

# **March Beyond Hope**

**A One-Round Mid/High Rank Adventure for  
Heroes of Rokugan: Spirit of Bushido  
Month of the Moon, 1143 (Spring)**

**by Adam Thomas-Brashier**

**Module Number SoB54**

**Release Date: 8/14/2014**

An army marches on the Kaiu Kabe, but when it comes from the north, where will the sons of Hida turn for hope?

LEGEND OF THE FIVE RINGS is a registered trademark of Alderac Entertainment Group. Scenario detail copyright 2014 by the author and Alderac Entertainment Group. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without permission.

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

## GM's Information

### **THIS SCENARIO SHOULD NOT BE RUN COLD!**

Please read the scenario thoroughly before attempting to run it.

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

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

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

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

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

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

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

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

## **Glory and Honor Awards and Penalties**

This adventure contains suggested Glory and Honor awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. **Please consult the Honor table on page 91 and the Glory table on page 93** of the Legend of the Five Rings Fourth Edition core sourcebook for more specific guidelines for Honor and Glory gains and losses. Specifically, be mindful of the performing PC's current Honor, Glory, and Infamy when meting out rewards and punishments.

## **Reminder**

This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with both discretion and consideration.

## Adjusting for Party Strength

This is a Mid/High rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank Four.

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

**Low End Party** (most/all characters Rank Three): Reduce the kukanchi's Stealth to 2 (making its roll 7k5). The ogre bushi are not wearing armor, lowering their Armor TN to 10 in Full Attack and Reduction to 10; they are also using crude clubs instead of forged tetsubo, making their base damage 10k3. The GM should lower the TN of most Skill rolls by 5.

**High End Party** (most/all characters Rank Five): The kukanchi takes two Void with a successful attack, and the TN to resist gaining Momoku starts at 20.

## Adventure Summary and Background

For the last several years, the Crab have experienced a series of almost uninterrupted successes all across the Empire. Under the command of Hida Tsuneo, Crab forces retook the former Hiruma lands and have reinforced them; they defeated the Crane in their brief war over the Yasuki lands; they have received the largesse of the Imperial treasury to bolster their supplies for their never-ending war against the Shadowlands.

And yet, beneath the surface, things are far more troubled than they seem. The Imperial Regent, Hantei Okucheo, commands Hida Tsuneo's loyalty, and Tsuneo has placed almost all of the Crab's returned spirits under his command. He holds the post of rikugunshokan of the First Crab Army, despite the tradition that says it should be held by the Champion of the Crab, and Okucheo has used that leverage against Hida O-Ushi to force her to order the Crab to support his position in Otsan Uchi. Tsuneo's forces hold key supply depots and control access to much of the Crab's farmland – the bushi of the Wall would starve in weeks if Okucheo commanded it. So O-Ushi bows her head and follows Tsuneo's "advice," knowing that to do otherwise would destroy her Clan.

But not everyone has accepted this state of affairs. O-Ushi's husband, Hida Yasamura, has called on his

brother, the daimyo of the Shinjo family of the Unicorn, for aid, and the two men have built a force of disaffected Crab and Unicorn volunteers to wrest control of the Crab back from Tsuneo and, through him, Okucheo. O-Ushi is carefully, deliberately "unaware" of this effort, as she cannot risk Okucheo's anger, but Yasamura moves with her tacit approval. Nonetheless, not even O-Ushi suspect the scope of Yasamura's plan.

With the help of sympathizers within, Yasamura plans to launch an assault on the Kaiu Wall, hoping to wrest control of the Wall, bit by bit, from bushi whose orders come from O-Ushi – and thus from Tsuneo and Okucheo – and replace them with bushi who listen to him. His supply lines are guarded by Unicorn cavalry and bolstered by Unicorn markets, freeing his army from the threats Okucheo has made against the rest of the Clan.

But first, he needs a foothold. A foothold known as the Twelfth Watchtower.

**Note for the GM:** This module is structured differently from most in the campaign; the combat is one of the first things that happens, and the order in which the PCs pursue the investigation is not particularly defined. For the most part, it is suggested that the GM pay attention to how long the combat takes and adjust later interactions accordingly. Also, the investigation is designed to allow the players to decide their path; the GM may need to provide answers to questions the players think of that are not listed. The details do not matter that much, as getting the PCs appropriate information to get them to the end is most important.

## Character Notes

Check the PCs' character sheets for the following:

- Two or more ranks in Lore: Shadowlands
- Any method of damaging an Invulnerable creature (nemuranai, jade weapons, damaging spells, etc.)
- Any amount of the Shadowlands Taint

## Introduction

The PCs have been escorting Yotsu Seou across the Empire – as she has before, she has called upon the PCs' daimyo to provide her with an entourage that she would not be able to muster up herself. The PCs met her in Otsan Uchi and have since visited Kyuden Ikoma, Ryoko Owari and Zakyo Toshi; each time, though, the visits have been brief and Seou's formal presentations at court or the offices of the local Emerald

Magistrates have been minimal, almost perfunctory. A TN 40 **Investigation (Notice) / Perception** roll spots the small metal tube she constantly has on her person; if asked about it, Seou flatly denies its existence (Contested Rolls may be able to tell she is lying, but do not get her to admit it), and attempts to take it from her with **Sleight of Hand / Agility** must beat her **Investigation (Notice) / Perception** roll after declaring three Raises. The tube contains a letter from Kakita Toshiken to Kaiu Utsu, Kuni Utagu, and Toritaka Tatsune (the daimyo of their respective families), making a formal offer of aid in the form of diverted Imperial taxes should the Crab take a public stance against Hantei Okucheo.

Once passing into the Crab lands, it is permissible for PCs to wear armor without causing an insult to the local lord; Crab daimyo expect any samurai in their lands to be ready to defend themselves from the possibility of Tainted foes sneaking across the Wall. Moreover, though she is not choosing to wear it, Yotsu Seou is an Emerald Magistrate and the PCs are expressly part of her entourage. Only the most upright PC will suffer any twinge to their Honor for choosing to wear armor once in the Crab lands (PCs with an Honor of 9 or 10 lose a single point; Crab custom or no, it is simply Not Done).

## Rumors

During their travels, the PCs will have had several opportunities to hear rumors; those interested may roll **Courtier (Gossip) / Awareness** at TN 10; a successful roll learns one rumor at random, plus one extra rumor for every 5 points by which the roll beats the TN. The rumors include:

- Tales continue to spread of mounted raids being made across the northwestern part of the Empire, including most infamously the estate of Doji Oharu not far from Ryoko Owari. These rumors claim the raiders fight in the traditional Moto style, but the Khan has so far offered no public comment on the reports.
- The Crab have begun to move supplies and troops further into the Shadowlands, to provide greater force at Shinsei's Last Hope. Most of the Empire is uncertain exactly why this is, but the supply routes have been scoured by the Kuni and Kaiu and have been given the name of "the Jade Road."
- The Phoenix armies have begun to muster for action on the Dragon Heart Plain. Some whisper that this is only for revenge against the Dragon, though the Phoenix themselves, and their Crab allies, proclaim loudly that their aim is only to

secure a spiritual hazard the Dragon have been unable to control

- Lion forces continue to gather on their northern borders. While this is undoubtedly partially due to their desire to assist their Dragon allies, there are many independent reports that the lands around the recently-taken Toshi Ranbo are plagued by "bandits."
- The Scorpion Clan have continued to strengthen their hold on Zakyo Toshi. Though the city's previous ronin oligarchy has cooperated fully with the Scorpion, certain less-legal elements have proved resistant to the idea of losing their independence. Such notions have so far been very firmly addressed by the Soshi magistrates stationed there, to the great appreciation of the city's funerary services.
- The Scorpion Clan have yet to appoint a governor to the Empire's newest city in the Ivory Kingdoms, though they were granted the right to do so over the winter. Deliberations are ongoing, as Clan Champion Bayushi Yojiro evidently considers this to be a serious matter.

Finally, though, the PCs have reached Face of the West Castle, near the western end of the Kaiu Kabe. After this, the group is to turn and head back east, toward the Yasuki and then the Daidoji lands.

*The large town that surrounds Face of the West Castle is fairly rough and tumble, even by Crab standards; it is where many Crab samurai take their leave after service on the Wall, and also serves the disgraced samurai who have been actually assigned to Face of the West, traditionally considered a punishment not far above a demand for seppuku. When you and Seou arrive at Face of the West Village, you are met by Toritaka Tatsune, the daimyo of the Toritaka family, and his entourage. Tatsune is a large man who walks with a slight limp; despite his size, though, he is soft-spoken and somewhat withdrawn. He and Seou greet each other with real warmth, and he offers to give you and her a tour of the town's recently rebuilt marketplace before you retire to his local estate, where he and Seou will have a more private meeting.*

Tatsune walks around the marketplace, pointing out where various buildings were attacked during the raid that destroyed the marketplace about a year ago and offering vivid but brief descriptions of key moments in the fighting. Although the market has been rebuilt – indeed, has been expanded and cleaned up – in the year since, the PCs can make **Battle / Perception** rolls at TN 30 to note the physical scars still left behind from the cleanup efforts. As Tatsune describes the raid,

characters who make the Battle roll can visualize the battle well enough to recognize traditional Shinjo heavy cavalry and mounted infantry tactics, which tend to be much more regimented and organized than Moto raids. Most of the locals assume the raiders were the same ones that have plagued the lands further east, however.

