

Festival of Coronation

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**An Introductory Adventure for
Heroes of Rokugan: Champions of the Ivory Throne**

Month of the Sun, 1338 (Spring)

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[Investigation, Roleplay]

The Empire rejoices as an Emperor is Crowned.

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This module is written for the Legends of the Five Rings Roleplaying Game Fourth Edition, originally published by Alderac Entertainment Group.

Please refer to the *Heroes of Rokugan 4: Champions of the Ivory Throne Campaign Primer* for information on how to run official campaign modules. In addition to the basic setting information and house rules for this campaign, it details the various administrative necessities of the living campaign. GM reporting is crucial to players' ability to engage with the setting and to increase their characters' influence.

Adventure Background and Summary

Nineteen years ago, Toturi IX became the Emperor of Rokugan. Though he began his rule at the age of thirteen, he has proven to be a strong Emperor, enforcing a period of peace through much of his reign. Even the usually volatile Moto family and Lion Clan have been more or less cowed into peace under his reign.

In this time, Toturi IX and his wife had three children. Toturi Torizawa was his eldest, a paragon of Bushido and a respected and loved warrior and statesman. His second brother, Shin-Zhu, was always an odd young boy. He had little interest in the trappings of being one of the most important people in the Empire by virtue of his birth, and when he was old enough, he hid himself away in the distant city of Balishnimpur, away from the Empire's prying eyes. Finally, Toturi Kazetora, a manipulative man who studied and respected the works of those such as Hantei Okucheo and Bayushi Shojū. Not having any chance at the throne, he vies for power elsewhere.

Reigns never last, of course. In 1334, the Crab reported the amassing of a Shadowlands Army of impressive and terrifying size. Rokugan ignored them. In 1337, the army finally attacked, and the Crab had to pull near everything they had just in order to stave them off. It took a petition from a Hiruma who had barged into the Imperial Court, bloodied and tired to the point of near death, to convince the Empire there was a problem. And so, Toturi IX rallied the Imperial Legions and his Shogun and rode off to the Shadowlands, heedless of the protests of his court. Despite the Emperor's protests, Torizawa went as well, insistent that a future Emperor should be ready to help his people without hesitation.

The countercharge was successful. The Empire was able to push back against the forces of Jigoku, breaking their armies and pushing them back deep into the Shadowlands. However, the cost was great. An ambush of Lost Bushi took the command staff of the Imperial Legions unawares. The attack was disgustingly effective, slaying Toturi IX before his blade could clear his saya. The Shogun and Torizawa fought back, killing many of them, but falling before the trickery and strength of Jigoku's minions. By the time the army could rally to get to the command tent, the enemy was gone, and the bodies of the three men were nowhere to be seen...

With the Emperor Dead, a message was swiftly sent to Toturi Shin-Zhu: it is time to come home. The normal rites of Coronation, which would have happened immediately, were forced to be delayed as the new Emperor returns to the Imperial City.

News of course, had reached Rokugan swiftly, and every Clan Champion and Family Daimyo has made their way to the Imperial City to swear their new vows of fealty to the Emperor. In lieu of selecting their current best, these powerful lords have chosen to bring the new samurai with them to this momentous occasion, those who will grow, perhaps, to become the new Heroes of Rokugan...

Upkeep

The events of the modules are certainly of primary importance in the lives of the characters, but many of them will have been working on a variety of tasks in the times between modules. At the beginning of the module, several things will need to take place (though some are obviously dependent on the actual needs of the PCs at the table).

Character Notes

The GM should take a few minutes to examine the players' character sheets in order to have an idea of the nature of the PCs at the table. It is frequently helpful to have a list of specific mechanics that come up in the course of the module determined at the start of the module so the GM does not have to slow down play to check and see which parts apply to which PC. These can be Advantages, Disadvantages, Schools, Skills, or any other particularly relevant mechanics.

News from the Empire

While the GM is looking over sheets, it's a good time to distribute the first player handout of most modules. The News of the Empire is an overview of the recent events of the Empire in a fashion that shares the ongoing story with the playerbase without requiring a Skill Roll or interfering with the actual plot of the module. Any plot-relevant Rumors will belong in the appropriate section of the module to be learned during play.

Inactivity

There is no glory loss for inactivity in this module.

Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** is 5.

Crafting

The Crafting rules are detailed in the Campaign Primer, based largely on the Crafting rules in the core book (page 258). Unless explicitly indicated otherwise, a PC may only make one Crafting Roll per module, and any Void Points or other character resources (spell slots, Luck, etc) spent on the roll do not refresh for the duration of the module. Any successful roll is noted on the provided sheet with the description.

Preparation Techniques

Techniques like the Agasha Shugenja or Yogo Wards do not quite fall under Crafting, but still can benefit from pre-planning and the Upkeep is a good opportunity. However, unlike Crafting, this is not the only time these Techniques may be used during a module – this is just a chance for the GM to remind the players and get it out of the way.

Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. However, given the unique circumstances surrounding this module, Ronin will not have to make any rolls before this module.

Experience Expenditure

Finally, the players should be given one last chance to spend any experience they wish before the module begins. Unless the module specifically allows it, experience may not be spent during the adventure.

Introduction

It is the fourth day of the Month of the Sun in the 1338th year of the Imperial Calendar. As you crest the hills that take you to West Hub Village, the Sun is just beginning its journey across the morning sky. Your daimyo stops your procession for but a brief moment, taking in the beauty of the land.

In the city below, thousands begin to gather for the beginning of the coronation of Toturi Shin-Zhu. The death of his father, Toturi IX, the Emerald General, Lord of the Emerald Throne, and Hero of Rokugan, was a long five months ago. Though the event has been delayed by unfortunate events beyond anyone's control, the arrival of Shin-Zhu means that the Toturi Dynasty may continue its reign.

Slowly, your clan's procession begins to make its way to West Hub Village. Other Samurai around you maintain a stoic quietness as the village begins to swell with more and more people, the village almost ready to burst at the seams as thousands more than it was ever intended to bring in pile within the city streets.

Clan PCs are here as members of the honor guard of their respective daimyo. This is, of course, a great honor to be part of, as each honor guard will accompany their daimyo as part of the procession from West Hub Village to Otsan Uchi, and inevitably into the Forbidden City where Toturi Shin-Zhu will eventually be coronated as Toturi X, Emperor of Rokugan. This event will take place over three days, and while it is unlikely that most samurai will see much of the actual coronation ceremony, the very act of being within the city is considered a great honor. Imperial PCs are sent as part of the Processions of the Emerald Champion (if they are courtiers, magistrates, or non-martial shugenja) or the Shogun (if they are bushi or martial shugenja). Ronin PCs are not directly part of the procession, but instead hired by an Owl Samurai named Hantei Ryuunosuke to 'fill a task of interest to him.' They will be paid two koku for their efforts, and given free lodgings in the Inn of the Blue Tanuki (coincidentally, where other PCs will be staying). He does not go into detail on the task, but says that he will inform them when he needs their assistance.

The procession is organized first by Clan, then by Status. By pure coincidence, any PC sharing a clan will be placed next to each other in the procession. Allow the PCs a few minutes to introduce each other

to their PC clan mates, as whispers echo through the procession about anything and everything.

After perhaps a half an hour of waiting, a gong sounds from just outside the family estate of the Oriole clan. The Champions and Daimyo all snap to a formal stance, prompting the samurai with them to snap as well.

The man who steps out the door first is an older man, with a face that has known the death of an Emperor, and a friend. Doji Makibesu, Champion of the Crane, Emerald Champion, and the personal Champion of the Emperor of Rokugan looks out to the procession. His crane blue kimono is covered by a green and gold haori with the chrysanthemums of his station proudly emblazoned on each shoulder. His face is stoic as he takes a step to his left.

