

Legacy of my Ancestors

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**A Low-Rank Adventure for
Heroes of Rokugan: Champions of the Ivory Throne**

Month of Shinjo, 1338 (Fall)

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[Supernatural, Investigation]

A chance meeting offers you the chance to address an old wrong in an older bloodline. Will you help lead the last survivors to a path of redemption or ruin?

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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

The local samurai family who has long managed the village of Momiji Sato has, in fact, been perpetrating a grand deception on the rest of the Empire for at least the last two hundred years. Several generations ago, a younger son was born without the gift of the ability to speak to the kami. Out of desperation, he sought other means to power and, instead of maho, turned instead to an obscure branch of spirit magic. Through cleverness and trickery, he bound a kitsune spirit, Kirameki, into his service, becoming a *kitsune-mochi*, a 'fox witch'.

The man's first daughter, instead of releasing the spirit upon her inheritance, however, refused, claiming the power, and the foxes' *hoshi-no-tama*, for herself. The entire line became, from that point forward, *tsukimono-suji*, a whole family of fox witches who have used the kitsune's powers to mask their lack of innate magical ability ever since, relying on the kitsune's magic and even outright possession at times to ensure that new members to the line, such as spouses, either remained ignorant of the deception or co-operated with it for their own gain.

The current lord, Eguchi, is the first person in the family to have genuine talent in all that time. He was sent away by his father, one of the well-meaning and ignorant, to be trained early; his mother, the current master of the Family, ensured his was assigned elsewhere to prevent his learning of the secret up until her demise three months before.

Since returning to take up the mantle, Eguchi has begun to suspect something is wrong. The kami show a delight in his presence and offerings that they would not exhibit if other shugenja had been present all along, yet he can find no sign of other, darker powers. His heimen, who have long since

guessed at least most of what their samurai masters have been doing and who, like most Rokugani, find it distasteful in the extreme, are all respectful but passively hostile and he has no comprehension as to why. His determination to learn the truth of what has been going on is only matched by his determination to ensure that no shame falls upon his Ancestors or his Family in the process.

The kitsune, of course, remains; she is unable to win her freedom and leave (either the area or ningen-do) under her own free will until and unless she reclaims her *hoshi-no-tama* (currently in the form of a small ornate lantern); her Taboos forbid her from taking the item herself directly, though she may accept it from any samurai. She has grown to hate humans in the centuries of her enslavement and is all too happy to use and mislead them against each other in the name of her freedom. Her current disguise is that of a simple shrine maiden at the local Temple to Inari; she has been serving in that capacity for several years and no one so much as suspects she is anything other than what she claims.

During the course of this module, the PCs will be approached by the kitsune in her shrine maiden guise, asking for help recovering a 'stolen artifact sacred to Inari'. The PCs will have to learn the history of the family from the heimen or the temple and then must somehow convince Eguchi to return the stolen property (or acquire and return it themselves) despite the shame the truth will bring on his lineage and Family. The kitsune will do everything she can to encourage misunderstandings between the PC and Eguchi; his death, one way or another, is nothing more than she feels he and his lineage deserve. If forced to reveal herself, she will play upon the legends of kitsune as benevolent to try and paint Eguchi and his family as monsters to encourage the samurai to help her; if caught out for the dark being she is, she will fight to the death rather than remain enslaved.

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.

- Blessed or Cursed by the Realm of Sakkaku or Chikushudo
- Inari's Blessing

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

PCs lose 2 points of glory at the beginning of this module. This loss cannot bring them below their insight rank. The fame advantage increases their effective insight rank by one for these purposes.

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 $(\text{Current rank} * 5) + 5$.

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. At the start of the module, a PC ronin must roll **Hunting (Survival) / Stamina** at a TN of 15. Failure on this roll gives the ronin the Permanent Wound Disadvantage for the duration of the module. Koku may be spent on this roll to gain a Free Raise for every koku spent before the roll is made, or one Free Raise for every two koku spent after the roll is made.

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

The PC's lords have been invited to attend a maple viewing festival in a small village, Momiji Sato, on the edge of the Isawa Mori.