Once the tour of the market is done, Seou and Tatsune have a private meeting at his estate, which the PCs are not invited to attend (should they manage to sneak a listen – a TN 30 **Stealth [Sneaking] / Agility** roll is good enough) they hear Seou making the case to Tatsune that the Crab should not have so many of their forces so far from the Wall, “quiet in the Shadowlands” notwithstanding; Tatsune replies that the orders come from Hida O-Ushi, but any eavesdropping PC can clearly hear the discomfort in his voice – Seou continues to press the point, and by the time the meeting ends, it seems she has made some headway in persuading Tatsune). The next morning, observant PCs who were aware of the metal tube’s presence before recognize its absence now, but Seou still denies ever having such a thing.

## Part One: Something Wicked This Way Comes

The PCs leave the morning after the meeting, beginning the short (five mile) trip south to the Kaiu Wall itself, where Seou expects to briefly inspect the Twelfth Watchtower. Perhaps halfway there, less than an hour after leaving Face of the West, the PCs’ group is attacked by a band of Shadowlands creatures who have managed to circle around the end of the Wall and enter Rokugan.

The kansen is using its powers to try to conceal the ogres as they move through the hills; the PCs must beat it in an **Investigation / Void** vs the kansen’s **Stealth / Taint** (10k5) to avoid being ambushed. Ambushed characters suffer -20 initiative for this combat. Seou fails this roll (don’t bother making it for her) and the kansen focuses its attacks on her first, badly injuring her and taking her out of the fight. If no PCs are capable of harming it, it simply drains Seou’s Void away and departs once it has inflicted the Momoku Disadvantage on her; otherwise it attacks any PC who damages it. The kansen will flee if all of the ogres are dropped.

There is one kuchanchi no kansen plus a number of ogres equal to the number of PCs in the party. There is one Ogre Leader for every shugenja PC or bushi PC who can make Simple Action attacks; the remainder are

standard Ogre Bushi. The ogres begin the combat about 15 feet away from the PCs; the Ogre Bushi are always in Full Attack, while the Ogre Leaders will use their stances tactically as needed.

### Kukanchi no Kansen

Normally invisible and intangible, even in those instances where it is forced to manifest, the kukanchi no kansen resembles nothing so much as... nothing. A black smudge floating in the air in a roughly humanoid shape, with malevolent eyes barely discernible in the darkness.

Air 3      Earth 3      Fire 3      Water 3

**Initiative:** 4k3

**Attack:** 7k3

**Armor TN:** 20

**Damage:** N/A

**Reduction:** 6 (not to jade, crystal, or obsidian)

**Wounds:** 25 (+10), 50 (Dead)

**Taint Rank:** 5.0

**Skills:** Investigation 4, Stealth 5

**Special Abilities:**

- *Draining Attack:* Kukanchi no Kansen’s attack does not inflict Wounds if successful. Instead, it drains 1 Void Point from the target. If the target has no more Void Points remaining, they must make a TN 10 Void Ring Roll to avoid gaining the Momoku Disadvantage permanently. The TN goes up by +5 every subsequent time the victim has to make a roll during a given encounter
- *Fear 1*
- *Incorporeal*
- *Invisible:* May become invisible as a Simple Action; may attack while invisible
- *Invulnerability*

### Ogre Bushi

Eight-foot-tall vicious monsters, these have begun to rediscover their intelligence and cunning. They remain brutal and respect only strength, but their cunning is far greater than most would give them credit for.

Air 2      Earth 3      Fire 3      Water 2  
Reflexes 3      Stamina 6      Strength 6

**Initiative:** 3k2

**Attack:** 9k4-5 (tetsubo, Complex, in Full Attack)

**Armor TN:** 20 (heavy armor, Full Attack)

**Damage:** 10k4 (tetsubo)

**Reduction:** 15 (natural and armor)

**Wounds:** 20 (+5), 40 (+10), 60 (+15), 80 (Dead)

**Taint Rank:** 3.0

**Skills:** Battle 1, Defense 2, Jiu-jitsu 2, Heavy Weapons 4, Hunting 1, Intimidation (Bullying) 2, Stealth 1

**Special Abilities:**

- *Fear 3*
- *Huge*



*instead volunteer to help us in an hour of need.” She shakes her head, almost as though she doesn’t believe her own words, before going on to explain: “In the early hours of this morning, Hida Anpuyo, a guard at one of the small sally gates, caught another one of our samurai, Toritaka Goruje, leaving the Watchtower. Goruje refused to explain himself or return to the Watchtower at Anpuyo’s demand, and Anpuyo attacked. Both men were slain before other guards could arrive, but enough of the confrontation was seen by others for us to be fairly sure of the events I have just described.*

*“When our eta examined Goruje’s body, however, they found reports detailing our duty roster for the next three days. I myself wrote that roster last night, and we have confirmed enough of Goruje’s movements that it does not seem possible he could have accessed them before he was killed. To me, the most likely possibility is that Goruje has an accomplice, someone who passed him the information – another traitor, still uncaught.”*

*She shakes her head. “I have met Yotsu Seou on two previous occasions, and her reputation is one I respect,” she continues. “As an outsider with no possible connection to the traitors here, she would be the perfect investigator to help us smoke out these Tainted sympathizers. Unfortunately, the wounds to her soul will take time to heal. I spoke to her this afternoon, and she recommended you take her place. I hope her faith in you is not misplaced. Will you help us?”*

Assuming the PCs agree, Senseko guarantees the cooperation of every samurai under her command, and will personally answer any questions the PCs ask at this point. Some of the most likely questions include:

- Tell us more about Goruje’s movements last night. *“After his fight with Anpuyo and the discovery of the roster on his body, Kenzei and I questioned the guards on watch throughout the Watchtower last night. Goruje was on duty on the Wall itself until the sundown shift change, after which he went to the mess hall with several of the men of his squad. They were there until about an hour before midnight, when his men went to the barracks and Goruje went to his room. The guards on duty there report seeing him enter the passage alone; he did not come back through until just before dawn, which is when he headed down to the sally gate and encountered Anpuyo. Not only do there not appear to be any gaps in the timing for Goruje to have stolen the documents but no one reported seeing him anywhere above the second floor, where his rooms are.”*

- What do you know about Goruje? *“Goruje was a nikutai and a decorated veteran of the Wall, as courageous and skilled as any Crab I’ve known. His mother fought alongside Kisada himself during the Scorpion Coup, and Goruje earned his first battlefield promotion rallying his unit after his commander fell on the march to Voltturnum. Frankly, I’m utterly astonished that he would fall like this. I’d always considered him to be one of the best samurai the Crab had to offer. But I suppose the Taint can find the cracks in even the strongest stone over time.”*
- Anything else? *“His men respected him, his commanders gave him good reports. He was offered a promotion to gunso twice, but both times refused it, preferring to stay with his men. He has a wife and two sons at Face of the West Village; he took leave there maybe twice a year to see them.”*
- Where were the documents? *“Here, on my desk. In fact, that’s where they were this morning when I came in – the documents Goruje had with him were copies, apparently.”*
- Who was in here last night? *“There are four guards on these rooms at all hours of the day and night. No one came in or left between sunset, when I finished up and left, and this morning, when I returned to check on things after dealing with Goruje and Anpuyo’s deaths.”*
- Did anyone else know about the contents of the documents? *“Not the exact details, no.” Senseko makes a face, though, and if anyone presses the matter, she explains, “However, the general outline of the roster was provided, as is usually the case these days, by the ‘recommendations’ of our Imperial advisor, Seppun Itonasu.” At the mention of the name, Kenzei looks downright angry, while Morashu shakes his head slightly.*
- Do you have any other suspects? *“I wish I did, samurai-sans. My men have served with me for years, some, like Goruje, nearly a decade. We know each other, have fought together, bled together. Even as I can find no other explanation than that there must be another traitor within, my mind still struggles to accept that we could be so betrayed by someone within our ranks. Moreover, new security measures have been put into place since the ‘Hida Chie’ incident at Kyuden Hida six years ago, measures that have caught at least one attempted infiltrator a year since then.”*
- Could Goruje have entered or left through some other means than the door or hallway? *“The walls in the Watchtower, both inside and out, are pure stone, no wood or paper. None of the windows, in Goruje’s room, my office, or anywhere else in the*

*Watchtower, are more than arrowslits, too narrow to crawl through. The exterior walls are spiked and angled, designed specifically to keep the Tainted horde from being able to climb them. There are no secret passages on the above-ground floors, and the Kuni have placed wards that sound an alarm if anyone uses magic to try to pass through the stone. In other words, no."*

Before the PCs turn their full attention to the investigation, Senseko does take a moment to offer an apology of sorts, despite her earlier words. "I admit I and my men bear some responsibility for the attack you suffered this morning. Had we not been in the security lockdown, our patrols would likely have found and turned the ogres back well before they reached you. I acknowledge the debt we owe for this failure of our duty to you, and I offer you my word of honor that we will set it right through our treatment of Seu's wounds. She was awake and asking for you earlier; if you wish to see her, I will arrange it."

