

Inciting Mistrust

**A One-Round Mid Rank Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of Hantei, 1142 (Spring)**

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Sometimes the hardest enemy to defeat is the one who never raises his sword.

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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 order's 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 discretion and consideration.

Adjusting for Party Strength

This is a Low Rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank 3.

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 parties, as follows:

Low End Party (most/all characters Rank Two or lower):

- The GM may at his or her discretion reduce the TN of any roll with a TN of 25 or higher by 5

Adventure Summary and Background

Hantei Okuchoe, the current Imperial Regent, has had notable difficulty gaining the trust and respect of many of the most well-known and respected samurai of Rokugan. His efforts to win over samurai have mostly concentrated on younger, less experienced samurai but the Regent knows that if he is to maintain firm hold of his position, he needs the support of more than just the youth – he needs daimyo, war heroes, and darlings of the courts to speak his name with respect.

After conferring with his advisors, Hantei Okuchoe has decided to gain support by putting on a grand festival in Kyuden Seppun. He invites heroes and veterans from every Clan to join in, and the entire point of the affair will be to spoil the attendees with a good time, then send them home to tell their daimyo, neighbors, and friends what a generous regent Okuchoe is.

Hantei Okuchoe selected Otomo Kenzan, a returned spirit courtier from fifth century Rokugan, to be the organizer for the festival. In order to show willingness for cooperation, he also asked the Imperial Chancellor Otomo Mitsuhide to choose another representative among Kakita Toshiken's allies to be a small part of the festival's organization as well. A relatively obscure but nonetheless talented and experienced courtier by the name of Miya Akane was chosen for the task.

Fueled by political rivalry, Otomo Kenzan and Miya Akane set out to make the festival a success, and convinced the young Seppun daimyo Seppun Hotaitaka to lend Kyuden Seppun's castle grounds for the festival and earned the Brotherhood of Shinsei's involvement as well, coordinating the festival with a holiday celebrated by the Brotherhood commemorating the reconstruction of the Four Temples after their destruction during the Clan War. With the plans made, entertainments paid for, and invitations sent, the festival is set to be a success.

Unfortunately, among Hantei Okuchoe's enemies are the mysterious and dangerous cult known as the Kolat. The Kolat considered it a major victory for their cause when Toturi I ascended the throne and the Hantei line was ended, and consider Hantei Okuchoe's regency and potential re-ascension to the throne of Rokugan to be a significant threat. They work covertly and constantly to undermine Hantei Okuchoe's authority. Upon finding out about the festival to take place in Kyuden Seppun, the Kolat's assassin sect, the Lotus, have decided to ruin it, dispensing two clever and capable agents to both make the festival a resounding failure and to eliminate outspoken allies of the Regent in the process.

The assassins chosen by the Lotus Kolat are dangerous because of their experience, their passion, and their wit. The first assassin is Doji Goremon, a skilled courtier and artisan of the Crane who in public is an outspoken proponent of the Toturi dynasty and a caring father and husband. Goremon is a master of subtlety, exploiting the use of contact poisons to kill his targets while avoiding suspicion through his unbreakable public face. The second assassin is Seppun Heiji, a middle-aged war veteran and yojimbo who works as an ear for the Kolat through his charge, Miya Akane. Also an excellent actor, Heiji is known for his piety and has a habit of praying at temples during mornings and evenings while using a komuso (basket) to hide his actual identity. When the Kolat are in need of his skill as an assassin, they simply place a double in the mask while he executes his task. Doji Goremon and Seppun Heiji have worked together before and are eager to serve the Kolat's needs.

The PCs in this adventure will likely be caught in the middle of investigations as more and more seemingly unsolvable murders pile up during the festival. An experienced but disgraced Imperial samurai named Otomo Jigan will try to determine the causes of the murders while Otomo Kenzan and Miya Akane both try to use the circumstances to enhance their own agendas throughout the festival. When all three turn to the PCs for help, it will be up to them to solve the crimes before the festival is completely ruined and all of the political squabbling ends in death or disgrace of all of the festival organizers.

GM Notes:

This adventure can present a challenge for the GM as well as the players. There are many characters and events depicted, and it may be necessary for some of the less crucial material to be glossed over or summarized. **This module is, in essence, a "sandbox"** – there is a specific plot, but the focus of the court's events will need to be adjusted to any individual table of players based on their actions and interests. Descriptions of where the NPCs

are at any given point in time and what they are doing are provided, as well as what the spirits can tell the PCs when applicable. The GM should also read the following notes carefully, as they may have an impact on how they need to run this module:

Note about Otomo Jigan

Otomo Jigan is a PC in the campaign. While he is an NPC in this module, some PCs will nonetheless have developed prior relationships with the character, such as one of the several PCs who were involved in a mishap involving “Kolot Sauce” (of which production was halted due to a direct order from Kakita Toshiken, the Emerald Champion). The GM should do his or her best to work with these PCs in their interactions with Jigan, but the players should also understand that the GM may not be familiar with Jigan as a PC and gets the final say on how he would react to certain situations.

Note about the Villains

This module has a pair of villains, Doji Goremon and Seppun Heiji, who are working together to assassinate as many outspoken proponents of Imperial Regent Hantei Okucho as they can. This module is written in a way that the PCs may never catch either villain, may catch one or both, and this can happen at almost any point in the adventure! The PCs may get into duels or skirmishes, may capture them alive, and there are even multiple NPCs that the PCs can turn the results of the investigations over to! The GM should reward the efforts of particularly clever PCs, but also keep in mind that PCs who are not cautious may ruin the investigation or wind up in duels for their mistakes.

The other challenge for the PCs is how to catch both killers. Catching one or the other will be relatively easy compared to catching them both, because once one is caught the other ceases all criminal activity due to their partner being out of commission. Once at least one of the villains has been turned over to the authorities, the investigation may as well be considered finished.

Note about Dueling

If the PCs get involved in a duel with Doji Goremon, his champion is his wife, Doji Hinata. If they get involved in a duel with Seppun Heiji, he will stand for himself. Either way, death duels must be approved by both the dueling PC’s lord and their opponent’s lord. Without both of these the duel is considered illegal. Any PC involved in an illegal duel, even if they win or simply witness it, will gain a full Rank of Infamy and will also gain the opponent’s lord as a Sworn Enemy (for Doji Goremon this is Doji Hiyobe and for Seppun Heiji this is Seppun Hotaitaka).

In the case where a challenge is issued in order to avoid criminal charges, the relevant authority (whoever the PCs have taken the information to) will gain permission for the duel from the Imperial Regent. A samurai who is accused of a crime without sufficient testimony to prove the accusation by Rokugani legal standards may issue such a challenge, and duels of this nature are always to the death. It will be up to the GM to decide if the PCs have uncovered enough to bring the murderers to justice without giving them recourse to a duel.

Character Notes

Check the PCs’ character sheets for the following:

- If a PC has the disadvantage Cast Out: Four Temples Sect, they will be heavily restricted. The monks will not allow the PC in the temples or to participate in any event that is hosted by the monks.
- PCs who are members of the Owls (also known as the Imperial Investigators or Eyes of the Miya) will receive more attention from Otomo Kenzan throughout the module.
- PCs who have a position in Tsudao’s Court will receive more attention from Miya Akane throughout the module.

Introduction

It is a beautiful late spring morning in Kyuden Seppun, and you are one of the last to arrive before the opening ceremonies are to start for a festival being put on by the Imperial Regent Hantei Okucho. Seppun guards stand at the outer walls of Kyuden Seppun, checking invitations, letting guests through, and reminding them that they are not to enter the castle itself. The guests come from every Great Clan across the Empire (save for the Dragon, who have customarily refused to send all but a token contingent to any event organized by the Regent or his supporters). Through the gate, you can see that the entirety of the castle grounds have been covered and decorated for the various events that will take place over the next few days. An energetic young courtier introduces herself as Miya Haruka, and she guides you across the grounds towards a stage that has been erected on the eastern side. On the way, you see a variety of game and food stalls have been set up by the local Four Temples monks before entering an expansive tent city filled with rows of tents in various sizes and colors. Haruka shows you to a group of tents that do not have residents yet and invites you to deposit your luggage before continue on to the stage. With your things dropped off, you follow the courtier to the stage where you await the opening ceremonies and a first chance to greet the festival organizers.

The PCs are in Kyuden Seppun by invitation from Hantei Okuchoe to attend a spring festival celebrating the beauty of spring, coinciding with a religious holiday for the Four Temples monks (commemorating the restoration of the Four Temples after the Clan War). Most of the PCs will have arrived either on foot or horseback, but PCs coming from the Mantis Isles will have ridden on the Toyura River on the ship *Maiden of the Isle*, which has docked at the river at the point nearest the castle for the duration of the festival. Kyuden Seppun is near the base of the Mountains of Regret, and commands a spectacular view of Otosan Uchi to the south.

The PCs' guide, Miya Haruka, explains where the festival events will be occurring over the next few days. All of the events will organize on the festival grounds outside the castle (but inside the walls of Kyuden Seppun). Some of the events, once organized, will move to each of the temples – Daikandaiji, Yakushiji, Asukadera, and Kawaradera – which rest at each compass point outside the castle walls. She mentions that Kyuden Seppun is not only the family home of the Seppun and its daimyo Seppun Hotaitaka, but is also the religious center of the Four Temples sect of the Brotherhood of Shinsei. The leader of the Brotherhood, Takao, is supposed to introduce himself and the temples more formally at the opening ceremonies.

If the PCs express any interest in the temples, Miya Haruka will go on. Each of the temples surrounding the palace has been built of marble, stone, and wood, and at the top of each entrance is a bell covered with inscriptions of the Tao and the names of each of the four temples. These bells are called the Chimes of Purity, and are said to produce tones so pure as to bring pain to the creatures of the Shadowlands.

The tent city the PCs pass by is a sight to behold. Many individual- and family-sized tents in the colors of each of the Great Clans and a few tents bearing the colors of Minor Clans have been erected in rows across an expanse of the castle grounds. All of the PCs will be given their own small tents near each other, unless they have come to the festival with a spouse or children, in which case they will be given one of the family-sized tents. On the northern side of the tent city stand a handful of larger, splendid tents with Imperial mons decorating their entrances. These tents belong to the festival organizers, who will be introduced during the opening ceremony.

Miya Haruka drops the PCs off near the outdoor stage and wishes them well. The PCs have a few precious minutes to converse with other excited attendees before the opening ceremonies are to begin.

Rumors

While the PCs are conversing with the various NPCs during the day, there are rumors that can be picked up (or spread). Due to the social nature of this module, the basic rumors do not require a roll to learn (the courtiers present are eager to speak of the doings of the Empire), however, more specific information can be gathered in the following days as events unfold.

Part One: Opening Day

All of the guests are gathered in the open air pavilion that has been set on the eastern side of the castle grounds. After a short wait, a gong sounds and a few well-dressed Imperial samurai step onto the stage, prompting the crowd to silence. The first to speak is an older man with the glow of a returned spirit. ***“Greetings in the name of Hantei Okuchoe, Regent to the Daughter of Heaven. I am Otomo Kenzan, your host for this week. Hantei-dono sends his regrets at being unable to greet you himself; the weight of the Empire is on his shoulders, and matters of state prevent his presence today. I am proud to open this festival in the honor of spring and the hope of the coming year. We have arranged a wide variety of entertainments, and it is our hope that you will enjoy yourselves immensely over the next three days.”*** He nods to the other two samurai on the stage. ***“These are my fellow organizers, Miya Akane and Seppun Nishin. If you have any difficulties, we will be happy to tend to them.”*** He looks for a moment as though he about to continue, when the younger woman steps forward. (The PCs may roll **Courtier / Awareness** at a TN of 25 to realize that Kenzan had not intended to cede the stage to her, and though he is not pleased at her forwardness, is choosing not to make a scene.)

“Greetings in the name of the Daughter of Heaven, Toturi Tsudao, and her champion, Kakita Toshiken. I am Miya Akane, Herald of the Imperial Court at Kyuden Tonbo. We thank the Seppun for their hospitality this week, and we appreciate the hard work that Hantei Okuchoe-sama has put into this festival. We hope that through this festival we can find common ground through which we can enhance the unity of the Empire.” She bows slightly to the crowd, and makes a calm gesture to the last samurai on the stage, a middle-aged Seppun with a military bearing. He makes his way forward and bows to the hosts with a flourish before addressing the crowd. ***“I am Seppun Nishin, Chui of the Sixth Imperial Legion. Our hosts have seen fit to allow my unit to assist the Seppun family in ensuring that this festival goes without interruption.”***

Otomo Kenzan steps forward as Seppun Nishin leaves the stage, his face carefully controlled. *“Thank you both for your service. Now, before festivities commence, the Brotherhood of Shinsei has graciously offered to bless these proceedings in the name of peace and prosperity for the Empire.”*

The gong sounds again and the Imperial samurai cede the stage to six monks who file onto the stage in a solemn single-file line. The one in front is an obviously martial monk dressed in loose-fitting saffron robes with a white stole. The next is a bulky man in a red over-robe, while the other four are clad in purple.

The lead monk, a lean, tough-looking man wearing a silver-grey jingasa, steps to the center of the stage to address the crowd. “Greetings samurai. I hope your journeys here were uneventful. I am known as Takao. The heavens have tasked me with the solemn duty of leading the Brotherhood of Shinsei.” Takao introduces the other monks – the man in red robes is Yoshun, the dai-sojo of the Four Temples and the leader of that sect. The other four are the sojo in charge of each of the Four Temples. Haruki of Daikandaiji is younger than the others, and obviously more athletic. Kenji of Yakushiji is the eldest, thin and lean with wisps of a moustache on his face. Oji of Asukadera has an empty expression on his face, and Tenma of Kawaradera is the only female monk; they each bow to the crowd with reservation.

Takao continues, “This festival tradition has only existed for a few years; it celebrates the restoration of the Four Temples following their destruction during the Clan War. In that spirit of rebirth, Yoshun shall call upon the Heavens for their blessing on this assembly.” The four monks in purple bow to the audience and then sit facing the direction of their respective temples. Yoshun bows to each temple in turn, and then turns to face the castle.

The five of them begin to chant a prayer to the fortunes and to the heavens. As they chant, the bells of the four temples ring, keeping time as the chant continues.

Any PC with more than a Rank of the Shadowlands Taint will experience excruciating pain as the bells ring. They take no Wounds, but must roll raw **Willpower** at TN 20 to avoid crying out in pain as the chant continues. Crying out incurs a loss of two points each of Honor and Glory for the PC.

As the chant winds down, the bells ring a faster beat until finally they are all ringing together. The monks remain seated for a moment before standing and

bowing; first to the temples, then to Yoshun, then to Takao.

The samurai are then dismissed to go about their day at the festival. Before they can leave the stage area, Seppun Nishin calls any PCs who have Imperial appointments (i.e. Emerald and Jade Magistrates, Owls, or PCs with an Imperial Position in Tsudao’s Court) to speak with him separately. The chui keeps his speech short and without nonsense. *“I understand the great responsibilities placed upon you by your position. I ask that you rest now, allowing myself and those under my command to ensure the security of this event. I would remind you that because of your position, your word carries a certain amount of weight. Please do not allow petty politics to overcome the opportunity that this event presents: the opportunity of unity.”* If the PCs have no questions, Nishin turns them loose.

Afternoon Activity – Festival Grounds

With the opening ceremonies over, the PCs and other guests are free to roam the festival grounds to see what the festival has to offer. Everything one would expect to find at a festival can be found here: food carts, vendors selling baubles and trinkets, carnival games, and small tents where samurai artisans show off their craftsmanship.

- Peasant vendors galore spend the afternoon cooking up their favorite festival foods and attracting samurai to their carts with the pleasant aromas coming from their outdoor kitchens. Guests can gorge themselves on sweet potatoes, toumorokoshi (sweet corn), fish on a stick, okonomiyaki (varieties of egg pancakes), yakidango, yakitori, takoyaki, ikayaki (fried dumplings, chicken, octopus, and squid respectively), and other such treats. Various juices and drinks are also available. Prices of snacks and drinks vary from two to four zeni apiece.
- Yukata are for sale for attendees who wish to dress the part of a festival-goer. Prices for yukata range from three to four bu and another bu if the buyer wishes for a matching wagasa (umbrella made of bamboo, oil, and paper).
- One of the available carnival games is hiyokoage, or chick fishing. This is popular with children mostly, but even some adults have a hard time resisting the charm of a box of baby chickens waiting to be taken home. It costs six zeni to try to catch a chick and actually catching one requires a **Craft: Fishing / Intelligence** roll at TN 20 (though a guest can keep trying until they catch one or give up). Caught chicks are placed in little baskets with a bit of food in them and their new owners are free to do as they please with them.

- Fresh live eel fishing is also available. It costs eight zeni for an eel, and caught eel are placed in a bag to take home. Catching an eel requires a **Craft: Fishing / Intelligence** roll at TN 25, but if a guest wishes the peasant in charge of the booth can fish one out for them.
- Another popular carnival game is beetle racing. For a bu, a guest can buy a Hercules beetle from a peasant vendor and then take it over to a racetrack where they can “bet” on it to win a race against other beetles. A monk named Kazetaka runs the beetle races, and the small bets of a single zeni are taken back to Yakushiji temple as offerings. Kazetaka gives small luck charms to guests whose beetles win races. Kazetaka himself is a middle-aged monk who can’t help but converse about how pleased he is about Hantei Okucheo, the Imperial Regent, sponsoring such a lively festival.
- A ronin by the name of Bucho is doing puppet shows all afternoon. While most of the time he is hidden while he impresses the spectators with his puppeteering, he emerges periodically to accept applause and tips from the audience. While some may disregard Bucho as a filthy ronin, he presents himself well and makes it known that he is a member of Shosuro Kamedachi’s acting troupe. He invites all of his spectators to be at the festival grounds during the evening to watch the troupe put on the famed play “Death of Hantei”, penned by Shosuro Furuyari in the fourth century.
- A game of balance for the more physical samurai in attendance is put on by the monks of Asukadera temple. A champion stands atop a log that turns anytime his or her weight shifts. Participants are invited to test their balance against the champion for a minimum donation of a zeni. Soon after a participant steps on the log, the champion starts spinning it under his or her feet, trying to knock the participant off balance while trying to retain their own. Initially the monks take turns being the champion, but it isn’t long before a physically fit Crab samurai named Toritaka Akira bests each of them in turn, and the monks subsequently allow him to take challengers while cheering him on. Beating Akira in a Contested **Athletics / Reflexes** roll (his is 9k4) wins loud cheers from spectators and a bow of defeat from an impressed Akira. Beating Toritaka Akira is worth a point of Glory.
- One of the artisan tents is being run by a family of Doji Crane courtiers. The father, a man named Doji Goremon, invites guests to enter the tent and view the beautiful flower arrangements made by his daughter. The mother, Doji Hinata, stands by her husband’s side and welcomes guests who stop by. The smiles never leave their faces. Male PCs with the Dangerous Beauty Advantage may roll

Investigation (Notice) / Perception at TN 20 to catch Doji Hinata eyeing them up. Inside the tent is an array of flower arrangements befit of a master of Ikebana. Doji Maya, daughter of Goremon and Hinata, is a bashful young samurai girl. Luckily her work speaks for itself and any cultured samurai who enter the tent leave very impressed. The arrangements are not available for purchase, but if a PC goes out of their way to befriend Doji Maya she may give one to a PC as a gift.

The People

As the PCs peruse the festival and play some games, they will run into other NPCs that appear throughout the module. The GM should introduce them to the PCs as they participate in the day’s events, giving them Player Handout #2.

- Otomo Kenzan is available for conversation throughout the afternoon. Since many guests wish to speak to him and he can only handle a few at a time, his assistant Seppun Takumi and another dignitary named Miya Chugo talk to guests while they wait for their turn to chat with Kenzan. After a short period of conversation with one of his assistants, a guest can speak to Otomo Kenzan who accepts compliments and gives the Regent all of the credit for the festival. Owl PCs are given a particularly fond greeting from Kenzan, who requests that they do their part in bringing glory to the Regent. PCs should be careful when talking to Kenzan, because if they give him reason to dislike them he will utilize his School Techniques to discredit or dishonor them (he is a Rank 5 Otomo Courtier and rolls 10k5 for most Social Rolls).
- Miya Akane similarly is available for conversation and similarly needs her assistants to keep guests busy while she converses with a few at a time. Her assistants are Otomo Jiro, an experienced courtier quick with a joke, and Seppun Heiji, her yojimbo. Miya Akane greets guests with enthusiasm and praises the Empress Toturi Tsudao and the Emerald Champion Kakita Toshiken, who she says did more work preparing the festival than her opposite Otomo Kenzan gives them credit for. She will be particularly enthusiastic in her greeting to PCs with positions in Tsudao’s court, whom she encourages to enjoy themselves, but quietly reminds them that this festival is the Regent’s territory and that passionate outbursts will be tolerated by neither her nor Otomo Kenzan.
- Seppun Nishin can be found walking around the festival grounds, and while he is mostly just keeping an eye on things a few of the guests approach him to converse and thank him for his service in the Sixth Imperial Legion.

- Miya Haruka makes it a point to approach each and every festival guest, introduce herself, and thank the guest on behalf of Hantei Okucheo, whom she assures is warmly touched by their attendance. She is very supportive of the Regent and will remind any guest who disrespects Hantei Okucheo verbally will have to answer to Otomo Kenzan (If a PC dares or threatens her she will report to Kenzan, who publicly reprimands them, costing them an appropriate amount of Glory).