Out next comes Matsu Kurohimi, The Emperor's Shogun. Compared to the Emerald Champion she is still rather young and unlike him she has relatively few titles. Still, though, she seems unbothered by the relative lack of glory, the armor of the Shogun worn proudly along with the Blade of the First Shogun. She eyes the procession calmly, cautiously, before she steps to the right, hand placed on the top of her blade's saya.

The final form steps out of the procession calmly. An air of trepidation surrounds Toturi Shin-Zhu, who looks spectacularly uncomfortable wearing a rather grandiose golden kimono and haori. He looks upon the procession with some hesitation, but after a moment, he clears his throat to speak. Soft prayers can be heard nearby, and swiftly his voice booms throughout the procession as clear as if he were standing next to each samurai. "Samurai of Rokugan! We give thanks to all of you for joining Us in this festival. Though we lament the death of our Father and Brother, this is not a day of mourning, but of celebration!" He takes a breath, his eyes moving down as if to find the correct words. "On this, the day of Our coronation, We give recognition to the Samurai who shall become Heroes of Rokugan under our eyes! You, our new generation of Samurai, are as important to the success of Our reign as We are! As such, this festival, this celebration, is as much for You as it is for Us!" Another breath, and then a nod, and flags representing each clan fly up at the front of each Clan's delegations.

The procession from West Hub Village to Otsan Uchi takes most of the rest of the day. As you enter the city, dusk begins to settle, but even the lateness of the hour does not prevent the sides of the streets to be filled with samurai and peasant alike, all prostrating in impressive rhythm as the Imperial Procession passes them by.

Have PCs make an etiquette / stamina roll of TN 10 due to the length of the parade. If someone fails, at some point during the parade, they begin to slow their pace enough to be noticeable by other samurai, who have to move to cover for the samurai in question. This will cost the PC a point of glory and a mildly disapproving glance from their respective daimyo. If a PC breaks a 30 on this roll, they are noticed for their exceptional stoicism. This earns them G2.

Finally, after several hours of walking, the procession makes its way into the walls of the Forbidden City. The procession splits into two columns to make room for the Imperial Procession, which begins to move towards the steps to the palace itself.

At the top of the steps stands three figures, all dressed in brilliant green and gold, the Imperial Chrysanthemum proudly displayed over their breasts. The three daimyo of the Miya, Seppun, and Otomo watch the procession of the new Son of Heaven, and even knowing his status it is odd to see them prostrate themselves to the Emperor, their blades set in front of them as if offering a gift to Toturi Shin-Zhu.

"O-Tenno!" The Daimyo of the Otomo, Otomo Kazuko, speaks, her voice ringing through the Forbidden City's walls without the need for magic. "We, the Closest of Your Servants, are privileged and honored to be the first to Swear Fealty to your Throne! Allow us now to bid you welcome to your new home, and the seat of your power!"

Toturi Shin-Zhu steps forward, bowing low to the three daimyo. "Rise, my Servants. Rise, and go forth, to do the Good Work my Empire requires." The Daimyo rise, and take two steps back, before stepping aside and falling in line as the imperial procession moves into the palace proper. The Clan Daimyo all step away from their respective processions and follow suit, leaving the samurai remaining in the processions to leave the palace and prepare to celebrate the Coronation of Emperor Toturi X.

The PCs have been given rooms in the Inn of the Blue Tanuki. While it is the most expensive inn in the city, the occasion along with the honor of being in an Imperial Procession has caused a certain... generous feeling in Kincho the Tenth, who offered the clans a generous discount for those samurai in the processions. This has, unfortunately, made the inn somewhat more cramped than usual, forcing most samurai of the same gender to share a room with at least one other samurai.

Despite being slightly more crowded than usual, the Inn of the Blue Tanuki is still likely the most resplendent inn in the Empire. The proprietor has opted to create a rather imperial aesthetic, with the interior covered in various golds and bright greens, and a large Imperial Chrysanthemum adorning the center of each wall.

There are various NPCs joining the PCs at the inn. Their descriptions can be found in Appendix 1.

Rumors

PCs who wish to gather information as everyone gathers may make a Courtier (Gossip) / Awareness Roll at a TN of 5; a successful roll here learns one piece of gossip, plus one extra rumor for every increment of 5 by which the roll beats the TN. The Rumors include:

- Doji Makibesu, the Crane Clan Champion and Emerald Champion, has not been publicly seen since the death of Toturi IX. Some have whispered that he was preparing to request his seppuku to the new Emperor after his failure to be at the side of the previous Toturi in his last moments. Whatever the case may be, it was announced that he would be in attendance for the coronation of Toturi IX's son.
- The Lion Clan has sent a larger contingent to this coronation ceremony than any other clan, and more than the Crab and Dragon contingents combined. After Toturi IX very publicly stopped the Lion from what would have been essentially all out war against the Crane early in his reign, many courtiers ponder whether this is an attempt to ingratiate themselves to the new Son of Heaven... or to show the type of force they can muster.
- West Hub Village is an atypical place for the Coronation to begin. Typically, this sort of event would begin within the walls of Otosan

Uchi proper, but Toturi Shin-Zhu specifically requested the opportunity to parade from the village first.

Exploring the Imperial City

Some PCs may want to spend some time exploring the Imperial City before the festival begins in earnest the next day. While they are certainly welcome to, most of the city is beginning to rest to prepare for the festivities themselves. Feel free to come up with content for this, using descriptions below as a guide for any festival related things. However, be mindful of time when doing so.

Part One: The Festival Begins

As the PCs awaken the next morning, they are treated to an exemplary meal, with various forms of sushi, rice, and exceptionally made vegetables making up plates that even crane samurai have rarely tasted the like of. Even in the early hours, the beginnings of revelry can be heard from outside the inn.

The first day of the festival is when a grand majority of the competitive events take place, all hosted by various daimyo from the different clans. The events are: A Weapons tournament, a contest of music, a Kemari contest, an iaijutsu contest, a Sadane competition, and (later that night) a drinking contest.

It should be noted that these events are all strictly optional, and should be vetted for time and interest. While it is certainly preferable to go through every event, especially for new players, if there are no courtier PCs, there may not be any interest in sadane, for example. Either way, PCs should be encouraged to take place in at least one event.

What's in the Imperial City?

The Imperial City is the largest city in the Empire, and as such the number of shops, inns, dens of iniquity, and other such things can be counted near to infinite. However, there are a few notable locations for the PCs that may come up.

The Inn of the Blue Tanuki

This inn is the inn that the PCs will be staying in for the duration of the festival.

For a long time, the Inn of the Blue Tanuki was known as the House of the Blue Tanuki, a sake house and den of iniquity in the city overlooked by Kyuden Gotei. Sometime after the reign of Toturi II, the enigmatic Kincho the Seventh decided that the house needed to go 'legit,' and moved it to Otosan Uchi.

The inn is exceptionally resplendent, as described above. Kincho the Tenth constantly runs various events during the festival, most of which involving drinking in some way. The major drinking contest, hosted by Yoritomo Hiromi, is outlined in part two.

Tranquil Lotus Gardens

Just a block away from the Inn of the Blue Tanuki is a large, sprawling garden. The Tranquil Lotus Gardens are known, unsurprisingly, for their Lotus Blossoms, which seem to always be in bloom.

If a PC succeeds at Lore: History / Intelligence (or a suitable substitute, such as lore: gardens) at TN 15, they will recall a rumor that suggests that if two lovers declare their love in the garden on a full moon, their relationship will be tied forever by Benten herself.

