Reflexes 3 Agility 4

Initiative: 5k3+5 **Attack:** 7k4+5 katana (Simple)

Armor TN: 25 (light armor) **Damage:** 7k2 katana

Reduction: 3

Wounds: 45 (Down), 57 (Dead)

Taint Rank: 4

Honor: 5.0

Skills: Athletics 2, Battle (Mass Combat) 5, Defense 3, Kenjutsu (Katana) 3, Kyujutsu 1, Lore: History 2, Sincerity 3

Special Abilities:

- *Shadow Equipment:* The shadow samurai has the equipment it possessed in life; if separated from its weapons or armor, it can summon them as a Free Action. If it is destroyed, the equipment is destroyed as well.
- *Fear 3.*
- *Incorporeal:* May become incorporeal (or solid) as a Simple Action. While incorporeal, cannot be affected by physical attacks, nor may it make attacks or affect physical things.
- *Spirit Quality:* takes half damage from any spell that does not have the Jade or Crystal keyword (when Incorporeal)
- *Undead Quality:* does not suffer from Wound Penalties and is not affected by Fear or effects that influence the mind or emotions
- *Fallen Lion:* In life, this shadow samurai was a Lion samurai, cursed and bound to this task after his death. It has the Techniques of a Rank 3 Akodo Bushi.

Part Five: There is Water Underground

The late afternoon sun illuminates the entrance to the tomb, revealing a small, debris-filled antechamber. On the far wall, a series of ancient kanji extoll the virtues of a man named Yu Weh, proclaiming him foremost among pirates and thieves. Several mons are interspersed among the symbols, suggesting the owner of this tomb was somehow connected to the Scorpion Clan. A single passage leads deeper into the hill, and the sudden flare of Kasumi/Arata's torch reveals that

the mud and moss of the swamp has penetrated even here.

Players who roll **Investigation (Notice) / Perception (TN 25)** or **Hunting (Tracking) / Perception (TN 15)** are able to make out some very faint tracks in the room, leading towards the passage. They are the foot prints of a single man, and appear to originate from a spot in the exact center of the chamber.

The passage opens into a natural cavern, and you can make out several piles of crates, boxes, and a few barrels scattered around the cave. To find the items that the party is seeking, have the players make **Investigation (Search) / Perception (TN 25)**. Players who succeeded at the earlier roll gain a Free Raise on the roll, as the faint tracks lead towards the prize. Once again, allow the PCs to reroll as often as necessary, subtracting 5 from their Time Total for each round of rolls before success. The player who rolls 50 or better on this roll catches the glint of something metallic in a far corner. A Yasuki-trained Courtier or a character with **3 or more ranks of Commerce** gains two Free Raises on this roll. Investigating this glint reveals a shining gold coin, imprinted with the image of a Goat

At one time, the contents of this room would have been worth a small fortune. Several bolts of exquisite silk, delicate paintings, and even some tapestries from far off lands are now nothing more than the stained and mildewed home for a collection of beetles and worms. Under a ruined pile of once-vibrant blue fabric is the only locked chest in the room. The lid is inlaid with a delicate design of water flowing around stones, surrounding the central image of a smiling carp. It has no discernible locking mechanism, but even a gentle shake reveals there is something inside.

Oharu's Yoriki: As the mission was to recover the chest, opening it could be seen as a breach of etiquette, and Kasumi will not allow it, if she is present. She can be persuaded with a valid argument and **Courtier (Manipulation) / Awareness (TN 20)**. If the party has received the message from Maro, Doji Arata will also forbid the opening of the chest, adding **15** to the TN.

Utsuro's Yoriki: Kasumi will argue against opening the chest, insisting that there isn't time to deal with such puzzles, and that the magistrates can figure it out. The party can choose to ignore her, as she is a ronin. Arata, for his part, is in a hurry to get back to Yasuki Yashiki and make his report to Utsuro.