This year's festival is of marginally more interest than usual: the hosting samurai, one Isawa Eguchi, has only recently taken over as the gokenin of Momiji Sato after the death of his mother, the prior holder of the title. Lords who might have never been invited or interested in prior years have decided to send the PCs in their stead as much to learn about the young tensai lord as to be polite.

PC's arrive in the village as dusk falls, their eventual goal the town's sole Inn, 'Shaded Rest'.

As the afternoon fades towards evening, you see before you the vastness of the famed Isawa Mori. Dressed in autumn colors, the reds and golds of the maples for which your destination are named blend into a fiery sunset. The last mile of your journey leads you down small but tidy road which winds through the groves of well-tended trees. Soft noises of birdsong and the odd rustle of woodland creatures slowly change to the night songs of insects, the seasons last lightning bugs flickering off in the distance as a mournful fox cries its farewell to the sun.

After one last turn, the trees clear, revealing a small village. Every home, no matter how humble, has clearly been tidied for this event, with fresh thatching for the roofs and with every alley swept clean and every garden carefully tended.

Before you, the Shaded Rest lies waiting, bedecked in small banners and with warm glows from the windows and the sounds of voices and laughter inside promising a pleasant evening for a weary traveler.

The peace promised soon shatters, however, as samurai enter the inn. The revelers, heimen one and all, swiftly finish their drinks and depart, leaving a solemn and somewhat anxious innkeeper to see to his new guests' comfort for the night.

Part One: Request for Aid

The first night passes uneventfully, barring PC action. The innkeeper, Hato, is happy to accept both coin or the chop of each guest and will do his best to satisfy their requests, though it is clear that samurai visitors are not something he often sees. If asked about the town, he demures, saying only that the questioner should ask at the local Temple to Inari for the town's history or, if it is the output of the maple groves that interests them, at the home of Ojimi, the local chonin {Headman}. He will happily dispatch one of his many children as a guide, though the village is so small that it is an unnecessary courtesy.

In the light of morning, the village of Momji Sato reveals itself in more detail than was possible the evening before. Whomever designed the village long ago did so with an eye to harmony, nestling homes and important structures alike in natural glades and clearings. Through the fluttering leaves, it is possible to make out only two structures of any size from the Inn yard; a three-storied home of some size and the white marble of the statue to Inari that graces the village's sole temple.

Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. A PC from the Phoenix clan or a PC with Hero of the People may be granted a Free Raise on this roll.

- 10: The villagers have been feverishly working to improve the aesthetics of the town for the last month in honor of both

their new Lord and the expected arrival of visiting samurai, the first to come here in more than two decades. The harvest this year has been light; the people have taken to making an extra round of prayers to Inari each morning in the hopes that His apparent displeasure can be ameliorated.

- 15: The new Lord, Isawa Eguchi, hadn't been home to the province since he was taken to train at the main Isawa Temples at the age of six. He arrived two months ago for his father's funeral and has been largely holed up in his house ever since.
- 20: The local Governor to whom Eguchi owes fealty was supposed to have arrived already bringing a proper retinue to serve the new Gokenin. Until then, the Isawa has been having to make due by promoting several of the local men who are at least halfway decent with their wood axes to guards for the duration.
- 25: The very first week the new Lord was in town, he got into an argument with the priests of Inari. One of the young heimen who had been kept back late to sweep the steps as punishment for misbehaving in his lessons overheard Eguchi attempting to seize the temple records 'for inventorying and review' and Doku refusing to yield them up. Though the demand has not since, to anyone's knowledge, been repeated, relations between the samurai and the priests remain strained.

PCs can also roll Lore: Underworld / Awareness if they wish to get information from less scrupulous sorts. Doing this causes a D1 honor loss.