Evening Activity – Festival Stage

As afternoon wanes into evening, the guests are directed towards the stage that the opening ceremonies were conducted on. Several rows of seats have been set up in front of the stage and guests are either shows to seats or directed to find a place to stand behind the seats or sit on the ground somewhere to the side. The seats are of course reserved for higher-ranking guests, so a PC will be standing unless they have a Glory Rank of at least 7 or a Status Rank of at least 3.5. Attendance is entirely optional, but the NPC guests are abuzz with excitement about the possibility of the famed playwright Miya Hatori making an appearance.

Just as the sun is about a quarter of the way over the horizon, Miya Akane takes the stage and raises her hand in the air to indicate that the guests should be silent. She projects her voice so that everyone can hear her, but even a single disruptive member in the audience can make her difficult to hear (if a PC is whispering to another PC, for instance, they may be silently reprimanded by other nearby guests, costing them a point of Glory). She greets the crowd, *“Hello everyone, I hope that thus far the festival has treated you all well and that you are enjoying yourselves. As a special treat tonight we wish to give you the opportunity to relax and enjoy a play put on by a special guest. Please join me in giving a warm welcome to one of the most famous playwrights of this generation, Miya Hatori!”*

A slender, handsome man of middle years and unprepossessing stature steps onto the stage. He bows humbly in recognition of the applause, and speaks in a smooth, well-modulated voice. *“I thank you, Akane-sama, for this opportunity to share part of our Empire’s cultural heritage before such an esteemed company. My wife’s former troupe has been kind enough to provide us with the benefit of their artistry, and I believe that we will all benefit from the tale told tonight. It gives me great pride and pleasure, on behalf of the Emerald Champion Kakita Toshiken, to perform for you one of Shosuro Furuyari’s classics, ‘Death of Hantei.’ Please enjoy the performance.”* Miya Hatori steps backstage and Miya Akane returns to her chair. If

a PC rolls **Investigation (Notice) / Perception** at TN 20 (15 if they are in a chair), they will catch Akane grinning broadly in the direction of Otomo Kenzan, who looks back at her with apparent indifference on his face. (The choice of the play is undoubtedly a dig at the Regent and his supporters.) The PCs may roll **Lore: History / Intelligence** at TN 25 (Ikoma PCs gain a Free Raise). Success reminds the PCs that this particular play contradicts the Ikoma version of these events, and so generally speaking samurai of the Lion Clan who know this boycott attending the play.

The play opens with the War Against Fu Leng, which was the war which culminated in the first Day of Thunder, and reaches its climax when Hantei is wounded by his brother, Fu Leng. Hantei was bravely saved by his son, Hantei Genji, who then bore his fatally wounded father to the palace at Oosan Uchi. Hantei passed to Genji the Ancestral Sword of the Hantei, Kunshu, and his son returned to the war to destroy all that remained of Fu Leng's terrible armies. The Lady Doji tended to Hantei’s wounds, while Akodo and Bayushi stood ready. When Hantei asked if he would survive his wounds, Akodo and Doji insisted that Hantei would recover, but Bayushi told the truth, that Hantei would not survive, because he cared for Hantei’s soul more than Hantei’s wounds, and the Emperor's soul was the center of the Empire.

Murder!

Not every NPC attends the play. Some of the Imperials, including Miya Haruka, continue to walk among the tent city near the festival grounds greeting latecomers and directing them to the stage. Doji Maya is exhausted from the day and so her father Doji Goremon walks her to her tent, where she spends the evening painting until she falls asleep. Doji Hinata pretends that she is interested in the play, but in actuality she waits for her husband to leave and then she meets with Kaeru Meisho, whom she accompanies to his tent for private entertainment. Seppun Heiji escorts Miya Akane to the play and then departs to his tent, where it is presumed he will prepare to go pray at each of the four temples, donning simple grey clothes and a komuso (basket). Ikoma Jinshin leaves the play as soon as he hears the troupe will be performing “Death of Hantei”, being honor-bound as an Ikoma to refuse to attend. He instead retreats to his tent where he reads for a while before going out to take a walk.

After Doji Goremon drops off his daughter at her tent, he waits for a few minutes to ensure that his wife will not be returning, and then silently departs to wait inside of Seppun Heiji’s tent. When Heiji arrives, Goremon dons Heiji’s prayer clothes (including the komuso) and goes

to each of the four temples to pray, spending about fifteen to twenty minutes at each one, then returns to Heiji's tent, puts on his normal clothing, and returns to his tent to retire for the night. Heiji, his identity protected by Goremon, puts on dark clothing to blend in with the surroundings and stalks Miya Haruka.

Haruka, ignorant that she is being followed, takes a break from her duties to take a walk in the castle garden, which is just outside of the festival grounds. Seppun Heiji meets her there, seemingly by coincidence. Heiji gives a short bow and greets Haruka, thanking her for her hard work. When Haruka returns the greeting with a bow of her own, Heiji kicks her in the face, knocking her backwards and off balance (using his assassin Techniques to keep her from crying out). He then finishes the job with his katana, carefully turning her so that her blood splatter will hit the wall and not him, and then pushes her into the bush. He wipes his blade off with her kimono and then silently retreats back to his tent, where he waits for Goremon's return so he can resume his identity.

If for some reason a PC accompanies Miya Haruka all evening, the attack will never take place, but the PC(s) will have a single chance to notice they are being shadowed with an **Investigation (Notice) / Perception** roll against Heiji's **Stealth (Shadowing) / Agility** roll of 10k5 (if more than one PC is present, he will spend a Void Point to add 2k2 to his roll, making it 10k8). If Heiji is caught shadowing the PC(s) and Haruka, he quickly flees. The PCs will likely wish to give chase, but it should be essentially impossible to identify Heiji and he eventually escapes into the shadows.

It is possible that a PC may wish to join Heiji in his evening rounds of praying at the temples. Goremon impersonating Heiji is fully prepared, and in fact expects, to have others following him as he impersonates the Seppun bushi. He is an extremely skilled actor and is nearly impossible to identify under Seppun Heiji's clothes and komuso. A PC will be duped by Goremon unless they explicitly state that they are suspicious that the man under the basket is not Seppun Heiji, in which case they may roll **Investigation / Perception** against Goremon's **Acting (Disguise) / Awareness** to verify their suspicions. (This is considered a Contested Social Roll for purposes of Mastery Abilities and Techniques.) His roll is 10k5 with Emphasis, but if more than one PC, or a PC with a reputation for being perceptive, is accompanying "Heiji" he will spend a Void Point to ensure his disguise is foolproof, making his roll 10k8 (adjusted from 13k7). If they beat him they are sure that the man under the basket is not Seppun Heiji, but they will not know exactly who is unless they force the basket off themselves or manage to spy on him long enough to see him take it off. Even if a PC calls the disguise out,

Goremon will insist that he is Seppun Heiji and continue his guise until either he is left alone or he returns to Heiji's tent, at which point he is able to switch places again with the real Heiji.

Aftermath

About half an hour before the end of the play, Ikoma Jinshin emerges from his tent, where he spent some time reading, to go take a walk in the garden. There, he quickly stumbles upon Miya Haruka's body, which is dangling over the side of the bush she was killed by and pushed into. After a quick look around, Jinshin runs to the festival stage (any PC watching the performance will notice him as he reaches the stage with an **Investigation (Notice) / Perception** roll of 15), where he approaches Otomo Kenzan to tell him what he saw. He is intercepted by Seppun Takumi, but he is ultimately let past and delivers his report to Otomo Kenzan. Kenzan looks afraid for a moment, whispers something to Ikoma Jinshin (a PC with the Read Lips advantage who is still watching at this point may know he is asking Jinshin to please keep quiet about what he saw), who nods and goes back to his tent. Otomo Kenzan, Seppun Takumi, Miya Akane, and Seppun Nishin all excuse themselves from the performance to go to the garden. There, they agree to keep quiet about the murder and Nishin promises to investigate the matter. The festival guests are none the wiser as the organizers quickly summon eta to remove the body.

After Hours – Toyura Docks

After the performance, most of the guests return to their various tents to turn in for the night. However, the PCs may have heard earlier in the day about the outdoor tavern opening up by the Toyura River dock and may want to check it out before they go to sleep. If they go to the dock, they will find that, directly positioned in front of a sturdy Mantis kobune with the name *Maiden of the Isle* etched into its side, is a well-lit space with eight round tables with six chairs around each one and a beautiful bar counter. Standing behind the counter, smiling and pouring sake is a tall mustached man in the garb of a Mantis sailor named Yoritomo Sakenomi. If the PCs approach he will greet them and show them to the table of their choosing.

Sakenomi's outdoor bar should be considered a "classy joint." The guests are respectable samurai and any PC who gets rowdy, unpleasantly drunk, or starts annoying customers, will be politely dismissed by the host. A single drink from Sakenomi's bar is 1 bu, a bottle of his signature sake is 2 bu, and anything "top-shelf" is 3 bu.

If the PCs come here looking for information during the module and talk to Yoritomo Sakenomi, he might be able

to help them. If they buy a drink and roll **Lore: Underworld / Awareness** at TN 20, Sakenomi will recommend that they talk to Bucho, the ronin information broker. They PCs may have met Bucho on the festival grounds where he was puppeteering; he is also a member of Shosuro Kamedachi's acting troupe. His other, unpublicized, job is collecting Favors for the Scorpion Clan as an information broker, and the Scorpion reward him well for his services. Bucho can always be found at the bar during night hours. See Bucho's notes in Appendix #2 for details on interacting with him.

NPCs at the bar include Ikoma Jinshin, Shosuro Kamedachi and a couple of members of his troupe, Kaeru Meisho (after his assignation with Doji Hinata), and the ronin Bucho. Kamedachi and his troupe sit at one table together, though Bucho is at another. Kamedachi, while polite, is not really interested in praise at the moment so he will quickly but politely dismiss any PC who approaches him to talk about the performance. Kaeru Meisho keeps mostly to himself, but will gladly converse with any attractive female PCs, ronin PCs, or PCs that seem comfortable around him. He's not overly intelligent and somewhat arrogant so he doesn't try terribly hard to hide his sordid relationship with Doji Hinata if a PC puts a few drinks into him, even going as far as bragging about it. Bucho sits by himself, but occasionally speaks to random guests who find him much more approachable about the performance than the troupe leader Kamedachi. Ikoma Jinshin sits at a table by himself, pondering what he found earlier in the evening and trying to drink enough sake to forget it.

If a PC hangs around at the bar long enough, they will notice that Jinshin gets himself progressively intoxicated until he starts talking about finding Miya Haruka's body in the garden, at which point Sakenomi approaches him and quietly recommends that he get some sleep. He grumbles momentarily and then admits *"I should probably be getting to bed anyway. Thank you for the drinks, Yoritomo-san,"* and passes the Mantis a handful of coins.

Part Two: Day Two

The first full day of the festival makes it clear that the Regent has spared no expense in ensuring that everyone has a good time. Word gets around fast that the monks worked overnight to get ready for a morning activity designed to entertain guests that wish to test their physical prowess. Festival goers are also told by the various Imperial courtiers that there will be lunch served at the temples for samurai guests, and in the evening there will be a trivia event.

A couple of couriers go around the tents in the morning carrying letters and searching for the tents of the high-ranking guests. Each PC will receive one such letter. The letter is an exclusive invitation to join Otomo Kenzan for lunch and a tea ceremony to follow with the other high-ranking and most well-known guests, whom are all mentioned by name and title in the letter (see the Noon Activity – Tea Ceremony section if any PC wants to know who specifically was invited).

New Rumors

Some unsavory gossip is going around in the morning about some happenings that occurred the previous evening. The Imperials try their best to keep the negative gossip to a minimum but trying to get a courtier not to gossip is like keeping a Nezumi from a shiny coin. A PC participating in the daily gossip may roll **Courtier (Gossip) / Awareness** at a TN of 25; success means that they hear the guests are whispering that someone died the previous night. The Seppun serving as security refuse to give any details, but they are definitely not as relaxed as they were at the opening ceremony yesterday. (If a PC rolls 35 or higher, they'll hear that the person who died was Miya Haruka.)

Morning Activity – The Temples

Otomo Kenzan and the monks of the Four Temples have arranged and organized a race of sorts using the temple grounds. The monks have created an obstacle course using the existing exercise yards, gardens and pools throughout the grounds of each temple.

Any PC that wishes to compete is welcome to. Appropriate clothing can be provided in their Clans' colors and PCs will be advised that their clothing will get wet. Doji Hinata, Kaeru Meisho, Ide Jubi, Toritaka Akira, and one of the temple monks, Kazetaka from Yakushiji, all enter as participants.

Most of the other NPCs and the head monks of the four temples will watch the race, fanning themselves out around the track to observe their favorite runner. PCs who do not wish to participate can take a spot near any of the Four Temples to watch the racers as they go by.

Each participant should keep track of the number of Raises they call and make on each roll. The winner will be the one that has the most total successful Raises over the course of the run. Failing a roll costs the PC one Raise from their total by every increment of five they miss the TN by (i.e. if a PC calls 3 raises on a TN 10 roll, and then roll a 22, they miss the roll by 3, and lose one Raise from their total as a consequence).

First Station – Daikandaiji

Participants: The race begins at the front gate of the castle, leading towards Daikandaiji. An **Athletics (Running) / Agility** roll at TN 10 is required to run to the entrance of the temple. From there, the path turns towards the next temple, Kawaradera.

Kazetaka takes an early lead (3 Raises), followed by Ide Jubi and Toritaka Akira (2 Raises). Doji Hinata and Kaeru Meisho trail behind (1 Raise).

Spectating: Takao and Otomo Kenzan remain at the starting line after the race begins to wait for the runners to cross the finish line. Takao will discuss the track with any PCs who are present while Otomo Kenzan speaks quietly to his assistant Seppun Takumi.

Second Station - Kawaradera

Participants: This course passes through Kawaradera's rock garden, which is punctuated by wooden pillars placed in random locations around the garden. A monk who greets the racers directs that they must cross the rock garden, but also will indicate that disturbing the gravel will cause a penalty to be applied to the competitor's time. Most will take this as an indication to climb the pillars and jump from pillar to pillar to cross the expanse. This will require an **Athletics (Jumping) / Reflexes** roll at TN 20 to cross the field successfully. Each failure will cost the PC two Raises of time. Creative PCs can also step lightly to cross the gravel directly with a **Stealth (Sneaking) / Agility** roll, also at TN 20. Perceptive PCs seeking a simpler way through can make an **Investigation (Notice) / Perception** roll at TN 25 (Raises cannot be made on this roll) to find a well-camouflaged path through, and then they can make an **Athletics (Running) / Agility** roll at TN 10 to cross the garden.

In this leg, Kazetaka attempts to leap from pillar to pillar to extend his lead, but falls near the middle; causing him to drop behind other racers (-2 Raises.) Ide Jubi and Doji Hinata carefully navigate the pillars (1 Raise) while Kaeru Meisho takes the lead by running softly and quickly across the gravel (3 Raises). Toritaka Akira takes a moment to observe his route through the garden before weaving his way through it, just behind Kaeru Meisho (2 Raises).

Spectating: Many spectators watch from Kawaradera. Doji Maya cheers on her mother while Doji Goremon looks on, disinterested in the race. Shosuro Kamedachi seems quite interested in the alternative ways that the participants are getting through the obstacles. Otomo Jiro and Miya Akane speak openly, cheering on the

runners, and will converse with any PC who wishes to talk to them about the events thus far.

Third Station - Yakushiji

Participants: At the next temple, Yakushiji, participants are handed bo staves and are told simply to defend themselves as they run to the next station. During the brisk jog, monks will throw small pieces of chalk at the competitors. These pieces of chalk deal no damage to the competitors, but do leave small white spots on their clothing where they hit. Competitors will be penalized for being hit by the chalk. The roll is **Defense / Reflexes** at TN 15 or **Staves (Bo) / Reflexes** at TN 10.

Kaeru Meisho approaches first, catching the bo staff deftly and deflecting many of the projectiles thrown at him (3 Raises). Toritaka Akira does the same, although his form is less flamboyant and more disciplined (2 Raises). Doji Hinata and Kazetaka are able to defend well enough, but a few pieces of chalk hit both of them (0 Raises). Ide Jubi is altogether unfamiliar with the bo staff, and is pelted several times with chalk, only being able to fend off a few through pure luck (-2 Raises).

Spectating: Seppun Nishin, Otomo Jigan and Ikoma Jinshin all observe the race from Yakushiji. Jinshin seems to be observing the form of both the throwers and the participants, and will discuss the finer points of defense with anyone who wishes to talk with him. Nishin and Jigan seem to be speaking about something else entirely, and will quickly change both demeanor and subject if approached by a PC.

Fourth Station - Asukadera

Participants: As the participants arrive at the last temple, Asukadera, they find that a koi pond has been "adjusted" and they will be instructed to swim through the pond. This will require an **Athletics (Swimming) / Strength** roll at TN 15.

Kaeru Meisho seems a bit winded as he approaches the swimming part of the competition. He takes it a little more slowly compared to at the previous stations (2 Raises). Toritaka Akira seems to find the water relaxing, and he catches up to Kaeru Meisho with a newfound second wind (2 Raises). Kazetaka seems to have recovered from his earlier stumble, and swims like a fish to make up for lost time (4 Raises). Doji Hinata seems to be keeping pace, but loses ground to Kazetaka (2 Raises). Ide Jubi is tired, and is dropping behind (0 Raises).

Spectating: Miya Akane, Seppun Heiji, Miya Chugo, and Kaeru Eiko all watch the race from near the pond. Miya Akane and Seppun Heiji seem interested to see

how the race is going as they observe this leg, and they will speak with any PCs who wish to speculate on who will win and why before the competitors reach this station.. Heiji is still in his grey praying clothes and holds his komuso at his side – his morning rounds have apparently been interrupted by the race. Miya Chugo excitedly cheers on the trailing runners, encouraging them to catch up to the leaders. Kaeru Eiko is only interested in seeing how Kaeru Meisho does. ***“Kaeru Meisho-san tends to go all out; I hope that he doesn’t tire himself out before he gets here.”***

Finish Line

The last run into the finish line is a standard **Athletics (Running) / Stamina** roll at TN 10.

Kaeru Meisho and Toritaka Akira are neck and neck going into the home stretch, but while Toritaka Akira seems to have found his second wind, Kaeru Meisho is tired. The Frog Clan bushi stumbles before the finish line (0 Raises) while the Crab finishes strong (2 Raises). Kazetaka and Doji Hinata are also very close, and the two of them seem to have found a competitive spirit. They finish neck and neck (2 Raises). Ide Jubi finds his second wind, but it is too late to catch up (3 Raises).

The final NPC standings are as follows: Toritaka Akira has 10 Raises, Kaeru Meisho has 9, Kazetaka and Doji Hinata each have 7, and Ide Jubi has 4. If a PC wins with 11 Raises or more, his or her victory comes with a Point of Glory and a reward from Takao: a small blessed statuette of Bishamon that will grant the PC a Free Raise on any single roll using a physical Trait for the duration of the module. If at least one PC ties Toritaka Akira, break the tie with whoever successfully called the most Raises on the final run. If there is still a tie, the win goes to the PC.

Noon Activity – Tea Ceremony

Anyone who was invited to lunch with Otomo Kenzan will be directed to a large private tent erected near the festival grounds. Inside, they are greeted by Kenzan himself, who gestures for a servant to direct the PC(s) to their seat, which has been especially reserved for them. All of the PCs are situated somewhere on the right side of the table. The PCs are joined by Seppun Takumi, Miya Akane, Seppun Heiji, the Doji couple Goremon and Hinata, Takao, Miya Hatori, Kaeru Eiko, Kaeru Meisho, Miya Chugo, and Shiba Jinbei. When the Doji couple arrives, Doji Goremon places a carefully wrapped package on a side table, and Kaeru Eiko does similar, though the package is much smaller than Goremon’s.

The package Goremon brought with him contains a custom-crafted tea set and an unfortunate surprise. Miya

Chugo has been targeted for assassination, and so Goremon has put a faint powder on the outside of the diplomat’s cup (with a thin layer of wax to ensure that the substance does not come off unless the cup itself is handled).

Once all of the guests have arrived, Otomo Kenzan thanks them for coming. ***“It is a pleasure to be in the company of all of my friends for lunch today, and to extend the Regent’s thanks also for coming to the festival to show your Clans’ support for stability in the Empire. If there is anything that I can do over the course of the festival to ensure your continued enjoyment and comfort, please do not be shy about coming to me. It would please me greatly to...”***

At this point in the speech Otomo Kenzan is interrupted by the entrance of another samurai, a returned spirit middle-aged in appearance that looks like he could be Otomo Kenzan’s brother. Kenzan looks as if he is about to continue his gracious welcome but at the sight of the newcomer he loses his composure. The bushi, seeing he caused an awkward moment, apologizes, but is cut off by the host. ***“My apologies, samas, I was sent by Seppun Nishin-sama to ensure to all of your safety during lunch.”***

“Exactly who do you think you are?” asks Otomo Kenzan angrily. ***“Until you arrived, this tent was filled with trustworthy samurai of excellent backgrounds and reputations. You insult this company with your presence, Otomo Jigan. Tell Seppun Nishin that I will be having a word with him about his selectiveness in choosing his subordinates. You’re dismissed.”***

Otomo Jigan glares briefly at Kenzan and appears as if he is about to argue with him, but before another word can come out of Jigan’s mouth Kenzan says again. ***“You’re dismissed. Good bye.”*** The bushi silently turns around and exits the tent, shaking with pent-up rage.