Contest of Weapons

Early in the morning, it is announced that a weapon's competition will take place in the Ruby Dojo, inviting samurai of all levels of skill to participate. The event is jointly hosted by Matsu Mochiko, the Matsu family Daimyo, and the Shogun, Matsu Kurohimi who also is participating. More experienced Samurai are placed into their own individual brackets, while the less experienced Samurai (including the PCs) are placed in a different bracket. PCs are given padded versions of any non-ninjutsu or chain melee weapon, though anyone who is not a Yoritomo will be looked on oddly for using a weapon with the peasant keyword (costing them a point of glory).

Unless time permits, for ease's sake, have PCs roll (weapon skill) / Agility. If two or more PCs surpass a TN of 25, have them face off in a single skirmish. If only one PC rolls a 25 or higher, they will face off with the other finalist, Hantei O-Koshi (if no one surpasses a 25, O-Koshi is the winner). Either way, the contest will take place as a normal skirmish, with the winner being the first to take their opponent to the down wound rank. The padded weapons are such that they cannot bring a character lower than down.

Hantei O-Koshi

Prodigious Owl Samurai

School/Rank: Hantei Bushi 1

Initiative: 4k3

Armor TN: 20 (25 in armor)

Reduction: 0

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

Attack: 9k3 (Katana, Complex)

Damage: 6k2 (Katana)

Air 3 Earth 2 Fire 3 Water 2 Void 2

Honor: 6.5 Status: 1,0

Glory: 1.0

Primary Skills: Kenjutsu 3

Advantages/Disadvantages: Prodigy, Heartless/
Failure of compassion, Driven, haunted, Insensitive

Special Mechanics: +1k0 to attack rolls with samurai weapons (already factored in)

O-Koshi will never call raises in the first round, instead aiming to get an assessment of his opponent's defenses before taking any sort of risks. He will always call his raises to damage.

The winner of the tournament gains G3 and are noticed by Matsu Mochiko (note this on their mod sheet). A PC who fights in a particularly tactical fashion (using maneuvers other than increased damage or generally trying unconventional ways to win) will be noticed by Matsu Kurohimi (note this on their mod sheet).

If PCs are interested in the results of the higher bracket, the finals come down to the Shogun, Matsu Kurohimi and an older Scorpion Samurai by the name of Yogo Tezusho.

Slowly, the two samurai circle each other, Tezusho holding his padded no-dachi high overhead. A wide grin covers his face, much unlike the neutral, cold expression of the Shogun. Her bisento is pointed forward towards her enemy, the only direction a Matsu would ever point a weapon, though her stance leans her back, ready to receive a charge.

As the Shogun expected, Tezusho charges forward with a great kiai. A lack of concern, or perhaps a failure of perception, causes him to miss Kurohimi taking a small step to her right, moving her bisento in concert to deflect a swing that might otherwise have crushed bones. With an effortless turn, Kurohimi's blade met with Tezusho's back, letting out a painful crack as the padding of the blade itself begins to break. Standing straight and relaxing his stance, Tezusho

offered a pained bow to the Matsu woman. “I did not expect such speed from a Matsu,” he stated through clenched teeth.

“Strike first, strike last,” Kurohimi noted with a small smirk, before taking her two steps back and extricating herself from the field.

Contest of Music

The contest of music is a simple one, hosted by Kakita Yushiuro, Daimyo of the Kakita Family. Though well known for her... exacting standards, she has promised to be as fair as possible given the general inexperience of a good number of the participants.

Those participating in the contest of music may make a roll of (Relevant Perform skill) / (Relevant Trait). The base TN is 15. However, raises may be called to increase the quality of the performance. Making the TN will award 1 point, with 1 point awarded for each additional increment of 10 over the TN. Each raises will award 2 extra points.

In order to win, a PC will need to break 6 points, made by Doji Hane. Winning the competition will earn a PC G3, and gaining at least 4 points will earn them G2. However, if a PC fails their roll by more than 5, Yushiuro is unable to stop herself from being overly critical of the PC’s piece, costing them a point of glory.

Kemari Contest

Hiruma Miraiko and Yasuki Ranmaru, daimyo of their respective families, jointly host the Kemari contest. Ranmaru has agreed to judge the contest proper while Miraiko participates.

Unlike the standard Crab tradition, this is traditional kemari. Reasonable facsimiles of proper courtier garb and hats are provided to all competitors (‘compliments of the Golden Carp Tailor!’ Ranmaru will tell any who listens), and the object is to keep the ball moving while also maintaining one’s dignity. This will be a combination of Games: Kemari / Agility and Etiquette / Reflexes. A PC may substitute half of their athletics rank for either skill. Any PC who breaks a combine 35 is then placed in the finals against Hiruma Miraiko. Getting the chance to play against Miraiko earns G2 glory, and if a PC beats her, it is upped instead to G3. Miraiko rolls 7k3 for Games: Kemari and 8k3 for

Etiquette / Reflexes (She is, notably, holding back a bit). Note whoever rolls the highest on Etiquette / Reflexes (details on this are noted in the rewards section at the end of the module).

If no PC manages the TN of 35, it is won, surprisingly, by Shosuro Kimitiko.

Sadane Competition

Hosted by Chise Ashihime, Sadane is the game of artfully insulting objects. The insults can take a range of subjects and even be veiled towards an opponent or hated enemy, but being so obvious as to directly insult someone is seen to lack both politeness and cleverness.

The object in question is a piece of art depicting the Battle of Chained Heroes. A Lore: History / Intelligence roll at TN 10 will tell PCs that the Battle of Chained Heroes was the heroic final battle against Bayushi Atsuki when he tried to take the throne from under the Toturi dynasty. The painting depicts idealized heroes from every clan fighting against a man glowing crimson red, dressed head to toe in shadow-y black armor with a knife and katana. He is in the act of raising the katana to slay a Lion samurai as a Crab’s tetsubo comes to strike him in the head.

Have PCs roll Games: Sadane / Awareness. PCs may substitute half their ranks of Etiquette for Games: Sadane (Round down, though minimum one rank). If a PC beats a TN of 20, they have won, and gain a point of glory (if multiple PCs beat a TN of 20, the highest roll wins). Well role played critiques can gain a free raise on this roll. If no PC succeeds against a TN of 20, the winner is Ikoma Hashise.

The Iaijutsu Contest

Hosted by Mirumoto Kirima, the Iaijutsu contest is bracketed, similarly to the contest of weapons. The Iaijutsu contest is separated between more experienced practitioners and the younger, less experienced samurai of.

Shugenja are given the opportunity to bless the grounds. This is a roll of Lore (Theology) / Void at TN 15. A success earns them G2 glory. Note any PC whose roll exceeded 30 on this (see rewards section for details).

For simplicity's sake, PCs may roll Iaijutsu (Focus) / Void. Like in the contest of weapons, A PC must beat a TN of 25 to make the finals, where they will face off against Mirumoto Nagetaka (unless two PCs beat TN 25, in which case the highest rolls will duel each other).

Nagetaka's Dueling stat line is as follows: Assessment: 7k3, Focus: 8k4+2 (9k5+2 if against an actual duelist), Strike: 8k4+2

The winner of the competition gains G3 Glory.

Part Two: In Search of a Soul

In between competitions, or if PCs seem disinterested in the competitions, they are approached individually by a peasant boy. He hands them a note before bowing and scurrying off (a PC who opts to hand him some money for the trouble can earn honor for H4). Give the PCs Player Handout #1. Ronin PCs will receive a simple message informing them that Ryuunosuke needs them for the task he hired them for.

Assuming the PCs pay any attention to this letter, early in the afternoon Hantei Ryuunosuke waits for them at the Inn of the Blue Tanuki.

