

Unrestful Dreams

**A One-Round All-Ranks Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of the Sun, 1142 (Spring)**

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The leadership of the Lion clan faces a crisis.

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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 all-ranks adventure, and thus can involve parties of widely varying capabilities.

Many of the challenges here are role-play oriented and thus not terribly dependent on party strength. Much of the adventure, however, is combat-focused, and the adventure allows the table to set its own difficulty level for these combats.

It is recommended that tables for this adventure contain a maximum of one rank of difference between the ranks of the highest-rank and lowest-rank PCs at the table. This will help ensure that a PC of lower rank than the rest of the table does not end up in a needlessly dangerous situation.

Adventure Summary and Background

Lion Champion Kitsu Motso's rule of his Clan has long been a matter of controversy. The spirits of his ancestors refuse to speak to him, and so he was passed over for the leadership of his own family in favor of his stuttering and shy younger brother Toju. Motso rose through the ranks of the Lion army on his own merits, and after the deaths of Matsu Tsuko and Ikoma Tsanuri, he was the foremost remaining Lion military leader and the only logical choice to become Lion Clan Champion.

Motso's issues with his ancestors became political when thousands of spirits flooded back into the empire through Oblivion's Gate. The Lion spirits that walk the empire still feel the same antipathy toward Motso that they did before they returned, but now are obligated to treat him with the deference due to their Clan Champion. This tension has escalated in recent months, and many Lion spirits have become restless.

This growing unrest will come to a head at the Kitsu family's spring gathering at Shiro sano Ken Hayai. Kitsu Hikoyoshi, a fiery sodan-senzo returned spirit who was the Kitsu family daimyo in the early third century, has worked with his allies to ensure that a great number of Lion returned spirits will be in attendance. They will create a public spectacle that displays Motso's lack of support among returned spirit Lion.

The night following the spectacle, Toju and Hikoyoshi's combined spiritual might will draw many of the castle's guests into an extraordinarily stable pocket of Yume-do, the Realm of Dreams. The conflict will be more explicit

here, and what will begin as tense political maneuvering will devolve into all-out war.

The PCs will have been invited as guests to this gathering, and will be present to witness Hikoyoshi's display. After they are pulled into Yume-do, Kitsu Shisou will alert them to what has happened and request their aid in resolving the situation. Their actions in Yume-do will prove crucial to determining the future of the Lion.

Character Notes

Check the PCs' character sheets for the following:

- Touch of the Spirit Realms: Yume-do
- Cursed by the Realm: Yume-do
- Lion Clan Returned Spirit

Introduction

Soon after the snows melt each spring, the Kitsu family meets at Shiro sano Ken Hayai to set its priorities for the coming year. Kitsu PCs are here to attend the conference as part of their regular duties. Other Lion PCs are here to assist with the gathering's security and hospitality. Ronin PCs are here looking for work, as the Lion are known to employ great numbers of ronin in wartime. All other PCs are here as members of small delegations sent by their Clans to speak with the Kitsu family. The leaders of these delegations are high-ranking shugenja (listed in Appendix #1 and the Player Handout) unless a PC is a shugenja of School Rank three or higher with Status 3 or higher, in which case that PC is their delegation's leader. In this case, the listed NPC is not present.

The Kitsu family is notorious for being mysterious and insular, and this is the best opportunity all year for other clans to interact with its members. Non-Lion PCs have been sent with the goal of cultivating political connections with Kitsu samurai for future use, as well as learning what can be learned about Lion internal politics.

Hayai province is located on the border between the Lion and Dragon lands. Shiro sano Ken Hayai is home to Lion Clan Champion Kitsu Motso, which has increased the castle's importance in recent years.

It is early afternoon when you finally arrive at the Shiro sano Ken Hayai. You ride through the bustling castle town and to the castle proper, where servants and courtiers are assembled at the stables to welcome you. Looming over them all is a great bronze statue, perhaps

twenty feet tall, of a Lion warrior with hard eyes and his sword raised to the sky.

The servants stable your horses, collect your belongings, and lead you to your rooms. These are small and have a bare minimum of decoration, but the furnishings that are present are of high quality. From the many harried servants that scurry through the halls attending to the many visitors' needs, it is clear that the castle is straining to contain the influx of guests.

Part One: The First Evening

The PCs arrive in the early afternoon, leaving them a little time between when they finish bathing and when they are expected to be present for dinner. There is not much to be found in the way of rumors yet, as the event has yet to begin, but there are some sights to be seen in the castle.

Exploring the Castle

The PCs are honored guests, and with a few obvious exceptions (personal chambers, secured offices, etc), have free run of the castle. A few locations of interest are as follows.

- The Hall of Scribes is an impressive library that chronicles much of the empire's history. It is currently open for perusal by guests. This library is not as complete as the Ikoma family's home libraries, and it is quite sanitized of information that is damning of anyone or anything (for example, there is no information here whatsoever about the reign of Hantei XVI). It is, however, a particularly good resource to find salutary information about the ancestors, that being the library's reason for being.
- The Shrine of the First Five is a shrine in the castle's lower levels that is primarily dedicated to the five Kitsu that joined the Lion clan at the dawn of the empire. It is stiflingly traditional, and has likely changed little since it was built in the second century. Any attempts to meditate or communicate with ancestors inside the shrine receive a Free Raise.
- The Castle of the Swift Sword Dojo, the most famous and prestigious dojo of the Akodo Bushi School, is a freestanding complex of buildings. About a quarter of it is inaccessible, guarded by stern Seppun guardsmen, and the voices that come from inside that section include an exuberant girl's voice and a very patient older man's voice. The rest of it is open for use, however, and students from all Lion schools and of all skill levels are available for sparring.

After each PC has had time to visit one location or do one thing, it will be time for dinner. When each PC arrives at the dinner hall, a servant sounds a gong. The room quiets briefly, the servant announces the PC's name and station, and the conversation begins again. The PCs discover that this is quite a large gathering, with about a hundred and fifty samurai present, the majority of whom are Kitsu; most of the highest-ranking members of the Kitsu family are among the guests. While the final guests are arriving and this initial opportunity for mingling is going on, the servants begin laying out tables for dinner.

Before dinner service begins, however, there is an announcement:

A herald rings a gong, and the room silences. "Her Imperial Highness wishes it known that this gathering will not be graced with her presence this evening. In her wisdom, she understands that this court is the business of the Lion Clan, and in her generosity, wishes to allow it to conduct those matters without her oversight. She does thank you all for your diligent service, and will join the court tomorrow morning."

A wave of relief washes over the crowd, although a roll of **Investigation (Notice) / Perception** at TN 35 identifies a handful of returned spirits who attempt to hide their irritation at this.

Rumors

After that, dinner is served. Characters who wish to do some gossiping during dinner may roll **Courtier (Gossip) / Awareness** roll. Lion PCs receive a Free Raise on this roll. The rumors include:

- **TN 10:** After consulting many of the empire's samurai for advice, Emerald Champion Kakita Toshiken has chosen to have the young Empress Tsudao train in the Akodo style of her father. Her training is taking place in this very castle, and she has shown great promise despite her age.
- **TN 15:** Kitsu daimyo Kitsu Toju does not often make public appearances, as his stutter makes him rather awkward. By all accounts he is eloquent and powerful in his priestly role, but this gathering each year is one of the only opportunities for samurai of other Clans to meet him.
- **TN 20:** Lion Champion Kitsu Motso does not get along particularly well with certain elements of his own family, and though present at this function, has deliberately turned the court over to his younger brother Toju as the Kitsu family daimyo.

- **TN 25:** Kitsu Shisou, head sensei of the Kitsu sodan-senzo, has recently collaborated with Phoenix scholar Isawa Ume on research into the nature of the newly-created Realm of Thwarted Destiny. There is speculation that the returned spirits play some sort of role in the nature of the new Realm, but past this the two of them have been tight-lipped about their findings.
- **TN 30:** Kitsu Hikoyoshi, a returned spirit from the third century who served as Kitsu daimyo for many years, is in attendance. His fiery temper and warlike tendencies made his leadership quite different from Kitsu Toju's, but many of the Lion respect his martial nature.
- **TN 35:** Kitsu Motso's ancestors in Yomi refuse to speak with him, which is why he trained in the Matsu school and not that of his own family. Returned spirits among the Lion feel the same antipathy toward him that their brethren in Yomi do, but must deal with him in person, and they tend to find his leadership to be deeply uncomfortable.
- **TN 40:** Akodo family daimyo Akodo Ginawa's adopted son Kaneka has proven to be one of the most promising students of the Akodo Bushi School in recent memory. Though three or four years older than the Empress, the two have become close friends, though her own training in that School is causing something of a rivalry to develop between them.
- **TN 45:** Seppun family daimyo Seppun Hotaitaka has caused some amount of gossip by asking questions across the Empire about the possibility of a lost heir to the Emperor. Rumors have begun to spread of a child of Toturi from before he took the throne, and when the child Empress was brought to the castle for her training, Hotaitaka questioned a number of the local samurai about the possibility.
- **TN 50:** Akodo Arasou, who was Akodo Toturi's older brother and Matsu Tsuko's betrothed, is known to have returned through Oblivion's Gate. He has been quietly gathering returned Lion spirits to his banner for some unknown purpose.