Otomo Kenzan turns back to his guests, the majority of whom are trying their best not to acknowledge the spectacle. ***“Apologies, of course, my friends. I have met that samurai before and he has, shall we say, a disreputable history. His presence among us would have been a great embarrassment.”***

Miya Akane cannot help but use the opportunity to twist the knife into her rival. ***“Perhaps after last night we could use someone to see to our safety, Kenzan-san.”***

Kenzan coolly replies, ***“That is hardly a matter conducive to a genial luncheon, Akane-san. Shall we eat? I have heard the menu is excellent.”***

A group of servants enter the tent and pass out chopsticks to each of the guests, then plates filled with fresh scallops and greens, and of course steaming bowls of rice. Small talk occurs during the meal, and of course the PCs can use the opportunity to get to know the other guests and the hosts of the festival. This a good chance for the PCs to meet, if they have not previously.

After the servants have cleaned up after the meal, Shiba Jinbei stands up. *"My lord Otomo Kenzan-san, may I begin?"*

Kenzan smiles and replies appreciatively, *"of course, Jinbei-san. For those of you who do not know, Shiba Jinbei-san, in addition to being a renowned priest of the kami, is a master of tea ceremony. I thought a nice little ceremony would be an appropriate ending to our fine meal and gives us some time to let the food settle. In fact, two of our friends here have graciously provided the tea set and the tea for the ceremony. Thank you to all three of you."* He nods appreciatively toward Doji Goremon and Kaeru Eiko.

Shiba Jinbei removes a pair of silk gloves from his sleeve, puts them on, and then unveils the larger package, revealing a beautifully crafted tea set. He holds it over the table initially so everyone present can briefly gaze at its quality. There are enough cups in the tea set to serve each of the Imperial guests and each cup has one of their names painted on to it with fine, careful calligraphy. Otomo Kenzan, Miya Akane, Miya Chugo, Miya Hatori, Seppun Takumi, and Seppun Heiji's names are written on the cups, and any PC who is a member of the Miya, Otomo, or Seppun family will also see a cup with their name on it. Jinbei puts each personalized cup in front of their respective owners, then gestures to a servant to bring in a tray of more cups, which are placed in front of each of the other guests.

Shiba Jinbei proceeds with unwrapping the smaller package, which contains the tea leaves for the ceremony, and fills a kettle with hot water and begins the ceremony. It takes about half an hour, which can be difficult for PCs not used to tea ceremonies. Any PC who does not have at least one rank of the Tea Ceremony skill must roll **Etiquette / Willpower** at TN 20 or at some point during the ceremony they make a small breach of etiquette (i.e. coughing, clearing their throat, wiggling in their seat, etc.). No one will point out the breach, risking an additional breach of etiquette themselves, but any offending PC will lose a point of Glory nonetheless. Kaeru Meisho bumbles, emitting a loud sneeze at one point during the ceremony. Despite any small interruptions, Shiba Jinbei executes the ceremony well, and all participants regain up to two Void Points already used during the day.

Immediately following the ceremony, Otomo Kenzan is about to thank Shiba Jinbei for presiding, when suddenly Miya Chugo collapses in his seat. Everyone panics, and Miya Akane calls for guards. Otomo Jigan rushes back into the tent, having been waiting just outside.

Miya Chugo breathes weakly and his skin is swollen. His heart is about to give out completely. The only way to save him is with magical healing, namely a spell that is capable of completely cleansing poison from the victim's system (Jurojin's Balm and Force of Will are NOT effective enough). If no PC has an appropriate spell or the spell fails, Miya Chugo dies. Even if he is saved he is taken by servants into the castle to rest and recover.

The guests are horrified. A few of them whisper poison, and others wonder if Miya Chugo merely choked on his tea. At Otomo Kenzan and Miya Akane's order, Seppun Heiji and Seppun Takumi quickly funnel the guests out of the tent (Imperial PCs are funneled out as well – while they are Imperial they are not on security detail nor are they a festival host) so that the Imperials can survey what happened. They will not accept a PC's offer to help – yet.

Aftermath

As the other guests begin to leave the area to go gossip about what happened, Otomo Jigan re-emerges from the tent, looking harried, and approaches the PC(s). He asks them to tell him what happened. If asked, he will admit that he was kicked out of the tent again by Otomo Kenzan, who is adamant about not letting him do his duty. He knows why, but is not willing to admit his family issues to the PCs. If the PCs refuse to tell him anything, he eventually gives up and angrily leaves to go report to Seppun Nishin. If the PCs are sympathetic to Jigan, however, and tell him of the events that occurred in the tent, he will ease up and be thankful to the PCs for their cooperation. *"Allow me to properly introduce myself. I am Otomo Jigan. I trained with the Seppun in my youth in fifth century Rokugan. I was assigned to assist Seppun Nishin-sama with security for the festival, but I am now also in charge of investigating now two mysterious deaths. I do not know why I was chosen for the task, but I have no clout even for an Imperial samurai and the investigation has been rendered especially difficult because of this. I need help. If I had samurai who make up for my lack of distinction helping me to solve the matter it would reflect very well on you, Seppun Nishin-sama, and me. I have no power to make you yoriki or anything, but if you could assist with my investigation on behalf of Seppun Nishin-sama, I'd be grateful and we might save a few lives."*

The PCs may ask why Jigan is asking them and not someone else for help. He replies, *“I spent the better part of six centuries in Meido. I have seen many judged by Emma-O. I consider myself a good judge of character.”*

The PCs are free to accept or refuse to help Jigan, but either way there is nothing more they can do at the moment. He needs to appeal to Seppun Nishin to be allowed back into the tent to investigate before the eta can drag off Miya Chugo’s body. If they agree to help him, he promises to share everything he knows as soon as he can.

As Jigan leaves to make his appeal to Seppun Nishin, Miya Akane and Seppun Heiji emerge from the tent. If the PCs wish to, they can briefly converse with Akane and her yojimbo.

- Miya Akane doesn’t have a clue what happened, but is perfectly happy to admit that the situation made Otomo Kenzan look very bad, which makes her position look better by comparison. Seppun Heiji is not as pleased, expressing concern for his charge’s safety.
- If asked about the rumor of another death before Miya Chugo’s, Miya Akane and Seppun Heiji look at each other briefly before Miya Akane answers, *“Word does get out fast. A courtier named Miya Haruka was found dead last night in the garden. Seppun Nishin assigned someone on security to investigate.”* Seppun Heiji chimes in as well. *“Please use discretion with this knowledge. We agreed to try not to scare the guests with the news. It would reflect poorly on all of the organizers if the guests left prematurely.”*
- If any of the PCs are members of the Empress’ Court or otherwise obviously supporters of the Emerald Champion (for example any PC that wears clothing with images of the Yakamo sun), Miya Akane will ask those PCs to tell her if they happen to find anything out about what happened. It would reflect well on her with Kakita Toshiken if she were to find and deal with the cause of the trouble at the festival.

When the PCs are finished conversing with Miya Akane and Seppun Heiji, the pair leave. Otomo Kenzan is the next (and last) to emerge from the tent and immediately approaches the PCs. He asks if they noticed anything suspicious inside the tent. Whether they did or not, he then mentions that he heard the PCs conversing with Otomo Jigan. *“That samurai is not to be trusted, nor is it his or Seppun Nishin’s business to involve themselves in matters they were not asked to be included in. I implore you, if you find anything out, especially if you find out who is behind this, that you come straight to*

me with the information. I have been tasked by the Regent himself to make sure this festival goes smoothly, and thus it is my responsibility to find out anyone who might undermine it.” He thanks the PCs for their cooperation and discretion and then takes his leave.

Any PCs who went to the temples for lunch and games will be finished by now and can rejoin the other PCs if they wish. Gossip about the death in the dining tent gets around quickly so they would hear about it.

Investigating the Scene

Otomo Jigan returns to the tent with an eta in tow. If the PCs are still there and wish to involve themselves, they will be allowed to go inside with him. The PCs are free to conduct any investigations that they wish. They can look around the tent, examine the body before the eta takes it away, and/or conduct any magical investigations that they wish.

- The tent is still filled with everything from the lunch party and tea ceremony. The teapot and leftover unused tea leaves sit at a side table and each place at the table still has a small plate, chopsticks, and a teacup at it. Shiba Jinbei’s silk gloves lie next to his cushion. The cushions that the guests were sitting on have been kicked around, but still lie on the ground on their respective sides of the table. If the PCs examine the gloves and roll **Investigation (Search) / Perception** at TN 25, they will find a few grains of a fine yellow powder that have attached themselves to the fingers of one glove. Checking the teacup at Miya Chugo’s place and rolling **Investigation (Search) / Perception** at TN 25, they will notice a very faint yellow stain on the inside of the cup. A **Craft: Poisons / Intelligence** roll at TN 35 will recognize this yellow substance as “Ekibyogami’s Dust” – a powerful poison that is absorbed through the skin and kills within a half an hour. It is a very rare poison and its origin is very secretive. Either of these things can be found also by randomly searching the tent and rolling **Investigation (Search) / Perception** at TN 40 for the teacup and TN 50 for the gloves. The PCs will not find any clues at anyone else’s place or in the tea itself.
- Miya Chugo’s body lies on the floor where he sat before his untimely demise. Rolling **Lore: Anatomy / Intelligence** at TN 20 or **Medicine / Intelligence** at TN 25 can determine the symptoms that he was showing before he died. His legs are swollen, and the fingertips on one hand are swollen as well. His fingertips have a very small trace of some fine yellow powder on them. The same **Craft: Poisons / Intelligence** roll as stated before can be used to learn about the nature of the powder.

- If any of the PCs are shugenja, there is a good chance that they may consult the kami in the tent to try to find out more information. Firstly, **Reflections of Pan Ku** is a useful, but not often used, spell for investigations. Casting this spell on the tea set will reveal that it was hand-crafted by Doji Goremon. Casting the spell on any of the pillows will reveal whoever last sat on them. Another common spell, **By the Light of Lady Moon**, will reveal the yellow powder on the pillow as described above. Lastly, the **Commune** spell is a very likely choice for a shugenja's magical investigations. Unfortunately most of the objects in the tent are too small for Commune to draw out enough spirits to speak to. There are Earth Kami in the ground and table, Fire Kami in the ashes of the small fire used to heat the tea water, and Air Kami in the air. There are Water Kami, but they will only be able to show images of events the PCs themselves saw, as the water for the tea was brought in with the meal. The Fire Kami will require at least two Raises for clarity and the PCs will need to burn a small sacrifice to get any clear information out of them, and the other two types will need one Raise for clarity.

The Fire Kami will have little to say that is helpful. If asked about the possibility of the teapot being poisoned, they will be able to tell the PCs that *“the waters within the earth were not fouled by anything but the leaves of earth placed in it by the man of Void and red silk.”* They will expound that *“the earthen container that was used to pour the water was quite pleased to be used by one of such skill.”* If asked about the teacups, the Fire will respond with *“The earthen containers were all pleased to be used, but although one cried out in pain, none listened to it.”*

The Earth Kami of the table are confused and unsettled. If asked about the poisoning, they do know exactly how it occurred. *“The man drinks of the waters and is sickened. The water is distressed after leaving little earth. Little earth is sad, its purpose befouled by foreign earth.”* If asked when little earth (or the teacup) was befouled, *“Little earth was distressed when it entered.”*

The Air in the tent is confused and completely clueless about what happened. *“Bad joke was played. Clever but evil person must have played bad joke, but we did not see.”*

Speaking to Otomo Jigan

At some point, the PCs who wish to involve themselves in the murder investigation will want to know more

about the first murder they don't know about or have only heard about in rumors. Jigan can share the following information if the PCs ask for it (if the PCs don't wish to work with Jigan they can also attain any of this information from Miya Akane or Otomo Kenzan if they agreed to share information with them. Either of them can generally be found in their tents if they are not otherwise involved in an activity):

- Miya Haruka was found dead last night on the castle grounds hidden under a bush. She had last been seen on her way to the garden (if the PCs are interested in who saw her, it was Otomo Jiro – the two of them had dinner together and she told him she was going for a walk in the garden afterward). Seppun Nishin assigned Otomo Jigan to look into her death, but he has not found any witnesses aside from Ikoma Jinshin who spotted the body and alerted Seppun Nishin.
- Jigan is unsure if the deaths of Miya Haruka and Miya Chugo are related yet. He's hoping to find witnesses that can tie someone to either of the murders.
- Miya Haruka had clearly been killed by a sword. She had only one wound, a deep cut starting at her left hip extending all the way to her right shoulder. Jigan is puzzled that no one heard her call out for help. Haruka's body is not available to examine – the eta took her away shortly after she was found.
- Jigan can take the PCs to where Miya Haruka's body was found if they wish – the details of this location are explained in the next section.
- If asked about how he intends to carry out his investigation from here, Jigan expresses that it is his intent to spend the rest of the day diligently patrolling the grounds and watching for any suspicious behavior, including during the evening activity, which will be historical play put on by the four temples monks. He will not refuse the help of any PC who requests to join him on his patrols, but he won't explicitly ask them to.

Investigating Miya Haruka's Death

Miya Haruka's body was found under a bush near the castle wall on one side of the garden. Ikoma Jinshin spotted it and alerted the authorities. There is a sizable bloodstain underneath the bush and some splattered blood on the wall (the wall will be cleaned by the end of the next day so the PCs may not see the splatters). The killing was clearly not subtle.

Searching for Clues

Unfortunately there are no clues to be gained by physically searching for them. If there happens to be a

shugenja among the PCs, however, they may be able to ask the kami for help:

- The Earth kami can tell the PCs that there was a person in white and a person in grey (a Raise for clarity gives away their genders: female and male respectively). The person in grey struck quickly with their fire and earth to quench the other's air and water.
- The Air kami can indicate that a happy and relaxed person was attacked by a person who was cold (a Raise for clarity gives away their genders: female and male respectively). If asked what they mean by "cold", they will explain that while the person's fire still burned and air still flowed, but their heart was ice. If the Air kami are asked if the happy and relaxed person feared the other, they will indicate that there was no fear until the killing moment – they seemed warm towards each other at first.
- The Fire kami in the torches along the castle wall will unfortunately not be any help – the fire was put out and relit after the attack and so the Fire kami have only recently taken residence in the torches. Similarly, there are not enough Water kami in the area for a shugenja to commune with.

Witnesses

Ikoma Jinshin reported finding the body while taking an evening stroll. He did not attend the play and was just out relieving boredom. He spotted bloodstains on the wall and when he investigated, he found Haruka's body in a nearby bush. He recognized the courtier from earlier in the day. He returned to the festival grounds, sought out Otomo Kenzan, who asked Jinshin not to say anything to the other guests while he and the organizers sorted out the situation. Ikoma Jinshin was questioned later by Otomo Jigan about what he saw. He will not share any information with the PCs unless they specifically mention they are investigating on behalf of Seppun Nishin, Otomo Kenzan, or Miya Akane. He takes his promise to keep quiet seriously and doesn't want to provoke idle gossip about it.

If the PCs seek out more witnesses, the only other information they can glean will be by finding out who was not in attendance at the play, and thus who does not have an obvious alibi when the killing occurred. The GM can have the PCs make Gossip or Investigation rolls if they wish, but the PCs can learn that those not present at the play were Doji Goremon, Doji Hinata, Doji Maya, Ikoma Jinshin, Shiba Jinbei, Kaeru Meisho, and Seppun Heiji.

- Doji Maya will say that she was working on a painting in her tent after her father Goremon walked

with her. Her father retired to his tent (which is located right next to hers) afterward.

- Doji Goremon will say that he walked his daughter to her tent and then retired to the one he shares with his wife; she joined him later.
- Doji Hinata will say that she was out walking and returned to her tent before the end of the performance (This is a lie – she was having a 'rendezvous' with Kaeru Meisho and did not return to her tent until very late but will obviously not make this public). She is not afraid to challenge a PC to a duel if they press her.
- Shiba Jinbei will say that he spent the evening in his tent reading. He emerged because he heard fireworks and joined the crowd at the festival grounds.
- Kaeru Meisho will say that he was in his tent because he wasn't interested in the play (This is the truth, but he leaves out the fact that Doji Hinata was with him).
- Seppun Heiji was praying at the temples. The monks at each temple can confirm this – his komuso is unmistakable (they of course do not know that the man in the komuso was actually Doji Goremon, though the monk Kazetaka at Yakushiji is insightful enough to point out that since he doesn't take the basket off of his head no one actually saw Seppun Heiji's face).

Afternoon Activity – Festival Grounds

During the heat of the day, the guests are invited to assemble in the festival grounds for a trivia contest. Miya Akane's assistant Otomo Jiro and Otomo Kenzan's assistant Seppun Takumi direct heimin to hand out fans to each participant. Everyone gets two fans, one of which has a green circle on it and one of which has a red X on it.

If a PC expresses confusion that the assistants are running the event, Otomo Jiro apologizes and explains with a self-deprecating tone that ***“Miya Akane-sama and Otomo Kenzan-sama are busy with some urgent matter that came up during lunch and asked Seppun Takumi-san and I to bear the honor of entertaining the guests this afternoon. I pray you will enjoy yourself in their stead.”***

In addition to any PCs, the guests that assemble to participate are Ikoma Jinshin, Kaeru Eiko, Toritaka Akira, Doji Maya, and Seppun Heiji (if he hasn't been arrested for murder). Miya Akane and Otomo Kenzan are meeting in private, which gave Heiji part of the afternoon off.

With all the participants gathered, Otomo Jiro begins explaining the rules, reading them from a card. *“The objective of the game is to answer true or false to each question as quickly as possible. You must be graceful of fan as well as sharp of wit to win this competition. The topic of today’s trivia is Imperial history, more specifically the history of the Hantei and Toturi Dynasties. Do not fret if you do not know all of the answers. This game is meant to be informative as well as entertaining.”*

Participating in the Game

PC contestants will make **Lore: History / Intelligence** rolls at TNs given with each question in order to know the answer. Alternatively the PCs can “take an educated guess” at the answers by pairing the Intelligence Trait with any Skill they and the GM deem applicable to the question at a TN 10 higher than the question’s normal TN (for example, a PC might use the Battle Skill for a question about a war). This game is not meant to reward guessing – a PC who fails the Lore roll cannot get a point for a question by randomly raising one of their fans.

PCs who know the answer also need to be quick in raising their fan. They need to make their choice of a **Courtier / Reflexes** or **War Fans / Reflexes** roll. The PC with the highest result raises their fan first. If there is a tie for highest, each contestant in the tie gets credit. The first person to raise their fan with the correct answer to each question gets two points. The second person gets one point. If there is a tie for highest, all participants in the tie get one point and no second place points are awarded. If there is a tie for second-highest, no one gets second place points. Whoever has the most points at the end of the game is the winner.

Seppun Takumi watches the participants closely. If any PC uses a false tactic like “I am just going to raise the ‘true’ fan up in the air as fast as I can for every question,” Takumi picks up their pattern and whispers to Otomo Jiro after all the questions have been answered, ensuring that PC’s silent disqualification from any prizes for the game.

Questions

The questions are all read aloud by Otomo Jiro and the answers are read by Seppun Takumi.

1. *“First question, Hantei XI (11th) is the first of his line to no longer use his gempukku name during his reign.”*

(TN 30) *“Answer, false. Hantei X (10th), also known as the Hantei who sacrificed his name for the Empire, was the first of his line to discard his given name.”*

Seppun Heiji and Ikoma Jinshin are the only two NPCs to get this question correct. Heiji rolls a 25 on his Reflexes roll and Jinshin rolls a 15.

This question is relatively non-offensive. Doji Maya seems disappointed at being incorrect.

2. *“Second Question, Toturi I took the throne of Rokugan once before he was officially deemed by the heavens to be the Son of Heaven.”*

(TN 20) *“Answer, true. After securing the capital from certain insurgent elements, Toturi I, then Akodo Toturi, secured the throne to ensure no further blood was shed.”*

Ikoma Jinshin, Doji Maya, and Seppun Heiji get the answer correct. Jinshin rolls a 15 and Maya and Heiji both roll 20 on their Reflexes rolls.

This question draws some excited and disappointed fan waving. The question itself makes sense, but the phrasing is highly irregular. Ikoma Jinshin shrugs at the question. Kaeru Eiko is surprised at the answer, *“I always thought that Toturi-dono followed the will of the heavens. There must have been a mistake.”* Doji Maya is also surprised, *“They can’t say that, can they? Toturi-sama was a great man and Emperor.”* Seppun Heiji bears the question with silence, although PCs can make an **Investigation (Interrogation) / Perception** roll at TN 20 to perceive that his jaw seems especially tight.

3. *“Third Question, Three Kami were present when Hantei-kami listened to the teachings of Shinsei.”*

(TN 30) *“Answer, true. Akodo-Kami, Shiba-Kami and Hantei-Kami were all present as Shinsei explained his teachings to Hantei-Kami.”*

Only Ikoma Jinshin and Toritaka Akira get the answer correct. Akira rolls a 25 on his Reflexes roll and Jinshin rolls 15.