- 15: There are many concerns about the ascension of the new Lord. Outsiders have usually been a source of trouble and are all but driven off in short order under the old regime. It's for this reason that almost all of the business involving the local syrup is usually handled by the next village south. The younger generation hopes for a change with the new leadership; the elders hope only to be left in peace.
- 20: Dark tidings and illnesses tend to accompany the ascension of a new gokenin. Young women between fifteen and twenty-

five winters are encouraged to stay indoors and, if they go out, to veil themselves completely lest they draw unwanted attention and find themselves stricken with the strange malaise that tends to sweep the village at such times.

- 25: Eguchi was at the home of one of the riches of the local merchants, Richu, just two weeks ago. Everyone in town knows that Richu is not averse to acquiring 'exotic' materials for the right price; This is the first time, however, that any of the locals have seen Richu actually refuse a request. He was overheard in the inn that night as he drank with his son muttering about 'tsukimono' and 'bad blood'. The next day, he left town in a hurry and hasn't been seen since.

It is to be expected that most guests will introduce themselves to the local Lord first thing, though it is possible that they will wish to explore the Temple first. If they do visit the Temple first {{Description in Part Two}}, Kirameki will make her approach there: if not, she will meet the PCs as they approach Isawa Eguchi's home. Whenever she does, she should be as meek as a miko would be expected to be and then introduce herself as follows. For those with Spirit Lore or techs that let them detect non-humans, the TN is 30.

"Excuse me, minna-samas?" The voice is soft, almost a whisper, and shook slightly with anxiety. As the party turns, a slender young woman steps out of the shadow of a nearby tree and falls into a low bow. Crimson hakama over a neat white kimono mark the girl as a shrine maiden, a miko in service to the local temple. "I beg your attention, just for a few moments. It is a matter of some spiritual importance and I know of no one here who could help me...I hoped that visitors such as yourselves might offer the hope that has been missing for so long."

Assuming that the party agrees to hear her out, she will lead them off a bit into the woods so she will not be overheard, making a show of nervousness as she does so. If any PC has the proper Blessing or Curse of the Realm, she will either be drawn to or actively avoiding that person during this conversation.

"I am called Kira. I am, as I am sure you have guessed, in service to Inari-kami here." The young woman's hands fluttered through a gesture of praise to the Fortune even as she continued. "I have served Him since birth. As I have grown in my service, I have grown more and more aware of something..." Her words fail her for a moment and distress flickers across her face before she ducks her head. "Something is not to His liking here. I have prayed many nights, hoping for direction. I came to understand that a treasure of Inari, something that rightfully belongs to Him and his children, has been taken. I beg of you you, help me reclaim this artifact so that it can return to its right place!"

Some possible responses to questions:

What is missing?

"Inari presents His gifts in ways that best suit the seeker. I know only that it will shine with a hint of the lights of the Heavens, a light that shows even in daylight."

When was it stolen?

"Nothing I have dreamed has shown me faces I recognize. I think it was taken some time ago."

Who does she think took it?

"When I dream, I see only flashes of a young man's face and red and gold silk."

Where does she think it is now? **Some persuasion will be required for forms sake**

"This one would not dare lay accusations at the feet of the noble, but only those with means could possess such a treasure without it being obviously out of place."

Where should they begin looking?

"We of the Temple have looked into our own records and though there are troubling things there, we found nothing concrete. The others who have long histories of families who serve here may know more."

If someone finds out she's a kitsune via some ability or Lore vs. TN 30 and confronts her about it:

Kira's eyes widen in surprise before she raises her hands to cover her face, shuddering in dismay. "Yes. My true name is Kirameki and I am one of those you kind call 'foxwife'. And what is lost...it is not only Inari's but mine. Many years ago, when I was newly come to Ningen-do, I met a young man. I tried to help him...it was meant to be only a temporary bargain...but he broke faith and his line has kept me here, enslaved, ever since. Without what was taken being returned, I cannot be free."

If asked for recommendations, she will suggest the local heads of the Heimen and the Eta respectively and suggest that perhaps the new Lord's library may have useful information as well. She ends the encounter begging they return the item to her at her home in the woods behind the Temple when it is found before departing back toward the Temple proper to pray for their success.