As dinner ends, the tables are removed and the many samurai in the room begin to mingle. Each PC that is not his or her delegation's head receives quiet instructions from their delegation head to learn what they can about the important Kitsu present. As this is the purpose of the Clan delegations, this should be a priority for the PCs and they should be encouraged to be proactive (additionally, information learned in this first court will be useful later).

Gossip about Important People

At this point, the PCs will have had enough time to learn who the important NPCs present are; this information is

in Player Handout #1, which should be distributed at this time.

For the moment, the highest-status Kitsu NPCs present are too busy dealing with other Kitsu and with the lead delegates from the other Clans to deal with any PC who is not his or her delegation's head. Other PCs will be reduced to making **Courter (Gossip) / Awareness** rolls in order to about the various NPCs. Each PC may choose one listed NPC to learn about; the available information is listed in Appendix #1. If the PC is their delegation's head, they may instead speak directly with one of the NPCs. Each PC may choose to speak to or learn about two NPCs before the evening comes to a dramatic close:

Kitsu Motso has been remaining apart from most of the court, speaking only occasionally with a few select high-ranking members of his family but allowing his younger brother to act as the host and center of the court. A discussion between him and Kitsu Hikoyoshi, however, has begun to attract attention as the volume (and ire) of the participants begins to rise.

"And how secure are the Lion lands, Motso... sama?" Hikoyoshi's words are polite, though the slight pause before the suffix denotes a surprising degree of open disrespect. "This constant skirmishing with the Unicorn does little to guarantee our Clan's prosperity or future, from what I can tell."

The Lion Champion's jaw clenches, and he returns coolly, though no more quietly, "A difference of perspective, perhaps, Hikoyoshi...san. It seems odd to have to explain to one of the Lion's most esteemed ancestors the principles of war, but more exposure to our most militant neighbor, who happens to also be the strongest martial ally of our oldest enemies, strikes me as valuable."

The shugenja pounces swiftly on what he seems to view as an opportunity. "And yet those same enemies continue to hold a city on our northern border! Your... bravery... in retaking Toshi no Meiyō Gisei has been noted by all the Empire, yet I am not alone in wondering why we suffer the Crane to hold a rich trade city that gives them close access to our most important holdings."

It is becoming more obvious that Kitsu Hikoyoshi is deliberately playing this confrontation out; PCs who succeed at an **Investigation / Awareness** roll at a TN of 25 will realize that he is provoking Motso, and setting himself up as an alternative to the Lion Champion's leadership for the benefit of the returned spirits in the room (many of whom are responding positively to the rhetoric). Those who succeed at a 40 or higher will

notice a specific returned spirit, in fact, to whom Hikoyoshi is actually looking for approval: the former Champion Akodo Arasou, currently living as a ronin, has joined the court in disguise as a simple Lion guardsman.

Motso looks around the room, a muscle in his cheek jumping. His voice is icy as he responds, “This was not the venue I had intended to publicly share the details of my strategy for the coming year, Hikoyoshi-san. Nevertheless, you – and those others who ‘wonder’ – can take comfort in knowing that I intend to retake Toshi Ranbo wo Shien Shite Reigisaho before the end of summer.” A shocked murmur passes through the crowd, and he glances aside to the Crane contingent with irritation. “This is solely intended to secure the Lion Clan’s borders; I will allow them to depart the city in peace. There is no need to start an open war unless the Crane wish it. But we will be ready if they do.”

Hikoyoshi’s expression falters in his surprise, and he scans the room, perhaps to assess his support. Taking a breath, he thunders “No! My lord. We should punish the Crane for their arrogance. Let no wall of Violence Behind Courtliness City remain standing; salt the earth on which it stands, and let no true Lion rest until the treacherous Tsume are wiped from the face of Rokugan!” He raises a fist into the air, and several returned spirits who have lined up in ranks behind him cheer.

The court has come to a standstill over the confrontation. Motso inhales sharply, but pauses, glancing to the side where his younger brother moves to join the conversation. With a cold nod, the Champion defers to the court’s host.

“Y-y-you defy your r-r-r-rightful Champion.” Toju’s stuttering voice is soft, and carries through the room only thanks to the growing silence.

“Rightful?” Hikoyoshi’s voice drips with scorn as it fills the entire courtroom. “I have spoken with Lion Champions from throughout history. The ancestors in Yomi have rejected your brother, Toju-san. If they will not listen to him, why should we?”

The room erupts in furor. Toju’s mouth moves, but you cannot hear him over the uproar. His herald shouts over the din. “Silence! The Kitsu daimyo has words!” The room slowly quiets down.

“G-g-get out.” Toju’s quiet voice fills the silent hall. “A-a-all of you.”

Toju and Hikoyoshi stare daggers at each other for several seconds. Finally, Hikoyoshi spins on his heel

and strides out of the audience chamber, his entourage of returned Lion following closely. Once they are gone, the guards encourage you and the rest of the guests to retire to your rooms for the night. Motso gives Toju a short nod before turning and leaving the court himself.

Once this has taken place, all named NPCs will be “indisposed” until the morning.

Part Two: Lucid Dreams

Each of the PCs has the following dream. Any PC who has a Physical Disadvantage that prevents him or her from being an effective combatant or courtier, such as *Lame*, *Blind*, or *Disturbing Countenance*, is temporarily healed of that Disadvantage during the dream. (The GM may use his discretion for Disadvantages that are inherently part of a PC’s character – a PC born *Blind*, for example, may or may not be healed, as even in dreams they would never have had functioning eyes.)

You are dressed for court in Shiro sano Ken Hayai’s audience chamber and mingling with the Lion you met this past evening. Kitsu Toju sits on the same dais as last night, fidgeting slightly as he watches the room. This time, however, he is not alone on the dais; a tall, muscular bushi in shining armor of gold and brown sits next to him. A moment’s observation is required to recognize Kitsu Motso under the glamour – rather, it is an idealized version of the Lion Clan Champion.

Where the opposite side of the audience chamber was empty before, a second dais now occupies that space. Kitsu Hikoyoshi sits on it, but he is also not alone. Next to him is a man whose golden armor and glowing skin make it seem as though he could have been cast out of bronze – and he has been, as you recognize him as the man whose statue looms over the castle’s courtyard. As he observes the room like a caged predator, his right hand idly caresses the katana that sits on the dais at his right side.

PCs who played Emperor’s Favor, as well as any Lion PCs, know that this is Akodo Arasou, Akodo Toturi’s younger brother, who was the Lion Champion immediately before Akodo Toturi. Here, Arasou is the spitting image of his statue – no doubt also an idealized figure.

A servant hands you a message from Kitsu Shisou, master sensei of the Kitsu Shugenja School, who wishes to meet with you immediately. You follow the servant into a side room and sit, finding yourself among a small group of similarly-summoned samurai. Shisou places his hands on the floor in front of him to bow to

you, and for a moment he looks eerily like a great feline on all fours. When he raises his head, you see that his eyes are slitted like a cat's, and they burn a smoldering red. His voice, though tight with strain, remains cultured and entirely human.

“Thank you for joining me. You, and the other guests of this castle, are in danger. A danger that may threaten the Lion Clan as a whole.” He settles back, tension in every line of his body. “I would never have dreamed that things would come to this. Obviously, there are those who feel differently.”

With that, you become conscious that you are dreaming.

The PCs may attempt to wake up by making a **Meditation / Void** roll at TN 20. Success causes the character to get close to waking up, then run into a kind of barrier that thwarts their escape back to the waking world. A character experiencing this knows that under normal circumstances they would have woken up.

Shisou smiles wanly. “As you may suspect, we are no longer in Ningen-do, though we are not far from it. Kitsu Toju and Kitsu Hikoyoshi are powerful shugenja, and they appear to have found each other on their way to Yume-do tonight. Together, they have created... this place. A sort of temporary Realm somewhere between the Realm of Mortals and the Realm of Dreams. Until their dispute is settled, none of us will be able to escape.”

His feline eyes glow a deeper red. “Hikoyoshi’s insubordination has become a threat to my Clan, and perhaps to the Empire. I intend to stop him, but I do not think I can do so alone. If you do not wish to help, I can ensure your protection, but should you choose to give me your aid, the Lion Clan will not soon forget.”

The PCs may have questions for him.

- How did we end up here? *“One daimyo or the other must consider you important. That, or it was merely an accident of fate.”*
- How do we get out? *“The story of the dream must end, as far as its two creators are concerned. Until then, we are trapped.”*
- What should we be doing? *“The two shugenja who brought us here are engaged in a contest of wills, with the hearts and minds of the Kitsu leadership as both weapons and prizes. These leaders should be encouraged to follow Toju-sama in support of the proper Lion Champion.”*
- What happens if I die? *“That is unclear. Were we in Yume-do proper, you would simply wake with no*

consequence. Between Realms... I do not know. Let us hope such a thing does not come to pass.”