Determining how to open the chest requires an **Engineering / Perception** or **Craft: Puzzle Box /**

Perception (TN 25). Success finds a sliding panel that, once removed, reveals a coded series of kanji. **Calligraphy (Cipher) / Intelligence (TN 30)** determines that the code requires at least one keyword to solve, and that trying to solve it without some sort of starting point could take days or even weeks. If a player tries to open the chest through force, the sound of breaking glass can clearly be heard from within the box, and thick, black ink begins to leak from the ruined container.

Once the party has recovered the chest, they return to the surface. If the encounter with the opposing samurai/bandits has not occurred, it happens now. Before the party departs for Yasuki Yashiki, Kasumi with jump on her horse and speed away before the party can stop her. If any one attempts to intercept her, she will use her Iuchi school technique to grant herself (and her horse) enough movement to elude her pursuers. At the speed she is traveling, any ranged attack that hits her will cause her to fall from her horse with tremendous force, breaking her neck.

Conclusion

The journey back to Yasuki Yashiki is uneventful, and the large ronin, Maro, leads you from the city gates to you to the Inn of the Golden Scales, where a group of three men waits just outside. The Emerald Magistrate Doji Oharu, looking somewhat frustrated, is flanked on the left by Yasuki Minoru, while Shiba Utsuro, boldly wearing the sash that declares his own status as an Emerald Magistrate, stands to Oharu's right. Utsuro is leafing through a small stack of papers, and pointing things out to Oharu, while Minoru shifts uncomfortably.

Before approaching the three men, Players should choose which person to give the chest to: **Yasuki Minoru**, who claims it belongs to the Yasuki and should be handed over immediately. **Doji Oharu** - their friend and sometimes boss, or **Shiba Utsuro**, who will argue that the Emerald Champion has claimed possession of the chest in the name of the Empress.

There are different results and rewards based on who they give it to, but they won't know this until after they make their presentation.

Once the chest has been handed over, the Magistrate thanks them for their assistance, and releases them from his service.

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
Defeating the Kumo or Beating the Other Party to the Tomb:	+1XP
Recovering Taka's Evidence:	+1XP

Total Possible Experience: 4XP

Honor

Rescuing the victim of the kumo surprise attack gains 4 points of Honor for a PC with less than four Ranks of Honor, 2 points of Honor for a PC with between four and seven Ranks of Honor, and a single point for a character with eight or more Ranks of Honor.

Glory

Turning Taka's Evidence over to Shiba Utsuro gains 2 points of Glory.

Defeating the Kumo grants the PCs five points of Glory if they have less than five Ranks of Glory, and one less point for each Rank they have over four. (A PC with Glory 4 gains 5 points; a PC with Glory 5 gains 4 points, and -1 point per additional Rank).

Other Awards/Penalties

Turning Taka's Chest over to Shiba Utsuro grants the player's Utsuro's Recommendation. This can be used towards gaining a position as an Emerald or Jade Yoriki, or a similar position in the Imperial Legions. This does require contacting the Campaign Admin Staff.

Turning Taka's Chest over to Yasuki Minoru grants the party Minoru as an Ally (2 Inf / 1 Dev). Players who

are vassals of Yasuki Minoru gain .5 Status unless they have three Ranks of Status already.

Turning Taka's Chest over to Doji Oharu allows them to take Oharu as an Ally if they did not already have him (Devotion 1/Influence 2). If they did already have him as an Ally, his Devotion increases by 1.

If players rescue Doji Arata from the kumo, they gain him as an Ally (Devotion 1/Influence 1)

If players rescue Kasumi from the kumo, they gain her as an Ally (Devotion 1/Influence 0) and Favor: Yasuki Minoru.

Module Tracking Sheets

The Merchant's Coin - This simple looking coin is one of 24 crafted by Asahina as a gift to the Crane on the occasion of his marriage into the Clan. The coin bears the image of a Goat, and grants the user good fortune during negotiations that take place during that hour of the day.

The Goat Coin grants the bearer a Free Raise on a Commerce Roll when making a Crafting Check at the end of any module.

GM Reporting

Who received Taka's Chest from the Players?