Part Two: Seeking What was Lost

Once the party has received the request, they can either go on in to the manor right away or go asking around to learn a little more about the situation here. Descriptions of various locations are below, with notes as to which place has what information at the bottom of each section. Descriptions of what sort of information the kami have are also found in this section.

The Manor

The home of the local samurai overseers is a graceful structure comprised of three buildings: One three-story main house, one smaller structure just to the south, and one to the west, tucked into trees and just barely visible from the front gates. A low wall surrounds the property, a soft grey granite that does nothing to detract from the vivid colors of the maple trees that line the approach. Two heimen guards, dressed in simple red kimono with a badge to indicate their stations, bow deeply before allowing the samurai ingress.

Just beyond the gate, the reds and golds are broken by the rich greens of a pleasure garden and the cool blues of a small pond full of flashing red and gold koi. Two more guards patrol unobtrusively through

along the pathways, bowing if observed but otherwise staying well out of the way of the visitors.

A young servant leads the visitors into a side room with broad paper screens open to show much of the fall glory of the gardens. Decorated with a few tasteful pieces, carved screens and a rather exquisite ornamental chest, the tea room should be inviting. Instead, it has the feeling of a place rarely if ever used, a faint staleness in the air that no amount of cleaning can quite dispel.

The PCs should be given some time to talk among themselves before the host arrives, if they wish to.

Some time later, the servant girl returns with a tea tray, followed closely by a man in the flame colors of the Phoenix. An Isawa mon is borne proudly on his chest, another mon indicating his school embroidered on the shoulders of his rather ornate robes.

A Lore: Heraldry/Int check (Phoenix get a free raise) will let the PCs know that this mon is of the Air tensai.

After a long moment of perusal, the new arrival smiles, revealing a rather boyish dimple on his right cheek. "Greetings and welcome to my home, minnansans. I am Isawa Eguchi, your host, and I welcome you as emissaries from your lords. Please, share tea with me and tell me of yourselves and your travels."

Eguchi will do his best to be a pleasant host and will happily make small talk about the weather, the beauty of the maples, and the delights of the local maple syrup which many of the PCs may not have had. As an Air shugenja, he has a certain level of natural innate charm, though it is apparent to anyone with real training (Courtier 3 or higher) that he has had few, if any, experiences as being the highest ranked individual in the room. He also grows nervous if asked about his plans for his governance or his family history and will try to change the topic. If pressed, he will simply use his status and leave. If this occurs, the PCs will not receive an invitation and further attempts to speak with Eguchi will require a successful Courtier/AW vs TN 20.

If the PCs do not choose to question him about the matter of the missing item at this time, he will invite them to move from the Inn into the guest house on

the property. Several servants will be dispatched to help move their effects if the PCs accept and Eguchi welcomes them to tour the gardens while the daylight remains and to share supper with him an hour after sundown.

The guest house is the small south outbuilding, connected by a long covered pathway to the main building. It has its own tea room, a modest library, and a small dojo on the lower floor, with small but comfortable guest rooms and a bathhouse on the upper. Guests are shown to their own rooms and then left to ready themselves for supper as they see fit.

Should PCs decide to explore the main house, they will be politely but firmly turned back during daylight hours. If they attempt to go sneaking about, please refer to the “Theft” option in Part 3.

The gardens are beautiful, formed from a wide selection of maples and low bushes that have been chosen for their red and gold colors. Benches placed in particularly scenic nooks are formed of single large blocks of wood, the remnants of ancient trunks and roots somehow seeming to have grown up from the earth below.

**Note: In amongst the pillowbooks and religious treatises that make up the library’s contents is an old story about a Foxmaiden who falls in love with a younger son of a noble samurai family. It follows the usual lines for the majority of the book (She fools him, he falls for her, she reveals herself, she must marry him in a year and a day or die) but does not end at the wedding as such stories usually do; instead, a final chapter details the death of the husband and the grief of the kitsune, who returns to her spirit form and haunts her former home and descendants for all the centuries yet to come. This tome was penned by one Isawa Kotone; a Lore: History/Int or Artisan: Pillowbooks/Int against TN 25 will reveal that the author was an Asahina woman who was married into Eguchi’s family a century and a half ago.