- Does everyone else know we’re in a dream? *“The two daimyo created this Realm accidentally, and would not believe you even if you tell them. For the others? Even if they knew, there is little to do about it. Spreading the knowledge may destabilize the Realm, which could be quite dangerous.”*
- Who is the man on the other dais? *“That is Akodo Arasou. He was Akodo Toturi’s older brother, and was the Lion Champion before the former Emperor. I would guess that here he is merely a dream spirit, but he may be more than that elsewhere if he returned through Oblivion’s Gate.”*
- But I support the Hantei! *“The Lion Clan has not yet chosen a side in that conflict, and Hikoyoshi’s victory here does not necessarily mean support for your dynasty of choice. Much more likely is Lion civil war, during which our support will be worth little. If you truly wish to have a strong Lion Clan to court, you will help me.”*
- I’m a ronin. Will you pay me? *Shisou snorts. “If that is the form that you wish my Clan’s gratitude to take, then yes, I can pay you.”*

PCs who refuse to help are sent back to their rooms with two guards, who ensure that they are unbothered until the conclusion of the dream. PCs who refuse to help due to what Shisou judges to be a dishonorable reason, such as cowardice or opportunism, gain Sworn Enemy: Kitsu Motso as a 7-point Disadvantage.

“One last thing,” Shisou says. “Were you truly in Yume-do, you would be able to exercise some control over your immediate surroundings through sheer will alone. Here, we may still have a little bit of this power. Perhaps you will find it inside of you.”

Each PC gains a number of extra Void Points equal to their Willpower Trait Rank as long as they are in this Realm. A character can spend only one of these extra Void Points per round, but may spend both a regular Void Point and an extra Void Point in one round. PCs with Touch of the Spirit Realms: Yume-Do gain twice as many extra Void Points; PCs with Cursed by the Realm: Yume-Do gain none.

Additionally, the conflict inherent in the sub-Realm uses both martial Skill and force of personality to determine the capability of those trapped in it. PCs may substitute their Battle Skill for Courtier in Part Three; during Part Four, they may use their Courtier Skill for any one appropriate Weapon Skill and Etiquette for the Defense Skill. These substitutions include Mastery Abilities (but not Emphases).

Part Three: Dream Politics

PCs who return to the courtroom are plunged into a swirling mass of Lion that is arguing about which of the two Champions is the correct one to follow. Hikoyoshi and Toju remain on the daises with their respective Champions, and Shisou remains out of the political fray. The rest of the Lion NPCs listed in Appendix #1, however, are available to talk to; those marked with an asterisk on Player Handout #1 are the most influential that are subject to persuasion. These conversations should be role-played out and can be as involved as the table wishes them to be. The NPCs in question are genuinely interested in what the players might have to say, though there is no guarantee that their minds will be changed from simple speech.

The roll to convince an NPC to shift his stance is **Courtier (Manipulation) / Awareness**. (Bushu characters may substitute their Battle Skill for this roll.) The Realm of Dreams understands that not all samurai are the same, and therefore expects different things from different dreamers. The base TN for a character to convince an NPC to shift his or her stance is equal to 15 + 5 times the character's Insight Rank (20 for Insight Rank 1, 35 for Insight Rank 4, etc). The TN is lowered by 5 if the PC makes an argument that the NPC finds sympathetic. If the character makes an argument that the NPC does not find sympathetic, the roll automatically fails. The conditions for this failure are listed in each NPC's information in the Appendix.

Each time a PC succeeds on a roll to convince an NPC, that NPC's Insight Rank is added to a running total that begins at 0. In Part Four, the PCs may add this total to each of their Battle Determination rolls – this represents the impact of that NPC's support.

Once each PC has attempted to learn about or persuade two NPCs, or they persuade all six NPCs to their side, the following occurs:

The armored form of Akodo Arasou stands. "Kitsu Motso!" The room goes silent as he slides his katana into place on his hip. "I tire of your political games. Your ancestors have rejected you. It is time for your vassals to do the same."

Motso stands as well. "You are challenging me?" His voice is even, though his eyes betray his rage. Arasou nods, once. Motso's face hardens into a grim smile. "I choose a contest of armies."

Arasou sneers. "You will not face me personally? Coward!"

"It is time to find out which of us the Lion will stand behind." He opens his arms to the silent crowd standing in between the two daises. "So I ask you all: who stands with the Lion Champion?"

"The championship is my birthright!" Arasou screams, having lost all decorum.

"Then take it from me." He and Toju leave the room through a door behind him. Hikoyoshi and Arasou leave the room through a door on the opposite wall. The crowd splits, some leaving through each door. Kitsu Shisou catches your attention, nods toward the door that Motso and Toju took, and begins moving in that direction.

Presumably, the PCs follow; Kitsu Shisou approaches any PC who hesitates, and all but begs for their aid. Any PC who remains behind will not be part of the battle.

As you approach the door, you see that it leads outside, and opens into a sparsely wooded valley. As the samurai in front of you pass through, their heavy court clothing changes before your very eyes into armor... as does yours when you follow behind. There is no sign of the door, or of the castle; instead, you are now on what is obviously soon to become a battlefield.

The PCs are now armed and armored in the way that they normally are when they are prepared for mass combat; those who do not typically participate in such activities may be considered to have ashigaru armor and basic armament.

Part Four: Dream War

If the PCs stay in the courtroom, they are effectively out of the rest of the adventure, but they will be safe. PCs who follow Motso and his allies out the door are transported to the rolling hills outside Shiro sano Ken Hayai, where the two armies are massing a half a mile away from each other.

It is possible that some PCs may wish to take up Arasou's side in the conflict against Shisou's wishes; as long as the entire table agrees, there is no reason they could not simply run through the battle on the other side. There are no significant mechanical differences, but they will certainly earn the enmity of the Lion Champion. However, it is entirely unreasonable to split the party for

the purposes of this module: the GM should encourage the players to find a common answer and work together.

The PCs are formed into a unit, and the highest-Status Lion PC is placed in command. If there are no Lion present, the highest-Status PC is placed in command instead. If it is a tie, the character with the higher Glory wins. The PCs have five minutes to make preparations before they are herded into formation.

Kitsu Motso's army assembles at the mouth of the valley, which is perhaps half a mile from the enemy's massed lines. Motso himself gives the command to march. In the distance, the enemy lines begin their approach.

As you march through the valley, you hear Kitsu Toju's rhythmic chanting, the proud, confident tones a stark contrast to his quiet stutter in the waking world. The chant rises to a crescendo, and the previously moist ground under your feet becomes cracked and dusty. A fifty-foot tall humanoid form made entirely of water rises out of the ground in front of you. It begins lumbering toward the enemy, and the ground shakes with each of its steps, moving in rhythm with the shugenja's prayers.

Five seconds later, another such figure forms in front of the army that faces you. The two armies close, and the water giants slam into one another. Your line separates around them, and you crash into the enemy.

There are two Rounds of Mass Battle. Before each of the two Battle Rounds, the character in command makes a Battle Determination roll using **Battle (Mass Battle) / Perception**, and may add the total points the table earned during Part Three (the Insight Rank of the NPCs they encouraged to take their side). PCs with the Tactician advantage gain a Free Raise on this roll. The table commander chooses the difficulty, and importance, of the table's encounter based off this roll. (At the GM's discretion, another PC may make the Battle roll as a "tactical advisor", but this causes the table commander to earn one less point of Glory from the encounter; the same applies if they choose to make the roll Cooperative to add other PCs' Ranks of the Battle Skill to the total of the roll.)

The results of the Battle Determination roll are as follows:

- 10: Tier 1; 1 Victory Points
- 20: Tier 2; 2 Victory Points
- 30: Tier 3; 3 Victory Points *or* Tier 1 for 2 Victory Points

- 40: Tier 4; 4 Victory Points *or* Tier 2 for 3 Victory Points
- 50: Tier 5; 5 Victory Points *or* Tier 3 for 4 Victory Points

The table commander may choose an encounter with a lower Tier than the maximum, but only gain the listed Victory Points for doing so.

The Realm of Dreams cares not for absolute results, but cares whether or not the inhabitants displayed strength of skill and will commensurate with what they are capable of. Winning each Battle Round earns the PCs a number of Victory Points equal to the Tier chosen for that Round. The following table lists the number of points required to earn victory for their side of the battle, based on the average Insight Rank of the PCs. The players should be aware of how many points they need in order to decide what Tiers they are willing to risk.

- Average Rank 1: 3 Victory Points
- Average Rank between 1 and 2: 4 Victory Points
- Average Rank 2: 5 Victory Points
- Average Rank between 2 and 3: 6 Victory Points
- Average Rank 3: 7 Victory Points
- Average Rank between 3 and 4 : 8 Victory Points
- Average Rank 4 or more: 9 Victory Points

At any point during the battle, a PC with the Tactician advantage may add or subtract 5 from a single roll made by anyone at the table, including the enemies. This is separate from the benefit granted on the initial Battle Determination roll. If a PC has a cert or other benefit that applies to Battle Interactives, this battle is considered an Interactive for the purpose of those abilities.

During the Reactions phase of the last combat round of the first Battle Round, Kitsu Shisou runs past and uses Path to Inner Peace on the PC who has the worst Wound Penalties. That PC heals 34 Wounds. Then, the table commander makes another Battle Determination roll and continues with the second Round encounter that the table commander chooses.

During the second Round, PCs who are Prone have their heads under water. Conscious characters may hold their breath for a number of Rounds equal to their Stamina. After this runs out, or if the character is unconscious, the character takes 2k2 Wounds per round on his or her turn. A PC who dies of drowning in the dream while conscious gains Phobia: Bodies of Water.

Enemy Tactics

The first encounter pits the PCs against a squad of Matsu bushi. They spend all of their time in the Full Attack

Stance, which is already calculated into their stat blocks. These Matsu are front-line shock troops, and are more concerned with dealing lots of damage than surviving.