This question is also non-offensive, but is considered by a few to be a trick question. Doji Maya is especially surprised, *“They always taught me that only Shiba-kami was there to record the teachings while Hantei-kami listened. I don’t remember Akodo-kami being talked about at all.”* Ikoma Jinshin answers her, *“Akodo-kami was present, but left early. I can tell you the story later, Doji-san.”* Toritaka Akira got it right on a guess, but will confess this to no one.

4. “Fourth Question, Akodo Toturi, before becoming Toturi I, never questioned the words of the Son of Heaven.”

(TN 25) *“Answer, false. Akodo Toturi publicly questioned a decision made by Hantei XXXIX (39th), for which he was stripped of his name and made ronin.”*

Toritaka Akira is the fastest NPC to raise the correct answer with a roll of 25. Seppun Heiji also gets the answer correct with a 20 and Ikoma Jinshin rolls 15.

This question is even more offensive than the second one. Ikoma Jinshin remains very quiet, his expression clouded. Kaeru Eiko is even more surprised, *“First taking the throne and then this?”* Doji Maya counters, *“It must be a lie! Someone must do something.”* Seppun Heiji makes a flinching motion. An **Investigation (Notice) / Perception** roll at TN 20 will cause the PC to notice his hand beginning to stray to his saya, but sheer willpower stays his hand and he sits back down. Even Otomo Jiro, who is only reading the questions Otomo Kenzan gave him and Seppun Takumi, is beginning to look nervous and he wipes a bead of sweat off his face.

5. “Fifth Question, According to imperial Records, Hantei XVI (16th) had one of the most peaceful and prosperous reigns of the entire dynasty.”

(TN 20) *“Answer, true. Imperial records state concisely the tranquility of the reign of Hantei XVI.”*

Seppun Heiji is the only NPC not to raise the ‘true’ paddle. Doji Maya rolls a 25 on her Reflexes roll, Toritaka Akira and Kaeru Eiko both roll 20, and Ikoma Jinshin rolls 15.

Most of the participants (and the audience) are still perturbed by the previous question. Seppun Heiji stares intently at the hosts, Seppun Takumi and Otomo Jiro, while he holds up the ‘false’ fan for longer than appropriate for answering the question.

6. “Sixth Question, Both Hantei Genji, son of Hantei-kami and Hantei Okuchoe, Regent to Toturi I have elevated the same family.”

(TN 25) *“Answer, true. By decree, Hantei Genji formed the Tsi family and by decree, acting for Toturi II, Hantei Okuchoe elevated that ronin family to become a Minor Clan, the Oriole.”*

Ikoma Jinshin, as always, gets the answer correct, but is slow to get his fan up. He gets a 15 on his Reflexes roll. Kaeru Eiko also gets the answer correct and gets a 15 on

her Reflexes roll, and Seppun Heiji gets the answer correct and makes a 20 on his Reflexes roll.

Kaeru Eiko is, of course, delighted at this question. *“The Imperial Regent is a friend to the Minor Clans. He also officially gave my family its name and allowed us to form the Frog Clan.”* Doji Maya pouts a little since she missed another question. Both Ikoma Jinshin and Seppun Heiji do not seem to care either way. Toritaka Akira seems to take his failure in stride, smiling brightly as Kaeru Eiko tells her story.

Non-Participants

Some of the other NPCs attend the trivia contest, but only to spectate, distancing themselves somewhat from the actual players. Such PCs include Doji Goremon, Doji Hinata, Kaeru Meisho, the monk Kazetaka, and Shiba Jinbei. Otomo Jigan is present as well, but only to keep an eye on the game’s proceedings and to be ready in case another incident occurs. PCs who do not participate in the game may have a chance to converse with one or more of these NPCs if they wish.

Doji Goremon and Doji Hinata are two such NPCs. They are present just to watch their daughter and put on their usual ‘happy couple’ façade. They don’t mind talking about the game, and express disappointment that the questions seem very critical of Toturi and obsequiously praising of the Hantei dynasty. If approached about the tea ceremony incident, they are obviously unhappy that the PCs are bringing up the subject. If the PCs ask if Goremon made the tea set, he will affirm this fact. If then asked if he knew there was poison in Miya Chugo’s cup, he of course denies having knowledge of it. If the PCs suggest that he put the poison in the cup, he will rebuttal, *“I didn’t even know Miya Chugo-san until yesterday, don’t know anything about poison, and in any case can’t see a single reason why you would accuse me of doing such a thing. Anyone could have slipped poison into his drink when we weren’t looking, especially Shiba Jinbei-san who was the last person we know who handled the cup before Miya Chugo-san.”* Doji Hinata agrees with her husband, adding, *“That affair was dreadful and needs to be put out of mind as soon as possible. We have no interest in lingering on that event; that is what Seppun Nishin-sama is here to do.”* If the PCs try to press them, they warn the PCs, *“Such badgering might start to seem insulting, samurai-san(s). We will ask again that you drop that appalling subject.”* Goremon is, of course, lying, but Hinata is genuinely ignorant of the matter. If the PCs continue to push the issue, they will take it as an offense, demand an apology, and challenge the PCs to a duel for the insult if the PCs will not apologize.

Shiba Jinbei keeps a stone face while watching the game, but if any PCs talk to him they can tell he is deeply troubled by what he witnessed at the tea ceremony. He intended to join in the trivia game but for the moment he is too shaken to enjoy himself. If the PCs express genuine concern for what happened, ask him if he saw anything, and roll **Investigation (Interrogation) / Awareness** at TN 20, he will admit that he is deeply afraid. ***“I have never seen such a catastrophic turn of events. I have no idea what happened, or how it happened, but I fear that I will lose all of my credibility as a tea master, or worse, that I will be blamed for Miya Chugo’s death.”***

The monk Kazetaka followed Toritaka Akira to the contest and then hung around to watch. He seems pleased at the questions and answers. If any PC actually converses with him, he asks a peculiar question. ***“Have you been acquainted with Miya Akane’s yojimbo, Seppun Heiji? What do you think of him?”*** If asked why he would ask such a peculiar question, the monk responds, ***“He visits our temple in the morning and at night. By any standard he is a pious man, and yet he makes me uneasy. It was rude of me to even bring it up. Please forgive the intrusion.”***

Kaeru Meisho just stands there, looking bored. If asked, he says he is just doing his duty and watching over Kaeru Eiko, but upon observation he seems much more interested in eyeing up the different female samurai among the participants and observers.

Ide Jubi is also just spectating and doesn’t mind a little conversation if any PCs initiate it. He is unsure as to exactly why some of the other samurai are getting upset about the trivia questions.

Away from the festival grounds, Miya Akane and Otomo Kenzan meet in private in Miya Akane’s tent. The two do all they can do to not shout accusations at each other, decrying each other’s competence as festival organizers, while Seppun Nishin sits between them and waits for it to end. The organizers keep their voices down low enough to not cause a disturbance, but if a PC stands outside Miya Akane’s tent and listens in they can hear them bickering at one another. They will not meet with anyone during the afternoon for any reason. If a PC tries to get their attention Seppun Nishin will simply warn them away, telling them to come back later. He will not take a message to them.

Results of the Trivia Contest

The winner of the trivia contest is the person that scores the most points. Otomo Jiro and Seppun Takumi congratulate the winner, who is awarded a surprisingly

balanced book that speaks about the relationships between the two dynasties written by a minor historian named Otomo Tsuyoi. This book, once read (which will take several days), will grant a Free Raise to any contested Social Skill roll on the topic of those relations. If two or more PCs are tied for the highest score, the hosts quietly express apologetically that there is only one book so they will need to agree on who keeps it. If a PC ties with an NPC (most likely Seppun Heiji), the NPC will allow the PC to keep the book unless the PC makes an honorable showing of wanting to give it to the NPC. A gracious PC should gain an appropriate amount of Honor. All of the highest scoring PCs gain a point of Glory.

Seppun Takumi seems pleased with herself at the end of the contest. Otomo Jiro, however, returns to his tent, completely flabbergasted. He is upset about the questions he read when several of them were slanted against the Toturi dynasty, which he is a keen supporter of. He stays in his tent and does not accept visitors until his mood improves, which isn’t until after the evening activity when he goes to the docks.

Evening Activity – Festival Stage

Inspired by the play from the previous evening, the temple monks put on their own show this evening, which is a play depicting the origination of the Four Temples of Kyuden Seppun and its thousand years of history. Almost all of the festival attendees go to the monks’ show. Seppun Takumi stands as yojimbo for Otomo Kenzan of course, but Seppun Nishin stands near Miya Akane instead of Seppun Heiji. If the PCs ask about this, they will find out that Miya Akane granted him permission to do his evening rounds at the temples. Most of the security detail is also at the play, but Otomo Jigan takes it upon himself to instead patrol the festival grounds for any suspicious activities.

Since this event is considered one of the most important events at the festival, and almost every guest is attending, any PCs who skip it will lose a point of Glory.

As the guests all assemble at the festival stage, rumors are abounding. This is a good opportunity for the PCs to collect rumors or converse with the other NPCs if they are seeking information about the killings.

The dai-sojo of the four temples Yoshun enters the stage first and begins to narrate. The play begins with Takao, representing Shinsei, dressed in simple robes and carrying a copy of the Tao, talking to Tenma of Kawaradera, who is dressed as Seppun. He hands her the Tao, and then vanishes offstage. Tenma raises her hands into the air, and several of the other monks from the Four

Temples enter the stage, each carrying a piece of wood, marble, or stone, and “build” simple structures around her. The structures are each topped with a silver bell, which are each rung once before they are placed. The monks exit the stage. Halfway through the act the show gets a little more dramatic. Monks dressed as Shadowlands creatures and maho-tsukai rush onto the stage and destroy the “temples” built previously. The monks come back onstage but are only able to partially rebuild them before a monk wearing a hood to conceal their identity runs across the stage, in hot pursuit by more monks dressed as Shadowlands monsters. The play reaches its climax when monks wielding fake swords take the stage, beating back the monsters offstage. Tenma, once again dressed as Seppun, returns to the stage along with the hooded monk. Tenma looks sadly upon all of the broken structures, but the hooded monk hands her another copy of the Tao, and she knows what to do. She raises her hands once again, and the monks return to the stage and rebuild the structures, this time placing a copy of the Tao atop each one and ringing the silver bells vigorously. The tale of the thousand years of the existence of the Four Temples ends as the monks all take a bow. None of the monks are particularly great actors, but the audience applauds politely and reverently as the play closes. The entire affair takes about an hour.

The Death of Kazetaka

Since the monks are putting on a play at the festival grounds, only one monk from each temple has been left behind to see guests. Kazetaka, the superstitious monk from Yakushiji, is one of them. In his previous life as an Emerald Magistrate, he was an enemy of the Kolat; these days, he is an outspoken supporter of the Regent. For both of these reasons, he has been targeted for assassination, and Seppun Heiji intends to carry out the job this evening. Kazetaka is sweeping the floor of the private meditation chamber when Seppun Heiji arrives at Yakushiji in his komuso to do his evening rounds. The two have a brief clash that ends with Kazetaka’s death, assuming none of the PCs interfere. The monk’s previous life as a samurai gave him a good eye and quick reflexes, so he initially resists, defending himself with his broom. The fight is short, though, and Kazetaka doesn’t even have time to call out for help before Heiji subdues and kills him.

There are two ways that this scene might go differently. The first is if the PCs happen to be patrolling the temples with or without Otomo Jigan, and the second is if Bucho the ronin has been hired to gather information on either Seppun Heiji or the monk Kazetaka.

In the case of the PCs patrolling the temples, they need to state which temple they want to patrol first, or if they

separate, which temples. If one or more PCs go to Yakushiji, they will arrive in time to see Seppun Heiji exiting the private meditation chamber. He bows to them, saying *“I just arrived at Yakushiji. It appears that all of the monks are putting on their show this evening. I thought there would be at least one or two here but it appears that is not so. Would you care to join me?”* The invitation and any ensuing conversation with Heiji that follows is an attempt by him to try to keep the PCs out of the meditation chamber. If a PC wishes to assess Heiji’s mannerisms they can roll **Investigation / Awareness** against his **Etiquette / Awareness** (he rolls 6k3 with a Free Raise since the PCs can’t see his face under the komuso) to determine that he is nervous about something. If a PC enters the meditation chamber despite Heiji’s verbal tactics they may have an opportunity to find Kazetaka’s body while it’s still fresh. See the next section *“Investigating Kazetaka’s Death,”* for details about the room. Since the killing just happened, the PC(s) in the chamber may roll **Investigation / Perception (Notice)** at TN 20 to note that the room smells like blood. If Heiji is present when the PCs investigate the room and start uncovering clues, at the GM’s discretion Heiji may panic and attack the PCs, attempting to get a surprise attack in while they’re not on their guards. He will only do so if there are only one or two PCs (GM warning – this is a dangerous decision and the PCs must have a means of preventing it – a surprise attack by Heiji is deadly, so at minimum the PCs should be allowed to see it coming with a contested roll of **Investigation (Notice) / Perception** against his **Stealth / Agility** of 10k5). Otherwise he will try to play along with the PCs’ investigations, expressing surprise and dismay at the uncovering of the monk’s body. He is a very good actor, and will play the part of the surprised bystander as best he can, banking on the fact that there are no witnesses to the fight that occurred between him and the monk.

If Bucho the ronin has been hired to investigate Seppun Heiji or Kazetaka, he has the unfortunate luck of witnessing the fight between the monk and the Imperial. He successfully shadows the Seppun to Yakushiji and listens outside the meditation chamber. Upon witnessing the killing, Bucho gets nervous and tries to slip away, but Heiji hears the ronin outside the door and slides it open. Bucho attempts to flee but is unsuccessful. Heiji grabs Bucho, puts his hand over the ronin’s mouth, drags him into the room, and kills him. In this case, Heiji does not even bother to hide the monk’s body. He waits in the meditation room for the other monks to return and makes the startling revelation that he found the killer: he witnessed the suspicious ronin attack the monk but was unable to save him. His testimony is described in the next section. In the highly unfortunate event that a single PC was investigating the room as described in the paragraph

above and is killed by Seppun Heiji, he will employ similar tactics with them, pinning the murder on the deceased PC.

Investigating Kazetaka's Death

The PCs will find out about Kazetaka's murder about a half an hour after the play ends. The monks all return to their temples, and the head monk of Yakushiji (Kenji) notices Kazetaka's absence. At first he thinks the monk just stepped out for a few minutes, but quickly becomes worried and starts looking around. The monks find Kazetaka's body stuffed in a barrel in the private meditation room and immediately notify Seppun Nishin, who in turn must notify the organizers of what happened. The PCs are found and spoken to privately by servant couriers who ask them to come to the scene to help investigate. The couriers are sent by whichever NPC between Otomo Kenzan, Otomo Jigan, and Miya Akane the PCs seem to be working most closely with.

If Bucho or a PC was killed by Seppun Heiji, things go a little differently. Couriers are still sent to the PCs, but instead of the message strictly asking them to come to the scene to investigate, they are informed that Seppun Heiji was attacked and a monk was killed. They are asked to come just to be witnesses to ensure a satisfactory end to the investigation.

The PCs will arrive at the scene to find it still untouched. The monks of Yakushiji would prefer not to let them in, but if they state they are investigating on someone's behalf they will be allowed into the temple and the private meditation chamber. There they will find Otomo Jigan already looking around and talking with the head monk Kenji, who is just explaining what he found. Jigan will make a gesture of greeting to PCs. If the PCs were summoned by either Otomo Kenzan or Miya Akane he is also already aware of their action, though privately he is irritated at the interference caused by the organizers trying to bolster their own reputations by solving the mystery through their own investigators.

If Bucho or a PC was also killed by Heiji in the meditation chamber, he will also be present to give his testimony into the matter. He was making his usual evening rounds to pray at the temples and witnessed the ronin (or PC) assault the monk. He killed the assassin, who of course attacked him as well trying to eliminate the witness, but Heiji overcame the ronin then waited for the monks' show to end so he could report to Miya Akane and Seppun Nishin.

If the PCs speak to the monks, Kenji and the other monks from Yakushiji find found it chilling that Kazetaka was murdered while they were putting on the show. Kazetaka

had confided to them that he saw an omen of his own death that morning, but none of them had taken it very seriously since Kazetaka was overly superstitious. Kenji is entirely certain that he saw Kazetaka as he and the other monks left to put on the show.

There is fresh blood recently dried on the floor if the PCs move the rug on the ground. This can be found with a general search of the room and rolling **Investigation / Perception (Search)** at TN 15. The bloody cloth that the killer used to clean their weapon can also be found stuffed in a basket with other cloths. This can be found with the same roll but at a TN of 25. The blood on the floor won't tell the PCs much, but the blood on the cloth is a relatively thin stripe, from wiping the blood off a katana.

Kazetaka's body is lodged in a barrel. Assuming no PC wants to touch it, an eta can be summoned to pull the body out. It's a mess – Kazetaka was slashed in the throat, which has been leaking since his placement in the barrel, and so he's covered in his own blood and the barrel has a small pool welled up inside of it. The slash in the throat is obvious, though the nature of the wound (a sword wound) needs a **Kenjutsu / Perception** roll at TN 20 to be certain that the wound was not caused by a knife or unusual weapon. If the PCs wipe off Kazetaka they will also notice bruising on his face and arms – rolling **Intelligence / Medicine** at TN 15 will note that Kazetaka was probably not taken by surprise and went down after a fight.

Magic will prove very useful in this room. Since Seppun Heiji was wearing his komuso the entire time, the spirits cannot describe him directly, but virtually any of the spirits in the room (all are present in abundance except Water) can describe the assassin as having their head covered up. Clever PCs will realize the spirits are not referring to a typical mask and cast their suspicions on Heiji. If a shugenja PC calls Raises for clarity, the GM should at their discretion describe the scene in as much detail as they deem appropriate for the number of Raises called.

Other Evening Happenings

Bucho the ronin goes to the play put on by the monks unless he is currently on a job to snoop on a festival guest, in which case he spends the evening sneaking into someone's tent and investigating them on behalf of his client (unless he's investigating Kazetaka or Seppun Heiji – see *The Death of Kazetaka* above). If Bucho has been hired to snoop on Doji Goremon, Hinata, or Maya, he finds, in an ikebana plant, an interesting list to bring back to the PCs containing the following names: Miya Haruka, Miya Chugo, Kazetaka, and Otomo Kenzan.

Under the list is the text *“Make sure Kenzan is last. If he receives his gift before any of the others they will be jealous and leave the festival.”* He has no means of knowing who the list belongs to, but it caught his attention because two of the names on the list have been killed during the festival thus far (he is of course unaware of Kazetaka’s demise being around the same time he finds this list). Only the spell **Reflections of Pan Ku** can reveal the list’s writer, Doji Goremon.

Otomo Jigan spends the evening patrolling the grounds, including the tents. If any PCs are assisting his patrols, he doesn’t mind them choosing where to patrol, whether it is the grounds or the temples (if the PCs wish to patrol the temples, refer to *“The Death of Kazetaka”* above for details of what may happen). If a PC is patrolling the tents (with or without him) they can roll **Investigation (Search) / Perception** at TN 30 to catch Bucho the ronin in the act of searching someone’s tent. The GM should adjudicate how the scene plays out if a PC catches Bucho sneaking around. It is entirely possible that the PC(s) will assume Bucho is the murderer and will bring him to Seppun Nishin, Miya Akane, or Otomo Kenzan. If this occurs Bucho is taken into the castle and is put to death there (he is, after all, just a ronin). This does not stop the killing that potentially occurs during the evening activity, and Kazetaka’s body is not found until after Bucho has been put to death.

After Hours – Toyura Docks

Yoritomo Sakenomi’s outdoor bar is still open this night, and this time more guests know of its existence. Seppun Heiji and Doji Goremon are conversing at one table, Bucho is once again at a table by himself, three seats are taken at another table by Ide Jubi, Otomo Jiro, and Ikoma Jinshin, and two other tables are filled with various other guests, leaving only one table completely empty, which the PCs are free to take if they want a private table.

The PCs will be welcome at the table filled by Ide Jubi, Otomo Jiro, and Ikoma Jinshin if they wish, and will be included in the conversation. Their talk is about the festival generally, but Ikoma Jinshin brings up the deaths of Miya Haruka, Miya Chugo, and the monk Kazetaka. Otomo Jiro confesses that while Miya Akane and Seppun Nishin are trying their best to track down the culprit they have not yet been successful. Jinshin has noticed that all three of the dead were strong supporters of the Regent and has become a little paranoid since he is also a strong supporter of the Regent. Otomo Jiro assures Jinshin, Jubi, and any PCs present that security is working extra hard to ensure that no more trouble occurs. If the PCs converse with them they are free to offer their own input, but Jiro will keep trying to take the conversation back to the festival. During the conversation have the PCs roll

Etiquette (Conversation) / Perception at TN 20. On success, they realize that every ten to fifteen minutes Ide Jubi offers to buy Otomo Jiro a drink while he orders his own refill but Jiro rejects the offer each time, which seems to frustrate the Unicorn a little.