When dinner comes, it takes place in another room of the main house. This one is decorated with several paintings of landscapes and nature scenes. The meal is well made, if a bit rustic, and the herbal tea that gets served at the end is of astonishingly good quality for such a provincial location. Sake, of course,

follows, and at that point Eguchi gets down to business.

After the last of the supper plates have been cleared away and the servants have left them in peace, Eguchi’s smile, worn throughout the meal, slips away. In its place is a slightly worried frown which ages the man quite a bit.

“My friends, I have greatly enjoyed your company this eve and the respite it granted me from my troubles. Now, alas, I fear I would share them with you as I have shared my home, if you are willing to bear that burden.”

Pensively, he spins the cup he holds, seeming engrossed in the delicate glaze.

“I am, as you know, to be confirmed as the lord of this village in only a few days. I have lived here for a season, trying to understand more of the people and lands I am to oversee for my Lord. Though I grew up here, I have only vague memories of this place; what I found when I returned was not what I expected.”

Raising his eyes, he meets each of yours in turn.

“I sense something here. It started with the kami; they were too surprised at my arrival, almost too eager to please, even for the air kami. Then there were the people themselves. Phoenix peasants, as you may know, tend to be, as are we samurai, peaceful and pious, content so long as bellies are full and the Fortunes kind. Though of course each of us know our place in the Order, in many places I have lived and traveled since leaving for training, the heimen speak readily to the samurai they work for. Such, I have found, is far from the case.”

Eguchi took a sip of tea, seeming to steady himself.

“They are afraid of me, and I don’t have any idea why.” Again, he looks around the table. “If you have heard anything...seen anything...since arriving, please...I beg of you, help me to become the lord to my people a samurai should.”

Eguchi will listen to anything that the party has at this point. If they’ve done their investigation already, move on to Part Three. If he asks to meet with the Miko, also move on to Part Four (second option).

If this is the first person they've talked to other than Kira, they may well tell him what she said. Eguchi will be defensive but will still try to answer questions about that and about the rumors.

Did you really try to take records from the temple?

"I did." Eguchi's answer was slow in coming, the words clipped. "I didn't want to keep them. I only wanted to review them. Those who don't know history are doomed to repeat it, as the Lion say, and I am not such a fool as to ignore knowledge from viewpoints outside my own."

Can you think of any stolen items?

"As I said, I have not been here since I was a child. The house is different than I remember, but then I dare say any of your childhood homes would be different to you now than when you were not yet trained."

Will you let us search?

A deep frown settled over the man's face. "If the search must be conducted, I will do it myself. With all respect, every family has its pride and its secrets. We are too newly met for me to surrender them so easily, especially given how little time I have had to truly explore this estate."

The Temple of Inari

Inari's Temple in its glade is a beacon of tranquility, notable even in this pastoral setting. Birdsong and the happy chatter of small creatures mix with the soft prayers of the resident priest. Inari Himself, picked out in a pure white marble, centers the small structure built from wood and granite. Every inch of the Temple is carved with scenes of harvests, bounty, and the occasional fox.

The Temple, in addition to offering a place for blessings and prayer and healing for the heimen, is also the closest they have to a school. There is a small library accordingly, though one must gain the permission of the local head priest, Dobu, before they would be permitted to access it.

Dobu is one of Kirameki's allies; he knows what she is, though not her part in the things that have happened here. Anyone who approaches him with a clear intent to help her will gain his co-operation, such as it is, without fail. Any other attempts will

require a Courtier/Manipulation)/AW or Intimidation/Will test of TN 25 to get him to tell what he knows of the mistrust between the locals and the samurai family. Temptation will not work on the holy man.

**Note: There is something of the history of the Family here, though it is carefully cleansed. More truthful are the medical accounts of strange sicknesses and a higher-than usual mortality rating given that the population is, as a rule, quite healthy. A Medicine/Intelligence check with these records will indicate victims suffered from *kitsunetsuki*, a disease caused by fox spirits.