The second encounter pits the PCs against a squad of Akodo bushi. These bushi begin the skirmish in the Attack Stance. Against any PC with light or heavy armor, they use their Rank One Technique to ignore the TN bonus that the armor provides; otherwise they use that Technique to gain a Free Raise on each attack. If a PC appears particularly easy to hit, they make two Raises for a Feint, and bushi of Rank Two or higher use their Rank Two Technique on such attacks. If at any point there are two more enemy combatants standing than PCs, the commander of the squad shouts “Arasou!”, after which the squad will drop into Full Attack and begin feinting on each attack.

Both squads of enemy bushi are well-trained Lion, and therefore fight with some sophistication. They attack the most dangerous targets first, including bushi who attack twice each round, are keeping three or more dice on damage, or both, as well as shugenja. They also pile onto characters that have already spent Void this round in order to deal as much damage as possible. These fights should be brutal and scary. Death in this realm is meaningful but not permanent (though the PCs should not know this) so the GM should not be afraid to give the PCs a maximally challenging set of fights.

Success

If the PCs earn sufficient Victory Points, those who are alive see their army victorious.

Only a third of the spirit army remains standing. You and several other units, along with Kitsu Motso’s honor guard, surround Akodo Arasou’s command staff in the flooded valley. There is a lull in the fighting as the desperation of the situation becomes clear.

“You have lost!” screams Kitsu Motso.

“We will not serve this usurper!” Arasou’s response echoes through the canyon. “We fight to the last man!”

The remainder of the battle is bloody, decisive, and short, as the remnants of the spirit army are slaughtered. Through it all, Arasou looks around frantically, until he finally fixes his eyes on something. You follow his gaze and find the kneeling form of Kitsu Hikoyoshi on the edge of the valley, just above the water line. A unit detaches from your force to attack him, but before they reach him, he shoves his wakizashi into his belly, and falls forward onto it.

There is a great cry of victory. Your vision blurs, you are lifted off your feet, and everything goes dark.

Failure

If the PCs do not earn sufficient Victory Points, those who are still alive see their army defeated.

The crashing waves took you far away from the center of the conflict, where Kitsu Motso’s personal guard has been surrounded by the enemy. You rush to return, but you are too far away. Arasou’s forces easily crush Motso’s, and Arasou delivers the killing blow to the grievously wounded Lion Champion after a brief, brutal fight.

The army surrounds Toju, and several spears point at him. Kitsu Hikoyoshi approaches him, points to where Motso fell, and shouts, his voice echoing through the canyon. “This is the fate that befalls any samurai whose ancestors have forsaken him! The Lion Champion must stand as an example of all that it means to be a Lion!”

Kitsu Toju bows his head in defeat.

There is a great cry of victory. Your vision blurs, you are lifted off your feet, and everything goes dark.

Death?

Any PC who died during the dream has the following experience.

You find yourself hovering in a black void. In front of you is an enormous globe of luminous blue, that is still not as enormous as similarly colored globe much further in the distance. Behind you, there is a blue and green cloud. You feel a pull toward it, and you know it must be the mortal realm, but there is a tiny silver cord that binds you to the globe in front of you, and though it is tiny, it is as strong as steel.

You float in the abyss between Spirit Realms for an eternity. As the surface of the globe holding you slowly changes slowly from bright blue to green, to red, to shimmering black, to blue again, souls travel past you in either direction. Occasionally, more souls exit the Realm you are tied to and silently join you, each with its own silver cord. Eventually, there are hundreds such souls floating in the void between realms.

The globe darkens, turns black, shimmers, and dissipates. You, and everyone else who was trapped, are free to return to Ningen-do.

This experience leaves the PC's ability to sleep permanently affected. Such PCs gain the Cursed by the Realm: Yume-Do Disadvantage.

Conclusion

In the morning, news is already sweeping through the castle that the young Empress has demanded to speak with Kitsu Hikoyoshi in a public audience, which will take place quite soon. PCs who wish to be in attendance must dress and eat quickly.

The courtroom is already filling with Lion by the time the PCs arrive, and the audience begins with little fanfare when several squads of Seppun bushi enter the room, followed by the Empress and her entourage.

The young Empress stands on the dais next to Kakita Toshiken with a child's bokken thrust through her obi. "Kitsu Hikoyoshi, you spoke against your Champion last night."

He presses his face to the floor. "That is true, Empress."

She puts on a disapproving face. "You do not want to serve him."

His head does not move. "That is also true."

"So what will you do?"

He raises his head. "May I address the court to answer that question, Empress?"

Concern crosses Kakita Toshiken's face, but the child Empress speaks too quickly. "You may."

If Kitsu Toju won the battle...

Hikoyoshi stands, and turns to face the court with slumped shoulders and sunken eyes. "As Tsudao-heika said, I no longer wish to serve my Champion, and I know that many of you who returned through Oblivion's Gate feel the same. This morning, I asked a friend to serve as my second. I urge any of you who feel similarly to find the path of honor yourself." A murmur of shock passes through the crowd, and complicated emotions play across the faces of the Lion returned spirits you can see.

He once again faces the Empress and prostrates himself. "May I have your leave to prepare?"

The Empress's eyes go wide. Kakita Toshiken leans down to her, and the two share a few quiet whispers.

When they have finished, Toshiken speaks. "The Empress bids you prepare for your seppuku, Kitsu Hikoyoshi. Any Lion returned spirit who wishes to follow in his example may immediately do the same. Those who remain will affirm their fealty to Kitsu Motso, the Empress's chosen Champion of the Lion Clan."

A smattering of the Lion returned spirits in the room stand. Hikoyoshi leaves the courtroom, and they follow him.

If Kitsu Toju lost the battle...

Hikoyoshi stands, and turns to face the court with proud shoulders and gleaming eyes. "As Tsudao-heika said, I no longer wish to serve the Lion Champion, and I know that many of you who returned through Oblivion's Gate feel the same. I have sworn no oath of fealty to Kitsu Motso, and I would walk the Empire as a ronin before serving him for one more day. I urge any of you who feel similarly to join me."

He once again faces the Empress and prostrates himself. "May I have your leave?"

The Empress's eyes go wide. Kakita Toshiken leans down to her, and the two share a few quiet whispers. When they have finished, Toshiken speaks. "The Empress bids you leave the castle immediately, ronin called Hikoyoshi. Any Lion returned spirit who wishes may leave with him and become ronin as well. Those who remain must immediately swear fealty to Kitsu Motso, the Empress's chosen Champion of the Lion Clan."

Nearly all of the Lion returned spirits in the room stand. Hikoyoshi leaves the courtroom, and they all follow him.

Epilogue

Lion PCs who are Returned Spirits must either do what Hikoyoshi does or swear fealty to Kitsu Motso. Those who swear fealty to Motso lose Honor as though they had committed a Minor Breach of Etiquette due to their discomfort with his leadership (this is a function of Motso's Curse of the Realm: Yomi, and applies universally to any returned spirit).

If Hikoyoshi commits seppuku, the rest of the conference goes relatively smoothly, with little of note happening. If Hikoyoshi becomes a ronin, the rest of the conference is a disaster, as the Lion Clan scrambles to figure out what to do about the returned spirits who just forsook their

Clan. Hospitality is maintained, but the guests are not able to get much business done with their hosts.

After another few days, the PCs prepare to depart. The shadow of Akodo Arasou's gleaming bronze figure looms large over them as they leave the stable to ride for home.

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
The PC contributed during the court scene:	+1XP
The PCs earned enough battle points:	+1XP
*The PCs killed Arasou (or Motso) in the dream:	+1XP

Total Possible Experience: 5 XP

Honor

As indicated in the adventure.

Glory

The PCs earn Glory equal to the highest Tier they faced in the Mass Battle.

Other Awards/Penalties

PCs who participated in both the politics and the war in the dream world receive Kitsu Shisou as an Ally with Influence 3 and Devotion 1. Ronin additionally receive 3 koku as payment; all other PCs receive a Favor from the Kitsu family.

Any PC who dies in the dream gains the "Cursed by the Realm: Yume-do" Disadvantage.

Any PC who drowned in the dream gains two Ranks of the "Phobia: Bodies of Water" Disadvantage.

Any PC who helped kill Arasou in the battle gains "Sworn Enemy: Arasou" (worth 5 points).

Any PC who refused to help Kitsu Shisou gains "Sworn Enemy: Kitsu Motso" (worth 8 points).

PCs from the Kitsu family who supported Toju gain .3 Personal Status, to a maximum of 3.9.

Module Tracking Sheets

Who won the dream war?

What side did the PC support?

Returned Lion PCs must note what their final fate was – if they shared in Hikoyoshi's, or if they swore fealty to Kitsu Motso.

GM Reporting

Who won the dream war?

Was Arasou slain by the PCs?

GM must report this information BEFORE 4/19/2014 for it to have storyline effect.