Hantei Ryuunosuke is an older man, the signs of greying already gracing his hair and short beard. He offers polite bows to you as you begin to funnel in. "Ah, Samurai, I am glad you all could make it. Please, introduce yourselves!"

At this point, any PCs who have not been introduced to each other can do so.

After a good clip past the required amount of meaningless banter for etiquette's sake, Ryuunosuke nods and clears his throat. "Now, to why we are here. I am a keeper of historical records for the Owl Clan. Specifically, I am interested in the particulars of lineages and particularly... spiritual descendants of heroes of various conflicts.

"The one in particular I am having issues with is a matter of rather curious historical lineage." Ryuunosuke nods to any Unicorn who may be in attendance. "Of course, all know about the events of the Battle of Otosan Uchi." Not waiting to explain

himself, he moves on, "Many great spirits were slain in the battle, and I have spent my life finding the reincarnations of these various spirits."

The battle of Otosan Uchi was the final battle between the forces of Daigotsu and the Samurai of Rokugan. During the battle, a small army of Shadowlands creatures stormed Tengoku itself. Several minor Fortunes were killed in the ensuing fight, with Fu Leng slaying Shinjo using the spear of Emma-O. The battle ended when Heroes of the time cast the spell Embrace of Ningen-Do.

"I have found records of the reincarnations of many of the Fortunes who were lost on that fateful day. Unfortunately, I have not been able to get to nearly as many libraries as I might like, what with my normal duties keeping me closer to Owl lands than the lands of other clans, which means that I have rarely had the opportunity to actively pursue this particular quest." There is a sardonic chuckle before he continues.

"So, if I may, I'd like to ask a favor. Unfortunately, I am only here for another couple of days, not near enough time to do any research, neh? So, if I may, I would implore on you a request. Help me with my research. I know of a few avenues that could be particularly intriguing, and I swear it would not take more than a day of your time."

The PCs may have several questions in the wake of this request. Some sample answers include:

"Where in Kami's name would we even start looking?"

"There are several places we could conceivably start. The Ikoma are, of course, brilliant storytellers and historians, and I am quite certain that Ikoma Shabiko-sama has plenty of experienced historians here who may be able to help you. Beyond that, I am sure you are clever enough, after all, your Daimyo brought you here for a reason."

"Why is this important?"

"This is mostly a historical study, and I am sure that it I do not need to remind you the importance of ensuring the importance of having a proper study of history. I am simply hoping to ensure that this information is accessible to anyone who might need it.

If PCs ask this question, they can roll Investigation (Interrogation) / Awareness at TN 25. A success will tell them that he is not being entirely forthright in his words.

“What are you really interested in?” (Owl PCs only)

Ryuunosuke will not answer this question to non-Owl PCs. He will wait for a moment alone with the Owl PC before responding.

“Part of our charter is to maintain the ‘true’ history of the Empire. Because of our start being so... eclectic in origins, we have a great deal of information based from all the clans, histories that are best left forgotten, but important for when history begins to repeat. Because our history deals so much with spirits, however, there is also a vested interest in those who have reincarnated... especially those who may still be alive. I admit that I believe that not all of the Fortunes who had died in the Battle of the Realms were immediately reincarnated, and I think that one may have even returned relatively recently. It would be a boon to us all if this person were found.”

After the PCs are done asking any questions they may have, Ryuunosuke bows to them. “I do thank you for your assistance. I do not believe we are in any hurry, but I would like to begin tomorrow, if possible. I, erm... believe that the Yoritomo Family Daimyo has his competition starting at the Three Talons Sake House in an hour. If you are interested in such things, of course. Either way, I will see you in the morning.”

This is the main hook of the module. If a PC chooses not to participate, they are effectively out of the adventure, and only eligible for up to 4 XP, depending on if they role played well and performed in a competition. Such PCs MAY be brought back in if another PC has sufficient justification to persuade them to rejoin.

The Drinking Competition

Assuming there are PCs interested in the drinking contest, it is held at the Three Talons Sake House near the inner city.

The Three Talons Sake House is a large, sprawling establishment, decorated like the Blue Tanuki in bright greens and golds that make up the colors of the Imperial Families. Inside are several samurai, mostly Crab and Mantis with a few Ikoma and Scorpion, jovially talking amongst themselves. At the center of the revelry is an older man with a rough and tumble appearance, clearly a man used to the sea.

After several minutes of chatter and laughter, Yoritomo Arashi stands and speaks, loudly enough that any can hear without issue. “Friends, Samurai! Welcome to this humble contest of fortitude! I am Yoritomo Arashi, daimyo of the Yoritomo family, and I would welcome you to sit and enjoy this night of drinking and revelry! Of course, nights like tonight are for contests, and I have a special prize for whoever is left standing at the end of the night!”

The contest will be resolved with a series of raw stamina rolls. Any spell or ability that gives bonuses against poison applies (though the use of spells is obviously dishonorable). The TN of the stamina roll starts at 5, and goes up by 5 for every subsequent roll. If a character fails 1 roll, all subsequent TNs go up by 2. If he fails by more than 5, he passes out, losing a point of glory for public drunkenness and waking up the next morning in his room.

The winner has to beat a TN of 20, made by Hida Nobane. For the winner:

Arashi laughs as he watches samurai after samurai pass out from the sake. As you and he are the last remaining, he grins, pulling out a jug from behind him and pours another round for both of you. “This here, was my father’s favorite sake blend. The jug was the favored of a rather famous Yoritomo Brew master. I think he’d like to know that such an... accomplished drinker now holds it. But first, a toast!

The final toast will be at a TN 25, plus any modifiers for previous failures. If the PC makes the roll, Arashi will tell everyone about their impressive stamina, earning both G2 and I1 (it did come from drunkenness, after all). If he succeeds, note this for the end of the module (results for this are detailed at the end of the module). Pass or fail, the will earn the Nine Izo Sake Gourd.

Other happenings around the city.

Some (and, in fact, probably most) PCs will likely not be particularly interested in being part of the drinking contest. With that in mind, there are a theoretical infinite number of things PCs can do in the imperial city without getting into too much trouble (or not). If a PC ends up in the Tranquil Lotus garden, however...

The full moon sits high in the night sky, providing full illumination of the garden as you walk through it. The beauty of the imperial city is in full display here, with lotus blossoms blooming impossibly past their normal blooming period.

Have PCs roll Investigation (Notice) / Perception at TN 15. With a success, PCs in the garden catch the soft sound of music emanating from deep in the garden.

Assuming the PC in question chooses to find the source of the music:

At the center of the garden sits a young woman, dressed in the reds and blacks of the scorpion. Her mask, what little counts as 'mask' on her, is barely more than a very small white veil.

The woman's flute is producing a soft medley, one interrupted as she notices your arrival. The medley ends, and her flute drops from her lips, a tiny smile gracing her lips. "Ah, [Family Name]-san, this one hopes her music was not an interruption to your walk."

Allow the PCs to make a roll of Lore: Heraldry / Intelligence at TN 30. A success allows them to recognize Soshi Hizoko. In this instance, the PCs should not stress about failing to recognize her, as gaining her notice relies on them not knowing who she is.

- Hizoko will refer to herself as Nomen if she is unrecognized (a clear reference to any Scorpion that she is using a pseudonym, though less obvious to others).
- If PCs pry further into who she is, she will simply state "oh, I am no one special." There is no roll to realize that she is lying, especially since she gives a mildly exaggerated wink.
- She will ask prying questions about the PC, probing with a surprising amount of 'lucky guesses' to things that could be relevant to

their history. She will always know if a PC is lying, but is impressed with their effort. Either way, she will never call out

- If a PC recognized her and brought attention to it, she will be disappointed, and simply resign herself to asking standard questions.