A successful Investigation/Search TN 25 will also find a book revealing particulars of all things kitsune, including their ability to possess and sicken, which has been deliberately tucked away behind some of the other scrolls, covered in dust. **

The Chonin's Home

Set into the trees from which the village makes its living, the home of the leader of the heimen is aged but well-kept. Larger than the usual peasant home, the space appears to double as a meeting hall and storage for the precious barrels of syrup which are the principle export of the town. As the party nears, the men and women gathered working around the area grow quiet, watching the strangers in wary silence.

The leader of the heimen, a solid older man named Ojimi, treats the guests with a wary caution that is much more common among Lion peasants than Phoenix. An exception will be made for 'peasant hero' types: Those with Hero of the People, Ebisu's Blessing, or from Traditions with reputations as helpers against dark forces such as the Kuni, the Usagi, or the Miya. Those groups gain a free raise for all attempts to get information out of Ojimi (bonuses stack). He can be persuaded to give access to his records via Courtier (Manipulation)/AW, Intimidation/Will, or Temptation/AW at TN 20.

The Chonin, armed with peasant superstitions and years of records of people disappearing and/or being killed for so much as hinting at suspicion going back centuries, is fully convinced his superiors are a family of maho tsukai. Though he will never dare

say as much, if someone in the party makes the suggestion, he will latch on at once.

“My fathers’ fathers’ have served here since before anyone remembers.” Ojimi’s pride in this service is apparent as any samurai’s, his eyes lifting to meet yours for a moment before falling once more. “For most of those years, they say, it was a blessing. The Phoenix make fine lords; their lands are peaceful, the kami are gentle, and the Fortunes rarely show us their wrathful faces. That changed in my many great-grandma’s time.

Though the peasant’s gaze is cast downward and his tone remains polite, tension steals into his back and shoulders and his words grow clipped. “They don’t tell the likes of us, but we felt it when it changed. My great grandpa wrote of some of it; maidens taken with the fainting sickness, their hair gone white though they are not yet in their second decade. Livestock that falls ill and dies of no cause. Crops that fail. Fell lights from the great house, and servants turned out or away from their old duties. There’s only one sort of shugenja that causes that sort of trouble, - samas.”

**Note: The Chonin’s oldest records do have records of the early days when only the first of Eguchi’s ancestors use fox powers. There is a report about the actions of the *kitsune-mochi* which also indicate that the man, despite his questionable tie with the Fox, had been a good Lord. Finding this record requires either a Lore: History/Perception or an Investigation(Search)/Perception roll vs TN 25 within the records room.

The Eta District

“The area where the eta live is outside of the village proper, some distance north. The heavy, oppressive scent of burned flesh and old smoke linger here despite the faint breeze. The brown-clad figures make for the trees as soon as the party in their fine clothes approach, leaving a single pair in the center of the circle of old huts awaiting them. An ancient woman, bent nearly double, clings to the arm of a young boy of perhaps ten, sightless eyes focused on nothing. The boy drops to his knees, but the woman, too crippled to do more than nod, stands firm.

The old woman, Amako, is the leader of the eta here. She is so old she no longer fears death and so speaks plainly and without much concern for causing offense to the PCs. As one who tends to the dead, she is more than happy to talk about the strange rites that accompany those who come to her from one of the many strange sicknesses that seem to plague the province.

“Them that dies young, dies strange, or that comes down from the big house...them’s the ones we use the papers for.” A toothless smile breaks the old woman’s face into a new pattern of wrinkles. “Special, that. Comes down from the big house, too. Oils for the washing, papers for the weaving into the hair and tucking in the clothes, herbs for the burning. Not just for them samurai, either...servants, too. And one of them comes down, the Lords family, and says words over ‘em as they go up that don’t match nothin’ I heard before. Even for the lowly, they pray. And they don’t take them ashes, either. Even for their own. Have us scatter ‘em to the breezes and bones...bones go to the foxes.”

**Note: The ritual and paper ward used is common among the peasantry, though it is more superstition than anything that might actually influence kami or Fortune. A Lore: Theology/INT vs TN 20 identifies the ward as a one that is said to protect against the wrath of the spirits; a roll of TN 30+ identifies it as one specifically against the rise of a spirit whose body was overtaken or stolen before death.