Player Handout #1: NPC List for Players

Crab

- Hida Rohiteki, Hida O-Ushi's spiritual advisor (Status 6.0; Previous Appearances: A Day to Mourn, Winter Court: Kyuden Hida, The Price of Weakness, Winter Court: Shiro Moto)

Crane

- Asahina Teisei, Crane shugenja (Status 3.0; Previous Appearance: Prison of Earth)

Dragon

- Agasha Katsutoshi, Dragon shugenja (Status 4.0)

Lion

- Ikoma Kuriku, representative of the Ikoma family (Status 3.0; Previous Appearance: Prison of Earth)*
- Kitsu Hikoyoshi, returned spirit and former Kitsu daimyo (Status 5.0)
- Kitsu Honami, daimyo of Rugashi province (Status 6.0)*
- Kitsu Juri, Kitsu Toju's protégé (Status 5.0)
- Kitsu Koan, daimyo of Dairiki province (Status 6.0; Previous Appearance: Lights of the Bon Festival)*
- Kitsu Kyuwa, daimyo of Hayai province (Status 6.0)*
- Kitsu Mito, daimyo of Foshi province (Status 6.0; Previous Appearances: Ancestral Dictate, Raising the Imperial Standard)*
- Kitsu Motso, Lion Clan Champion (Status 8.0)
- Kitsu Shisou, head sensei of the Kitsu shugenja school (Status 6.0)
- Kitsu Soroko, captain of the Kitsu house guard (Status 5.0)*
- Kitsu Toju, Kitsu family daimyo (Status 7.0)

Mantis

- Moshi Uidori, Mantis shugenja (Status 3.0; Previous Appearance: Winter Court: Kyuden Gotei)

Phoenix

- Isawa Toiko, chui in Phoenix army (Status 4.0; Previous Appearance: Ancestral Dictate)

Scorpion

- Yogo Rikujo, Scorpion shugenja (Status 3.0; Previous Appearance: Prison of Earth)

Unicorn

- Shinjo Umaru, Unicorn shugenja (Status 3.0)

Appendix #1: NPC List for GMs

Lion

Ikoma Kuriku, Ikoma family representative. Kuriku is a heavy-set, boisterous veteran who behaves more like an indolent courtier than a shugenja or a bushi. He is one of the few Ikoma to train in the Kitsu school.

Honor: 5.8 **Status:** 3.0 **Glory:** 3.0 **School/Rank:** Kitsu Shugenja 3

Goals: Have a good time. Collect relevant information to return to the Ikoma.

Gossip: TN 15 – Kuriku is an acceptably skilled shugenja, but serves more of a political function as the Ikoma family's liaison to the Kitsu family.

TN 25 – Kuriku often organizes impromptu poetry contests at courts he attends.

TN 35 – Underneath Kuriku's bluster and the revelry lurks a deeply conservative samurai who holds the spirits of his ancestors in the highest possible regard—even those who have returned to walk among us.

Political Stance: Kuriku thinks highly of returned spirits, believing that their judgment is better than our own. Any attempt to sway him fails unless the arguing PC is a returned spirit or quotes a returned spirit's opinion on the matter.

Potential Help: A PC who participates in an impromptu poetry jam with Kuriku and succeeds on an **Artisan: Poetry / Intelligence** roll at TN 15 + 5*(character's insight rank) receives a Free Raise on a Courtier roll with him.

Previous Appearances: Prison of Earth

Kitsu Hikoyoshi, returned spirit and former Kitsu daimyo from the third century. Hikoyoshi wears archaic cuts of clothing and wears his hair in a highly traditional way, but should appear as anything but harmless. He is a fiery orator, a cutthroat politician, and a skilled warrior. He is not without honor, but he finds honor more flexible than many of his Clan. He has come here with many other Lion returned spirits to create a display of no confidence in Lion Champion Kitsu Motso, whose ancestors in Yomi refuse to speak with him.

Honor: 5.5 **Status:** 5.0 **Glory:** 6.0 **School/Rank:** Kitsu Shugenja 5

Goals: Create a grand display of no confidence in Kitsu Motso.

Gossip: TN 15 – Hikoyoshi was the Kitsu daimyo in the early third century.

TN 25 – Hikoyoshi is a fiery and conservative man who believes strongly in adherence to tradition.

TN 35 – Hikoyoshi was a highly-skilled politician in his day, and often deployed what underhanded political tactics his honor could accept in order to achieve his goals.

Kitsu Honami, daimyo of Rugashi province. Honami dresses in men's clothing and acts every bit the honorable Lion. She was a clan magistrate before receiving her province, and has since worked tirelessly to crush any illegal activity inside it. She thinks returned spirits have a lot to offer to the youth of the empire.

Honor: 6.8 **Status:** 6.0 **Glory:** 6.0 **School/Rank:** Matsu Bushi 3

Goals: Ensure that returned spirits as a group are not discriminated against.

Gossip: TN 15 – Honami was a clan magistrate before receiving her province, and has crushed nearly all the illegal activity inside it.

TN 25 – Honami has created a mentorship program in her province that pairs young samurai with someone who is more experienced, and this program has been wildly successful. She has invited returned spirits to participate, though always as the more experienced of a pair.

TN 35 – Honami appreciates finely crafted durable objects, especially those made out of metal or stone.

Political Stance: Honami has no strong feelings about the Lion championship in either direction at the moment, but holds a great deal of respect for the experience that the returned spirits can offer the Empire. Attempting to sway Honami to publicly support Motso fails if the attempt disparages returned spirits as a whole in any way.

Potential Help: A PC who makes Honami an object out of metal or stone and succeeds on an appropriate **Craft / Intelligence** roll at TN 15 + 5*(character's insight rank) receives a Free Raise on a Courtier roll with her. An object made out of another material can be attempted, but tens do not explode on such an attempt.

Kitsu Juri, personal student of Kitsu Toju. Juri is a young and highly skilled shugenja who has risen through the ranks quickly, and the as-yet-unmarried Toju is grooming Juri to be his successor. In Ningen-do, he dresses crisply and traditionally, though he wears a bushi's kamishimo rather than the robes one might expect from a shugenja. In the dream realm, Juri has broader shoulders, a broader forehead and extended jaw that gives him a feline appearance, and a golden mane instead of hair. In both realms, he has strikingly unusual deep orange eyes.

Honor: 7.5 **Status:** 5.0 **Glory:** 6.0 **School/Rank:** Kitsu Shugenja 4

Goals: Support Kitsu Toju and Kitsu Motso.

Gossip: TN 15 – Juri’s deep orange eyes are a rarity even among the purest Kitsu bloodlines, as is his prodigious talent with traveling the spirit realms.

TN 25 – Juri is married and has six children, but is extremely close with Toju. Visitors to the castle suggest that much could be made of this closeness and the fact that Toju is still conspicuously unmarried, though the Lion either find nothing strange about this or have agreed not to acknowledge it.

TN 35 – Some Kitsu whisper that Kitsu Toju is likely to choose Juri as his heir.

Political Stance: Juri is a strong public supporter of Kitsu Motso. No attempt is needed to sway him, but no points can be gained from swaying him.

Kitsu Koan, daimyo of Dairiki province. Koan is in his early twenties, which is shockingly young for a provincial daimyo. His father died young in battle, but earned a sterling reputation before his untimely end. Koan trains tirelessly, inspects his province regularly, and strives constantly to be worthy of his father’s example. He is genuinely skilled and earnest, but is self-conscious about his inexperience—a fact that he tries to hide, though he is often not successful.

Honor: 8.2 **Status:** 6.0 **Glory:** 6.0 **School/Rank:** Akodo Bushi 3

Goals: Assert himself as a political force despite his age.

Gossip: TN 15 – Koan wakes early, goes to bed late, and is seemingly omnipresent in his province.

TN 25 – Koan enjoys playing kemari, and often uses impromptu games of kemari to discuss important issues with trusted vassals.

TN 35 – Koan’s father was an exemplary warrior and administrator. Koan overworks himself to try to become worthy of his father’s example, and between his naiveté and scattered attention he can sometimes be easy to manipulate.

Political Stance: Koan is in deep over his head in these discussions, and is quite pliable. Unless a PC says something grossly inappropriate, he or she will not automatically fail a roll.

Potential Help: A PC who plays kemari with him and succeeds on a **Games: Kemari / Agility** roll at TN 15 + 5*(character’s insight rank) receives a Free Raise on a Courtier roll with him. **Athletics / Agility** may be used instead, but tens will not explode.

Kitsu Kyuwa, daimyo of Hayai province. Kyuwa is old, stodgy, and a bit of a stick in the mud, though he is still rather spry. He grooms himself precisely and wears his hair and clothing in the most traditional styles. He is highly honorable and quite boring, even to members of the highly traditional Kitsu family.

Honor: 9.3 **Status:** 6.0 **Glory:** 6.0 **School/Rank:** Kitsu Shugenja 4

Goals: Run the year’s Kitsu family gathering well.

Gossip: TN 15 – Kyuwa has ruled his province for three decades but shows no sign of retiring. He is honorable almost to a fault, even to some Lion.

TN 25 – Kyuwa has made it known that any returned spirit is welcome to share his or her wisdom in his court.

TN 35 – Kyuwa is well known for his admiration of traditional divination methods, which has earned him a small amount of scorn even among the most traditional shugenja family in the empire. He recently received a divination result that he found quite troubling, but other members of his family have met his concern with indifference.

Political Stance: Kyuwa’s divination result with regard to the Lion leadership crisis was so unclear that he has not made up his mind. However, any attempt to sway him that considers practicality above honor or proper succession law fails. Such an attempt also fails if it discounts the wisdom that spirits have to share.