If a PC plays along with her game, allow them to roll Sincerity (Deceit) / Awareness. Note if they beat a TN of 20 (results for this are detailed in the rewards section at the end of the module).

If the PCs did not catch Hizoko's attention (whether by failing the roll or realizing who she is), they may then roll Investigation (Notice) / Perception against TN 25. With a success, they notice the flash of a figure trailing them from the corner of their eye. By the time they turn around, there is no one there. Note this result (results for this are detailed at the end of the module).

Part Three: Studios Understanding

The next morning, Hantei Ryuunosuke will meet the PCs bright and early at the House of the Blue Tanuki. With a grin and a nod, he will motion for them to join him for a meal.

After enjoying a meal and taking a moment to listen to the... intriguing musical offerings of a group of merchants who appear to have not stopped drinking, Ryuunosuke's expression becomes serious. "Ah, now, we should focus on the business at hand, my friends. Have you thought about what avenues you would like to pursue in our little quest?"

For the most part, Ryuunosuke will be agreeable to whatever plan the PCs come up with to begin looking for information, if it is somewhat sensible. In general, plans that involve stealing information or beating it out of people should be discouraged (along with other horribly dishonorable plans. Ryuunosuke wants this information badly, but not so badly that he is willing to, say, poison a diplomat).

The setup for this is completely open ended, but in general, GMs should allow any reasonable course of action to work. The information contained is not exactly difficult to find, after all, as most of the

Fortunes took their own names and tended to find their way to professions and hobbies that fit their skillset.

Mechanically, have them decide what method they are taking to collect information, then have them roll and appropriate roll (for example: if a PC is looking to research the libraries, the roll would be Lore: History (ancestors) / Intelligence). The base TN to gain a piece of information is 10, with an extra piece of information per raise. There is a total of 10 pieces of information. All except the final piece of information (relating to Shinjo herself) are at random, the information on Shinjo is always last.

It should be noted that unless a player comes up with something exceptionally creative, weapon skills cannot be used in this roll. Using low skills will cost the PCs honor as D2. Intimidation and temptation will also gain PCs a point of infamy if used.

The information is as follows:

- A young man named Haruhiko was discovered near Earthquake Fish Bay. The small village he had grown up in had found unprecedented success in fishing since his birth, and his heavenly status was confirmed soon after this success was noticed.
- A Lion Samurai in Akodo Mori was discovered to be Hikora, Fortune of the Oak. He proved to be an effective governor for Rengai Mura, and the output around Akodo Mori has been exponentially improved since.
- An unnamed Eta woman (Kirako, for those who opt to pry too much gains II) was discovered to be the Fortune of Torture, after her uncanny ability to gain information out of people through... questionable means. The Owl Clan took her in immediately after her discovery and made her Samurai.
- A major draught was suffered in Unicorn lands upon the birth of who became Hiderigami. While some in the village she grew up in wanted her dead out of fear for her being cursed, a wandering monk discovered her and offered to take her where she would be safe. She lived a quiet, meditative life from then on.
- Sengen, the Fortune of Mount Sengen, was never actually found, but was confirmed to have returned to the Heavens in 1210. It is assumed he led a simple life in Mount Sengen before he eventually returned to the heavens.
- The Fortune of Ronin was found in Kaeru Toshi, where a large population of Ronin still live. Mikoto formed a small Ronin band called the Ronin's Blessing Otokodate, which still operates and sees relative success today.
- Kaze-no-Kami, who simply took the name Kaze when he was alive, was a mendicant monk. High winds followed him wherever he went, so he never stayed in one place for more than a pair of days,
- Kojin, Fortune of Kitchens and house wives, was married to Emperor Toturi IV when she reappeared as Shinjo Kojin. She was a dutiful wife, naturally, though it is known that she did not particularly like her husband for whatever reason.
- Yama-no-Kami, who simply took the name Yama, was born near the Zokujin mines in Lion lands. He eventually became a mine foreman, and those few who bother talking to the Zokujin say that they liked him more than others.
- Lady Shinjo's reincarnation has, to this point, not reemerged that anyone knows of. Common consideration would have suggested that she would have reincarnated in Unicorn lands...

This information reflects all the dead former Fortunes. PCs may be interested specifically in the information about the reincarnation of Shinjo. If a PC is, allow them to make the same roll that they made before (representing prying for more information, focusing their studies, or something similar) at a TN of 20. If they succeed, they learn the following:

- The Unicorn clan scoured their lands in the first several years after Shinjo's death, hoping to find their fallen matriarch. After nearly a decade of unsuccessful searching, the clan determined that she would be reborn and appear for them when it is time, and not before.
- The common theories are that she had either willfully concealed herself and lived a quiet life as a monk, or that something had delayed her reincarnation. Whatever the case may be, it's been nearly two hundred years now since her death, and she still has not reappeared in Tengoku.

Though PCs may be interested in pursuing this further, by the time they have gotten this far the hour is beginning to grow late. They are welcome to try and

get more, but there is not much more that they can glean with library staff and others looking to return to the festivals (and they should indeed likely be returning to check in with Ryuunosuke anyway).

Back at the inn of the Blue Tanuki, Ryuunosuke's feelings will depend on how the PCs did.

If PCs collected no information:

Ryuunosuke shakes his head and sighs, "well, it was a good attempt, but it seems that my hopes are to be dashed this time. Thank you for your help anyway, samurai."

After the next evening's events, go to the conclusion.

If the PCs collect some, but not all the information:

Ryuunosuke offers a polite bow. "Thank you, Samurai-samas. This information will be most valuable, and I promise it will be kept safe and sacred." Despite his politeness, there is a certain sense of disappointment, as if something is... missing.

PCs receive Glory for G2. After the evening's events, go to the conclusion.

If the PCs find information on Shinjo's reincarnation:

Ryuunosuke manages to suppress a smile as you mention Lady Shinjo. As you offer all the information you have, his hands begin to involuntarily begin wringing. "Yes, this... this is something interesting. Please, my friends! Enjoy the rest of the evening. I will come speak to you again in the morning, but I have some... research of my own to do."

Before Ryuunosuke has an opportunity to leave, however...

"Ah, pardon me, Samurai-sans.," A voice pierces through the discussion, grabbing Ryuunosuke's attention.

The speaker is a man in a resplendent kimono of golds and greens, flanked by another Samurai in fine imperial clothing. He offers a light bow, one indicating a certain confidence in his superior social standing. This is further confirmed by the low, deep bow offered to him by Ryuunosuke.

PCs may roll Lore: Heraldry (Imperials) / Intelligence at TN 25. A success recognizes Seppun Masaharu, alongside Toturi Kazetora. If no one gets this, they should still understand Ryuunosuke's bow indicates him of someone of importance. Not providing a proper bow is a minor breach of etiquette, causing a D2 honor loss (if newer PCs seem unsure, a simple TN 10 Etiquette / Awareness roll will tell them that this person must be important if Ryuunosuke is bowing to him so low).

The man motions for you to rise easily, a soft smile retained on his face. "Ah, forgive me for interrupting, Samurai-sans. My name is Seppun Masaharu, and this is Toturi Kazetora, brother of our Honored Emperor. Ah! Perhaps, an explanation. We were... requested... by honored Toturi Shin-Zhu-sama to find samurai from each of the clans to ask a certain question, one that I suppose has been one he has been contemplating for some time. Would you indulge these humble servants, perhaps, in contemplating the question?" Not waiting for anyone to answer, he continues. "Our soon to be new Emperor wishes to know... 'should a Samurai be judged upon the intent of his actions, or upon the outcome?'"