If Doji Arata was captured by the kumo, was he rescued?

If Kasumi was captured by the kumo, was she rescued?

WiR reporting only: What was the Time total for the Party at the end of the module?

Meta-Question for Year Two of the Campaign:

Do you want your PC's daimyo to support the Toturi Dynasty or the Hantei Dynasty?

This is not entirely an in-character question; the players are being given a chance to determine which daimyo support which side of the coming conflict. List the name of the daimyo and the side that each individual player chose for their answer in the reporting sheet. (More than one PC at a table sharing a daimyo each get their own, independent, vote.)

GM must report this information BEFORE (4/20/12) for it to have storyline effect.

Appendix #1: NPCs

Kasumi

Iuchi Kasumi never really got along well with the kami, despite her ability to speak with them. She felt too many of her peers used them as a crutch instead of learning how to do things themselves. Showing terrific promise with various forms of medicine, Kasumi soon came to the attention of the famed healer Iuchi Barashi, who taught her much. When Shinjo began purging the Unicorn of the conspiracy's influence, Barashi forced Kasumi to flee far to the south, where she soon found work as a caravan guard for the Yasuki. She does not summon or commune with the kami, except in extreme situations where she must attempt to heal someone who is beyond her medicine's reach.

Air 2 Earth 3 Fire 4 Water 4 Void 3
Reflexes 3 Willpower 4

Honor 2.1

Status 0

Glory 1.2

Initiative: 6k3

Attack:

Armor TN:

Damage:

Reduction:

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

School/Rank: Iuchi Shugenja 1, Insight rank 3

Skills: Athletics 3, Battle 2, Calligraphy (Cipher) 3, Horsemanship 6, Lore: Theology 2, Lore: Underworld 5, Medicine 5, Meditation 3, Spellcraft 4

Mastery Abilities:

Advantages/Disadvantages: Prodigy (Medicine) / Dark Secret: Kolat Agent, Disbeliever

After being encouraged to find a way to follow both the Path of the Sword and Path of the Brush, he has begun improvising haiku as part of his combat ritual. He knows that he may not always be able to fell an opponent in 3 strikes, and has begun researching other forms of poetry that will allow him to adjust his line work according to the needs of his opponent.

His family may have pulled some strings to get Arata a position as an Emerald Yoriki, but the young Crane has proven he is worthy of such an honor.

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

Honor 7.0

Status 2.0

Glory 2.0

Initiative: 7k4+10

Attack: 7k3 katana (Complex)

Armor TN: 30 (light armor) **Damage:** 6k2 katana

Reduction: 3

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

School/Rank: Kakita Duelist 3

Skills: Artisan: Poetry 5, Etiquette 3, Horsemanship 2, Iaijutsu (Focus) 5, Investigation 3, Jiu-jutsu 2, Kenjutsu (Katana) 4, Kyujutsu 2, Lore: Bushido 2, Meditation 2, Sincerity 3, Tea Ceremony 2

Mastery Abilities: may ready a katana as a Free Action, Free Raise to Focus Rolls in duels, +1k0 to sword damage

Advantages/Disadvantages: Great Potential (Artisan: Poetry), Social Position (Emerald Yoriki) / Gullible

Doji Arata, Poetic Crane Duelist

In the two years since the events of the Topaz Tournament, Doji Arata has really come into his own.

Appendix #2: GM Time Tracking

Event	Time Bonus	Time Penalty	PC Team	Opponents Start at 10
On the Road from Jukami Mura: Horsemanship rolls	20 (Base Bonus is 15)	Penalty equal to 5 x number of rolls needed to meet TN.		20
A Fork in the Road	Shortcut: +10	Ocean Road: No Change		30
Rebuilding a Village	Pass through: No Bonus	Investigate 'Stolen' material: -10		30
Swamp: Sneak Attack!	No Rescue: No bonus, Honor Loss	Attempt Rescue: - 10, Honor gain		40
Shadow Guardian	Shikkui's Pendant: +10	Combat goes more than 5 rounds: -5		50