Potential Help: A PC who assists him with a divination and succeeds on a **Divination / Intelligence** roll at TN 15 + 5*(character’s insight rank) receives a free raise on a Courtier roll with him.

Kitsu Mito, daimyo of Foshi province. Mito fought at Oblivion’s Gate and was given the province to govern as a reward for his service. He is quite politically conservative and also tends to be protective of Lion military power, and so the province that contains the majority of the Lion clan’s stores of food and arms is a perfect match for him. He does not often smile, and dresses crisply.

Honor: 5.5 **Status:** 6.0 **Glory:** 6.0 **School/Rank:** Matsu Bushi 4

Goals: Keep the Lion leadership strong, whatever that means.

Gossip: TN 15 – Kitsu Mito fought at Oblivion’s Gate, and was present when returned spirits arrived to help fight the minions of the Nothing.

TN 25 – Kitsu Mito enjoys taiko drum performances, and regularly sponsors them in his home province.

TN 35 – Kitsu Mito is a deeply practical man who considers the internal strength of the Lion clan above all else.

Political Stance: Kitsu Mito is open-minded about the Lion championship. Mito fought at Oblivion’s Gate, but also values the Lion clan’s continued military and political power. Any attempt to sway him that downplays the spirits’

contribution at Oblivion's Gate or states that any philosophical ideal is more important than Lion internal stability fails.

Potential Help: A PC who performs music for Mito and succeeds on a **Perform: Drum / Agility** roll at TN 15 + 5*(character's insight rank) receives a free raise on a Courtier roll with him. Any other musical perform skill may be used instead with an appropriate trait, but tens will not explode.

Kitsu Shisou, head sensei of the Kitsu shugenja school. Shisou is one of very few sodan-senzo in the empire, and takes great pride in sharing his gift with his few students. Shisou is tall and slim, with a loose mane of golden hair and red eyes the color of dying embers. His knowledge of the spirit realms is comprehensive, and much of it was gained through his own travels.

Honor: 7.4 **Status:** 6.0 **Glory:** 7.0 **School/Rank:** Kitsu Shugenja 5/Sodan-Senzo 3

Goals: Support Kitsu Motso.

Gossip: TN 15 – Shisou is one of the only people in the empire to have mastered every technique that the Kitsu family knows.

TN 25 – Though Shisou's spiritual power is nearly unrivaled, he prefers to keep out of the political spotlight unless the matter at hand is strictly spiritual.

TN 35 – Shisou has continued to research the upheaval that the death of Toturi Kaede caused in the spirit realms, but has been tight-lipped so far about what he has found.

Kitsu Soroko, captain of the Kitsu house guard. Soroko is in her early thirties, and di

Honor: 7.9 **Status:** 5.0 **Glory:** 5.0 **School/Rank:** Akodo Bushi 4

Goals: Keep Kitsu Toju safe. Do not impede Kitsu Hikoyoshi.

Gossip: TN 15 – Soroko does an excellent job in her position

TN 25 – Soroko is a somewhat accomplished duelist, and enjoys friendly iaijutsu challenges against visiting bushi.

TN 35 – Soroko believes that having a Kitsu Lion champion goes against centuries of tradition, and quietly bristles at Kitsu Motso's position.

Political Stance: Soroko believes that having a Kitsu as the Lion champion is a historical aberration, and sees Arasou's challenge as a chance to return to the proper order of things. Any argument that assumes that Motso is an appropriate Lion champion fails to sway her.

Potential Help: A bushi who participates in a friendly duel with Soroko and succeeds on an **Iaijutsu / Void** roll at TN 15 + 5*(character's insight rank) receives a free raise on a Courtier roll with her.

Kitsu Toju, Kitsu family daimyo. Toju is uncomfortable in public, with a slightly disheveled appearance and an awkward stutter. Even in private, he is painfully shy and withdrawn. When dealing with spiritual matters, however, he is charismatic and powerful. He dresses in rich and well-made robes that starkly contrast with the inept way he wears them.

Honor: 8.7 **Status:** 7.0 **Glory:** 7.0 **School/Rank:** Akodo Bushi 5/Sodan-Senzo 1

Goals: Survive the attention while putting on a good show for his family.

Gossip: TN 15 – Toju is staunchly loyal to Kitsu Motso, his brother and the Lion champion.

TN 25 – Toju's stutter and reserve disappears while he is dealing with spiritual matters or traveling in the spirit realms, where he is quite comfortable.

TN 35 – Toju is conspicuously unmarried despite being well into middle age. Many speculate that he will select his personal student Kitsu Juri as his heir.

Non-Lion

Hida Rohiteki, hatamoto to Crab champion Hida O-Ushi. She is personable and friendly, although somewhat lacking in social graces. She has begun to suspect that Hantei Okuchoe holds the returned spirit general Hida Tsuneo in some kind of thrall and hopes to learn a way to ascertain how this may have been done.

Honor: 2.7 **Status:** 6.0 **Glory:** 5.2 **School/Rank:** Kuni Shugenja 4

Goals: Learn a way to ascertain what spiritual obligations Hida Tsuneo might have without offending the Kitsu.

Previous Appearances: Winter Court: Kyuden Hida, The Price of Weakness

Asahina Teisei, Crane shugenja. Teisei is a tall, stoic man with a soft voice. He wears blue silk robes that display a woven pattern of crashing waves. He is polite, but not particularly skilled at politics, and has no idea why he was sent here.

Honor: 7.1 **Status:** 3.0 **Glory:** 3.0 **School/Rank:** Asahina Shugenja 3
Goals: Get through this without embarrassing himself.
Previous Appearances: Prison of Earth

Agasha Katsutoshi, Dragon shugenja. Katsutoshi is a rare politically-minded Dragon, and has become frustrated with the allegiance that the Dragon have with the Lion—specifically, he thinks that the Lion owe the Dragon quite a bit, and he intends to set things up here so that the Dragon can collect. Despite his agenda, he cultivates a friendly and open appearance.

Honor: 4.2 **Status:** 4.0 **Glory:** 3.0 **School/Rank:** Agasha Shugenja 4
Goals: Learn what the Lion are willing to do for their allies.

Moshi Uidori, Mantis shugenja. Uidori was under consideration for the position of Mantis Ambassador to the Imperial Court, but was passed over. Her superiors have continued to deploy her in a diplomatic capacity, which is why she has been sent here. The experience did not leave her unchanged, however, and now she has a small chip on her slight shoulders.

Honor: 6.5 **Status:** 3.0 **Glory:** 4.0 **School/Rank:** Moshi Shugenja 4
Goals: Demonstrate to her superiors that they screwed up by not making her the Mantis ambassador to the Imperial courts.
Previous Appearances: Winter Court: Kyuden Gotei

Isawa Toiko, Phoenix shugenja and chui in the Phoenix army. Three years ago, her legion came close to fighting the Lion at the Phoenix-Lion border. No hostilities actually took place, but she is here to remind the Lion that the Phoenix military should be respected.

Honor: 5.7 **Status:** 4.0 **Glory:** 4.0 **School/Rank:** Isawa Shugenja (Fire) 4
Goals: Remind the Lion that the Phoenix army should be respected for its spiritual firepower.
Previous Appearances: Ancestral Dictate

Yogo Rikujo, Scorpion shugenja. Rikujo wears a mask that looks like a marble sculpture and covers everything on his face but his eyes and mouth. He is friendly and outgoing while interacting in group settings, but quite cautious and borderline paranoid in private.

Honor: 3.4 **Status:** 3.0 **Glory:** 3.6 **School/Rank:** Yogo Wardmaster 3
Goals: Ascertain the truth about rumors of a Lion leadership crisis.
Previous Appearances: Prison of Earth

Shinjo Umaru, Unicorn shugenja. A rare Shinjo who can speak to the kami, Umaru has been sent here because of his relative comfort with proper Rokugani high society. The Kitsu family is among the most traditional in the empire, and it is Umaru's job to make sure that the Unicorn do not make them uncomfortable.

Honor: 4.5 **Status:** 3.0 **Glory:** 3.3 **School/Rank:** Iuchi Shugenja 3
Goals: Keep the Unicorn contingent from looking like a bunch of barbarians.