The Merchant’s House

This is the home of Richu, merchant and smuggler. PCs should only seek it out if they get the proper rumor, though if they seem to be struggling, feel free to throw it to them.

“The home of the Momiji Saito’s primary merchant family is small and not immediately notable. Only the presence of a large barn outside, home to both the burden beasts and the wagons they pull, set it apart.”

Richu, as it happens, isn’t home. His wife Iko is, however, and will be willing to discuss him with proper persuasion; Intimidation/Will or Temptation/AW vs TN 25. Kasuga and Mantis get a free raise on this roll.

When pressed, Iko will allow the party inside. The house is cluttered with boxes and baskets and a very sparse amount of furniture and no personal goods or displays of wealth at all. She will admit that Richu isn't gone because of a contract; he's gone in search of a new patron. If asked about why they are seeking to move, or if confronted with the rumor, she will break down completely.

“Of course we have to leave! I know what you will say, that mere peasants have no notion of honor, but we do keep to our own codes here. My Richu and I, we don't hold with harming anyone directly and we certainly don't traffic with sort of activity that...” Drawing her words back with an effort, Iko wrings her hands, fright bleaching the warmth from her skin. “We served his father, it's true. We knew what he was, the whole family's been that way for as long as anyone knows, but...he never talked about it. He let us do our work and never spoke to us at all. But this one...he asks questions. He wants books about things that no sane person wants to know about and that we certainly wouldn't even know where to go hunting. My Richu told him so but he wouldn't listen. He didn't threaten, exactly, but all of the drapes in the windows started gusting and half the milk went sour. We know what that means and we're not going to stay around for him to inflict that old evil on us!”

If coaxed to out and out say what exactly the old evil is (something she will be reluctant to tell anyone who isn't a priest of some sort or otherwise spiritually capable);

“They're witches, the lot of them. The whole line. And when they weren't, well...that's more work for the eta, isn't it? Accidents, they'd call it, but we knew...we'd hear the creature cry whenever it was made to kill. And why wouldn't she? Rumor has it, they're her own kin many times down...”

The Kami

If a shugenja attempts to ask questions of the kami, no matter how good the roll, they should appear almost sluggish or sleepy since it's been so long since they were called. The Earth kami especially will take an unusually long time to respond. They will, universally, be eager and helpful once reached, however, especially if the priest remembers to give some sort of offering in the RP part of casting the

Summons. This effectively gives them a free raise for Clarity as the sprits try very hard to help the shugenja.

Air Kami: The most impish and playful of kami, the Air kami are the least concerned about Kirameki and her tricks amongst all of those here. They also know the most about her but don't want to ruin the game. They find the grand deception that's been happening here delightful and want it to go on for a long time.

Earth Kami: They know almost nothing about what is going on here, but they are quite firm about the fact that there is no Corruption in their domain {{ Assuming none of the PCs is Tainted of course }}.

Fire Kami: They speak very highly of the 'new one'; he has been very generous when asking them to share the 'lights of knowledge' with him since he came.

Water Kami: The water kami are slightly troubled; the sickness in the area that strikes when Kirameki takes a victim over is something that they would have liked to have healed and they've never been able to.

What's happened to the people here?

The waters ripple and an image of the miko Kira appears for a moment before her visage fades to only a shadow in which only white teeth with sharp canines show. Something in her shadow behind her flicks a few times before the image fades away.

What does the thing that they are looking for look like?

The water ripples and shows a lantern of the type often used in plays to set scenes with cast shadows. This particular example is made out of wood and has shapes of trees and maple leaves painted onto the shade.

Part Three: Reclaiming the Light

Confronting Eguchi at home (Non-Combat Option)

Eventually, the PCs are likely to confront Eguchi (assuming they don't just try to steal the lantern in the night). If it happens peaceably, the meeting will take place in his home.