If the PCs ask to investigate her room, Senseko gives them permission to do so, although she does not leave, nor do Kenzei or Morashu. She likewise gives any shugenja permission to cast spells, although she is quite reluctant, given the suspicions most Rokugani have toward the role magic should play in investigations. There is only one meaningful physical clue to be found, which can be located with an **Investigation (Search) / Perception check**, TN 40. The back corner of the office on the right side (as looking from the doorway) appears at first glance like all the other stone walls in the room, but with a successful roll, the PCs notice that, despite what Senseko may have told them, there is a secret doorway in that corner. The mortar linking the heavy stone blocks in a small section near the floor – about three feet by three feet – has been carefully picked out, and rollers concealed on the bottoms of the blocks allow the whole section to be rolled back. Passing through the revealed hole, the PCs will find themselves in one of the Watchtower's armories; the armory's door is on a different hallway, but the two rooms share a rear wall.

Senseko is stunned by the discovery, repeating her belief that no such passages existed in her Watchtower. Additional careful examination of the stone (and another successful TN 30 **Investigation (Search) / Perception** or TN 15 **Craft: Masonry / Intelligence** roll) reveals that each stone's mortar was picked thoroughly out, all the way down to the bottom of the section, then the bottom stones were replaced with the ones that have the hidden rollers and the whole section rebuilt and re-mortared once more. It is a process that would take a dedicated mason several hours if done all

at once; doing so without revealing the work to casual inspection by frequent guard patrols would likely have taken months, perhaps even as much as a year.

The other piece of evidence the PCs can discover in Senseko's room involves the use of magic. Senseko, uncomfortable with the use of magic in this context, will leave at this point; Morashu and Kenzei depart as well. Communing with the Earth or Air kami in the room will confirm that someone did sneak into Senseko's office after she left; as usual, the kami cannot offer anything specific in regard to names, but Raises for clarity will reveal that the person was one "whose step/breath the we know well, from many previous encounters;" if the PCs ask when the last time they felt that presence was, the kami will admit it is more recent than the break-in, but cannot be more precise. Senseko also keeps a bowl of rose-water on a side table for finger-dipping; Communing with the kami within the water is not meaningfully more helpful, as the scene the kami present is very dark, lit only by a thin line of moonlight through Senseko's narrow window. A tall, dark shape enters through the secret door (which is enough to allow the PCs to find it already, if they did not before), slips across the room to the desk, picks up the papers and leaves again; a few moments later it returns and replaces them. Success on a TN 20 **Investigation (Notice) / Perception** roll allows a PC to realize that the figure is moving through the room with great ease given the darkness, suggesting either supernatural abilities or great familiarity with the space.

Interestingly, none of the kami in the walls or secret passage know anything about how the secret passage came to be. This is not the result of Banishment or the like, but simple metaphysics: when the blocks of the stone were remade into a doorway, that change of purpose resulted in a metaphysical shift in the nature of the kami that made up those blocks – they went from "kami of a wall" to "kami of a doorway," a transformation that altered their fundamental nature. As a result, the kami of the wall know nothing about how the door was created, because all the affected kami were in the door, and the kami of the door itself did not exist in their current configuration until after the door was complete.

## Part Three: A Tangled Web We Weave

Once the PCs have spoken with Senseko, they are largely on their own to pursue their investigation. They have only a couple of leads to follow, at least to begin with.



**Physical search:** Simply searching Goruje's room produces no useful information. Goruje's room speaks of a focused, dedicated bushi with few other interests – there are several weapons' racks and a few scrolls on martial topics, along with a single statue of Osano-Wo and a wall hanging showing Hida battling an oni. Communing with the kami here might be more productive; the kami reveal that Goruje was indeed here all through the night, as reported by the guards. Careful or inspired questioning can also reveal that two other people entered the room during the night. If the PCs pursue that during their questioning, they are able to learn that the two individuals entered and left separately from both Goruje and each other, that one was a woman and the other a man, that they were both familiar to the kami (had been in the room on several previous occasions) and that only the woman actually spoke to Goruje – although a number of Raises or multiple castings will likely be necessary to learn all of that.

**Goruje's body:** The eta have not cremated Goruje's body, so the PCs can examine it if they wish. There is little to be learned beyond the fact that the body shows no signs of Taint whatsoever, despite Senseko's assumptions about Goruje's corruption. The eta are quite familiar with the effects of the Taint on human anatomy and are very certain that, if Goruje carried any Taint in him at all, it could not have been enough to affect his mind or behavior.

**The stolen documents:** the copy of the duty roster was made using paper and ink found in Senseko's study, and the calligraphy is deliberately blocky and unartistic, lacking any sense of an individual hand. While it is obvious to anyone who knows anything about calligraphy that the author was trying to conceal his or her writing style, it is also clear that the attempt was basically successful – the writing looks nothing like that of any of the possible suspects.

**Questioning the Watchtower's inhabitants:** The PCs can question the servants or other samurai about Goruje, possible suspects and suspicious activities, looking for other leads. This functions as a rumors roll, but the PCs can either roll **Courtier (Gossip) / Awareness** or **Investigation (Interrogation) / Awareness** – it is considered a Gossip roll regardless for Techniques, Advantages or Disadvantages that might apply to such a thing. The PCs receive one rumor from the following list for achieving a TN 20, plus additional one for every 5 points by which they exceed that TN. Choose a relevant rumor if the PCs are asking about a particular topic, or select at random otherwise.

- The five people who are most often in Senseko's office are **Senseko** herself, **Hida Kenzei** her husband, **Kaiu Morashu** the hatamoto, **Seppun Itonasu**, and Senseko's personal servant **Maiko**, the Watchtower's kamijochuu (servant head of household).
- No one seems to like **Kaiu Morashu**: he's standoffish, occasionally sneering, and most importantly a new arrival – he only arrived at the Watchtower about three months ago, after his predecessor reached the age of retirement. One notable exception to this was apparently Toritaka Goruje, who is mentioned several times as having been on apparently friendly terms with Morashu. They were seen speaking or eating together on a number of occasions, and moreso over the last month or so.
- It is difficult at first to get anyone to discuss **Seppun Itonasu** – even the samurai seem reluctant, and the servants are visibly terrified. Itonasu arrived about two months ago as an “advisor” from Otosan Uchi; while the letter of introduction he had said his presence had been requested by Hida O-Ushi, he has since made it clear that it was the command of the Imperial Regent that sent him, and that he speaks with Hantei Okucheo's authority. He wields that authority like a weapon, bullying any who displease him – even Senseko has had to accede to some of his demands, something that has clearly not set well with her.
- Goruje was married, but he had apparently also taken a lover. Although the samurai in the Watchtower know little more, the servants know it is **Maiko**, the Watchtower's kamijochuu (head servant) and the personal attendant of Hida Senseko.
- **Hida Kenzei** is well-respected and liked among the samurai of the Twelfth Watchtower, despite his origins among the Utaku family of the Unicorn. His is known to be a love-match with Senseko, but he has proven himself as a yojimbo and bushi of skill standing on the Wall alongside the sons of Hida. He is said to be a master of the katana, favoring it even over the weapons more traditionally used against the monsters of the Shadowlands.
- **Kaiu Morashu** has been extremely inquisitive since his arrival three months ago. Shortly after he appeared at the Watchtower, he began a thorough “inventory” of the weaponry and preparations of the Watchtower's defenders. While he presented the study as necessary for his role as hatamoto and was supported in that claim by Senseko, several of the samurai seem still a little prickly on the topic –

they felt that the inquiry was a bit too invasive and his commentaries a bit too cutting, although when pressed, the samurai grudgingly admit they were valid.

- **Seppun Itonasu** has developed an unsavory reputation amongst the servant women, and even some of the samurai-ko have had poor encounters with him as well. Although not entirely unattractive at first glance, none of the women Itonasu has approached report having accepted his advances due to his excessively unpleasant attitudes and behavior – but several of the servants suggest there are other women in the Watchtower who were not given the option of refusing. It is said that he has even made blatant and disrespectful attempts to seduce Senseko despite her marriage to Kenzei, and a few whispers hint that he has even threatened Senseko with Imperial “consequences” should she continue to deny him.
- **Hida Kenzei** has come extremely close to challenging **Seppun Itonasu** to a duel; it is Senseko herself who has reportedly talked him out of it in recognition of the political firestorm that would likely follow. Although his dislike for Itonasu is well-known, it is less clear what exactly provoked it – most assume it is related to Itonasu’s disrespectful behavior toward Senseko, but a few individuals recall it having begun essentially the moment Itonasu arrived.
- **Seppun Itonasu** is a returned spirit; it is rumored that he served Hantei XVI in his former lifetime, leading a unit of Seppun bushi commanded to kill every resident of a Dragon province. Itonasu died in the fighting, killed by a Dragon archer during a raid on a farming village.
- It is said that **Maiko**, the kamijochuu, has been struggling to balance two romances. The rumors claim that one is one of the Crab bushi in the Watchtower, while the other is apparently **Seppun Itonasu**. Publicly, Maiko has maintained a proper attitude toward all the Crab in the Watchtower, but a few people have noticed that she has been in the company of **Kaiu Morashu** perhaps more often than would be expected. As for Itonasu, the Seppun has made advances on Maiko in public, and it is definitely the case that she doesn’t spend every night in the servants’ chambers on the Watchtower’s ground floor.

Although the PCs may investigate Itonasu and Morashu (and the results of those investigations are given below), neither one has been in the Watchtower long enough to have created the secret door into Senseko’s office. If the PCs get too confused as the investigation continues and seem a bit lost, the GM might wish to

drop that hint (possibly through a raw Intelligence roll, if a roll is desired) to get the PCs back on track.