The table taken by Seppun Heiji and Doji Goremon is not as friendly. If the PCs approach them they will try to inform the PCs that their conversation is private. If the PCs sit down anyway they will start talking about Seppun Heiji’s habit of visiting temples, which Heiji enthusiastically explains is because he considers himself a pious man and that he intends to retire in a few years to a monastery. He would have retired this year but he is concerned about the political conflict among the clans over the Regent’s claim to the throne by marrying Toturi Tsudao when she becomes of age. If the PCs bring up the deaths, especially if they mention they are investigating on behalf of Miya Akane, Otomo Kenzan, or Seppun Nishin, the two will be very interested to try to find out what the PCs have uncovered. They will of course hide the fact that they are the killers and become insulted at any notion that they are being treated as suspects. If they are given reason to fear that they are close to exposure they will call off any more murder attempts for the rest of the festival, ending any chance of the PCs catching them through witnesses.

When the PCs are not visiting with Heiji and Goremon, the subject of conversation is far more sinister. They use the noise from the other tables to mask their speaking and talk in low voices to avoid being overheard. The two are talking about plans to poison Otomo Kenzan in the morning during the game of Letters. Most of the guests do not know about this game yet but Seppun Heiji knows about it because of his connection to Miya Akane. If a PC is clever enough to figure out a way to overhear their conversation, such as by sneaking under their table, reading their lips, or closely paying attention to them, they might be able to use the information to stop them, catch them red-handed, and turn them over to the authorities. Sneaking under the table is no easy feat – there are a lot of people here and if anyone catches a PC sneaking under a table they will be harshly dealt with, suffering immediate expulsion from the bar and causing a loss of four points of Glory. Successfully sneaking under the table requires a **Stealth (Sneaking) / Agility** roll at TN 45. The GM can award a Free Raise if other PCs do something to distract the other guests by calling attention to themselves. Reading Heiji and Goremon’s lips is also difficult. Only PCs who actually have the Read Lips advantage can do it and they need to beat both of them in a contested roll of **Stealth / Awareness** versus each of their **Investigation (Notice) / Perception**. If the PCs are caught reading their lips, Seppun Heiji will immediately issue a challenge for a duel for the insult

(permission will be granted by his charge, Miya Akane in the morning). Simply trying to hear Heiji and Goremon from a nearby table will require the same contested roll, but additionally the PCs will need to make a **Raw Perception** roll at TN 25 in order to be able to make out their conversation.

Part Three: Day Three

The final full day of the festival has been mostly organized by the monks who, despite the setback from the previous evening, are motivated to keep the festival exciting for the samurai attendees. Seppun Nishin is getting worried about the potential backlash of a murderer being on the loose, so during the morning event he has security keep a close eye on the guests while they enjoy a game of letters hosted by Otomo Kenzan. During the afternoon the monks will invite the guests to each of the temples to observe the rock gardens and enjoy a quiet, relaxing activity. The evening features a performance by an acrobat troupe, which is supposed to be a surprise, but it doesn't take long into morning before most of the guests have heard about it.

If the PCs have not apprehended either Doji Goremon or Seppun Heiji, they lay low for most of the day, taking the full day to plan for another attempt at Otomo Kenzan's life. Doji Goremon catches wind of the acrobat performance in the morning, and Seppun Heiji learns from his charge, Miya Akane, that Otomo Kenzan has no plans on making an appearance during any of the day's events. They meet in secret during the afternoon activity to plan Otomo Kenzan's assassination, and during the evening's activity they execute their plot.

New Rumor

A new rumor surfaces on the third day that the PCs may be able to take advantage of. As usual, a **Courtier (Gossip)/Awareness** roll at TN 25 is required to hear the news: Miya Akane was supposedly irate the previous evening when a killing happened at the temples and her yojimbo, Seppun Heiji, was doing his temple rounds. People could hear her shouting at him that night.

Talking to the Festival Attendees

The PCs will probably be talking to people about the previous evening's killing. The following new information can be gleaned from talking to the festival attendees:

Seppun Heiji – The PCs will no doubt want to talk to Seppun Heiji about Kazetaka's death, especially since it happened at a temple while he was doing his evening rounds of prayer. He maintains that he did not see or

witness any trouble, though he found it odd that Yakushiji was empty the previous evening and suggests the possibility that the monk was dead before the show and no one had noticed he was missing until afterward.

The guests – Most of the guests are in the dark about the death of the monk Kazetaka, but if asked about who saw who during the evening, the PCs will hear that Seppun Heiji, Shiba Jinbei, and Kaeru Meisho were not present at the monks' play.

Toritaka Akira – Akira is particularly beat up by the news of the monk's death. He idolizes monks and cannot fathom why anyone would kill one. He and Kazetaka had struck a sort of friendship after the race over lunch the previous day and can recall Kazetaka seeming frustrated that the other monks don't read omens or take them seriously enough. He spoke in detail about an omen of death he had seen that morning.

Shiba Jinbei – Jinbei was in his tent reading the previous night. Unfortunately for him, because he's telling the truth, no one saw him at all the previous evening and thus he has no one to corroborate his story.

Kaeru Meisho – the Frog Clan samurai claims that he spent the evening in his tent. In actuality he snuck off somewhere to smoke some illegal opioids, but he won't freely admit it unless he's in danger of getting in trouble for the killings.

Otomo Kenzan – Kenzan is convinced at this point that the killer is exclusively attacking allies of the Regent, and is equally convinced that he is next on the list. Kenzan can be found in his tent during the day unless he has to attend an activity or a meeting and will only let the PCs in if they come as a group – he's too paranoid to be alone with anyone else besides his own entourage, which is currently reduced to only Seppun Takumi.

Miya Akane – Akane will admit that she was angry with her bodyguard the previous night since he was not near her when the killing happened. She admits that she may have been overly hard on him since she was at the historical play put on by the monks and not really in any danger. She is not willing to admit that Heiji may have been Kazetaka's killer, and if a PC suggests the idea she will demand solid testimony of his guilt.

Otomo Jigan – The grey-haired bushi is feeling a bit desperate at this point to figure out why people are dropping dead and how they're doing it even with security on high alert. He feels, though he does not come out and say, that Seppun Nishin could be doing more to look into the murders. It is Otomo Jigan's intention to spend the entire day patrolling the tents and watching for

suspicious characters. He will not refuse any help or accompaniment by the PCs, welcoming the extra set of eyes.

Seppun Nishin – The head of security if of course upset by the numerous deaths that have occurred in the past couple of days, but is focused on watching the guests still living over looking into the ones that have already died. He is depending on Otomo Jigan and any PCs that have agreed to look into them on his behalf to solve that part and catch the murderer before he or she can attempt another killing.

Morning Activity – Festival Grounds

In the morning, the guests once again assemble on the festival grounds. Otomo Kenzan welcomes everyone, wishes them a good morning, and explains the next event: *“This morning, we have organized a game of letters for everyone’s enjoyment. The monks of the Four Temples have been kind enough to provide the materials and the writing desks to facilitate our game.”*

There is a large table laden with various paper goods and decorative elements like various flower petals, some simple spices and perfumes. Arrayed around the table are a few writing desks with inks and brushes. Scattered amongst these elements are servants, ready to carry the letters throughout the field until arriving at their final target. Also amongst the tables are several bushi wearing the armbands of the sixth legion, no doubt a silent enhancement to security after the past days’ incidents. Amongst them is Otomo Jigan, who looks nervous.

This is a standard game of letters, though condensed into a quiet morning instead of played across several days: players write notes and letters to other participants, which are taken, unsealed, and carried by servants around the festival grounds to the recipient. Other samurai may stop the servant to read the letter, judging it based on its content and aesthetics. Notes should never be considered secret, and samurai foolish enough to try to pass a letter in secret only draw extra attention to themselves.

Most of the named NPC festival guests arrive to play, with the exception of Bucho the ronin who knows he has no business playing court games. Otomo Kenzan and Miya Akane both receive letters even though they are judging the event. They seem to have a contest going between themselves to see who gets more letters.

If a PC wishes to make an official entry into the game, have them roll their choice of **Games: Letters / Intelligence** or **Calligraphy / Intelligence** (reduce the total result by 10 if they use the Calligraphy skill). Free

Raises can be given out by the GM if actual letters are written. Each PC only rolls once, even if they write multiple letters. To win the game, a PC will need to beat a 40, which represents the bar set by Ikoma Jinshin, a seasoned veteran of the game.

The PCs are of course free to take any letters being circulated by the servants. PCs who wish to do so should randomly receive any of the following letters (which are of course just a small subset of the actual number of letters in circulation):

On red paper, attached to a blue flower:

*Doji-san,
Watching from afar, I wonder. I wonder about the secrets that you keep. The comely face and graceful movement belies a fiery intelligence. Show us all your true nature.*

Ikoma Jinshin

On blue paper, with scented pink petals in the envelope:

*Toritaka-san,
I’ve seen you running around the temples. Where are you running to? Do all Crab samurai run as fast as you? If they do, I can see how you defend the empire so easily.*

Doji Maya

On plain white paper, with a strong smelling piece of incense attached:

*Eiko-san
Don’t forget that we’re supposed to stop by that merchant’s stall on our way back. You told me to remind you, so I’m reminding you. You also told me to write a letter, so here it is.*

Kaeru Meisho

On pale red paper, with a little perfume to scent it:

*To my wife,
I just wanted to let you know after all these years you still mean the world to me. Thank you for raising our beautiful and talented daughter together with me.*

Goremon

On green paper with no decoration but addressed to Otomo Kenzan:

True Nobility comes not from being superior to another man, but from being superior to your past.

Shinsei

Aside from the brief spectacle of the two Kaeru nearly coming to blows over the ‘letter’ sent by Kaeru Meisho, this event seems to be running quite smoothly. PCs will also note that Otomo Kenzan is having his letters held by a servant while he writes his own letters.

The Assassins

Seppun Heiji would normally be making his temple rounds in the morning, but Miya Akane has insisted that he stay near her. He reads a few letters but otherwise he follows her orders, watching for threats to his charge.

Doji Goremon reads any of the letters he can get his hands on, as well as writing a few of his own. If the PCs are specifically trying to keep an eye on him, have them make either a **Stealth (Shadowing) / Awareness** roll at TN 30 or **Investigation / Perception** at TN 40 to successfully watch him the entire game. He treats one letter slightly differently from the others he reads. After he reads it, he reaches into his kimono, pulls his hand out, and then wipes it on the letter before folding it up and handing it back to the servant who whisks the letter away towards the organizers. Goremon then takes a small cloth and carefully wipes off his fingers, places the cloth in a bag and puts that bag in his kimono sleeve. Noticing this requires a roll of **Investigation (Notice) / Perception** against his **Sleight of Hand / Agility** (9k5; he spends Void). If the PCs are close, they can intercept the letter; if not, Otomo Jiro picks it up and reads it before handing it back to the servant. If the PCs are actively trying to get to the letter, they can interrupt the servant before it reaches its intended target, Otomo Kenzan.

Aftermath of the Game of Letters

Before the results are announced, Otomo Jiro will excuse himself privately to return to his tent because he is feeling ill. The winner is Ikoma Jinshin, unless any of the PCs beat a TN of 40 on their roll in which case the highest rolling PC wins. The winner receives a bottle of dark blue ink blessed by the Four Temples.

Soon after the game ends, the PCs are approached by Otomo Jigan, who has grim news. *“Even with our best efforts, it seems that our mysterious killer struck again. Otomo Jiro-sama reported feeling ill, and fearing the worst I went to his tent. He is dead. Just in case they are relevant, I have gathered up all of the letters that he received for us to examine.”*

Otomo Jiro lies dead in tent, just past the doorway. The skin of his hands is blue and puffy, and his face is pale and drawn. PCs can make a **Medicine (Antidotes) / Intelligence** roll at TN 25 or a **Craft: Poison / Intelligence** roll at TN 15 to determine that he died due

to a contact poison of some type. The PCs can carefully examine the letters in his kimono and all the other letters addressed to him but no letters seem suspicious or out of the ordinary.

This may seem like a dead end, but PCs who have been tasked by Otomo Kenzan to be on the lookout for the possible attackers will be invited to tea in his tent. When the PCs arrive for tea, they will find Kenzan sitting at a table, facing a stack of letters in the middle. No tea has been poured. *“Samurai-sans, an attempt was made on my life this morning. Fortunately, I have not lived this long without being wary of possible enemies. My servant dropped dead soon after leaving the game. His face was pale, and his hands were all puffed up. The eta have already taken care of the... issue. However, I know that you will wish to examine the letters that I received to see if the culprit can be found. I have placed them in the center of the table.”*

If the PCs talk to Otomo Kenzan, they will find that he was unaware that Otomo Jiro died yet, but will not be overly surprised. *“If there is some sort of poison in one of my letters, it could have been handled by any number of people. Let us hope this is contained.”* Kenzan is confident that he is safe, at least for the moment, because he anticipated a potential threat and did not personally touch any of his letters; instead he had a servant read them to him.

A careful examination of the letters will require an **Investigation (Search) / Perception** roll at TN 35 if being careful and TN 20 if the PCs are willing to directly touch the letters. If successful, the PCs will find a letter slightly discolored on the corners. The poison itself is inert. The letter is on purple paper, reading:

Otomo-sama,

Thank you for your great hospitality. I only regret that we will be unable to enjoy it forever. All good things must come to an end.

The Outsider

The PCs can make a **Craft: Poison / Intelligence** or **Medicine (Antidotes) / Intelligence** roll at TN 20 to deduce that the poison used in this case was probably the same that killed Otomo Jiro. Otomo Kenzan will be incensed, *“Find the one that tried to kill me. This enemy of the Empire must not be allowed to assault anyone else.”*

There are a few ways that the PCs can trace the writer of the letter. In terms of magical investigations, the letter is too small to produce an Earth Kami that would be of any use with the **Commune** spell. The spell **Reflections of**

Pan Ku however can determine the writer of the letter, which was Ide Jubi.

The PCs can make a **Calligraphy / Perception** roll at TN 25 to deduce that the letter's writer, although very skilled, seems write his letters in a strange way. The strokes of the letters are out of order; while most would do curved lines last, this writer seems to write the curves first and then add the straight lines afterward, framing his or her words. The PCs can compare this letter to others received by Otomo Jiro and themselves to try to find a match. There is one other letter written on purple paper among Otomo Jiro's stack that was signed by Miya Akane. Additionally, if any PC wrote a letter to Ide Jubi or has gone out of their way to speak to Ide Jubi throughout the festival, he will have written a letter to them. Matching the writing against these letters requires **Calligraphy / Perception** rolls at TN 20. Miya Akane's handwriting does not match the poisoned letter, but Ide Jubi's does.

The PCs can also take the letter to the servants who carried the letters during the game. The servants cannot read, but some of them may recognize the paper. An **Investigation (Interrogation) / Awareness** roll at TN 30 will find servants who remember people who gave them purple letters. Miya Akane, Ide Jubi and Doji Maya were all amongst the persons who used purple paper during the game. The servants will confess that these are not all of the people who used purple paper, but only the ones that they remember.

If confronted, Doji Maya will agree that she did indeed write a letter on purple paper, but it was addressed to Kaeru Eiko. She is pleased because Kaeru Eiko sent her a response.

Miya Akane will be difficult to see by anyone but those who have been instructed by her to look into the violence. So long as the PCs aren't accusatory, she will agree that she did indeed write two letters on purple paper, but one was addressed to Seppun Heiji and the other to Otomo Jiro, thanking them for their service. She scoffs at the idea that she would have written a letter to Otomo Kenzan (they were competing to see who would get more letters, after all). Heiji will be able to produce his letter if asked.

Ide Jubi will be found in the garden, reading through the letters that he received during the game. If asked about the letter, he will confess that all of the letters that he sent were on the purple paper and that he did write a letter to Otomo Kenzan.

If confronted with the poisoned letter, he will be shocked and appalled that his work was used in such a way. He

will vehemently deny having poisoned his own work, *"Art is not meant to be used for anything but the enhancement of life. I simply wished to let Otomo Kenzan-sama know that I was enjoying the festival that he put together. That he made me, an outsider, feel welcome."*

He will be very embarrassed that his work was used in such a way. If the PCs ask if he remembers anything out of the ordinary, he thinks for a minute before responding, *"It must have been that Crane. I always enjoy watching others enjoy my work, so after I sent a letter I would follow its path with my eyes while thinking about my next letter. For Otomo-sama's letter, the first one that read it was Doji... something; the husband of the duelist. After him was Otomo Jiro-sama, then Otomo Kenzan-sama."*

The PCs can potentially use Ide Jubi's statement to make a case against Doji Goremon. Ide Jubi will balk at the idea at first because he is not confident that simply seeing the Crane holding his letter isn't inherently a solid testimony of witnessing a murder and he doesn't wish to cause trouble; his purpose for being at the festival is to make friends for the Unicorn, not enemies. If the PCs push him, however, and make a **Sincerity / Awareness** or **Courtier (Manipulation) / Awareness** roll (whichever the GM deems appropriate) at TN 25, he will fold and give his testimony if the PCs take their information to Seppun Nishin or one of the organizers. If the PCs can also provide testimony that they saw Goremon wiping his hand on the letter and then cleaning himself off with a cloth, Seppun Nishin will arrest him, have him searched, find the bag, the cloth, and the poison in his kimono sleeve, and the case is put to rest. Providing only one of these testimonies will not be enough to arrest Goremon outright and the PCs may be challenged to a duel to determine his innocence. Even if Goremon is arrested, the organizers are still left wondering how he could have killed Kazetaka the night before since the monk had clearly been killed at a time when Goremon was at the festival stage, but they will never find out because Seppun Heiji will lay low for the remainder of the module.

Afternoon Activity – The Temples

The afternoon activity that all of the guests are invited to is an observation of the temples' rock gardens. A few monks from each temple walk around the festival grounds and tents inviting the guests to come to their respective temples for a quiet afternoon of observation and meditation. Each PC will be approached by at least one monk, who will respectfully invite them to their temple.

PCs who visit the temples will find the afternoon to be a relaxing experience. The monks spent the lunch hour taking extra care to clean up the rock gardens and make them ready for the guests.

Daikandaiji's zen garden is in the likeness of nature scenery. The gravel is raked to appear as if it is a flowing river, and the larger rocks are set to appear as though they make up mountains and a waterfall. Those who roll **Lore: Theology / Intelligence** at TN 20 will understand the meaning of the scene, a metaphorical journey through life. Doji Hinata and Doji Maya both visit Daikandaiji during the observation. Both expected Doji Goremon to attend as well but he never arrives.

Yakushiji's zen garden is simple, consisting entirely of gravel. The interesting feature of the garden, however, is that in the center of the garden, the gravel has been piled into a hill that rises several feet off of the ground. Perceptive guests will note that the hill is a replica of a mountain, and any who ask the monks will be rewarded with an explanation that it was made in the likeness of the highest mountain in the Mountains of Regret, the range that borders Kyuden Seppun and the Toyura River. As part of their initiation at Yakushiji temple, monks must enter the range and visit a small shrine at the base of the highest mountain, where they place the chop with their samurai name into a box and carve a new chop with their new name into it. Shiba Jinbei visits Yakushiji and spends the entire time meditating at the base of the mountain replica.

Asukadera's zen garden is unusual for a rock garden in that it is not just made up of rocks, but a blanket of moss has covered the ground and all of the stones in the garden. A little koi pond with a tiny waterfall sits on one side of the garden. Kaeru Meisho and Kaeru Eiko visit Asukadera, and the latter is fascinated by the unusual garden. Seppun Nishin and Ikoma Jinshin arrive as well.

Kawaradera's zen garden features two different colored gravels, raked into circles and separated by smooth stones that pass through the middle of the garden. Two wooden pillars stand erect in the garden, one on each side of the stones bisecting the two sides. Most of the wooden pillars from the race two days prior have been removed. Observant guests will note that the scene is a picture of a taijitu, a symbol representing the balance of yin and yang in the world. PCs who roll **Lore: Theology / Intelligence** at TN 20 (or ask the monks) will know that Yin represents yielding, positive energy and that Yang represents hard, aggressive energy. The two are always in opposition to each other but cannot exist without one another, creating the flow of life's energy. Ide Jubi goes to Kawaradera to meditate during the afternoon.

All PCs who attend an observation can roll **Meditation / Void**. Any who make the normal TN of 15 will regain a lost Void Point, but those who can pass the 30 threshold and are meditating at any of the temples will find their meditations are made extra serene due to the surroundings and the spiritual energy flowing through the zen garden. Such PCs regain all lost Void Points and gain an additional Void Point beyond their normal maximum that lasts until their next sleep. Shugenja and monk PCs, PCs with the Enlightened Advantage, and PCs with the Touch of the Void Disadvantage meditating at Yakushiji do not gain the above benefit, but instead are affected by the spiritual disturbance caused by the murder from the previous night. They experience a sudden vision:

You are attending to your normal duties in the temple. The mean wearing the komuso enters the room, and a sudden feeling of dread comes over you. You wield your broomstick as you would a staff, and ask the masked man, "Why did you do it?" The masked man draws his sword. "It is my duty." You swing the broom, using it as best you can as a weapon, but the other man dodges the blow and strikes you hard in the chin. You attempt to cry out, but no sound comes from your lips. All turns to red as the man's sword slashes your throat. All you can hear are the echoes of "It is my duty..."

After a full Rokugani hour (120 minutes) of spending time in the rock gardens, the monks make an announcement: the evening activity will be an acrobatic performance by the prestigious Imperial Acrobatic Troupe, sponsored by the Imperial Regent. Shows by premiere acrobats are rare and expensive affairs, and most of the courtiers present are extremely excited about the prospect.

Where are the other NPCs?