This is entirely a role play question. There are no rolls to make. If PCs are having trouble considering, have Ryuunosuke answer first:

Ryuunosuke clears his throat. "Ah, this one believes that honor is found in the intent behind one's deeds. All samurai make mistakes; it is part of being mortals. Sometimes, those mistakes lead to our deaths, or to unintended negative consequences. Therefore, we must consider why a Samurai would consider the actions they took as the valid option at the time, instead of whether the action was a success or failure. A failed charge taken with honorable intent is an act of courage, not a foolish tactical decision."

Masaharu will insist that every samurai answer the question: this is, after all, a quest from the Emperor himself. Kazetora will stand boredly, seeming disinterested in anything the PCs are saying (in fact, he is rather disinterested in this whole ordeal).

When everyone has provided an answer:

Masaharu and Kazetora offer polite bows as Masaharu speaks. “thank you, Samurai-sans. We will surely remember the assistance you have provided us today.” Again, without waiting to hear but another word from the samurai before them, the two take their leave.

That evening, the entire city is effectively open for whatever PCs want to try to do. The following are things that strictly happen in the Inn of the Blue Tanuki and area surrounding, but PCs could effectively go anywhere save the Forbidden City itself. GMs should feel free to roleplay out something appropriate, but be wary of assessing particularly high consequences unless PCs deserve them.

Part Four: Unveiling a Kami

The next morning, Ryuunosuke is again awake bright and early at the Inn of the Blue Tanuki. If there is not a Kitsu Shugenja at the table, there will be a younger man, though this one is dressed in the colors of the lion and has fiery red hair. Ryuunosuke and the Lion man are joking as the PCs arrive, a meal set up for each PC already.

As he has done before, Ryuunosuke will politely talk with the PCs, asking how they have been enjoying the festival and about anything entirely unrelated to the task from yesterday. He will wait until everyone has finished the meal before he continues.

“Now then,” Ryuunosuke smiles as everyone sets down their chopsticks and plates, “you all did very well in uncovering as much information as you uncovered. I am most intrigued, in fact, by the information you uncovered regarding Shinjo-kami. So, I spent the last evening doing some research of my own, and I... think I may have an idea.”

If the Lion Samurai is in attendance, this happens:

Kitsu Isei scoffs at this. “Ryuunosuke-sama, are you wasting another group of young samurai’s time with a wild goose chase? Surely you must know that if Shinjo-Kami were to be found, it would already have happened.”

Ryuunosuke’s grin only grows wider at the Lion’s doubt. “Ah, Kitsu Isei-san, I believe in this instance you should trust me! While I know that you and I have

been down this road before, I am more confident this time. There is an important detail we have overlooked!”

Whether the Kitsu is there or not, Ryuunosuke continues.

“I confess, Samurai, I have been looking for Lady Shinjo for a very long time. I had always assumed that she was reborn at the same time as the Fortunes who had died... but with what you have brought me, I believe that she was... or will be reborn into a newer generation. If I may impress upon you a request, Samurai-samas, I think I may have put everything together. With how everything has happened over the last few years... yes, indeed I am sure of it!”

PCs may ask who he assumes may be the reincarnation, to which he will reply swiftly, “ah, I do not wish to bring hopes up before we have had our chance to confirm my speculation. For now, I would prefer to keep my suspicions close to the chest.”

If the PCs are having trouble feeling particularly invested in going after what may seem like a wild goose chase, Ryuunosuke will up the ante by offering his services in the future if they help him here (PCs will gain ‘Ryuunosuke’s favor,’ explained in the Rewards).

The embassies, unfortunately, are on the opposite side of the forbidden city in comparison to the Inn of the Blue Tanuki. Though the PCs may insist on taking a technically safer route, Ryuunosuke in his impatience will insist that the best way to go will be through the alleys to save time. (“What is a little risk in the face of saving valuable time, Samurai-sans?”)

As one might expect with such a strategy, it is not long before the PCs are accosted. They can roll an investigation (Notice) / Perception roll, TN 10, to notice the gang members step in the alley almost right after them. If no one makes it, the PCs will suffer a -20 to their initiative roll for the first round of combat.

As you turn around to see who is following you, a small, smiling man stands before you. He is joined by a group of men who are at least a head and shoulders taller than him, their expressions far more serious, daggers being wielded in your direction.

The smiling man raises his hands out as if to greet you, the grin even widening as the men begin to crack their knuckles. “Ah, friend Samurai, you seem lost! Surely such an oversight is a true shame, but something my compatriots here and I would love to help you with! Surely all your possessions would be a meager price to pay for assistance to a more... safe area, neh?”

The PCs essentially have three choices here.

- Actively give the bandits all their possessions. While this is an option, this is an act of cowardice against what are very clearly bandits. PCs will lose glory points equal to their current glory rank plus 5 for taking this option.
- Fight the bandits. The function of this is explained below, and the PCs will get a single point of glory for defeating the bandits (these are not particularly powerful bandits)
- Persuade the bandits to go away. This can be done with any given social skill, contested by the appropriate skill of the bandit leader (he will void on this roll if necessary). Low skills should carry an honor loss of D2.

Random Bandits

Dumb muscle

School/Rank: No School, Insight Rank 1

Initiative: 3k2

Armor TN: 15 **Reduction:** 0

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

Attack: 5k2 (Tanto, Complex)

Damage: 4k1 (Tanto)

Air 2 Earth 2 Fire 2 Water 2 Void 1
 Strength

4

Honor: 0 Status: 0 Glory: 0

Primary Skills: knives 3

Advantages/Disadvantages: Strength of the Earth / Social disadvantage (Peasant/Bandit)

'Boss'

The “Brains” of the outfit

School/Rank: No School, Insight Rank 1

Initiative: 4k3

Armor TN: 20 **Reduction:** 0

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

Attack: 2k2 (Fist, Complex, Unskilled)

Damage: 2k1 (Fist)

Air 2 Earth 2 Fire 2 Water 3 Void 1

Reflexes

3

Honor: 0 Status: 0 Glory: 0

Primary Skills: Etiquette 2, Sincerity 3, Intimidation 1, Temptation (Bribery) 2

Advantages/Disadvantages: Social disadvantage (Peasant/Bandit)

There are a number of bandits equal to the PCs, plus the boss. The NPCs tactics will be simple. They will come up and attack the PCs, only calling a single raise for damage if they are supremely confident in their ability to hit the PC (RE: they have been hitting consecutively over multiple rounds). The boss will stand behind the larger bandits and throw taunts at the PCs (E.G. “Should have just listened! Now you’re in for it!”). Any bandit who is brought below the crippled wound rank will break ranks and frantically run away. If all the other bandits are wounded/defeated, the Boss will widen his eyes and flee, screaming out “I didn’t think it would go this way! Please forgive me, Samurai-samas!” before trying to disappear into the crowd. Any PC who is that interested in chasing him can roll Investigation (Search) / perception contested against his stealth of 2k2. He will void for the skill if he has not used his void point from the combat.

Note: The bandits are nameless faces, and not intended to put together a real fight. There is no actual reason to spend their void points here unless the table is entirely powerful combat characters.

The Unicorn Embassy

Thankfully, after the little incident with the bandits, journeying to the Unicorn Embassy should be otherwise uneventful. The Unicorn will be somewhat surprised to see the PCs, what with there being celebrating to do, but they will at least admit them in for tea and cookies before explaining that only Shinjo Hazumi is currently in the embassy (The other daimyo are at various celebrations).

After about an hour, Shinjo Hazumi agrees to meet with the PCs.