If the PCs wish to speak to Seou, they may do so. She is weak and continually observed by a pair of Kuni shugenja who alternate their treatments - one administers a series of acupuncture needles to her vital chi points while the other murmurs a steady series of prayers and sutras over her. Nonetheless, she appears stable and is conscious, able to talk with the PCs for at least a short while. Seou can more easily listen than talk, and if the PCs want to share the current state of their investigation with her, she will pay attention as best as she can. For her part, she confirms that Senseko asked her to help if she could and that she had recommended the PCs to take her place, but otherwise she has had little contact with anyone except her doctors. If the PCs do fill her in on their investigation, she will provide any hints that the PCs might seem to need or points they might be overlooking, but generally just offers her support and a statement of confidence in their abilities.

## The Hatamoto

If the PCs choose to investigate Kaiu Morashu more closely, they will not be allowed access to his rooms or private belongings unless they can somehow provide testimony to Senseko that would justify the act. They can interview him, however. It is worth noting that Morashu’s use of obsidian dust tea means that he shows no visible signs of Taint and cannot be detected as Tainted through normal methods (see his stat block for additional information on obsidian dust tea). However, the mental effects of his Taint can be spotted over the length of an extended conversation by overcoming his **Sincerity (Deceit) / Willpower** with the PC’s **Investigation (Interrogation) / Perception**; even if the PC makes the roll, though, they are likely to diagnose his array of very slight twitches, ticks, and emotional outbursts as a mundane psychological disturbance, possibly related to stress, rather than the effect of the Taint. Only PCs with two or more Ranks of Lore: Shadowlands will correctly identify the source of his issues.

Morashu is a slim, narrow-eyed man who dresses in severe, conservative kimono and looks down his nose at anyone not clearly well above him in station. His initial attitude presents as a man with too much to do and not enough time to waste answering the PCs’ questions. When the PCs enter, he visibly represses an expression of annoyance, and with strained courtesy offers the PCs some tea. If they accept, he tries and fails to repress a second glare, but rather hurriedly pours the PCs each a

cup before asking brusquely what they want. He continues to sip his own tea throughout the interview. Some of the answers he might offer to the questions the PCs would ask are as follows:

- What was your relationship with Toritaka Goruje? *“The Toritaka and I had begun what I believed was a friendship, built upon a shared interest in the history of the First Shadowlands War. It was something I appreciated, as several of the others in the Watchtower have shown me little respect and much disdain since I arrived – they have been lax, and see me as an outsider who will expose their lack of preparation to the harsh light of day. In this they are correct, for the strength of the Crab cannot bear such weakness. As for the Toritaka, based on what we now know, I suspect he was attempting to ‘groom’ me as a possible source of information for his treason. I only wish I had realized that sooner.”*
- What is your relationship with Maiko, the housekeeper? *“She is a bright girl, and wishes to improve herself through the gain of knowledge. I have been working with her on the maintenance of the Watchtower’s accounts in hopes of improving efficiency and coordination between us.”*

Morashu is lying in all of these answers, of course. Morashu was helping Goruje conceal his affair with Maiko from the other samurai in the Watchtower, which is both the basis for their “friendship” and the reason why Maiko was spending so much time with him. Although such an affair is really just a minor scandal, Morashu was hoping to build upon it for future blackmail or even maybe future recruitment. He is aggravated by the revelation that Goruje was a traitor, but his resentment is based on his failure to spot that on his own and the increased exposure the investigation is giving Morashu himself. He knows nothing about Goruje’s actual mission. Detecting any given lie requires overcoming his **Sincerity (Deceit) / Awareness** with the PCs’ **Investigation (Interrogation) / Perception**.

There is one additional element that might trip Morashu up, however. The tea he pours the PCs is a sharp, very bitter brew that most will not find pleasant without some kind of sweetener, and even knowledgeable experts in tea will not recognize it (as it is only grown in the City of the Lost). Morashu will claim it is a gaijin brew, imported from a recently-opened plantation near the city of Balishnimpur in the Ivory Kingdoms by one of his Kaiu cousins (another lie, of course, which can potentially be detected as such). However, any Tainted character feels the effects of the tea – even if they do not possess a full Rank of Taint, and even if

they do not know they are Tainted – as a sudden, palpable sense of relief, even euphoria, as their Taint is suddenly repressed. When their Taint returns an hour later, they experience a similar but opposite sense of repression, tension or discomfort. At the same time, any PC, Tainted or not, who drank the tea must roll Earth, TN 20, or gain a point of Taint, with a penalty to their Earth roll equal to their current Taint Rank.

If the PCs detect his lies or otherwise develop suspicions, they can of course simply attack him – he responds in kind, using his Tainted powers, which will of course validate their concerns and justify the attack to any Crab inquiry. (He does so because any wound he takes will reveal his Tainted nature, as he bleeds an oily green-black ichor – he has no hope of hiding what he is once a fight begins.) Otherwise, they will need to make their case to Hida Senseko if they wish to search his rooms, take him somewhere for questioning, etc. Senseko’s own prejudices help in this regard – while she hasn’t had any suspicions on her own and so far in fact Morashu has been quite helpful in improving the Watchtower’s efficiency in several ways, he is also the newest arrival in the Watchtower among the Crab and therefore the one Crab she hasn’t built up a strong bond of trust with. Convincing Senseko that Morashu is a valid target of investigation requires succeeding on a **Courtier (Manipulation) / Awareness** or **Sincerity / Awareness** roll, TN 30.

If the PCs succeed in convincing her to allow them to investigate Morashu, use of **By the Light of the Moon** in his quarters or succeeding on an **Investigation (Search) / Perception** roll, TN 40, locates a hidden compartment in one of his clothing chests. Within is both an additional supply of his obsidian dust tea and – much more damningly – the components for a small shrine to Fu Leng, recognizable as such with either **Lore: Shadowlands / Intelligence** or **Lore: Theology (Fortunes) / Intelligence** roll, TN 20. Attempts to bring him in result in combat, as described above – sending Hida guards results in Morashu wounding several badly and escaping, while if the PCs themselves go they fight him as described above.

It is possible that the PCs, once they have found Morashu’s secrets, will assume that he was the traitor and report that to Senseko. (The GM can, if desired, allow the PCs to make the Intelligence roll described above to realize that Morashu can’t be the traitor if they seem to be heading this way, but that is solely at the GM’s discretion.) If they do so, she will accept their report, congratulate them on their investigation and return the Watchtower to normal operations. This will allow the actual traitor to continue with his plans, which

will succeed on a second attempt. The consequences of this are detailed below.

## Kaiu Morashu

Air 4    Earth 4    Fire 4    Water 3    Void 2

Honor 0.8

Status 3.0

Glory 4.3

**Initiative:** 9k4+6

**Attack:** 9k4e+5 (Dai Tsuchi, Simple) or 10k4+5 (Unarmed, Simple)

**Armor TN:** 25

**Damage:** 10k4 (dai tsuchi) or 9k2 (unarmed)

**Wounds:** 20 (+0), 28 (+0), 36 (+2), 44 (+7), 52 (+12), 60 (+17), 68 (Down, +37), 76 (Dead)

**Reduction:** 10/20 (10/15 vs jade)

**Shadowlands Taint Rank:** 5.0

**School/Rank:** Kaiu Engineer 3/Maho-Bujin 2

**Techniques:** *The Kaiu Method:* +1k0 to School Skill Rolls; +2k2 instead of +1k1 when spending Void on School Skills

*The Path of Stone:* may roll Engineering TN25 to add School Rank x100 Wounds when construction a large structure; may re-roll once any siege engine's damage dice that roll less than SR when commanding siege engine

*The Path of the Shell:* when crafting armor, may double time to add SR to armor's Reduction and half SR to Armor TN bonus (round up)

*Carve the Crimson Road:* max Raises limited by Taint Rank or Void, whichever is higher; gain unkept dice on damage equal to Taint Rank; may make Extra Attack Maneuver with 2 Raises

*Corruption Rewards:* increase Initiative Score by Taint Rank during Reactions every Round; Simple Action attacks

**Skills:** Acting 4, Athletics 3, Battle 6\*, Calligraphy (Cipher) 3, Craft: Armorsmithing 3\*, Craft: Weaponsmithing 5\*, Defense 4\*, Engineering (Siege) 5\*, Etiquette 1, Heavy Weapons (Dai Tsuchi) 5, Hunting 3, Investigation 4, Jiu-jutsu 7, Lore: Architecture 2\*, Sincerity (Deceit) 5, Stealth 4, Temptation (Bribery) 3, War Fan 3\*

**Advantages/Disadvantages:** Strength of the Earth / Dark Secret, Shadowlands Taint

**Shadowlands Powers:** Chitinous Armor (Reduction 10), Eyes of Hell (see in the dark); Armor of Death (+10 Reduction for one Round if he does 15 or more Wounds)

## The Advisor

If the PCs decide to investigate Seppun Itonasu, they find it difficult to even speak with him – he does not feel himself to be bound by Senseko's commands to aid

in the investigation, and arranging a meeting requires succeeding in an **Etiquette (Bureaucracy) / Awareness** roll, TN 35 (female characters with Awareness 4+, Dangerous Beauty, Benten's Blessing and/or at least one Rank in Temptation gain two Free Raises on this roll). Itonasu is not the traitor and in fact is deeply concerned about the possibility that the Wall's security might have been breached, but his opinion is that Senseko's resistance to his ideas lies at the heart of the problem. Itonasu is a skilled warrior and more-than-merely-competent tactician, but he is also arrogant, spoiled, completely lacking in empathy, and driven by base lusts that he does very little to control or hide. Although the PCs might well despise him, he has nothing to do with the theft of the documents; he is a wretched human being and has in fact raped two peasant servants in the Watchtower (technically a crime, even in Rokugan), but the vagaries of the Rokugani legal system mean that he is essentially untouchable. Even with testimony from the women – the acquisition of which itself requiring multiple TN 40+ Investigation and Courtier rolls to locate them and persuade them to testify – a magistrate can only force him to pay a fine, and attempts to escalate the affair to a lethal duel will not be supported by the PCs' daimyo on the strength of peasant testimony alone.