Not every NPC visits a temple during the afternoon, and this section documents their activities while the other guests are meditating in the temple rock gardens.

Otomo Jigan deeply wishes he could meditate at one of the rock gardens but has committed to spending the entire day patrolling the festival grounds. He will only go meditate at a garden if one of the PCs volunteers to take his place for the afternoon or if the PCs ask him to join them in their own investigations. He sees nothing unusual during his rounds. He is not aware that Seppun Heiji was assigned to also patrol the festival grounds, and he never sees Heiji during the afternoon at all.

Doji Goremon and Seppun Heiji both go to the river dock, though not together or at the same time. Doji Goremon heads straight to the Toyura River and asks the

owner Yoritomo Sakenomi for a table and sake. Seppun Heiji spends the first twenty minutes of the afternoon talking to Miya Akane, who is concerned that the killings are not over and tells him to patrol the festival grounds to watch for any suspicious characters. As soon as that meeting is over, however, Heiji shirks his duty and goes straight to the dock and joins Goremon, who is waiting for him. They spend the better part of an hour discussing how they will take the life of Otomo Kenzan. Doji Goremon will impersonate Seppun Heiji doing his evening temple rounds again, and Seppun Heiji will enter Otomo Kenzan's tent and kill the returned spirit. The ideal time to do the deed would be during the performance, which Doji Goremon got wind of in the morning, and when most of the other guests would be distracted by the acrobats. The tents are easier to move between at night as well, so the two agree that this is the ideal time. If a PC happens to be tailing at least one of the two NPCs to the dock and attempt a confrontation, the two will of course try to play it off, claiming that they were just having a private lunch and take insult at the PCs. If the PCs are careful and inconspicuous, however, they could potentially overhear the entire conversation. The GM should adjudicate this occurrence, and the PCs will need to decide what to do with the information once they have it. If they immediately confront the pair, their case will be dependent on an overheard conversation and will likely result in a duel. Clever PCs will wait and set a trap for them before they can complete their next murder later in the evening.

Miya Hatori is scheduled to have tea with Miya Akane midway through the afternoon event, so he spends the first hour in his tent relaxing. The second hour of the event he spends in Miya Akane's tent, sharing tea and discussing the play from opening night. Miya Akane enjoyed the play very much and wished to inquire into the meaning behind its selection.

Bucho has little interest in rock gardens, so he seeks out something else to entertain him. He goes to the Toyura docks. He fits in well with the crowd there and enjoys an afternoon with his pipe and a cup of sochu. He sees Heiji arrive after him and sit at a table with Goremon and finds the Seppun's presence curious, but doesn't make it his business to get involved in the actions of others unless he's been paid to do so. If he has been paid to snoop on Heiji or Goremon, he listens in on their conversation from a nearby table and then seeks out the PCs to tell them what he heard.

Otomo Kenzan, as described earlier, has holed himself up in his tent. During this time he orders Seppun Takumi to switch tents with him after dinner, and to impersonate him in his tent. Takumi reluctantly agrees to the switch.

Miya Akane spends the afternoon in her tent. She originally planned to visit the rock gardens, but opted instead to task her yojimbo, Seppun Heiji, with helping to patrol the grounds to hopefully catch the murderer that killed the monk Kazetaka, her assistant Otomo Jiro, and the messenger Miya Haruka. She also spends part of the afternoon sharing tea with Miya Hatori and discussing the play from the festival's opening evening.

Evening Activity – Festival Grounds

The final major festival event is an acrobatic performance. After dinner hours, as the sun is about an hour from completely setting, the festival-goers are gathered at the grounds. Lanterns have already been lit to provide enough light for the attendees since the event is anticipated to last until the last of the sun's rays fold over the horizon.

A small square area has been roped off and the head monk from each of the four temples stands at each corner. The guests are each asked to stand a few feet away from the roped off area to make enough room for the monks. Takao and Yoshun stand in the center of the roped off area on either side of a wooden table, which is presently empty.

Most of the usual festival attendees arrive, including Miya Hatori, Shiba Jinbei, Doji Maya, Ide Jubi, Toritaka Akira, and Kaeru Eiko, and Ikoma Jinshin. Bucho the ronin even comes. Neither Otomo Kenzan nor Miya Akane attends, the latter giving Seppun Heiji the evening off, so he also goes to the performance (bringing his komuso with him.) Doji Goremon, Doji Hinata, Shosuro Kamedachi, and Kaeru Meisho do not attend. If Seppun Heiji was already apprehended by the PCs, Doji Goremon and his wife both attend.

The Imperial Acrobatic Troupe is the most renowned band of performers in the Empire. Most of their shows are presented to high-ranking samurai, such as Clan Champions, family daimyo, or particularly prestigious Imperial vassals. It is rare for them to put on an open show in this nature, and as a result most of the festival attendants have never seen a performance like what is promised tonight.

The performance consists of a truly impressive array of physical feats; high-wire walking, climbing and balancing on poles, gymnastics, contortion, juggling, and dance make up the bulk of the evening, to the appreciation of the audience. The troupe lives up to its reputation, and the display is vastly entertaining.

There are no mechanics involved in this scene; it is intended to provide something of a breather, and give the

PCs a chance to further their investigation while presenting something truly unique in most of the characters' experiences. And, of course, it also serves to highlight the Regent's generosity and culture.

Where are the other NPCs?

Kaeru Meisho is not interested in the acrobats (at least, while they're performing) and goes to Yoritomo Sakenomi's outdoor bar to enjoy some drinks before the festival ends.

Doji Hinata is looking for her husband. She can be found walking around the festival grounds but away from the performance. She has not seen him since dinner. If Doji Goremon was already apprehended by the PCs for the murders, she is instead in her tent contemplating how to handle explaining what happened to the Crane when she returns home with Maya.

Shosuro Kamedachi can be found in Asukadera. He hasn't visited the temples at all and wanted to do so before it was time to pack up and leave. If the PCs happen to ask him who he's seen, he notes that he saw Doji Goremon come in after him but never saw him leave.

Until nightfall, Doji Goremon is inside the private meditation room at Asukadera. If a PC walks in on him, he will feign praying for the departed souls of those murdered during the festival, but is available to converse with any PC. If a PC tells him that his wife is looking for him, he will ask them to tell her that he will join her soon and not to worry.

When Seppun Heiji leaves the performance partway through, he goes to Asukadera. Shosuro Kamedachi is still there, having spent the better part of an hour talking to the monks. Heiji goes into the private room to meditate. There, Doji Goremon is already waiting for him. They spend about ten minutes in the room together. During that time, Goremon dons Heiji's clothes and komuso. Goremon leaves to make the rounds, and Heiji leaves a few minutes later, using stealth to avoid being seen. Kamedachi leaves after Goremon but before Heiji. A PC paying attention can roll **Investigation (Notice) / Perception** against Heiji's **Stealth (Sneaking) / Agility** (10k5, with Emphasis) to notice him sneaking through the temple's door. If Goremon was already apprehended by the PCs, Heiji makes his rounds like usual.

If a PC is inside the private room with Goremon when Heiji arrives, he simply takes the lotus position on the floor and silently meditates. He will converse with the PCs if they wish. Goremon and he will postpone their meeting until the PCs leave. If the PCs make it a point to hang around, they will eventually give up and Heiji goes

to another temple. Goremon will discreetly try to join him to meet one more time, but if the PCs are being tenacious, they may give up entirely due to the PCs' suspiciously following them around.

The Last Murder

The final murder will occur after the acrobats are done, though preparations for it happen throughout the performance. If either Doji Goremon or Seppun Heiji have already been apprehended by the PCs, this event will not transpire. Proceed to the conclusion.

With the knowledge that Goremon is impersonating him at the temples again, Heiji prepares to make one final effort to take the life of Otomo Kenzan. He goes back to the castle grounds and sneaks into the private tent area. He is spotted by Otomo Jigan, who shadows him until he reaches Kenzan's tent. Heiji throws open the tent flap, and there is a shout of alarm that can be heard in the area before Heiji performs a swift killing cut with his katana. Otomo Jigan runs into the tent and engages Heiji in brief combat, but Heiji proves to be the superior fighter and wounds Jigan before escaping out the back flap. Heiji runs back to the temple to switch places again with Doji Goremon.

If none of the PCs were involved in the incident and they were on the festival grounds, they will hear a woman's shout of alarm. Seppun Nishin and Miya Akane rush to the scene along with Ide Jubi, Shiba Jinbei, Doji Maya, Ikoma Jinshin, and other curious guests.

The scene is horrific, if not damning. Otomo Jigan leans against a desk, clutching his chest, and Otomo Kenzan lies dead on the floor in a pool of his own blood. Seppun Nishin growls, *"We are too late."* He then looks glaringly at Jigan. *"What happened here?"*

As Jigan struggles to speak despite his injury, Otomo Kenzan suddenly emerges from the next tent over and stomps his way into the tent amidst the shocked faces of the onlookers. *"I'll tell you what happened, Nishin-san. This one has been out for my blood since the festival began. He is a villain and a murderer, and I'll see his head removed from his neck."*

Jigan struggles to respond. *"What? I was only trying to help..."*

"Be silent, you fiend." Kenzan retorts. Jigan, dejected, looks away.

Seppun Nishin takes a look at the body, then at Kenzan. *"Otomo-san, may I first ask exactly what is going on here? Who is lying on the floor of your tent?"*

Otomo Kenzan is happy to explain. *“Of course. I reasoned that the killer would next target me, and so I had my assistant Seppun Takumi stand as my double for the evening. I knew that the killer would reveal himself, and while it is a shame that I have lost such a hard-working assistant, she has left us the killer as a final gift of her service.”*

Miya Akane, disgusted, speaks up. *“Otomo Kenzan, our assistants and yojimbo are not expendable servants to waste as we please. How dare you throw aside this woman who has served you so loyally?”*

Kenzan glares daggers at his opposite. *“You are just disappointed Akane-san. Perhaps Jigan here was just following your own orders while you escape suspicion.”*

The two delegation heads start shouting accusations and insults at each other, causing the crowd to erupt in anger as well. During the commotion, Seppun Heiji and Doji Goremon join the onlookers, and Miya Hatori shortly afterward.

“SILENCE!!!” Seppun Nishin shouts at the top of his lungs, quieting the tent and entryway. *“I will not tolerate needless accusations. My apologies, Otomo-sama, Miya-sama. Otomo Jigan, what have you to say in your defense?”*

Otomo Jigan feebly raises a finger, pointing into the crowd of onlookers. People move aside to reveal that Jigan is pointing directly at Heiji. *“It was him,”* he wheezes. *“Seppun Heiji is the murderer. I tried to stop him but he escaped.”*

A gasp is heard among the courtiers, and Heiji defiantly steps forward. *“That is absolute nonsense, Akane-sama, Nishin-sama. I only just arrived here from making my evening rounds at the temples.”* He holds his basket under one arm, as if to indicate he just entered the grounds and hasn't even gone to his tent yet.

Goremon speaks out as well. *“Seppun Heiji-sama speaks the truth. I was at the temples as well and we had a brief conversation. I am certain that this person is lying to protect himself.”*

Attention turns back to Jigan, who looks defeated. Nishin looks to any PCs that have been investigating the murders on his behalf. *“What do you make of this?”*

If the PCs wish to take a quick look around, they are free to do so, though they don't have much time. If they examine the body, have them roll **Kenjutsu / Perception** at TN 20. On success they note that the murderer killed

Seppun Takumi with a sword, likely a katana. If they ask to see Otomo Jigan's katana, it is clean of blood. While Jigan tried to fight the killer, he was unable to wound him. If they examine Jigan's wounds (and make the same roll) they can determine that he was also cut with a katana. The weapons on and near Seppun Takumi's body include a knife and a wakizashi, but both are safely in their sheathes around her waist, unused. If the PCs consult the spirits, they will be able to confirm that Otomo Jigan is not the one that killed Seppun Takumi, though it should be noted that the spirits' testimony is not valid from a legal standpoint.

The PCs stand with very few options. If they do not speak up, Otomo Jigan will be put to death, as he is too low-ranking to even try to take the case to duel, and too injured even if he did have the clout. The PCs can speak in his defense, which will require a **Sincerity / Awareness** roll at TN 30 paired with testimony of his innocence (Free Raises may be awarded for good role-play). The final option is to take Jigan at his word. If they demand to see Heiji's katana, Heiji will of course object, but if they can make a good case for why Heiji should show his katana and roll **Sincerity / Awareness** at TN 30, Seppun Nishin will accede to the request and demand that Heiji draw his sword.

If Heiji is made to draw his sword by Nishin, he coolly responds. *“Very well.”* He swiftly rips his katana from his hilt, and charges forward straight towards Otomo Kenzan. A quick-thinking PC might move to trip him or stand between him and Kenzan and can do so with an **Athletics / Reflexes** roll of TN 25. A PC who stands between Kenzan and Heiji will take 9k3 damage as they take a direct hit from Heiji's katana (Heiji spent a Void Point for damage). Otherwise, Otomo Kenzan panics and falls backward, narrowly avoiding the swing that would have taken his life. Nishin grabs Heiji by the neck, throws him to the floor, draws his wakizashi, and with a quick stab kills Heiji. Heiji's katana, stained with dried blood, falls from his hand.

Seppun Nishin stands up and addresses the silent onlookers. *“The closing ceremony is in the morning. Unless you plan to sleep outside I suggest you all go to your tents.”*

A Different Take on the Last Murder

It is entirely possible that at least one PC accompanies Jigan on his patrol among the tents and therefore could spot Heiji before he has a chance to attack and kill Seppun Takumi. If there are PCs with Jigan, instead of Jigan noticing Heiji immediately let the PC(s) roll **Investigation (Notice) / Perception** against a TN of 30. On success, they will actually be the ones to notice Heiji

making his way to Kenzan's tent. Heiji is dressed in tight brown garb suitable for unrestricted movement. His identity is not easily or immediately recognized, but his movements are suspicious. If a PC does not make the TN, Jigan will still notice and indicate to the PC(s) to follow. Assuming at least one PC follows, they and Jigan will catch Heiji in the act of killing Takumi. It may even be possible to disable Heiji before he is able to deliver the killing blow (if the GM wishes to play out the scenario in rounds, Heiji's first action would be to kill Takumi; therefore a PC higher in the Initiative order may be able to take him down before he gets to act).

Due to the differences posed in this scenario, it may be possible that Takumi survives, and if so there is no question that Heiji is the killer. Additionally, Otomo Kenzan will be forced to grudgingly admit that Jigan helped to save his life. If Heiji is able to escape out he will run, trying to escape Kyuden Seppun before he can be captured. Catching him will require beating him in a contested **Athletics (Running) / Strength** roll. If Takumi does die, the aftermath will be much the same as above, though Jigan will have the benefit of at least one PC's testimony to defend his innocence and indict Seppun Heiji.

Conclusion

The closing ceremonies occur at mid-morning. Since there is no rule dictating that anyone has to go to the closing ceremonies, PCs have the option to simply sleep in and skip the ceremony if they really wish to.

Miya Akane and Otomo Kenzan stand atop the raised stage until the beautiful peals of the Chimes of Purity are rung by the temple monks, signaling the beginning of the ceremony. The two Imperials stand a good distance away from each other on either side of the stage and Seppun Nishin, sits on the stage in the back, watching the diplomats and the crowd below the stage. If Heiji was not apprehended he is also on stage, standing near his charge Miya Akane. Other guards on security detail stand at the bottom of the stage, ensuring that no one in the crowd stands any closer than a few feet away from the stairs leading up to the platform.

At the cessation of the ringing of the bells, Miya Akane is the first to speak. ***"It is with great sadness that we must conclude this year's festival, but it was a great experience for all of us here to enjoy the fruits of the unity between the Imperial dynasties, and also to participate in the ceremonies put on by the monks of Kyuden Seppun and the Master of Five, Takao-san."*** Wearing his silver-grey jingasa as always, Takao steps forward from the front of the crowd, where he offers

Miya Akane and Otomo Kenzan each a deep bow. ***"It has been a pleasure for the Brotherhood to serve, my lords."*** Miya Akane smiles and returns the gesture to the monk. ***"On behalf of our beloved Empress Toturi Tsudao, I thank you all for your attendance,"*** she concludes.

It is Otomo Kenzan's turn to speak next. ***"The young Empress of course has many duties to attend to while she prepares for her gempukku in the coming years, but our esteemed and honorable Regent would like to thank you for your attendance as well. I believe he would like to do so personally, however, so please join me in welcoming Hantei Okuchoe-dono!"***

The surprised crowd drops into a collective low bow as the Imperial Regent, Hantei Okuchoe, is assisted up onto the stage from the back by Seppun Nishin. Hida Tsuneo, the Stone Crab, ever near the Regent, follows a step behind. The two are bathed with the soft glow of returned spirits. Hantei Okuchoe beams and indicates that the crowd of onlookers can stand up straight. ***"My fellow Rokugani, it was my pleasure to take a personal interest in this festival to ensure that you were able to see that unity is not only possible, but should be welcomed. Kenzan-san will conclude the closing ceremonies in a moment, but I must confess that it would be improper to arrive here and not make a small contribution. I prepared this haiku for the occasion."*** Okuchoe produces a large scroll from under his brightly-colored kimono and opens it, spreading it wide for the crowd to see. In large, beautiful brushstrokes, the scroll reads:

*In dawn's golden glow
we say goodbye to new friends
with Lord Sun's blessings*

A combination of polite and enthusiastic applause is heard from the spectators, and then Okuchoe closes the scroll and turns to leave, Hida Tsuneo trailing behind.

Once Hantei Okuchoe has completed his cameo, the remainder of the ceremony changes based on the results of the PCs' investigations throughout the festival:

If both Doji Goremon and Seppun Heiji remain uncaught:

Neither Goremon nor Heiji were aware that Hantei Okuchoe himself would be making a surprise visit to the closing ceremony, but Goremon quickly comes up with a daring plan and hopes that Heiji catches on.

Suddenly, Doji Goremon, seemingly drunk as a skunk, steps in front of the crowd, right in front of the Seppun on security, and yells up to Hantei Okuchoe, "Hantei-donoooo, I'm soooo happy you have come. It

hoooooonors me and my familyyyy, pleeeeee give us a blessssing!” Doji Hinata and Doji Maya stand open-mouthed, the crowd is disgusted by the idiotic display, and Hantei Okuchoe looks furious. Goremon’s wife and daughter both grab him and start to pull him back. Have the PCs roll Investigation (Notice) / Awareness at TN 30. On success, they catch Goremon’s act as he, seemingly in a moment of clarity, nods toward someone on the stage.

On cue, Seppun Heiji shoves Miya Akane aside, knocking her off of the stage. She hits the ground with a thud as her arm comes out of socket. Heiji quick-draws his katana and gives a heavy swing directed at the Regent, no doubt intended to be a killing blow. Hida Tsuneo, quicker than Heiji and ever vigilant of his charge’s safety, spins and grabs Heiji’s arm, stopping the swing. “Not today,” he says, as he proceeds to twist Heiji’s arm forcefully, breaking it in one swift motion. Heiji winces, and then brings his other arm up to connect with Tsuneo in the jaw. Tsuneo, seemingly unaffected by the hard strike, gives Heiji a head butt to his face. Taking advantage of the stunned Heiji, Tsuneo draws his katana and slices the Seppun open, spilling blood all over the stage. The threat out of the way, Tsuneo points down at Doji Goremon, who is being pulled away by his wife and daughter. “Him too,” he states bluntly. “The women too,” the Imperial Regent snaps. A few of the Seppun hold down Doji Goremon, Doji Hinata, and Doji Maya as they bind their hands down with rope. They escort the three Crane to the castle. Doji Goremon curses, Hinata looks bewildered, and Maya is crying her eyes out. Not one to see a job unfinished, Hantei Okuchoe bears down on Miya Akane, who is nursing her injured arm. “Your bodyguard just tried to kill me. Did Toshiken put you up to this?” Miya Akane is reduced to stammer, unable to answer the irate Regent. “Tsuneo, execute her. And you,” he turns to Seppun Nishin. “Clearly your ability to ensure security was lacking. You may commit seppuku for your shame.” Lastly, he turns to Kenzan. “Close the ceremony. This festival is over, and don’t forget to clean this up.” Hantei Okuchoe stomps off of the stage with the Stone Crab following close behind after beheading Miya Akane.

Otomo Kenzan could not recover the situation if he were the Fortune of Recovering from Disaster. He simply says to the flabbergasted audience, “The festival is concluded. Safe travels on your way home,” and the crowd is dismissed.

If the PCs caught at least one killer, and turned them over to or reported their results to Seppun Nishin BEFORE the events of “The Last Murder” on Day 3:

Seppun Nishin steps up to the front of the stage to give his own address to the crowd of spectators. *“My fellow samurai, before the festival events are concluded I wish to make you aware of a few passionate and pure samurai who volunteered their services to me and impressed me with their tenacity and hard work, both of which paid off. As you all know, we’ve had some obstacles occur throughout the festival. These samurai found the source of the obstacles and took care of it, and for that I wish to commend them.”* Seppun Nishin gestures for the PCs to stand up on stage with him. Any PC who does so is met with a resounding cheer. Each PC gains 5 points of Glory, or 2 points if they already have at least 5 Ranks of Glory. If Jigan was included in the investigations, he is called up to the stage as well, and he rises up the steps with both excitement and surprise on his face. Kenzan folds his arms over his chest. Although his facial features show no emotion, he cannot help his skin turning red as his insides boil with fury. The PCs are sent back into the audience. With one final ring of the Chimes of Purity, the ceremony concludes and the festival is over.