Appendix #1: NPCs

Conscripted Peasant

Air 1 Earth 2 Fire 1 Water 2 Void 1
Reflexes Agility 2
Honor 2.5 Status 0 Glory 0

Initiative: 3k2 **Attack:** 4k2 (kumade, Complex)

Armor TN: 18 **Damage:** 3k1 (ashigaru armor) (kumade)

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 1, Craft: Farming 3, Jujutsu 1, Spears 2

Returned Matsu Bushi

Air 2 Earth 3 Fire 2 Water 3 Void 2
Agility 3 Strength 4
Honor 6.5 Status 1.0 Glory 1.0

Initiative: 3k2 **Attack:** 8k4-5 (katana, Complex, Full Attack)

Armor TN: 15 (heavy armor, Full Attack) **Damage:** 6k2+6 (katana)

Reduction: 5

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

School/Rank: Matsu Bushi 1

Techniques: *The Lion's Roar:* Adds Honor Rank to all damage rolls. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

Skills: Athletics 1, Battle (Mass Combat) 3, Jujutsu 2, Kenjutsu (Katana) 3, Kyujutsu 3, Lore: History 1, Polearms 2, Spears 1

Mastery Abilities: +1k0 sword damage; may string a bow as a Simple Action

Advantages/Disadvantages: Strength of the Earth, Touch of the Realm: Toshigoku / Antisocial

Returned Matsu Nikutai

Air 2 Earth 3 Fire 3 Water 3 Void 2
Reflexes Strength 4
Honor 6.5 Status 3.0 Glory 3.0

Initiative: 5k3 (+5) **Attack:** 10k4-5 (naginata in first round) (Complex, Full Attack)

Armor TN: 20 (heavy armor, Full Attack) **Damage:** 8k2+6 (naginata)

Reduction: 5

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

School/Rank: Matsu Bushi 2

Techniques: *The Lion's Roar:* Adds Honor Rank to damage. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

Matsu's Fury: When taking Full Attack Stance, choose an opponent within 30'. If you successfully hit him this Turn, the target is frozen with fear and cannot take Move Actions to move from current position. During the Reactions Stage, an affected opponent may attempt a Willpower roll (TN equal to the amount of damage dealt from your latest attack) to negate the effects of this Technique (the opponent does not suffer Wound Penalties for this roll). If he fails, the effects of this Technique end during the next Reactions Stage (the second after he was struck). Enemies who are immune to Fear cannot be affected by this Technique.

Skills: Athletics 2, Battle (Mass Combat) 3, Defense 1, Etiquette 2, Jujutsu 3, Kenjutsu (Katana) 5, Kyujutsu 3, Lore: History 3, Polearms (naginata) 5, Spears 2

Mastery Abilities: +1k0 unarmed, sword damage, may ready swords as a Free Action, may string a bow as a Simple Action, +5 to Initiative in first round when using a polearm, +1k0 damage with polearms against mounted or larger opponents

Advantages/Disadvantages: Touch of the Realm: Meido, Large

Returned Matsu Gunso

Air 3 Earth 4 Fire 4 Water 3 Void 2
Strength 4
Honor 7.5 Status 3.0 Glory 3.0

Initiative: 6k3+5 **Attack:** 10k5-5 (no-dachi, Simple, Full Attack)

Armor TN: 25 (heavy armor, Full Attack) **Damage:** 8k3+7 (no-dachi)

Reduction: 5

Wounds: 20 (+0), 28 (+0), 36 (+0), 44 (+3), 52 (+8), 60 (+13), 68 (Down, +33), 76 (Dead)

School/Rank: Matsu Bushi 3

Techniques: *The Lion's Roar:* Adds Honor Rank to damage. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

Action to activate this Technique. All kept dice explode, re-rolling and adding the result to damage total.

Skills: Athletics 2, Battle (Mass Combat) 7, Etiquette 2, Jujutsu 4, Kenjutsu (Katana, No-dachi) 7, Kyujutsu 3, Lore: History 5, Polearms 4, Spears 3

Mastery Abilities: +7 Initiative, +1k0 unarmed, sword damage; may ready a sword as a Free Action; 9s explode on sword damage; may string a bow as a Simple Action; +5 initiative on first round when using a polearm, ignore 3 points of Reduction in first round when using a spear

Advantages/Disadvantages: Touch of the Realm: Yomi (Kenjutsu)

Returned Akodo Bushi

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

Honor 6.5 Status 1.0 Glory 1.0

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

Armor TN: 25 (light armor) **Damage:** 6k2 (katana)

Reduction: 3

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

School/Rank: Akodo Bushi 1

Techniques: *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against you since last turn.

Skills: Athletics 1, Battle (Mass Combat) 3, Defense 2, Etiquette 2, Jujutsu 2, Kenjutsu (Katana) 3, Kyujutsu 2, Lore: History 2, Sincerity 1, War Fans 2

Mastery Abilities: may retain a Full Defense Roll in successive Rounds, +1k0 sword damage; may ready a sword as a Free Action

Advantages/Disadvantages: Clear Thinker, Touch of the Realm: Meido / Antisocial

Returned Akodo Nikutai

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

Honor 6.5 Status 2.0 Glory 2.0

Initiative: 5k3 **Attack:** 8k3 (katana, Complex)

Armor TN: 30 (light armor) **Damage:** 8k2 (katana)

Reduction: 3

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

School/Rank: Akodo Bushi 2

Techniques: *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against you since last turn.

Strength of Purity: During a skirmish may add Honor Rank to the total of any single roll during Turn. May not increase damage rolls in this fashion, nor can this be done in the Center Stance.

Skills: Athletics 2, Battle (Mass Combat) 4, Defense 3, Etiquette 2, Jujutsu 2, Kenjutsu (Katana) 5, Kyujutsu 4, Lore: History 2, Sincerity 2, War Fans 2

Mastery Abilities: may retain a Full Defense Roll in successive Rounds, +1k0 sword damage; may ready a sword as a Free Action

Advantages/Disadvantages: Irreproachable, Touch of the Realm: Meido / Ascetic

Returned Akodo Gunso

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

Honor 7.5 Status 3.0 Glory 3.0

Initiative: 7k4+5 **Attack:** 10k4 (katana, Simple)

Armor TN: 30 (light armor) **Damage:** 8k2 (katana)

Reduction: 3

Wounds: 15 (+0), 21 (+0), 27 (+2), 33 (+7), 39 (+12), 45 (+17), 51 (Down, +37), 57 (Dead)

School/Rank: Akodo Bushi 3

Techniques: *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against you since last turn.

Strength of Purity: During a skirmish may add Honor Rank to the total of any single roll during Turn. May not increase damage rolls in this fashion, nor can this be done in the Center Stance.

Strength of My Ancestors: May make attacks as a Simple Action instead of a Complex Action while using weapons with the Samurai keyword.

Skills: Athletics 3, Battle (Mass Combat) 5, Defense 3, Etiquette 2, Jujutsu 5, Kenjutsu (Katana) 6, Kyujutsu 5, Lore: History 3, Sincerity 2, War Fans 4

Mastery Abilities: reduce movement penalty from Terrain by 1, +6 Initiative, may retain a Full Defense Roll in successive Rounds, +1k0 unarmed, sword damage; Free Raise on Grapple rolls; may ready a sword as a Free Action, no off-hand penalties with a war fan

Advantages/Disadvantages: Strength of the Earth, Touch of the Realm: Toshigoku / Antisocial

Returned Akodo Chui

Air 3 Earth 4 Fire 4 Water 4 Void 3
Reflexes
4
Honor 7.5 Status 4.0 Glory 4.0

Initiative: 8k4+6 **Attack:** 10k4 (katana, Simple)

Armor TN: 30 (light armor) **Damage:** 8k2 (katana)

Reduction: 3

Wounds: 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Dead)

School/Rank: Akodo Bushi 4

Techniques: *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against you since last turn.

Strength of Purity: During a skirmish may add Honor Rank to the total of any single roll during Turn. May not increase damage rolls in this fashion, nor can this be done in the Center Stance.

Strength of My Ancestors: May make attacks as a Simple Action instead of a Complex Action while using weapons with the Samurai keyword.

Triumph Before Battle: Once per skirmish, may designate an opponent during the Reactions Stage. Ignore any Armor TN bonuses target receives from his Stance during the next Round.

Skills: Athletics 3, Battle (Mass Combat) 6, Defense 4, Etiquette 2, Jujutsu 5, Kenjutsu (Katana) 7, Kyujutsu 5, Lore: History 4, Sincerity 3, War Fans 4

Mastery Abilities: reduce movement penalty from Terrain by 1, +6 Initiative, may retain a Full Defense Roll in successive Rounds, +1k0 unarmed, sword damage; Free Raise on Grapple rolls; may ready a sword as a Free Action, 9s explode on sword damage, no off-hand penalties with a war fan

Advantages/Disadvantages: Clear Thinker, Touch of the Realm: Meido / Antisocial

Arasou

The returned spirit who was known as Akodo Arasou in life is a tall, sharp-featured man with piercing eyes and an intense air. The golden aura that marks his return through Oblivion's Gate serves to highlight his constant readiness for battle; having passed through Toshigoku before being allowed entry to Yomi, both Realms have left their mark on him. His return through the gate to follow his brother has led to a greater calling; he knows now that he will help restore the true greatness of the Lion.

Air 4 Earth 5 Fire 5 Water 4 Void 5
Reflexes Agility 6 Strength
5 5
Honor 7.2 Status 0 Glory 5.2*

Initiative: 10k6+5 **Attack:** 10k8-5 (katana, Simple)

Armor TN: 40 (heavy armor) **Damage:** 8k3 (katana)

Reduction: 5

Wounds: 25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40), 95 (Dead)

School/Rank: Akodo Bushi 5/Blessed Guard (Insight Rank 7)

Techniques: *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against since last turn. Add only a total of 1k0 for an enemy who Raised against you, no matter how many times they actually Raised.

Strength of Purity: During a skirmish may add Honor Rank to the total of any single roll during Turn. May not increase damage rolls in this fashion, nor can this be done in the Center Stance.

Strength of My Ancestors: May make attacks as a Simple Action instead of a Complex Action while using weapons with the Samurai keyword.

Triumph Before Battle: Once per skirmish, may designate an opponent during the Reactions Stage. Ignore any Armor TN bonuses target receives from his Stance during the next Round.