Under no circumstances will the PCs receive permission to search Itonasu's rooms. Unauthorized searches find coded letters from Otosan Uchi (the contents, if translated, are not especially exciting, just acknowledgements of reports sent by Itonasu to Otomo Dsichi about the state of affairs on the Wall), a wide variety of knickknacks suggesting a man with a great deal of wealth and a very shallow sense of taste, and absolutely nothing incriminating. Communing with the kami can tell the PCs something of Itonasu's nighttime "recreations," including the rapes if the PCs are very specific in their questioning, but nothing of use to the investigation.

If the PCs manage to get in to see Itonasu to question him, they find him studying maps of the forest and hills where the PCs were attacked by the ogres. Itonasu is of middle height and conventionally attractive, but his attitude and behavior turn almost any possible paramour off in seconds. He is surrounded by the glow of a returned spirit. Some possible questions the PCs might ask and his answers are as follows:

- What is your relationship with Hida Senseko? *"Senseko-chan is a very... talented... samurai-ko, whose potential I still think we're all waiting to see. It's unfortunate she has been so resistant to my... guidance. If she had, perhaps this whole affair could have been avoided, and you and your*

*pretty little magistrate would already be on your way back to Toshiken's skirts."*

- What about Maiko, the kamijochuu? *"Maiko and I don't have a relationship... yet. Pity the girl doesn't know her place, or what her obligations to the samurai are; we'd both be a lot happier if she did. But she'll come around; whoever she's running to every night won't distract her forever – like all her kind, she's fickle, and she'll be ready soon enough."*

## The Servant

Investigating Maiko is easy enough at first; she has no real protections from the inquiries of samurai, and any questions they ask about her will be answered soon enough. The problem appears if they want to speak to her directly. Ever since Goruje was killed, she's been hiding in one of the tunnels below the Watchtower that leads into the Shadowlands for raids. With the Shadowlands as quiet as it has been in the last several years, the tunnels have not been used as frequently as they once were, and she and Goruje sometimes used them for liaisons before they become bold enough (with Morashu's aid) to begin having her spend some nights in Goruje's own chambers. Now, though, it is not romance but fear that has driven her into the tunnels. With Goruje exposed as a traitor, Maiko fully expects that the trail will lead to her, and she has no illusions about how much mercy she might expect from samurai investigators. She's been trying to figure out how to escape the Watchtower and run away, but hasn't formulated a workable plan yet. Every minute that goes by she gets closer and closer to trying something desperate – and whether that leads her to offering herself to Seppun Itonasu's appetites in exchange for protection or to risking the Shadowlands at the other end of the tunnel, not even she knows yet.

Finding Maiko involves tracking down her hiding place. It takes three successful rolls of **Hunting (Tracking)** / **Perception, Investigation (Search)** / **Perception**, or **Courtier (Gossip)** / **Awareness**, TN 30, to find her – if the PCs make more than 6 rolls without finding her, Maiko flees down the tunnel into the Shadowlands, ultimately hoping that a brief exposure to the Taint will harm her less than letting Itonasu touch her; this puts her beyond the reach of the PCs, as the Tainted Realm works to conceal her passage from them for its own inscrutable reasons. (She will not return to Rokugan... at least, not in the same state she was when she left it.) If they do find her, however, they can question her about Goruje and what she knows, and the answers tumble out of her like water over a dam about to burst.

Maiko is extremely attractive, with a sensual beauty that has somehow resisted the intense manual labor she performs so often. Her family legends claim that she carries some Scorpion blood from her mother's father, but she has no proof to support the stories (as it happens, they are true). She fled the geisha house to which her mother sold her at the age of 10 to seek her own way in the world, eventually managing to reach the Crab lands and find work among the servants there. It did not take long for her innate cleverness and drive to set her apart from the other workers, soon earning her the post of kamijochuu, at an exceptionally young age for such a relatively important position. Now, though, all her efforts to avoid being a man's plaything have collapsed in the wake of an ill-starred affair, and survival is all she has left to hope for. Her voice is hollow, desperate, but also resigned – she knows she has lost all control over her own fate.

Some of the questions the PCs might ask her and her answers are below:

- What was your relationship with Toritaka Goruje? *"We were in love, samurai-samas. I know it was wrong, but we – I – couldn't help myself. This is not a land where flowers grow easily; I did not know how to keep away from something so beautiful when it blossomed here."*
- What do you know about the stolen documents? *"I don't know anything, samurai-samas, I swear! I heard that Goru- that Toritaka-sama was killed this morning at the post gate and that he was being accused of treason, but that's all! He never said or did anything to make me think he was anything but loyal to the Crab or to Hida Senseko-sama. Hida Senseko-sama has been kind and faithful to me – I would not betray her, and I could never love a man who did so either!"*
- What can you tell us about Kaiu Morashu? *"Kaiu-sama and Toritaka-sama were friends. They would talk sometimes in Toritaka-sama's rooms about wars and history; I thought it was all fascinating, and Goru- and Toritaka-sama loved to explain it to me, even when Kaiu-sama thought it wasn't appropriate for someone like me to learn about war. Kaiu-sama was kind to us, though. He knew about our... he knew about us, and helped Toritaka-sama keep anyone else from finding out. I would visit Kaiu-sama a few times a week 'to study accounts,' and then he would sneak me into Toritaka-sama's rooms for the night."*
- What can you tell us about Seppun Itonasu? *"I... I dare not answer that, samurai-samas; it is not my place to speak of one so high."* [If the PCs can persuade her to answer honestly, without fear of

reprisals, she'll go on.] *"I'd call him a pig, but I've known many pigs I'd greatly prefer to him. He is despicable and disgusting, and I've heard it said that he's forced himself on some of the other girls here. I pray he dies badly, and when that day comes (it cannot come soon enough), I pray Emma-O judges him as he deserves."* If the PCs press her about any possible involvement in the treason, she says she'd put nothing past him and hopes it turns out to be true, but admits that she knows of no connection to link the two together.

- Where were you last night? *"I was in Toritaka-sama's rooms last night, samurai-samas. Kaiu-sama helped me reach him, and I was there for... most of the night."* For the first time, Maiko seems hesitant to go on; her hesitation is clear, though, and if the PCs press her she will continue. *"We had fallen asleep after... We were asleep for several hours. I don't know what woke me up, but I suddenly opened my eyes. It was dark, but the lanterns in the hallway gave enough light to see by after a few moments. I could see... there was a man, samurai-samas, a man in Goruje-sama's room. It wasn't Goruje-sama himself, I could feel him next to me, and I woke him up after. As soon as I saw the man, though, he saw me, and he jumped on me, covered my mouth with his hand and held me down. He had a knife and I felt it prick my belly. He put his mouth by my ear and whispered, 'I don't want to hurt you, but if you make any noise I will kill you. You have only one way to live. Be silent and survive.' He held me down until he saw that I understood, then stood up and went straight for the door. As soon as he was gone I woke Goruje-sama up and told him what happened. He told me I'd had a nightmare, that nothing like that could have happened here. I... I got angry at him. He was treating me like a little girl, like a serv- like... not the way he usually treated me. So I got my things and I left. I wasn't even thinking about whether anyone saw me, I was too upset and too angry, so I just... left. Went back to my rooms. Then Kopu woke me up to tell me that Goruje-sama had been killed and I.... I just... ran."*
- Did you recognize anything about the intruder? Can you tell us anything about him? *"I'm sure it was a man; his voice was husky and grating, but it was a man's voice. I don't think it was a Hida, though... he just wasn't... wasn't big enough. I... No, I'm sorry, samurai-samas, I don't know anything else. It was dark, it happened so fast, I was terrified... I don't know anything else."* If they ask what time it was, she says she thinks it was about four hours after midnight. She doesn't remember seeing anyone in the corridors except the

guards in their usual posts, and in her panic, she was definitely feeling paranoid enough to watch every way she could.