Quite unlike many of the Unicorn, Shinjo Hazumi is a rather traditionally pretty woman. The descendent of Shinjo Shono carries herself with a calm, even demeanor, her face remaining carefully neutral as she

studies each of you with the gaze of one appraising an opponent. “Samurai-samas, pardon my confusion, but this seems a most unusual time for a meeting. Should you not all be out celebrating the coronation of our new Emperor?”

Rynnosuke offers an apologetic bow to the Champion of the Unicorn clan. “Ah, pardon me, Shinjo-tono, but we are simple samurai in pursuit of the answer to a question. If you would permit, we are searching for someone with certain specific... spiritual qualities.” At this point he will nod either to Kitsu Isei or any Kitsu among the PCs. “If it would please you, I would like permission for Kitsu-san here to employ some of their unique spiritual understanding in assistance to looking for these spiritual qualities. Their unique understanding of the Kami, as well as the ancestors, should carry this process along rather swiftly, I would think.”

“And why would I want you to do this?” Hazumi’s tone, despite being firm, is more curious than angry.

“Ah, right.” Ryuunosuke takes a deep breath before continuing. “Kitsu-san is looking for a matter of ancestry, Shinjo-tono. It is one I believe the unicorn would be very interested in.”

Hazumi eyes the Hantei warily for a long moment, then the Kitsu. Then she shakes her head. “I do not see the relevance here.” After a moment, she looks to the samurai presented. “A matter of ancestry? I can trace my line back to Shinjo-no-Kami herself. What question could there possibly be?”

At this point, it is up to the PCs to persuade Hazumi to trust them. This may be difficult if they have not parsed together what they are looking for, so allow PCs who seem unsure the opportunity to roll raw intelligence at TN 10 to realize that there is a possibility one of the Unicorn could well be Shinjo.

Arguments that will NOT persuade Hazumi include:

- The possibility that it could be her. To be frank, Hazumi is not exactly the most confident person.
- That there is some sort of obligation to even try. Hazumi is not precisely enamored with the idea of being called into obligations, already having been called into several.

Arguments that will prove more effective:

- Appeals to Bushido, and how if Shinjo is reborn, it is the duty of all samurai to discover her.
- Appeals to the good of the Unicorn. The return of Shinjo, after all, would be a grand boon to the Clan.
- If a PC brings up the oddities of her specific history, suggesting it may be her will be effective. If PCs are having trouble coming up with arguments that are sensible, allow them to roll Lore: History (Unicorn) or Lore: Unicorn / Intelligence at TN 15. If they succeed, they should be reminded that the circumstances regarding her ascension to Clan Champion were highly unusual.

GMs should use discretion on other arguments. In general, a good argument should lower the TN by 5, while a poor argument should increase it by 5.

To succeed, a PC must succeed at a roll of Courtier (Manipulation) or Sincerity (Honesty) / Awareness at TN 25. This may be done as a cooperative roll (PCs may have one PC roll, with all other PCs involved adding their ranks in the skill to the PC’s roll).

If PCs succeed:

Hazumi looks at the group of samurai curiously, considering their words for what feels like an eternity. Finally, she nods her head in consent. “Very well. I will take the council of the Kitsu.”

If the PCs fail:

Hazumi is impatient, clearly unconvinced of the usefulness of this activity. “Fine. If you must, Samurai-sans, hurry up. I have places to be.”

If Kitsu Isei is the Kitsu in question:

Isei takes a deep breath and focuses his mind upon Shinjo Hazumi. His eyes glow a deep yellow, and for but a moment, it seems as if the man is not in Ningen-Do.

In a sudden instant, the candles in the room dim, as if pushed out by a more intimidating force. The darkness barely has time to fill the room before an explosion of light erupts from Shinjo Hazumi. Kitsu Isei is thrown

from his spot, hitting the far wall and falling to the ground.

For but a moment, an outline is present against the Unicorn Champion. It takes a moment for it to coalesce into form, but when it finally does, it takes the form of a giant Ki-Rin, gazing down upon Shinjo Hazumi with a protective gaze.

The light soon returns to the room, and the image disappears. Hazumi stares at Kitsu Isei for a long moment before clearing her throat. "What... was that?"

Isei pushes himself to a knee, taking a deep breath before he answers. "It is true... it cannot be..."

"You are the Kami reborn..."

If one or more PC Kitsu are in attendance, have them roll for their rank technique, Eyes of the Ancestors against TN 25 (20 if Hazumi was successfully persuaded). If they succeed...

Normally, when you study the ancestors' guidance upon a person as you always have, it is a subtle thing. You simply study them for a brief moment and see a small reflection of the ancestors and fortunes.

This, however, is like nothing you have ever seen before. For what feels like an eternity, your eyes are glazed over with a powerful yellow glow. As you force your eyes to focus on Shinjo Hazumi, they are overwhelmed with light. You hear a soft hum that seems to come from Hazumi, but also from... somewhere else that you cannot readily explain. As you finally manage to push your eyes to the Unicorn Champion, a shining, golden Ki-Rin stands over the woman with a protective gaze upon her.

As your eyes begin to recover from the sight, you discover that you were knocked off your feet by the experience. Standing above you is the Shinjo Daimyo, Shinjo Hazumi, studying you with a concerned expression.

There is no doubt, though, in your mind. With an experience such as this, what else could the answer be?

This is the Kami Shinjo Reborn.

Conclusion

As soon as someone, whether a PC or Kitsu Komaru, tells Hazumi the truth of her soul, she immediately orders the group to leave. Though disappointed he could not spend more time actually talking to Hazumi, Ryuunosuke is nonetheless pleased that her nature was revealed; especially since he was there to see her revealed. Ryuunosuke promises the PCs that he will remember all they have done for him, and will repay it in kind (all PCs will receive Ryuunosuke's favor).

If the PCs did not discover Shinjo Hazumi's identity, whether it be because no Kitsu PC could make the roll or, more likely, they never discovered information on Shinjo's death and reincarnation, Ryuunosuke will leave them with simple disappointment.

Regardless, at midday, the PCs are gathered again at the forbidden palace.

Standing much as you had when the Imperial Daimyo had sworn fealty to the new Son of Heaven, the doors to the imperial palace swing wide just as the Sun begins to hit the highest point of the daily journey. Out through it steps nine figures, instantly recognizable as your Clan Champions.

First, Yoritomo Kaminari, Descendent of Yoritomo, best friend of an Emperor and a warrior of proud tradition.

Second, Togashi Hoshi, the son of the Kami Togashi himself, impossibly young despite preparing to see the reign of yet another Emperor in his time.

Third, Hida Oturi, Descendent of O-Ushi, a man known as much for his silence as for his prowess in battle.

Fourth, Shinjo Hazumi, Shinjo Herself, Peerless in Grace and power.

Fifth, Bayushi Otozatsu, Descendent of Sunetra, a courtier and bushi whose skills with a blade are said to be matched by his charm and wit.

Sixth, Shiba Korishima, Descendent of Tsukimi, who carries the Soul of Shiba with grace and humility that has made her a woman of great renown and respect.

Seventh, Doji Makibesu, Descendent of Domotai, Scion of the left hand and the personal champion of the Emperor, whose age does little to slow his grace.

Eighth, Akodo Shakato, Descendent of Kaneka, One of the Greatest Generals never to have fought in a major conflict.

And Ninth, Hantei Kujaru, Descendent of Okuchoe, the living reminder of Rokugan's first dynasty, and among the regalest samurai in the Empire.