If the PCs caught at least one killer, and turned them over or reported their results to Otomo Kenzan:

Otomo Kenzan takes the stage again to address the audience. *“One final point I would like to make before we close is that, as many of you already know, there were malcontents seeking to undermine the authority of the festival organizers. There was a laudable group of samurai that went beyond the call of duty to put a stop to the terrible events that occurred and could have continued to occur.”* Otomo Kenzan proceeds to call out each PC by name, and then calls for a cheer for the PCs, which is granted by loud applause. Each PC gains 5 points of Glory, or 2 points if they already have at least 5 Ranks of Glory. Once the cheering dies down, Kenzan continues. *“We will ensure that due and just reward is given to those who have proven their loyalty to our honorable regent. With that, my friends, colleagues, and fellow samurai, we conclude this year’s festival. Safe travels on your way home.”* With one final ring of the Chimes of Purity, the ceremony concludes and the festival is over.

If none of the above conditions apply:

Otomo Kenzan returns to the front of the platform, beaming at the faces of the onlookers. *“With that, my friends, colleagues, and fellow samurai, we conclude this year’s festival. Safe travels on your way home.”* With one final ring of the Chimes of Purity, the ceremony concludes and the festival is over.

After the Closing Ceremony

If at least one of the killers was apprehended and the PCs were not hailed publicly for their investigations, they

will be called into the Seppun castle after the ceremonies and before they have the opportunity to leave Kyuden Seppun. Who they meet with is entirely dependent on who they brought the killer to (or reported to if the killer died) first.

If the PCs reported to Seppun Nishin or Seppun Heiji was apprehended in “The Last Murder” in part 3, Seppun Nishin will be the one to call the PCs to the castle. Otomo Jigan is also invited for his personal work and involvement if the PCs worked with Jigan during the investigation. He is thankful to them for their work, especially since security was stretched thin for the festival’s duration. If the PCs mentioned the Kolat to him at any point during the adventure, he will carefully bring up the subject, asking them to share anything they know about the organization with him. He tells the PCs that the Imperial families will make note of their efforts and wishes them safe travels. Each PC gains an Imperial favor.

If the PCs reported to Miya Akane, she invites them to her private tent for tea before she leaves the festival. She takes the opportunity to thank the PCs for their work, and invites them to share why they believe the killers were targeting the Regent’s allies. She insists that she knew nothing, especially of her own yojimbo Seppun Heiji’s involvement. She wonders if someone was just trying to smear her by making it look like she hired assassins to go after her rivals. After the conversation is over, she makes a special point of saying goodbye to each of them and blesses their journeys home. Each PC may take Miya Akane as an Ally, with one point of Devotion and three points of Influence. If the PCs apprehended BOTH Doji Goremon and Seppun Heiji, the Devotion is two points instead.

If the PCs reported to Otomo Kenzan, they will already have been lauded at the closing ceremony and so there is no need to meet with him afterward.

Otomo Jigan will say his goodbyes to the PCs after the closing ceremony and any subsequent meetings with dignitaries if they involved him in the investigations. He thanks them, stating ***“This has been one of the most mentally and emotionally exhausting tasks I have ever been faced with, and I could not have accomplished it without your help. I would be honored if you would count me among your friends.”*** The PCs may take Otomo Jigan as an Ally, with one point of Devotion and one point of Influence. At present, Jigan’s political situation is still dire but if he ever finds acknowledgment by the Otomo this may change in the future.

Rewards for Completing the Adventure

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

Experience Points

Surviving the adventure:	1XP
Good roleplaying:	+1XP
PC participated in a festival event:	+1XP
Doji Goremon is brought to justice:	+1XP
Seppun Heiji is brought to justice:	+1XP

Total Possible Experience: 5XP

Honor, Glory, Status, and Allies

Rewards given are based on the conclusion that occurred.

If the PCs were lauded publicly for their investigations, they each gain a half rank of Glory. If they already have at least five ranks of Glory, this is reduced to two points.

If the PCs reported their results to Seppun Nishin FIRST, they gain an Imperial Favor.

If the PCs reported their results to Otomo Kenzan FIRST, they gain an Imperial Favor. Otomo Kenzan blames the murders on Miya Akane and she is discredited and humiliated in the courts. The PCs gain Miya Akane as a Sworn Enemy.

If the PCs reported their results to Miya Akane FIRST, they gain her as an Ally with three points of Influence. If they caught one killer her Devotion is one. If they caught both her Devotion is two. If only Doji Goremon was apprehended, Miya Akane uses the murders to slander Otomo Kenzan in court, discrediting him as being unable to hold together a simple festival. The PCs gain Otomo Kenzan as a Sworn Enemy (if Seppun Heiji was apprehended, she keeps quiet since one of the killers was her bodyguard).

If at least one of the killers was apprehended, all of the PCs involved in the investigation will gain the Disadvantage Sworn Enemy: Lotus (worth 6 points).

If at least one killer was apprehended and the PCs included Otomo Jigan in the investigations, they may at their option gain him as an ally, with one point of Devotion and one point of Influence.

If the PCs know a great deal about the Kolat and share what they know with Seppun Nishin, write “Noticed by Seppun Nishin” on the GM notes of their module reporting sheet.

Module Tracking Sheets

Make sure the PCs have written down their individual rewards for event participation during the festival. Also make sure that any PCs who should be are marked “Noticed by Seppun Nishin” in their GM notes.

GM Reporting

- Was Doji Goremon apprehended for the murders?
- Was Seppun Heiji apprehended for the murders?
- Was Otomo Jigan put to death for the murders?
- Who did the PCs report the results of their investigations to?
- Was Otomo Jigan included in these investigations?
- Include the names of any PCs who were marked “Noticed by Seppun Nishin.”

GM must report this information BEFORE 6/29/2014 for it to have storyline effect

Appendix #1: Player Investigations

This appendix is intended for GM use in tracking player progress in uncovering the identities of the assassins and to serve as a guide for how to handle certain situations and provide some quick Q&A.

1. What powers do the PCs have to investigate in this module?

The PCs are asked by three separate entities to help investigate the murders taking place. None of these entities have the power to give the PCs real investigative powers such as the ability to search tents, formally question witnesses, or make arrests. Thusly, PCs who get caught digging around in another guest's tent will be subject to appropriate Honor loss and possibly gaining the tent's owner as a Sworn Enemy. PCs are free to ask questions of the other guests, but if they feel a guest is withholding information they cannot have the guest tortured or arrested on a hunch. Lastly, when the PCs feel that they have enough evidence to arrest someone for the murders, they will need to take their findings to one of Miya Akane, Otomo Kenzan, Otomo Jigan, or Seppun Nishin.

2. The PCs think they have a culprit. Now what?

In true Rokugani fashion, witnesses are everything, and physical evidence is presented only to aid testimony. The murderers in this module know this very well and as a result take great care to avoid witnesses seeing them as they perform their handiwork. In order to successfully pin a culprit without threat of a duel, the PCs need to personally witness them in the action of committing a crime; anything less than that may result in a challenge. For example, the PCs are at the dock on the night of the second day and overhear the murderers conspiring to commit another murder the next morning. Reasonable PCs will take what they heard to one of the major NPCs or hold on to the information and use it to catch them in the act. If they take the information straight to one of the major NPCs, the NPC will be willing to call for the arrest of the alleged murderer(s), but will warn the PCs that overhearing a conversation is not necessarily enough testimony for a clean conviction, recommending instead that the PCs keep an eye on the conspirators and catch them in the act of carrying out their plans. If the PCs proceed anyway, the major NPC notifies Seppun Nishin, who arrests the alleged culprit(s). The arrested will issue a challenge to the PCs for the insult of listening in to their conversation and for the wild claims that they overheard talk of killing someone. This challenge will be to the death, and if there are multiple accused, there are also multiple challenges. Holding on to the information and using it against the culprits is the best option. They watch the murderers in the morning, see them about to execute their plan, and tackle them to the ground, revealing that one of them was trying to poison someone, and that they heard them talking about it the night before, exposing the second culprit. Seppun Nishin arrests them promptly, searches them, finds poison, and the case is solved cleanly.

3. The PCs believe they have found a culprit and are taking their information to Otomo Kenzan. What happens?

Otomo Kenzan, in charge of the pro-Hantei faction at the festival, is duty-bound to take the murders very seriously, and it would reflect far better on him with the Regent if he solved the problem himself. Despite this, he still needs to be very careful about pointing fingers since netting the wrong person would reflect extremely poorly on him and the Regent, and so the PCs need to make a compelling argument to back up their accusation. Approaching Otomo Kenzan is easy if any of the PCs are members of the Owls. He will see any Owl PC immediately about information regarding the murders. If none of the PCs are Owls, they need to make an **Etiquette (Courtesy or Bureaucracy) / Awareness** roll at TN 25 to be granted an unscheduled audience with the busy courtier. If the PCs lack testimony to back up a claim or are caught in a lie, Kenzan throws them out for wasting his time. The PCs each lose a number of Glory points equal to their current Glory Rank. If they have testimony of conspiracy, Kenzan will suggest that the PCs watch and catch the conspirator in the act rather than arresting them outright. He cannot assign security to watch any individual in particular because it will reflect on him if they complain. If the PCs have actual testimony that one of them saw a crime being committed, Kenzan will notify Seppun Nishin and have them arrested immediately. Otomo Kenzan will be the one to thank the PCs at the end of the module. He will not give any credit to Otomo Jigan unless the PCs specifically insist he was a part of the investigations, in which case he begrudgingly thanks the returned spirit bushi as well.

4. The PCs believe they have found a culprit and are taking their information to Miya Akane. What happens?

Miya Akane is in charge of the pro-Toturi faction at the festival and would love the opportunity to damage Otomo Kenzan's reputation by solving the murders, as she would have a compelling argument that Kenzan was unable to keep a festival together for the regent. Despite this, she needs to be careful not to make a mistake or it could backfire on her and so the PCs need to present compelling arguments in order for her to take action. Approaching Miya Akane is easy if any of the PCs are members of the Empress' Court in Kyuden Tonbo. She will see any such PC immediately about information regarding the murders. Otherwise, they need to make an **Etiquette (Courtesy or Bureaucracy) / Awareness** roll at TN 30 to convince her to talk to them. She will take the PCs to her tent to discuss the matter privately. If the PCs lack testimony to back up a claim or are caught in a lie, Akane will angrily dismiss them and they gain her as a Sworn Enemy. If they have testimony, she will be willing to contact Otomo Kenzan and Seppun Nishin to make the arrest(s), though if the testimony is only of conspiracy she will suggest the PCs get a little more information first. The situation gets a little complicated if the PCs tell her that her bodyguard is a murderer. She will not outright dismiss the PCs unless they also suggest she had a part in the murders, but will not be willing under any circumstances to have her own yojimbo arrested without testimony of actually seeing him commit a crime. Miya Akane will be the one to thank the PCs at the end of the module.

5. The PCs believe they have found a culprit and are taking their information to Seppun Nishin. What happens?

Seppun Nishin is duty-bound as head of security to make arrests on behalf of the festival organizers. He will question the PCs thoroughly about their experience and take particular interest if they mention they think the murderers might be members of the Kolat. Even if the charge is only conspiracy, Nishin will notify the Kyuden Seppun magistrates and the accused will be arrested. The PCs may have to duel the accused to make the charges stick as outlined in the answer to question #2. Seppun Nishin will be the one to thank the PCs at the end of the module.

6. The PCs believe they have found a culprit and Otomo Jigan is with them. What happens?

Otomo Jigan understands the law well enough to know that in order for charges to stick, he and the PCs need to catch the killers in the act, or at least red-handed, and will warn the PCs of this if they ask him about testimony. If the PCs wish to take their information to Otomo Kenzan or Miya Akane, he will also warn the PCs that this action may upend the political balance that Seppun Nishin and security are desperately trying to maintain so it does not look like the Imperials have taken a side in the Hantei/Toturi argument. He is particularly reluctant to take information to Otomo Kenzan, but clams up if asked why. If the PCs still wish to take the information to Miya Akane or Otomo Kenzan despite this warning, he will defer to their decision because he respects them for their invaluable help with the investigation. If they accede to his warning or have no particular opinion on whom to take information to, Jigan will default to taking the PCs' testimony to Seppun Nishin.

7. This module has too many murders to keep track of! Is there a quick summary?

Here is a quick summary of events if the PCs do not involve themselves at all. On opening night, Doji Goremon impersonates Seppun Heiji praying at the temples while the real Seppun Heiji murders Miya Haruka in the garden. Ikoma Jinshin finds her body later. The next day at lunchtime, Doji Goremon kills Miya Chugo with a contact poison that he places on Chugo's cup. That evening while Seppun Heiji makes his rounds at the temples, he is surprised by Kazetaka at Yakushiji but overpowers the monk and kills him. He takes care to cover up his tracks. On the morning of the third day, Doji Goremon uses his contact poison again to kill Otomo Jiro, placing the poison in a letter. The fifth and final murder occurs that evening. Doji Goremon impersonates Seppun Heiji praying at the temples again and Heiji prepares to assassinate Otomo Kenzan. Things go awry when Otomo Jigan spots him, but he is still able to kill Kenzan, who is later revealed to be his assistant Seppun Takumi in disguise.

8. The PCs have accused an innocent NPC of murder. What should I do?

The GM should adjudicate as best as they can if such an event occurs, but whoever they accuse will likely be set free because the real murderers will continue their work as long as neither of them has been caught. The PCs should certainly gain penalties such as a Sworn Enemy with the person they accused and an appropriate loss of Glory (half a Rank at least) and/or gain of Infamy.

Appendix #2: NPC Stats

The following NPCs have full statblocks in case they are needed; there are details on more important NPCs in Appendix #3, but they should not need full stats, whereas these characters could wind up in combat, duels, or otherwise direct conflict with the PCs.

Seppun Heiji

Air 3 Earth 4 Fire 3 Water 3 Void 3
Reflexes 4 Agility 5 Strength 4
Honor 5.5 (3.5) Status 3.5 Glory 2.1
Initiative: 8k4 **Attack:** 10k6 (Katana, Complex)
Armor TN: 30 (light armor) **Damage:** 8k2 (katana armor)
Reduction: 3
Wounds: 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Dead)
School/Rank: Seppun Guardsman 1/Kolat Assassin 3
Techniques: *Never in Darkness:*+1k0 to resist Social Skill Roll to tempt away from duty; +1k1 to Investigation to detect ambush or surprise attack
Kiss of the Lotus: +2k2 instead of +1k1 when spending Void on Stealth or Acting
Tiger's Claw: +1k0 to attack and Simple Action melee attacks when striking on the first Round of a skirmish against an unaware opponent (or one who does not recognize the threat)
Steal the Light: once per opponent per skirmish, may call 2 Raises to make a melee attack that keeps 1 die of damage but leaves the target blind, deaf, or mute for 3 minutes
Skills: Acting 5, Athletics 3, Battle 3, Defense 4, Etiquette 2, Horsemanship 2, Iaijutsu 4, Investigation 4, Kenjutsu (Katana) 7, Knives 5, Kyujutsu 1, Lore: Theology 5, Meditation 3, Sincerity 3, Stealth (Sneaking) 5
Advantages/Disadvantages: Bland, Perceived Honor II, Shadowed Heart / Dark Secret (Lotus Sect), Disbeliever

Doji Goremon

Air 3 Earth 3 Fire 4 Water 2 Void 4
Awareness Perception
4 3
Honor 5.5 (3.5) Status 3.0 Glory 3.5
Initiative: 7k3 **Attack:** 8k4 (tanto, Complex)
Armor TN: 20 **Damage:** 4k1 (tanto)
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)
School/Rank: Kakita Artisan 3/Kolat Assassin 1

Techniques: *Soul of the Artisan:* Raises not limited by Void on Ikebana and Acting; FR on Sadane
The Soul's Dream: Contested Roll Ikebana or Acting / Awareness vs Etiquette (Courtesy) / Willpower to shift target's attitude for 4 hours with an appropriate display of art
Free the Spirit: +2k1 on Ikebana and Acting
Kiss of the Lotus: +2k2 instead of +1k1 when spending Void on Stealth or Acting
Skills: Acting (Disguise) 5, Artisan: Ikebana 5, Courtier 5, Craft: Tea Sets 3, Etiquette 5, Games: Sadane 3, Investigation (Notice) 3, Knives (Tanto) 5, Lore: Theology 2, Perform: Storytelling 3, Sincerity (Deceit) 5, Sleight of Hand 4, Stealth 5, Tea Ceremony 2
Advantages/Disadvantages: Balance, Perceived Honor II / Dark Secret (Lotus)

Doji Hinata

Air 3 Earth 3 Fire 3 Water 3 Void 4
Reflexes 4 Agility 4
Honor 4.1 Status 3.0 Glory 3.4
Initiative: 8k4+10 **Attack:** 9k4 (Katana, Simple)
Armor TN: 25 **Damage:** 7k2
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)
School/Rank: Kakita Bushi 4
Techniques: *The Way of the Crane:* +14 to Initiative, +1k1+4 to attack and Focus rolls while in Center Stance and during the Combat Round following
Speed of Lightning: +2k0 to attack against those with lower Initiative.
First and Last Strike: May Strike first in a duel if wins the Iaijutsu/Void roll by a difference of 3 or higher. Gains a Free Raise on Strike for each additional margin of 3 instead of 5.
One Strike, Two Cuts: Simple Action attacks with Samurai weapons
Skills: Acting 2, Athletics (Running) 3, Etiquette 3, Iaijutsu (Focus) 5, Kenjutsu (Katana) 5, Kyujutsu 2, Meditation 3, Sincerity 3, Tea Ceremony 3
Advantages/Disadvantages: Lechery

Appendix #3: NPC Information

All of the guests, even the influential ones, are staying in tents located near the festival grounds. Any guest has the option of finding other lodgings, but for the most part they choose to stay in the designated area. Guests are usually grouped up where it would make sense. For example Otomo Kenzan's private tent is located very near Seppun Takumi and Miya Chugo's tents, and Miya Akane's tent is located near Seppun Heiji and Otomo Jiro's tents. The only NPC guests who do not stay in tents are Shosuro Kamedachi's troupe (including Bucho the ronin), who stay on the troupe's ship at the dock. Yoritomo Sakenomi is not technically a festival guest; he sleeps on his ship.

Bucho is a ronin that hangs around the Toyura dock looking to make a few koku. During the day, Bucho is a puppeteer in Kamedachi's acting troupe. By night, Bucho is an information broker. He works for the Scorpion Clan, which funds his work and collects information from him. Bucho the ronin can be paid a Clan Favor (any Clan – he turns them over to the Scorpion for koku later) to dig up information about any PC or NPC in the module (though he will not look into the secrets of Yoritomo Sakenomi or Shosuro Kamedachi, since the former has graciously allowed him to use his outdoor bar for business and the latter is his patron). Making a contract with Bucho will cost any involved PCs three points of Honor (five if their Honor rank is 8 or higher). It takes him a half a day to dig up information. If contracted at night, he has the information at lunch the next day. If contracted again at lunch, he has the information at night the same evening. He can only take one job at a time, and it is perfectly reasonable to ask him to look into an NPC who has died during the course of the adventure.

The information Bucho will find out about NPCs is included in their description. If a PC wants to dig up information about another PC at the table, the GM should consult that PC's character sheet for anything that might be considered embarrassing to that PC (i.e. a compulsion, dark secret, disbeliever, doubt, etc.). The purchasing PC learns one embarrassing fact about the target PC and at their option may take the Blackmail advantage against that PC. The target PC should have no knowledge that the purchasing PC knows anything about them. If the target PC has no embarrassing disadvantages, the purchasing PC has simply wasted his or her favor and cannot gain the Blackmail advantage.

Doji Goremon Doji Goremon is the father of Doji Maya. He taught his daughter everything she knows about ikebana, and joins her in showing off Crane artistry at the festival. He is a courtier of the Crane clan and wears a kimono of the current fashion, a sun in the likeness of Yakamo, making his loyalties known to all who see it. Unknown to both his daughter and wife, he is a skilled Lotus assassin. His façade as an adoring husband and father is unbreakable in public, making him an extremely deceptive and capable tool for the Kolat.

Bucho's Information: In public, he is the loving husband and father of Doji Hinata and Doji Maya respectively. In private, Goremon has been seen frequenting seedy taverns and gambling houses and meets with unscrupulous individuals. Rumors circulate that he has multiple affairs, but no one has actually seen him going to or leaving places with strange women. (Gain Blackmail against Doji Goremon)

Doji Hinata Wife of Doji Goremon and mother of Doji Maya, Doji Hinata is a former Kakita who married into the Doji family. She has no real purpose at the festival other than to enjoy herself, something she takes full advantage of. During the festival she is with her family smiling and accepting compliments, but after hours she tends to be anywhere except for her tent. She has had multiple affairs, and knows her husband has too. They maintain the happy couple routine while out in public, but in private she and her husband have little to do with each other.