If the PCs speak to the guards on Goruje's floor and ask specifically about other people who came and went the previous night besides Goruje himself, they mention three names other than those of men and women assigned quarters there. The names are Kaiu Morashu, Maiko the kamijochuu and Hida Kenzei. Morashu arrived first, shortly after midnight; the guards are *not* Morashu fans, as the Kaiu has apparently made a habit of performing late-night "inspections" in recent weeks, inspections one the guards describes tartly as "the sort of thing you usually need a magistrate's writ and some eta to do." Morashu spent several minutes criticizing and asking "gotcha" questions before moving on, presumably to accost the guards on some other floor. Hida Kenzei passed through some hours later, speaking briefly with the guards before checking the hallway himself and leaving again. As with Morashu, Kenzei is apparently given to making the late-night rounds of the men, but unlike Morashu, the guards speak of Kenzei in glowing terms, seeing him as a leader who shares their burdens and knows them as individuals rather than marks on a merchant's tally board; they look forward to his visits and consider him worthy of their respect. (None of the Crab thinks of Kenzei as anything other than a Hida, no matter his birth Clan.) Maiko was the last to pass by, a few minutes after Kenzei – one of the guards notes with concern that they remember her leaving the corridor, her eyes filled with angry and heartbreak, but they don't remember when she entered it. (In truth, she slipped past during Morashu's tirade on the guards, the purpose of which was to serve her as a distraction and cover – if the PCs ask about it, Maiko confirms that this was the case, as it has been other nights.)

## The Yojimbo

If the PCs have already heard Maiko's story, they will likely realize that the guards' timeline fits what she said – but only if the attacker who threatened her was actually Hida Kenzei. Even if they have not spoken with her, Kenzei's presence in the corridor during the night in question might provoke them to trying to interrogate them. If they seek him out before they talk to Maiko, they can find him with Senseko, in the sitting room of their quarters. (While the PCs are pursuing their investigations, Senseko has decided to use her quarters as her office to stay out of the PCs' way and prevent anyone from using the hidden door to steal from her until she can get it sealed up again.) If the PCs want to question Kenzei, Senseko at first flatly

refuses to permit it, but Kenzei calmly talks her out of it, insisting he only wants to help the PCs' investigation.

Kenzei is a few inches taller than the average Rokugani, which puts him just a bit on the short side among the many Hida in the Watchtower; he is handsome and athletic, smiling easily in a way that does not seem to violate his face while still conveying a sense of warmth and humor. His stance is that of a trained swordsman, and he wears the mon of the Utaku Mounted Infantry school (**Lore: Heraldry / Intelligence**, TN 20, for non-Unicorn to identify it) alongside his Crab and Hida insignia.

Some of the questions the PCs might ask, and his answers to them are listed below.

- What was your relationship to Toritaka Goruje? *"I knew Toritaka-san for nearly a decade; he was assigned to this command just a few months after my wedding. You've heard my wife's assessment already; I agree with it. I considered him a friend. Until today, I would have thought Toritaka-san a man of great integrity and unalloyed loyalty to the Crab. To be honest, I'm sorry for his loss – he was an asset to the Clan, and one we will not replace easily. I wish I could have done something to prevent it, to change his course... but that's done now. We will simply have to go on, toughen our resolve. The Crab must remain strong."*
- Why were you in Goruje's corridor last night? *"I make it a point to visit our bushi during their shifts from time to time. I think it helps them to realize their commanders know and respect their service, even the part that happens while we are asleep. My wife will no doubt confirm that I have frequently interrupted her rest by undertaking a patrol in the middle of the night, much to her chagrin. Last night was one of those patrols. I saw nothing out of the ordinary when I was down there, no more than our guards did."*
- Did you see Maiko? [Kenzei coughs and looks down, as though trying to hide embarrassment.] *"I... did. She... had been in Toritaka Goruje's room, I believe. She seemed upset. I... have had suspicions about that aspect of Toritaka-san's personal life for some time, but I did not think it had any impact on his duties or performance on the Wall. This can be a lonely life, samurai-sans; my wife and I are lucky to serve together as we do. I did not wish to create difficulties where they weren't needed. Now, though... I have always liked Maiko, and she's served my wife faithfully for years. Do you think there's a connection?"*

Kenzei is the traitor and the man who was in Goruje's room, as he was delivering the copy of the patrol schedule he made to Goruje for delivery outside the Watchtower. Goruje knew to expect the delivery and was feigning sleep during the visit to avoid disturbing Maiko – he was caught off-guard when Maiko awoke and saw Kenzei, and handled the subsequent argument poorly as a result. Thus, while the actual words are not lies, he is hiding quite a bit by omission. If the PCs want to know if he is lying, have them roll their **Investigation (Interrogation) / Perception** against his **Sincerity (Honesty) / Awareness**, giving Kenzei two Free Raises for telling the technical truth. Should the PCs accuse him of lying, Senseko comes to his defense, cutting off the conversation at once and sending the PCs away. As soon as that happens or as soon as the PCs have recovered Maiko, Kenzei leaves, taking a small patrol of samurai with him – he persuades Senseko that even the lockdown cannot prevent the Crab from doing their duty completely, and the Empire must not suffer the same fate Seou did if more abominations sneak past the undefended edge of the Wall. The Hida he takes with him are all loyal to his cause, however, and their mission is to complete the task that Goruje was unable to do.

## Part Four: Answers and Choices

If the PCs try to locate Kenzei after speaking with him or with Maiko, they have no trouble learning that he has taken a patrol out to search the countryside for more possible Shadowlands incursions. None of the Crab find anything suspicious about this, particularly in the wake of the attack the PCs suffered – most, in fact, are relieved (and maybe a bit envious) that *someone* is out there doing the Crab's duty. Trying to persuade Senseko will continue to be futile, but she will allow the PCs to follow him; if there are no Crabs in the group, though, she will persuade Seppun Itonasu to accompany them so that no "mistakes" happen. (The PCs can also leave without asking her, if they wish – the lockdown does not apply to them.)

It is a simple matter to follow the trail of Kenzei and the others; a **Hunting (Tracking) / Perception** roll, TN 15, finds the trail easily enough. For the first couple of hours it seems to follow a fairly typical patrol pattern, heading north and west away from the edge of the Wall in the general direction of the distant Shinomen Forest. Then, though, it seems that the patrol found something: the bloated, disgusting corpses of two oni lie in the middle of a wide area of trampled and bloodstained grass, still oozing ichor into the ground. The body of

one of the Crab, headless now thanks to the clean cut of a blade after death, lies on the ground as well. The tracks lead onward, more sharply north, and now even the most near-sighted tracker can follow the blood trail left by the survivors. If Itonasu is with the PCs, he sneers: “After a battle like this, with casualties taken, they should have turned back. Fools. Where do they think they are they going?”

The PCs are now making much better time than the patrol, and just before they reach the Shinomen, the party catches up with Kenzei and his men. In addition to Kenzei, there is one for every member of the party, minus one. All are wounded, although Kenzei only has a few fairly minor scratches.

As the PCs approach, the patrol spots them and Kenzei signals a halt, turning and waiting for them to reach him. His eyes narrow angrily if they find Itonasu’s face among the party, and he swallows hard, but his ready stance does not change. ***“Honorable samurai!” he calls out as you approach. “I greet you in the name of courtesy! I would ask you to hear my words before you use your weapons, because there is much you do not yet understand!”***

If the PCs attack anyway, Itonasu laughs and joins in, and the fight plays out to its ultimate conclusion. If they do not, however, Kenzei nods in appreciation. ***“I knew you were samurai who understand honor. This gives me hope that I can make you realize what is happening here, and why. If you will let me explain, we will see if my hope is justified.”***

***“You have no doubt concluded that I am a traitor to the Crab, to the Empire, or both. I swear to you in the name of Hida and Shinjo, I am neither. None of us here are. We are loyal to the Crab and loyal to the duty given to us by the First Hantei at the dawn of the Empire. What we are not loyal to – what we will oppose with all our strength, our blood, our lives if we must – is the command of a usurper to the throne, a madman who uses our armies as political tools for petty grievances and short-sighted ambition. Hantei Okucheo had Hiruma Yabu murdered in cold blood. He demanded the death of a sitting and authorized Imperial Regent, and he uses Hida Tsuneo as a stranglehold on the commands of our Champion, Hida O-Ushi. We will not allow it! We must save our Clan from itself, no matter the cost!”***

***“We – our leaders, in truth – have a plan, a plan that begins with the Twelfth Watchtower. We have assembled an army, an army of Crab and some allies among the Unicorn who understand the importance of our sacred duty, and who have rejected the poison***

***spread by Okucheo and his followers. We will take the Wall, Watchtower by Watchtower, until our men are in command of the Wall, our supply lines secure and our wills iron, and we will shout our defiance from the very top of the Kaiu Kabe!”***

Itonasu, if present, grows more and more furious with every word, before finally bursting out: “Treason! Heresy! You have all heard it, from the very mouth of the man himself! He has doomed himself before all of you! In the name of the Regent and our Divine Empress, I demand you kill him!”

Kenzei insists that the plan is designed to be as bloodless as possible; no one wants a Crab civil war, which is why Kenzei’s mission is so important – it will allow the rebel army to take the Twelfth Watchtower essentially unopposed. Without that information, taking the Watchtower will be bloody, and if Senseko is actually warned, the consequences for the plan – and the Crab – will be disastrous. Although Kenzei knows full well that Senseko is as frustrated and angry as any Crab about the political machinations that have hobbled her Clan, he also knows that her sense of duty will not allow her to set aside O-Ushi’s commands, no matter how much she knows them to be coerced by Hantei Okucheo; she will defend the Watchtower, even to the death, because of her oaths to O-Ushi. According to Kenzei, he has acted to spare Senseko the agony of making that choice, but it is vital to everyone that the attack go as smoothly as possible.