Each Champion of the Clans takes position in two perfect lines before the great doors to the Imperial Palace. Soon, out step the Imperial Daimyo, who walk to the edge of the steps, facing the procession. Miya Nobutoshi steps forward and addresses the procession. "Samurai! Kneel in reverence to the Son of Heaven, descended from the Dynasty of the Thunder of the Lion, The Lord of the Seven Hills, Toturi I! Kneel in reverence to Toturi X!"

As the Samurai kneel upon the command of Miya Nobutoshi, out steps the man now known as Toturi X. While that look of uncertainty still crosses his face for but a moment, it is soon disguised with the calm veneer one would expect of the Son of Heaven. A shugenja again entreats the kami, and soon his voice echoes not just through the forbidden palace, but throughout all of Otosan Uchi.

"Samurai of Rokugan! We thank you for your attendance on this auspicious day, the day that We continue the dynasty of Toturi! It is with great pride that I look upon you, Samurai both of present and future on this, the day that I claim the throne that belonged to my Father, and his Father before, and his Father before!

"Now, Samurai, go forth! Serve your Empire, your Emperor, your Clan. As you place your faith in me, know that now I place mine in you!"

As the Emperor's final words ring out, Akodo Shakato rises and throws his fist in the air, needing no magic for his voice to fill all of the Forbidden City. "UTZ!"

"BANZAI!"

The End

Rewards for Completing the Adventure

Surviving the Module: 1 XP
Good Roleplaying: 1 XP
Participating in at least one Competition: 1 XP
Finding the name of at least one Fortune: 1 XP
Finding Shinjo's Reincarnation: 1 XP

Total Possible Experience: 5 XP

Favors

If the PCs find the name of at least one Fortune: they gain a Favor.

Honor

Discovering Shinjo's Soul: H6

Other Gains and Losses are detailed within the Module

Glory

Discovering Shinjo's Soul: G4

Other Gains and Losses are detailed within the Module.

If (Somehow) Ryuunosuke dies, Set all PCs Glory to 0.

Allies and Enemies

If the PCs discover Shinjo's Soul: Ally: Hantei Ryuunosuke (2 Influence / 4 Devotion)

Other Awards/Penalties

Discovering Shinjo's Soul: Ryuunosuke's Aid: Once during a module, if a PC would fail to gain access to a major NPC, he may burn Ryuunosuke's Aid to gain access to that NPC.

The next few rewards detail the potential to be 'noticed' by a Daimyo. A PC may only gain noticed for one daimyo (if they would qualify for multiple ones, offer them the choice, and give the PC who placed second an opportunity to gain the Daimyo in question if they would not have otherwise gained one).

Noticed is neither an advantage or disadvantage.

Discovering Shinjo's Soul: A PC becomes Noticed by Shinjo Hazumi. Priority goes as such:

- All Kitsu who passed the roll to discover her soul. (In this instance, multiple PCs can get the Noticed)
- A Unicorn PC with the highest Honor
- A PC with the Highest Honor

PC wins Contest of Weapons: Noticed by Matsu Mochiko

PC uses unusual tactics during Contest of Weapons): Noticed by Matsu Kurohimi

PC wins Contest of Music: noticed by Kakita Yuushiro

PC beats Hiruma Miraiko in Kemari contest: Noticed by Hiruma Miraiko

PC rolls highest in Etiquette roll in Kemari contest (at any point): Noticed by Yasuki Ranmaru

PC wins Sadane Contest: Noticed by Chise Ashihime

PC beats a 30 on roll to consecrate dueling ring: Noticed by Gennai Okaru

PC wins Iaijutsu Contest: Noticed by Mirumoto Kirima

PC wins Drinking Contest: Noticed by Yoritomo Arashi

PC plays nice with Soshi Hizoko: Noticed by Soshi Hizoko

PC catches a glimpse of Ninbe: Noticed by Shosuro Ninbe

PC does not otherwise get noticed by an NPC: Noticed by Toturi Kazetora

GM Reporting

- 1) Was Shinjo's Soul discovered?
- 2) Did the Boss Survive?
- 3) Did Ryuunosuke survive?
- 4) Note all PCs noticed by a Daimyo (character name/Player number)
- 5) Was Hazumi convinced by the PCs?

The GM must report this information by February 10, 2017 for it to have storyline effect

Appendix #1: NPCs

If any NPCs require statblocks not listed elsewhere in the module

Hantei Ryuunosuke

Spiritual Historian

School/Rank: Hantei courtier 3

Initiative: 7k4

Armor TN: 29 **Reduction:** 0

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

Attack: 5k4 (Bo staff, Complex)

Damage: 3k2 (Bo staff)

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

Honor: 7.9 Status: 4.0 Glory: 4.1

Primary Skills: Lore: Nonhumans 3, Courtier 5, Etiquette 5, Lore: Spirits 7, Lore: Spirit Wars 5, Intimidation 4

Advantages/Disadvantages: Precise Memory / Driven (Find Shinjo's Reincarnation)

Special Mechanics: +1k0 to etiquette rolls, may spend a void point to get +2k2 on intimidation rolls (instead of 1k1)

Significant Dice Pools: 9k4 Etiquette, 9k4 Courtier, 7k3 intimidation

Shinjo Hazumi

Champion of the Unicorn

School/Rank: Shinjo Bushi 5

Initiative: 10k6+6

Armor TN: 35 (40 in Armor) **Reduction:** 3

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

Attack: 10k8 (Katana, Simple)

Damage: 9k2 (Katana, Exploding 9s)

Air 4	Earth 5	Fire 5	Water	Void 7
			5	

Reflexes

6

Honor: 8.1 Status: 8.0 Glory: 7.0

Primary Skills: Kenjutsu 9, Battle 6, Courtier 2, Etiquette 1

Advantages/Disadvantages: Shinjo's Soul, Leadership, Strength of the Earth / Doubt (Battle),

Special Mechanics: As Rank 5 Shinjo Bushi, +2k0 to all rolls (Shinjo's Soul effect)

Significant Dice Pools:

Player Handout #1: News From the Empire

The Death of the Emperor had taken us all by surprise, of course. I suspect that Doji Makibesu-sama took it harder than near anyone, as none have seen him since news arrived that the Emperor would not be returning. Still, the Empire must move on, even in the lack of a current Son of Heaven. The arrival of Toturi Shin-Zhu just a few days ago heralds good omens for the continuance of the Empire, and this one will continue to do his duty no matter who holds the throne.

Of course, a responsible herald must mention the Fourth Yasuki War. Despite the inconclusive nature of the conflict, it does not seem as if Hida Oturi-sama or Doji Makibesu-sama are terribly interested in resuming any sort of hostilities. This one is uncertain how long any tentative peace might last; for the moment, though, I think that things shall remain quiet.

Of particular note is the message that our Honored Emerald Champion sent to the clans, commanding a new Test of the Shogun. It was, of course, well attended, with a surprising amount of Crab participating in the tournament. I suspect their hope was to seat a Crab by sheer number of samurai in attendance. Instead, however, it was a young Lion woman who won. Matsu Kurohimi, I think? I admit, I had woefully little knowledge on her before the tournament, and I suspect that will remain the same until I have had more time for research.

I am hopeful that the coronation of Toturi Shin-Zhu-tono goes off with little incident. Otomo Kazuko has put a great deal of effort into the security detail for everyone involved in this event. We should expect that nothing go wrong, but the added security only assures me that this will be the case.

Otomo Yusuke

Player Handout #2: The Letter

Honored Samurai,

My name is Hantei Ryuunosuke. While I know this is a rather sudden request, it is one that I suspect will be both informative for you, and rather helpful for the duties of my Clan. If you are interested, please meet me this afternoon at the House of the Blue Tanuki, and I will provide more information.

With Duty,

Hantei Ryuunosuke
Keeper of the Owl Archives