Bucho's Information: Doji Hinata's façade as a loving wife is dropped as soon as the sun goes down and she no longer needs to appear in public with her husband. She cannot say no to a handsome face and has had more affairs than the Hantei line had emperors, her latest being a minor clan yojimbo here at the festival. (Gain Blackmail against Doji Hinata)

Doji Maya is a petite young samurai-ko and one of the Crane's most talented up-and-coming artisans. She is a multitasking individual with a skillset ranging from painting to flower arranging. She prefers the quiet and finds the raucous festival somewhat unsettling, but is determined to get over her fear of crowds long enough to make her parents (Doji Goremon and Doji Hinata) proud, whom are also at the festival.

Bucho's Information: Doji Maya is sweet, innocent, and utterly naïve. She has never known disappointment or heartbreak, which is good because she is very sensitive. Rumor has it that she was told about something dishonorable one of her parents had done and she threw a public tantrum. (Bucho will not elaborate on what "something dishonorable" means. He was not paid to give secrets about her parents, but he will elaborate for an extra Clan Favor.)

Ide Jubi is a courtier of the Unicorn clan who works hard to teach other clan samurai that the Unicorn are capable as being cultured and polite samurai and to fight the stereotype that they are all gaijin brutes who wouldn't know a poem

from kettle of soup. He sculpts as a hobby and is especially a lover of ice statues, and jokes that he wishes it were always cold in Rokugan so that he could make them all year round.

Bucho's Information: Rumor has it that Ide Jubi's mother, a former Shinjo, had ties with the secret criminal organization known as the Kolat. She died for it but Jubi and his father will be forever shamed by this fact. It is unknown whether Jubi or his father has any Kolat ties themselves. (Gain Blackmail against Ide Jubi)

Ikoma Jinshin is a grizzled war veteran of the Lion clan. Now in his fifties, Jinshin has seen everything from fighting in the Scorpion Clan Coup under Akodo Toturi to the Second Day of Thunder under Ikoma Tsunari, fighting to defend the Hantei Dynasty from the perceived treachery of Kitsuo Motso. Since the majority of his young life was spent under the Hantei Dynasty, he seems to appreciate Hantei Okucho's position as Imperial Regent and would consider himself a Hantei loyalist. He will not tolerate anyone questioning his loyalties. He is a rather talented storyteller, focusing his tales mostly around his own actions or what he has witnessed throughout his life.

Bucho's Information: This Lion has a problem with being disagreed with. His attitude has gotten him in numerous duels, and he has had more than one claim against him that he did not show up for a duel, though he fervently denies them. (Gain Blackmail against Ikoma Jinshin)

Kaeru Eiko is a Frog Clan dignitary who is present as part of Hantei Okucho's sponsorship of the festival. Eiko is known for being a skilled courtier with knowledge of a little bit of everything, which is impressive given that until recently she was a ronin. She was one of the first to swear fealty to the Frog clan and was given an important position for her skill as a courtier.

Bucho's Information: Eiko's skill as a courtier does not come from random chance. Before she was a ronin, she was an Asako trained as a Loremaster. She was made ronin because of her refusal to give up research into taboo subjects. Since her humbling life as a ronin, she doesn't delve into such practices anymore but bringing up her past life could be very potentially embarrassing for her. (Gain Blackmail against Kaeru Eiko)

Kaeru Meisho is a bushi of the Frog Clan, and is serving as Kaeru Eiko's personal yojimbo for the event. Kaeru Meisho is not well-known, but he has an air of arrogance about him and the way he looks at people tends to put them off. He is very handsome, however, and if one speaks to him they find him both talkative and charismatic.

Bucho's Information: Kaeru Meisho has a very disreputable past as a ronin. Becoming a clan samurai has only empowered his behavior of womanizing and illegal opium use. He is apparently wanted for drug smuggling in a couple of Lion provinces. (Gain Blackmail against Kaeru Meisho)

Kazetaka is a middle-aged monk serving at Yakushiji temple using the festival to teach samurai enlightenment by taking a firm stance towards the traditional definitions of bushido and fortune worship, and believes that by trusting in the kami, they will guide samurai through times of greater prosperity than ever before. His beliefs stem from his life as a samurai, in which he was an Emerald Magistrate. He believes heavily in omens and portents, and sees the renewal of the Hantei line as a blessing brought by the kami Hantei himself.

Bucho's Information: Before he became a monk, Kazetaka was an Emerald Magistrate named Akodo Turukune. He aided the empire in the silent fight against the secret conspiracy known as the Kolat, but he shaved his head after Toturi I became emperor. Rumor is that he did so because he could not bear serving an emperor who was not a Hantei. He saw the new emperor as an omen of terrible times to come. (Gain Blackmail against Kazetaka)

Miya Akane – One of the diplomats at the event to assist with ensuring the Empress receives due credit for the success of the festival. She serves the Emerald Champion loyally and will do her best to serve the needs. She is an excellent courtier, and as patient as Shinsei. Underneath her unbreakable exterior, however, she makes note of who crosses her and is a master of subverting blame for troublesome events on her political enemies.

Bucho's Information: Miya Akane has a problem with getting into other people's affairs when she has no business doing so. Courtiers seeking to embarrass her have succeeded in the past by bringing up taboo subjects and waiting for her to barge into the conversation. (Gain Blackmail against Miya Akane)

Miya Chugo is an Imperial dignitary in roughly his early thirties. While not technically an organizer of the festival, he still lends his aid to Otomo Kenzan because he is a strong supporter of Hantei Okucho's regency and future marriage to the Empress Toturi Tsudao. He is lighthearted and appreciates humor, but does not tolerate bad-mouthing of the Regent and ensures that anyone he catches doing so is chastised for their treasonous slander.

Bucho's Information: Miya Chugo is a staunch supporter of Hantei Okucho's regency. His loyalty was put to the test not long ago when his own sister was speaking out against the Regent in court. He chastised her publicly, and since then their relationship has been damaged to the point where she will not speak to him. (Gain Blackmail against Miya Chugo)

Miya Haruka is an unmarried, happy young samurai who lovingly carries out her duties as a courier. She can usually be seen during the evening laughing with new acquaintances over a cup of sake. During the day her duties are to spread the good name of Hantei Okucho, personally approaching each festival-going samurai, thanking them for coming, and saying Hantei Okucho is personally touched by their attendance.

Bucho's Information: Miya Haruka is a samurai of honor and does her duty with zeal. Her only flaw is that there were rumors that her father was not actually her father, but no one's ever proven it.

Miya Hatori, Imperial Historian, is present as a favor to Miya Akane, though he is somewhat more reserved in his politics; he represents one of the Imperial samurai who has yet to fully commit to one side or the other. Though he was personally very loyal to Toturi I, he is far more interested in maintaining peace in the Empire than in partisan politics. Hatori was born a Lion, and has turned his training as a historian to use as a playwright in recent years; his wife Kamiko was a Scorpion actress who worked with the Ivory Fan troupe, and they have put on a few of his lesser works. His current project is a play about the Clan War.

Bucho's Information: Hatori has few secrets, though the notes he has accumulated regarding the Clan War would likely gain him several enemies in the Empire if they were to come out and Bucho can make copies. (Gain Blackmail: Miya Hatori)

Otomo Jigan – Despite his family name, he is actually trained as a Seppun guard and is thus on security detail for the event. He is one of the handful of Imperial returned spirits to come through Oblivion's Gate. He is an especial anomaly because even though he died as a young man in combat against a gaijin warrior, he has the appearance of being middle-aged, with grey hair and a short grey beard and a slightly wrinkled face. Although none know it besides him and Otomo Kenzan, he is Kenzan's bastard son, and Kenzan has gone to great lengths to ensure that this fact remains a secret. Despite this, due to their perceived ages as returned spirits, Jigan and Kenzan look like they might be brothers, and this has been noted by some. While Jigan has a more muscular build, he and Kenzan have nearly the exact same face. Jigan is fearful of retaliation if he directly confronts his father and never mentions his bloodline except to a trusted few samurai friends.

Bucho's Information: This returned spirit has a troubled past. He can't prove his lineage to the Otomo and so he is shunned by the family as an outsider. This is mostly due to the machinations of another returned spirit, Otomo Kenzan, who seems to detest him despite claiming to not know him. The physical resemblance between the two returned spirits draws rumors, though. (Gain Blackmail against Otomo Jigan)

Otomo Jiro is a courtier in roughly his mid-thirties who works underneath Miya Akane to help ensure the festival runs smoothly and to the Empress's benefit. He is quick with a joke but underneath his smiling exterior he is serious about his duties. He carries a fan at all times, a gift from his late wife that he keeps as a token of her memory.

Bucho's Information: The fan he carries around belonged to his late wife, whom he otherwise doesn't talk much about. He's very serious about his duties and stays out of trouble. He did have a period in his life though, shortly after his wife died, where he took to drinking to excess. He has since cleaned up his behavior, but is still embarrassed about it. (Gain Blackmail against Otomo Jiro)

Otomo Kenzan – An influential returned spirit diplomat who has been tasked with overseeing the festival events are rolled out smoothly and that Hantei Okucho is given the credit for each and every smile on each and every samurai and peasant's faces. A staunch supporter of the Hantei dynasty, if it were up to him the Toturi would be executed as traitors, stricken from the record, and Hantei Okucho would be placed on the throne. He is known for being willing to do nearly anything to ensure that his duties are carried out. He is a paranoid man, which saves his life during the festival but leads to continued estrangement between him and his bastard son Otomo Jigan.

Bucho's Information: Word is that in his past life, Otomo Kenzan fathered an illegitimate son, and that son followed him through Oblivion's Gate, seeking acknowledgment. Kenzan is completely paranoid about this secret. (Gain Blackmail against Otomo Kenzan)

Seppun Heiji: Here as the bodyguard for Miya Akane, Heiji's primary role is to keep quiet and make sure no harm comes to his charge. This task suits him just fine, since he is a middle-aged grey-haired bushi who's had enough politics for his own taste. Heiji is secretly an agent of the Kolat, and while not on guard duty he serves the interests of the Ten Masters, which is to ensure that the Toturi remain on the throne. As part of his duties, Heiji pretends to be a very pious individual, spending each morning and evening visiting the temples and praying to the fortunes. He wears a komuso (basket) on his head during his rounds.

Bucho's Information: Seppun Heiji is a relatively boring person. He is average in every respect in that he's never done anything that made his name well-known. He seems to have a unique need to have to pray at temples every

morning and evening while wearing a komuso (basket) over his head, and those that meet him have sometimes questioned who is actually under the basket.

Seppun Nishin – Seppun Nishin is a senior officer in the Sixth Imperial Legion. He is in charge of security for the festival, an appropriate position considering the Sixth Legion specializes in covert scouting, a skill that can be put to use to take care of problems before they become spectacles. With the staunchest supporters of both the pro- and anti-Hantei Okucho factions present he has his work cut out for him.

Bucho's Information: No information is given. Bucho disappears for the remainder of the adventure.

Seppun Takumi is a shugenja in her early twenties whom Kenzan keeps as an assistant. She mostly takes care of small jobs for him and on occasion is called upon to use her magic to assist in negotiation when Kenzan does not fully trust the person or persons he is speaking with. She is a workaholic, not particularly outgoing, and virtually never has any free time. While not particularly talented, her “work til you drop” attitude is a boon to Kenzan.

Bucho's Information: Seppun Takumi is a workaholic. If she's not working, she gets extremely anxious and has been known to make outbursts both in private and in public. She is completely dependent on having a task to do. (Gain Blackmail against Seppun Takumi)

Shiba Jinbei is one of the rarely seen Shiba Illusionists and is here to participate in the festival and bring home his opinion of the Regent's handiwork. He is trained as a master of tea ceremony and takes his tea very seriously. His other hobbies include visiting geisha houses and reading alone.

Bucho's Information: This Phoenix samurai's only vice is a love of visiting geisha houses. His record is mostly clean except for one time when he was expelled from a geisha house in Agasha lands for getting a little too handsy with one of the girls. This is only known to have happened once but is nonetheless embarrassing. (Gain Blackmail against Shiba Jinbei)

Shosuro Kamedachi is a Scorpion actor and leader of the Ivory Fan Acting Troupe. He wears a black mask in the likeness of a baboon and becomes the talk of the festival when his troupe arrives. He is conceited and doesn't care to talk to people under his station without good reason. Kamedachi worked with Shosuro Furuyari himself before the returned spirit's death at the Tragedy of Topaz.

Takao is the leader of the Brotherhood of Shinsei and holds the title of Master of Five. Takao was abandoned as a child in a temple in the lands of the Phoenix and was adopted by monks after they saw good omens surrounding him. Takao is always wearing a silver-grey jingasa that is said to give him a special connection to the Void.

Toritaka Akira is a man of few words. He is a physically fit Crab samurai who believes a strong soul is the direct consequence of a fit body and mind. He meditates, runs laps around the temples, and mostly avoids conversation, except with the monks, whom he prefers to keep in his company rather than the other samurai guests.

Bucho's Information: Akira is a nephew of the Toritaka daimyo and is technically a potentially distant heir to the seat of the family. He's the youngest of four sons and two daughters though, and thus he is mostly ignored in matters of court in his own lands. This seems to suit him fine, and he spends most of his time with his two hobbies: training his body and visiting shrines.

Yoritomo Sakenomi is a Mantis ship captain that was responsible for seeing that the island-dwellers could participate in the festival by refitting his ship for river currents. Since he personally was not invited to the festival, he sets up an outdoor bar by the Toyura River near where his ship is docked for the festival. The outdoor bar is open well into the night, so many samurai give Sakenomi good business during night hours. Sakenomi owns his own brewery in the Mantis Isles and has brought a few of his own homemade masterpieces to serve and get his name out to the rest of the empire.

Yoshun is the dai-sojo of the Four Temples in Kyuden Seppun, which means that he is in a high position of authority in the Brotherhood and answers only to Takao. He was born a heimin and was taken to a monastery when he was only six years old. He devotes his time to the well-being of the heimin caste and works hard to assist those who are persecuted by their samurai superiors.

Appendix #4: the Four Temples

Some of the more pious PCs may well be interested in their visit to what are the most revered temples in the religion of the Empire, so a little information is provided here. Additional details are mentioned in the module, where action or investigation is taking place at a specific location, but this is an overview of the Four Temples themselves. The Four Temples are one of the oldest holy sites in the Empire, and their design has become standard across Rokugan as a result. The main hall (haiden) contains a statue of Shinsei and an altar to burn incense upon, but the floor is open to allow for the meditations of the visitors. A low wooden fence (tamagaki) surrounds the honden, inscribed with protective prayers and open at the torii arch that leads onto the grounds. Each of the Temples has a meditation garden (described on page 27), a small purification fountain (temizuya), and several small wooden plaques bearing prayers (ema). The monks in residence (between twenty and thirty for each Temple) live in a small building that also contains their administrative offices; it is attached to the haiden through a covered walkway.

The Four Temples are the most prestigious Order among the Brotherhood of Shinsei; their proximity to the Imperial Capital has meant that they have the most experience in dealing with the samurai caste and the majority of monks who become advisors to daimyo or other important samurai figures come from this sect. As Shintao is the official religion of Rokugan, and the Emperor has traditionally been the spiritual as well as political leader of the Empire, the Four Temples have shaped the worship of the elements and even the Fortunes (as the monastic orders all take at least their organization from this sect). The Temples are holy sites, if not as closely-connected to the Celestial Heavens as some in the Empire are (their destruction during the Clan War left scars that have yet to heal on a metaphysical level). Even so, the prospect of offering violence in the Temples ought to cause most pious or honorable PCs pause – it is a mark of the Kolat's blasphemy that they are willing to not only use the Temples to provide cover but as a location for an attack. (Honor loss is at the discretion of the GM, but particularly honorable PCs should probably have to deal with a point or two.)

The Temples are not organized by element, but each of the Four Temples does have their own focus:

Daikandaiji is somewhat more martial, and most of the monks who call it home were bushi or warriors before their retirement. They retain a somewhat physical regimen, though they are not sohei by any means, and tend to provide advisors for more militant samurai. The Temple grounds are somewhat larger than the others, providing the monks with more space for their exercise.

Yakushiji has somewhat more of a focus on learning than the others; it has something approaching an actual library on its grounds, with more than just religious works (mostly history, law, and medical texts). Its monks come from backgrounds where they dealt with information, and train their acolytes to provide the benefit of their education to those who they advise.

The monks of Asukadera are primarily retired peasants, or those who were given to the Brotherhood as children, who have worked their way through the ranks to this more central posting. As a result, they are more serious than many of their brethren, focused entirely on providing the benefit of their wisdom to the Empire as a whole. The décor is significantly simpler than the other Temples, and the garden contains more plant life.

Kawaradera houses the monks who have devoted their main attention to the physical as well as spiritual well-being of their charges. There is a focus on healing and medicine here, with a small garden in back dedicated to beneficial herbs (separate from the meditation garden).

Player Handout #1: Rumors of the Empire

- Though he reportedly gave permission for the expanded festival to be held on his family's castle grounds, Seppun family daimyo Seppun Hotaitaka will not be attending the festivities. The Seppun family hatamoto has sent his lord's apologies to the gathering, but Hotaitaka is too occupied with his duties as commander of the miharu. Some of the locals, however, whisper that the daimyo left the castle with little warning several weeks ago, taking only a small troop of his house guard on some mysterious errand.
- Many of the guests arrived by boat at the Toyura River dock. Some say that there is a Mantis samurai setting up some sort of outdoor tavern at the dock, but it's not supposed to be open until after sundown today.
- Citing concerns over the growing spiritual imbalances in the Empire, the Crab and Phoenix Clans have recently formalized an alliance. While there is a great deal of hope that the Kuni and the Isawa will be able to work together to combat the various mystical threats of the last several years, there are those among the Clans that worry about the political ramifications.
- Despite the unpleasant happenings at the Winter Court in Shiro Chuda this last year, the Dragon Heart Plain has been very productive for the Dragon. The former ronin village of Nanashi Mura, now renamed Mukui Toshi, has become a trade hub in the last several months. Construction of a great bridge spanning the Drowned Merchant River has begun to allow greater trade to the Phoenix and Imperial lands.
- The local samurai and monks are abuzz with rumors of another child of the deceased Emperor. If Toturi I had, in fact, had a child born while he was the Lion Clan Champion, it is possible that they could make a claim to the leadership of the Lion, or even the throne. It would require the support of powerful lords in the Empire, but given the current state of unrest, it is entirely possible that, should the "Lost Heir" step forward, they would be able to bring daimyo to their banner with relative ease.
- The last several years of turmoil and unrest have had a significant impact on the Empire's rice production. Famine is not yet a concern, as most of the Clans had grain stored in their granaries, but it is hoped that the next harvest will be bountiful in order to make up for the recent losses and rebuild the surplus.
- Miya Hatori, the Imperial Historian and playwright, is present at the festival. As the Scorpion have sent an acting troupe that he has worked with in the past, there is some speculation that he will unveil a new work. Hatori has been working on an epic play detailing the history of the Clan War, and it is hoped that this saga (titled "Empire in Flames") is ready for the public.
- While there had been some concerns about the Imperial Treasury with the division between the Imperial Regent (who controls the bureaucracy) and the Emerald Champion (whose Emerald Magistrates are the principal tax-collectors), the Imperial Treasurer reports record prosperity in the Imperial coffers. However this is being accomplished, the capital is expanding impressively, with the damage done during the peasant uprising almost three years ago completely repaired.

Player Handout #2: NPC List

This is a list of the prominent NPCs in attendance, in approximate order of their Status. The GM has more information on the individual characters in Appendix #2.

Otomo Kenzan: Otomo Courtier, Status 6.5; host and festival organizer

Miya Akane: Miya Herald, Status 6.5; host and festival organizer

Seppun Nishin: Seppun Guardsman, Status 5.5; chui of the Sixth Imperial Legion and in command of the security

Miya Chugo: Otomo Courtier, Status 5.5; Imperial Ambassador and prominent courtier

Otomo Jiro: Otomo Courtier, Status 4.5; Miya Akane's aide

Seppun Takumi: Seppun Shugenja, Status 4.0; Otomo Kenzan's aide

Seppun Heiji: Seppun Guardsman, Status 3.5; Miya Akane's yojimbo

Shosuro Kamedachi: Bayushi Courtier, Status 3.5; Scorpion actor, leader of the Ivory Fan Acting Troupe

Doji Goremon: Kakita Artisan, Status 3.0; ikebana artisan, here with his wife Hinata and daughter Maya

Doji Hinata: Kakita Bushi, Status 3.0; duelist and yojimbo to her husband

Doji Maya: talented up-and-coming artisan

Ide Jubi: Ide Courtier, Status 3.0; Unicorn diplomat

Ikoma Jinshin: Akodo Bushi, Status 3.0; Lion veteran

Shiba Jinbei: Shiba Illusionist, Status 3.0; Phoenix delegate and master of the tea ceremony

Yoritomo Sakenomi: Yoritomo Bushi, Status 3.0; Mantis ship captain and sake merchant

Miya Haruka: Miya Herald, Status 2.0; minor courtier who serves as a greeter for the event

Otomo Jigan: Seppun Guardsman, Status 2.0; Imperial cartographer, currently assigned to assist Seppun Nishin

Toritaka Akira: Hiruma Bushi, Status 2.0; Crab athlete

Kaeru Eiko: Status 2.0; Frog Clan dignitary

Kaeru Meisho: Status 1.5; Eiko's yojimbo

Takao: Master of Five and leader of the Brotherhood of Shinsei

Yoshun: dai-sojo of the Four Temples sect of the Brotherhood

Kazetaka: outgoing monk of Yakushiji temple

Bucho: ronin puppeteer