On the other hand, Itonasu, if he is present, repeatedly argues that Kenzei and his “leaders” are in violation of commands issued by their Champion, and it is not their place to second-guess her, no matter what they think of those commands. Requesting seppuku is how a samurai protests a lord’s decision, not open rebellion; since they refuse to take the honorable option, they must be killed for their violations of Imperial law.

How the PCs want to handle this situation is up to them. Kenzei hopes to make them allies, but will fight to the death to try to complete his mission, as will the samurai who stand beside him. Itonasu cannot be calmed down – any PC who expresses sympathy for Kenzei’s arguments is added to the list of people whose death he demands, and whatever his other flaws, he is not a coward. He will take both groups on himself if necessary, and die like a bushi should. He will, however, challenge the PCs – or, if they are not interested, Kenzei – to a duel or series of duels if he stands alone. If they do not accept, he simply attacks.



## Hida Kenzei

Air 4    Earth 3    Fire 5    Water 3    Void 5  
Awareness 5  
Honor 4.5    Status 3.7    Glory 5.8

**Initiative:** 10k4+5    **Attack:** 10k7-5e  
(Katana, Simple)

**Armor TN:** 39 (Heavy    **Damage:** 7k2m (Katana)  
Armor and Technique)

**Reduction:** 5

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

School/Rank: Utaku Mounted Infantry 5

**Techniques:** *Choose Your Weapon:* +1k0 to attack and add half Ranks in Skill to Armor TN while in Defense or Full Defense Stance

*Speed of My Sisters:* +1 Water for movement and +1k0 to Initiative while on foot

*All-Fronts Attack:* Simple Action Attacks with swords

*Utaku's Thunder:* once per Skirmish, may spend a Void Point to add Honor Rank in unkept dice to attack with swords; additional +1 Water for movement (stacking with Rank 2 Tech)

*Epic of My Name:* Armor TN bonus from Rank 1 Tech now applies in Attack Stance; once per skirmish while in the Full Attack Stance, may add +4k2 to damage with sword

**Skills:** Athletics 5, Battle 5, Courtier 1, Defense 4, Etiquette 2, Horsemanship 4, Iaijutsu (Focus) 6, Investigation (Notice) 4, Jiu-jutsu 3, Kenjutsu (Katana) 8, Kyujutsu 3, Polearms 3, Sincerity (Honesty) 4, Spears 3

**Mastery Abilities:** +1k0 damage when using a katana; draw swords as Free Action; +1k0 to unarmed damage; ignore terrain penalties to movement; adds +5 to initiative; 9s and 10s explode on damage with swords

**Advantages/Disadvantages:** Benten's Blessing / True Love: Hida Senseko

**Special:** Kenzei has suffered 10 Wounds from his fight against the oni.

## Hida Bushi

Air 2    Earth 3    Fire 2    Water 3    Void 2  
Agility 3  
Honor 3.5    Status 1.0    Glory 1.0

**Initiative:** 4k2    **Attack:** 8k3e (Tetsubo, Complex)

**Armor TN:** 25 (Heavy    **Damage:** 8k3 (Tetsubo)  
Armor)

**Reduction:** 8

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

School/Rank: Hida Bushi 2

**Techniques:** *The Way of the Crab:* ignore TN penalties for wearing heavy armor for all Skills except Stealth. +1k0 to damage rolls with Heavy Weapons.

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

**Skills:** Athletics 3, Battle 2, Defense 3, Heavy Weapons (Tetsubo) 5, Intimidation 2, Jiu-jutsu 3, Kenjutsu 3, Lore: Shadowlands 3

**Mastery Abilities:** Free Raise to Knockdown with Heavy Weapon, ignore 2 points of Reduction with Heavy Weapon; +1k0 unarmed damage

**Advantages/Disadvantages:** Large, Strength of the Earth

**Special:** The Hida Bushi have all suffered 20 Wounds from their fight with the oni.

## Seppun Itonasu

Air 3    Earth 4    Fire 3    Water 4    Void 4  
Reflexes 4    Agility 4  
Honor 4.9    Status 5.5    Glory 6.8

**Initiative:** 8k4+7    **Attack:** 10k4e (Katana, Simple)

**Armor TN:** 35 (heavy    **Damage:** 8k2m (Katana)  
armor)

**Reduction:** 5

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

School/Rank: Seppun Guardsman 4/Order of the Stone Crab

**Techniques:** *Never in Darkness:* +4k0 to resist Social Skill Roll to tempt away from duty; +1k1 to Investigation to detect ambush or surprise attack

*The Clouds Part:* may spend a Void Point to add +4 to attack and damage rolls until next Turn

*Sun's Light Reveals:* may spend a Void Point as a Free Action to roll Investigation (Notice) / Perception at TN 25 to see through all illusions or disguises, whether magical or mundane. If in presence of Emperor, his immediate family, or high-ranking Imperial officer, do not need to spend the Void

*Speed of Heaven:* make attacks as a Simple Action when using weapons with the Samurai keyword

*Scorn the Weak:* when attacking human opponents, +1k1 to attack rolls for each Physical Disadvantage they possess

**Skills:** Athletics 4, Battle 7, Calligraphy 1, Courtier 3, Defense 5, Engineering 1, Etiquette 1, Horsemanship 2, Iaijutsu (Focus) 5, Intimidation (Bullying) 3, Investigation (Notice) 2, Jiu-jutsu 2, Kenjutsu (Katana) 7, Kyujutsu 3, Lore: History 2, Spears 2

**Advantages/Disadvantages:** Leadership, Tactician / Curse of Toshigoku, Failure of Compassion, Insensitive, Lecherous

## We Do What We Must

If the PCs sided with Kenzei, he invites them to come with him to meet the leaders of the "rebellion."

*Another hour's travel into the forest brings you and Kenzei to a well-hidden but surprisingly large encampment, where almost three thousand samurai*

*have pitched tents covered in concealing brush around small, almost smokeless fires. Roughly two thousand of the bushi here are Crab cast in the traditional mold, but the rest appear to be Unicorn, mostly Shinjo but with a sizable Utaku contingent as well. Some are “disguised” as ronin inasmuch as they are not wearing armor or kimono with visible Clan mon or colors, but they look so much a part of the crowd – and are so clearly treated as Clan samurai by their companions – that there is no doubt of their true affiliations. Makeshift corrals with literally hundreds of Unicorn-bred steeds surround the camp on three sides.*

*In the camp’s center is a larger tent, clearly the commander’s. Kenzei leads the group to it, and after a short conversation with the mixed group of Unicorn and Crab samurai standing outside, leads you in. Inside are two men and a woman giving orders to various bushi, who bow and depart with deliberate haste as they receive their commands. The woman and one of the men are in Crab blue and grey, while the other man is in Unicorn purple. The men are both handsome and rangy, with the too-wide stance of men who spend more time in the saddle than on their own feet; they look enough alike to be brothers, and a couple of the samurai-ko in the room blush slightly whenever the men’s dark eyes happen to turn in their direction. The same, in fact, happens to the Crab woman standing with them, younger than the men and surprisingly short for the Hida that her mon proclaims her to be. She wears daisho with the ease of a trained swordswoman, but the weapons are balanced by a scroll satchel on her other hip. As soon as the Unicorn man notices Kenzei’s entrance, all three break off their conversation and beckon him, and you, urgently over.*

PCs may recognize these characters from previous appearances: Hida Yasamura was in SoB22: *Tear Away the Darkness* and SoB24: *The Perfect Weapon*, while his brother Shinjo Shono has only appeared in SoB31: *Fan and Sword*. Hida Rohiteki, on the other hand, has been in several modules, as a frequent face in the courts for her cousin O-Ushi (SoB: 08: *Winter Court: Kyuden Hida*, SoB27: *The Price of Weakness*, and SoB32: *Winter Court: Shiro Moto* are just a few of the modules she has been in.)

Kenzei bows, hands over a set of notes – more copies of Senseko’s duty roster – and introduces the three people at the table. *“Samurai-sans, please permit me to introduce Hida Rohiteki, cousin to our Champion and priestess of the kami, Shinjo Shono, daimyo of the Shinjo family, and Hida Yasamura, rikugushokan of the Crab Reserve Army.”* All three offer polite nods to

the PCs, before Yasamura looks at Kenzei and asks for a report.

Once he has given it, Yasamura nods and considers the PCs for a few moments. *“You have aided our cause here, and in so doing proven yourselves friends to the Crab and loyal servants of the Empire. There can be no hiding our intent now, so I won’t bother.”* Shono looks for a moment like he would like to object – his expression is far less trusting than Yasamura’s is, whether he is looking at you or at anyone else in the tent – but he apparently thinks better of it, and subsides again. *“Tonight we launch an attack on the Twelfth Watchtower. The information brought to us by Kenzei-san will allow the attack to go smoothly and with a minimum of disruption, with minimal casualties on either side. We are not here to start a war with ourselves; we are here for peace, the peace of the Empire.”* Yasamura goes on to lay out the basics of the plan – a night-time raid during the short window that several of the guards will be changing over, taking control of key areas quickly and isolating any command elements to prevent a coordinated counterattack from coming into play before the new situation can be adequately explained. Yasamura expects most of the samurai to lay down their arms once they understand what is happening, so the plan is intended to minimize both casualties and the amount of time needed to spread the word of Yasamura’s presence.