Akodo's Final Lesson: When make Raises on any Bugei Skill Roll, if meet or exceed the original TN (before Raises) but fail to meet the Raised TN, still succeed without the benefits of Raises.

Light of Yomi: Once per skirmish, may take a Complex Action to target an opponent with lower Honor Rank; that opponent may not perform Simple or Complex Actions on their next Turn

Skills: Athletics 5, Battle (Mass Combat) 5, Defense 5, Iaijutsu 5, Jujutsu 5, Kenjutsu (Katana, No-dachi) 8, Kyujutsu 3, Lore: History 3, Lore: Shadowlands 4, Lore: Spirit Realms 5, Polearms 5, Sincerity 3, Spears 5

Mastery Abilities: ignore Terrain penalties for movement; +5 Initiative, may retain a Full Defense Roll in successive Rounds, +3 to Armor TN in Defense or Full Defense Stance, Free Raise to Focus Rolls, +1k0 unarmed, sword damage, Free Raise to Grapple Rolls, may ready a sword as a Free Action, 9s explode on sword damage, may string a bow as a Simple Action, +5 to initiative on first round when using a polearm, +1k0 damage with polearms against mounted or larger opponents, may ignore 3 points of Reduction on first round when using a spear, +5' range with thrown spear

Advantages/Disadvantages: Leadership, Quick, Touch of the Realm: Toshigoku, Touch of the Realm: Yomi (kenjutsu) / Brash, Driven: lead the Lion to greatness

Special: While in the pocket-Realm, Arasou has a reflection of Shori, the Ancestral Sword of the Lion Clan. This weapon was placed in the Heavens with the rest, but Arasou was used to wielding it when he was alive, and when he dreams, it is the blade he thinks of. Though not the true nemuranai, the dream does provide Arasou's blade with some abilities similar to the original: it keeps three dice of damage, and he may make two attacks as Free Actions every Round.

Kitsu Motso

The Lion Clan Champion would be a handsome man, were his face not commonly set in a deep frown. His life has been full of strife and conflict, at which he has excelled, but he has had difficulty in achieving the sort of recognition he feels he is due. Still, he is a skilled leader and the foremost tactical mind in the Empire today, and he knows that the Lion Clan is in the right hands.

Air 3	Earth 5	Fire 4	Water 5	Void 3
Reflexes 4		Agility 5		
Honor 6.4		Status 8.0		Glory 8.7

Initiative: 10k4+8

Attack: 10k7-5
(katana, Simple, Full Attack)

Armor TN: 35 (heavy armor)

Damage: 9k3+6
(katana)

Reduction: 5

Wounds: 25 (+0), 35 (+0), 45 (+0), 55 (+4), 65 (+9), 75 (+14), 85 (Down, +34), 95 (Dead)

School/Rank: Matsu Bushi 5/Akodo Tactical Master 1 (Insight Rank 6)

Techniques: *The Lion's Roar:* Adds Honor Rank to damage. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

Matsu's Fury: When taking Full Attack Stance, choose an opponent within 30'. If you successfully hit him this Turn, the target is frozen with fear and cannot take Move Actions to move from current position. During the Reactions Stage, an affected opponent may attempt a Willpower roll against a TN equal to the amount of damage dealt from your latest attack to negate the effects of this Technique (the opponent does not suffer Wound Penalties for this roll). If he fails, the effects of this Technique end during the next Reactions Stage (the second after he was struck). Enemies who are immune to Fear cannot be affected by this Technique.

The Lion's Charge: May make melee attacks as a Simple Action.

Matsu's Courage: Ignore TN penalties from Wound Levels equal to Honor Rank, or twice Honor Rank while in the Full Attack Stance.

The Lion's Victory: Once per encounter after rolling damage for an attack, may spend a Void Point as a Free Action to activate this Technique. All kept dice explode, re-rolling and adding the result to damage total.

The Eyes of the General: May reroll any one die in each Battle Turn of Mass Combat. May reroll one die on any attack roll made with called Raises.

Skills: Athletics 4, Battle (Mass Combat, Skirmish) 8, Defense 1, Etiquette 2, Games: Go 5, Heavy Weapons 3, Iaijutsu 3, Intimidation (Bullying) 5, Jujutsu 6, Kenjutsu (Katana) 6, Kyujutsu 4, Lore: History 1, Sincerity 4, Spears 4

Mastery Abilities: reduce movement penalties from Terrain by 1, +8 to Initiative, ignore 2 points of Reduction with Heavy Weapons, +5 to Contested Intimidation Rolls, +1k0 unarmed, sword damage, Free Raise to Grapple Rolls, may ready a sword as a Free Action, may string a bow as a Simple Action, ignore 3 points of Reduction in first Round with spears

Advantages/Disadvantages: Balance, Tactician / Consumed (Determination), Cursed by the Realm: Yomi, Disbeliever

Appendix #2: Mass Battle Rounds

This section contains the rules for the individual encounters at each Tier for the Mass Battle. The stats for the NPCs are provided in Appendix #1; the description of the encounter, any special rules, and the number of opponents is listed here.

Round One

The PCs' unit only has 20 feet of space across to work in, as it is part of a much larger front line. The PCs' battle line is restricted to four characters across. Characters using spears or polearms can "double up" on such spaces, to a maximum of eight across.

Tier 1

As the two lines crash into one another, you find yourself opposite a squad of peasant conscripts led by a Matsu bushi.

There is one Conscripted Peasant for each PC, and the unit is led by a Returned Matsu Bushi.

Tier 2

As the two lines crash into one another, you find yourself opposite a squad of Matsu bushi, led by an eager nikutai.

There is one Returned Matsu Bushi for each PC, and the unit is led by a Returned Matsu Nikutai.

Tier 3

As the two lines crash into one another, you find yourself opposite a squad of Matsu bushi, under the command of a brutal gunso.

There is one Returned Matsu Nikutai for each PC, and the unit is led by a Returned Matsu Gunso.

Tier 4

As the two lines crash into one another, you find yourself opposite a squad of Matsu bushi, led by a resolute chui.

There is one Returned Matsu Gunso for each PC, and the unit is led by a Returned Matsu Chui.

Round One Tier 5

As the two lines crash into one another, you find yourself opposite a squad of Matsu bushi, following the orders of a fierce taisa.

There is one Returned Matsu Chui for each PC, and the unit is led by a Returned Matsu Taisa.

Round Two

The two water giants slam into each other yet again. This time, though, the impact sounds less solid. The enormous figures slump, then fall into each other as the bindings holding them together begin to break. The water that they once contained falls to the surface of the valley, and a monstrous wave breaks over you. It carries you nearly to the edge of the valley, and the standing water it leaves behind goes all the way up to your thighs. When you find the ground underneath you again, your unit is mixed up with an enemy squad. Startled, they ready their weapons and engage...

Tier 1

The wave deals 1k1 damage to each PC. Additionally, each PC must roll raw **Earth** at TN 10 or be knocked Prone. The water counts as Moderate Terrain for movement (reducing all PC's Water Ring for movement by 1 to a minimum of 1 without Athletics Mastery Abilities).

The enemy unit contains one Conscripted Peasant for each PC combatant and is led by a Returned Akodo Bushi.

Tier 2

The wave deals 2k2 damage to each PC. Additionally, each PC must roll raw **Earth** at TN 15 or be knocked Prone. The water counts as Moderate Terrain for movement (reducing all PC's Water Ring for movement by 1 to a minimum of 1 without Athletics Mastery Abilities).

The enemy contains one Returned Akodo Bushi for each PC combatant and is led by a Returned Akodo Nikutai.

Tier 3

The wave deals 3k2 damage to each PC. Additionally, each PC must roll raw **Earth** at TN 20 or be knocked Prone; Prone PCs must succeed at an **Athletics / Strength** roll at a TN of 5 to make it to their feet, and take 2k2 Wounds for every Round they spend Prone during the Reactions Phase. The water counts as Moderate Terrain for movement (reducing all PC's Water Ring for movement by 1 to a minimum of 1 without Athletics Mastery Abilities).

The enemy contains one Returned Akodo Nikutai for each PC combatant and is led by a Returned Akodo Gunso.

Tier 4

The wave deals 4k2 damage to each PC. Additionally, each PC must roll raw **Earth** at TN 25 or be knocked Prone; Prone PCs must succeed at an **Athletics / Strength** roll at a TN of 10 to make it to their feet, and take 2k2 Wounds for every Round they spend Prone during the Reactions Phase. The water counts as Difficult Terrain for movement (reducing all PC's Water Ring for movement by 2 to a minimum of 1 without Athletics Mastery Abilities).

The enemy contains one Returned Akodo Gunso for each PC combatant and is led by a Returned Akodo Chui.

Tier 5

This unit is led by Akodo Arasou himself. He shouts a command, and his troops wade towards you with swords raised.

The wave deals 5k2 damage to each PC. Additionally, each PC must roll raw **Earth** at TN 25 or be knocked Prone; Prone PCs must succeed at an **Athletics / Strength** roll at a TN of 15 to make it to their feet, and take 2k2 Wounds for every Round they spend Prone during the Reactions Phase. The water counts as Difficult Terrain for movement (reducing all PC's Water Ring for movement by 2 to a minimum of 1 without Athletics Mastery Abilities).

The enemy contains one Returned Akodo Chui for each PC combatant and is led by Akodo Arasou.