*“Until we attack, I offer you the hospitality of my camp. You will be my guests. When we attack, you may join us if you wish, either to observe with the command staff or, if you prefer, to use your steel alongside our bushi.”* If anything, this seems to upset Shono even more, but Rohiteki taps his wrist lightly with her fan, and he subsides again.

Yasamura is as good as his word, although the PCs do have Hida “escorts” for the rest of the day; they are otherwise free to poke around wherever they like. If they change their minds and try to leave, the Crab politely but firmly dissuade them, up to and including employing violence sufficient to knock the PC or PCs out. (There are sufficient Kuni in the area to counter magical attempts to depart as well, leading to the same result.)

Eventually, night falls and the army sets out at an extremely swift pace, with Yasamura and Rohiteki at its head. (Shono and his personal guard do not follow, although the rest of the Unicorn are riding right with the Crab infantry.) Within a few short hours, the army reaches the broad plain that surrounds the Twelfth Watchtower and readies itself for the assault.

## Obedience is the Heart of Honor

If the PCs choose instead to kill Kenzei and his men, with or without Itonasu's help, they will likely return to the Watchtower to report Kenzei's treason. Kenzei has a copy of Senseko's revised guard roster in his travel pack, as well as a death haiku:

*A death of inches  
Weak and gasping, for mere pride  
The Wall deserves more*

Militarily-minded PCs might want to try to find the army Kenzei spoke of first – although he was following no established trail, his general direction was quite clear, and PCs who are skilled scouts might be able to locate the concealed camp within the forest. Doing so requires two successful rolls of **Hunting / Perception** or **Battle / Perception** and at least one successful roll of **Stealth (Sneaking) / Agility**, all at TN 30; if the PCs roll six times without acquiring the needed successes, they either do not find the camp or cannot get close enough to it to gain useful intelligence.

Regardless, the revised duty roster – which only Senseko and Kenzei had seen – plus the death haiku are enough evidence to fracture Senseko's faith in Kenzei; presenting them to her allows the PCs to make a **Sincerity (Honesty) / Awareness** roll, TN 30, to get her to accept the truth of the oncoming attack. Supporting testimony from Itonasu is worth a Free Raise on this roll. (Note that Itonasu's testimony, offered without the haiku and roster, not only doesn't convince her but actually makes matters worse.) If the roll is failed, she orders the PCs be imprisoned until the "question" of Kenzei's death can be resolved – and her cold-eyed expression makes it quite clear how the "question" will be answered. If Itonasu is with the PCs, she imprisons him as well, and answers his threats for reprisal with, "You've already taken away from me the only thing you could have threatened, pig." Itonasu's accommodations are, if anything, even less pleasant than the PCs'. In this case, it is actually Yasamura's attack that night that saves the PCs from torture and painful death at Senseko's extremely vengeful hands.

If, on the other hand, they convince Senseko that the threat to the Watchtower is real, she reacts decisively, preparing the Crab to defend against the coming assault. Her face is hollow with stiffly repressed grief, but her men rally to protect the Wall, and they are quite prepared when Yasamura's army arrives.

## Conclusion

If Kenzei reaches Yasamura with the guard roster, the attack plan goes off as well as might be hoped; Kenzei's other allies within the Watchtower open the gates at the moment of minimum internal readiness, and while there are a few casualties in the opening minutes, the resistance is minor and suppressed almost at once. No one in Yasamura's army is killed, and only a handful of the Watchtower's defenders are. The entire battle lasts less than half an hour, and Yasamura officially "relieves Senseko" of command. (Seppun Itonasu, if he is still alive at this point, is one of the few casualties; no one is willing to admit they know on whose blade he died.) If the PCs are in the Watchtower when the attack occurs, most likely because they pointed the finger at Morashu and did not identify Kenzei as the traitor, they might well sleep through the entire thing. Once the battle is done, Yasamura thanks the PCs for their efforts, promises them his continued friendship, and tells them they may stay in the Watchtower until Seou is fully recovered as his honored guests.

If Kenzei was stopped but Senseko was not persuaded of the attack, the assault still goes forward, but the result is far more bloody. The timing is not nearly as well coordinated, and although Kenzei's men in the Watchtower are still able to open the gates, other guards see them and interfere, and the first deaths of the battle occur before the army even reaches the Watchtower itself. The PCs and Seou are not harmed, but casualties on both sides are heavy; nearly half the Watchtower's men and about a quarter of Yasamura's. Yasamura himself loses an eye, and Senseko's kneecap is shattered before she can be wrestled to the ground, leaving her crippled for the rest of her life. Once the Watchtower is taken, a wounded Yasamura takes a moment to speak to the PCs, promising them safe conduct once Seou is recovered. He does not seem to hold a grudge, but does mention that Seppun Itonasu was regrettably slain in the fighting.

If the PCs can convince Senseko of the coming attack, the short-term consequences represent the fewest immediate casualties, but the greatest possible harm to the Empire. The Watchtower's heightened security prevents any of the gates from being opened, and a few attempts to sally at them get absolutely nowhere.

*For a few minutes after the attack begins, it seems as though Yasamura's forces might withdraw entirely – alarm gongs begin ringing, and signal fires are lit atop the Watchtower, mirrored moments later by a distant spark on a relay tower, and another moments*

*after that at the very edge of sight. The Crab all along the wall begin to rally to the Twelfth Watchtower.*

*Then, in the field below the Watchtower, surrounded by a series of watchful Crab and Unicorn defenders, Hida Rohiteki dismounts and presses something into Yasamura's hand. He looks surprised, then more surprised still when she puts her finger over his lips, shakes her head once, then turns away. She kneels, her eyes closed, and begins a prayer to the kami. For several moments, nothing seems to happen, even as Yasamura stares, the blood draining from his cheeks. Then there is a small tremor. Then another, a bit harder. Another. Another. And then, with a roar like the Dragon of Earth itself rising up, a massive fist of rock and stone tears itself from the ground, as tall as the Wall itself, as broad as a castle courtyard. It slams into the Wall, over and over, relentless, and even the great brilliance of the Kaiu engineers never accounted for something like this. Rohiteki trembles like a leaf, convulsing with each strike, but the Wall breaks first. A massive chunk flies back and splashes into the river beyond, bodies and rubble tumbling after it. The fist keeps striking, and more pieces are smashed aside, more bodies crushed, more stone pulverized.*

*Finally, Rohiteki slumps over and stares unmoving at the sky. A gap fifty yards wide, filled with broken stone and fallen men, separates the Twelfth Watchtower from the rest of the Wall. There is a moment of stunned horror on all sides, then Yasamura raises his war fan and signals his men forward, beginning the siege of the Twelfth Watchtower.*

Regardless, when Seou is recovered, she and the PCs are allowed to leave the Watchtower – although if Yasamura has laid siege to it, the departure of Seou and her entourage is negotiated thanks to her Imperial authority, and the siege continues despite – and their interrupted journey resumes. Seou, however, forgoes completing the circuit and instead reverses course to head straight to Shiro sano Ken Hayai, to make her report to Toshiken. When she does, the PCs are free to return to their own daimyo and tell their stories... but no one thinks that this story is anything but just beginning.

**The End**

## Rewards for Completing the Adventure

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

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

### Experience Points

Surviving the adventure:	1XP
Good roleplaying:	+1XP
Defeating the Ogres:	+1XP
Identifying Kenzei as the Traitor OR Killing/Chasing Off Morashu:	+1XP

**Total Possible Experience: 4XP**

### Honor

Crab PCs who choose to assist Kenzei lose one point of Honor for supporting his breach of their duty.

If the Wall is broken, all of the PCs lose Honor as per “Being an accomplice to a minor crime” on the Honor chart of page 91 of the corebook. Crab PCs treat this as a “heinous crime” instead.

### Glory

Each PC gains 1 point of Glory for defeating the ogres.

If the PCs discovered Kaiu Morashu’s Taint, they each gain 5 points of Glory, minus one per Rank of Glory they already have (to a minimum of 1). If they kill him, they get an additional 3 points of Glory on top of this reward. (So a Glory 4 PC would gain 4 points of Glory, where a Glory 2 PC would gain 6.)

### Other Awards/Penalties

Assisting Kenzei in his mission grants the PCs Hida Yasamura as an Ally (Devotion 1/Influence 3).

Preventing Kenzei from accomplishing his mission grants the PCs an Imperial Favor.

Killing or driving off Kaiu Morashu grants the PCs Kuni Utagu as an Ally (Devotion 1/Influence 4).

An Owl PC who assists Kenzei in his mission loses a half Rank of Status from their position. This can be prevented by writing a detailed report about the camp and the members of the uprising, but Otomo Dsichi is quite unhappy with the loss of the tower and what he views as a Crab civil war.

A Crab PC may swear fealty to Hida Yasamura if they wish to serve him. Doing so works as normal; the PC will be furthering Yasamura’s interests in the Empire at large as they would for their previous lord. (He has troops already, and tying the PC to the Wall would write them out of the campaign.) If this is publicly done, particularly in front of a PC member of the Owls, they gain “Sworn Enemy: Hantei Okucheo.” The player may contact the Campaign Admin team if they have further questions.

### Module Tracking Sheets

Make a note if the PC was attacked by the kukanchi no oni.

### GM Reporting

Did the PCs uncover Morashu’s Taint?

Did Maiko flee into the Shadowlands?

Did the PCs assist Kenzei in his mission?

Was the Wall broken?

**GM must report this information BEFORE (11/15/2014) for it to have storyline effect**