A servant goes in search of the mater of the house and, after some time, leads the guests up to the

second floor and a small private office. One wall is taken up entirely with windows, another with scrolls, and the third with an expansive bracing of carved wood which makes up a series of cubbies. A series of wooden panels form a partial barrier across the last of the space, separating this half of the room from the rest. A dozen lanterns in all styles glow from within the recesses on the north wall, casting patterns of a dozen distant scenes over the tatami-covered floors. Isawa Eguchi sits behind a desk set just before this shelf, his expression somber and tired. "I am told you have news for me?"

They should present the tale as they know it. If the party can succeed at a Sincerity/AW check vs TN 35 (-5 for each piece of evidence they do have.) they can convince him of the wrongdoing of his ancestors.

After examining the items brought before him for a several minutes in silence, Eguchi bows his head. "So it is true, then. It is better than I feared...when the kami told me of strangeness here..." Sighing, he favors his guests with a rueful smile. "Still. It cannot be denied that for generations, my family has engaged in a grand deception and, by all accounts, has caused great harm to the heimen here, even if they never quite betrayed our Lords. They abused a spirit that we are taught to honor, one of Inari's own. It is no wonder that the people here distrust me so. Clearly, my ancestors gave them reason."

Rising, the young priest moves to the ornate set of shelves and pulls down a small wooden lantern, its shades formed of parchment and framed in with images of trees and maple leaves meant to cast shadows on the wall. A faint light emanates from it. "You who have helped me uncover these truths...what would you advise? How best should a samurai begin to correct such a mistake without further damage to the Isawa name?"

At this point, PCs can either encourage him to atone for his family sins or to seek to redeem his own personal honor in service. Each PC should be encouraged to offer their thoughts on what he should do, with free raises offered for good RP. Those who are Phoenix or who have high Honor (7 or more) gain a free raise on the attempt. If there are differing opinions on what should be done, the PC with the highest roll wins. Possible rolls are Etiquette (Persuasion), Lore: Bushido, and Lore: Law. If they

convince Eguchi that he should apologize or return the Lantern in person, he will accompany them in Part Four.

If the party fails the roll to convince him that he possesses a stolen piece of property, however, it is still possible to get him to go and speak to Kira about it directly. If that occurs, please proceed to the second option in Part Four.

Confronting Eguchi at home (Accusing/Combat Option)

Should the PCs actively accuse him of being complicit with the enslavement or theft or in any way of being a tsukai himself, Eguchi will become hostile and attempt to throw them from his home. If they resist, combat will ensue: In addition to Eguchi himself, there will be [PC-1] guards that will arrive in the next round to his defense.

Combat will also occur if the PCs are found sneaking around where they shouldn't be; it will start with the NPC guards but Eguchi himself will arrive and defend his property and person as needed.

Theft

It is entirely possible that the PCs may try to do the sneaky route. There is a wealth of information available in the manor, particularly in the small west building (the family laboratory); none of it is actually relevant to the enslavement of the kitsune, though (Red herring); feel free to decorate this as you see fit.

The small north building is the Family library and workshop. In addition to magical notations, alchemical treatises and ingredients, and interesting notes about magical and spiritual lore, the building also houses the family records. In addition to the public ones, there are also diaries kept by the kitsune-mochi members of the family locked away in a secret panel behind one of the bookcases that only an Investigation(Search)/Per vs TN 25 can find (or the kami can point it out as a secret location).

It is worth noting that Eguchi has not found this panel and, if ever asked about it, will be 100% surprised.

Faint scuff marks on the stone of one of the bookshelves eventually lead the party to move it aside, revealing a dust-laden recess full of equally dusty scrolls tubes.

IF the Party actually opens a case....

When the cap is removed, the scent of old parchment rises from within along with the scent of the herbs used to prevent the predations of time and insects. The scroll, when removed, is written in a clear hand that has been faded by time.

The tale it tells is that of a desperate young samurai, ridiculed and even reviled by a family of gifted priests for lacking in the gift that all the rest of his family share. The author speaks of a chance meeting in the mori with a fox maiden and an agreement struck; if he would take her as his wife, thus securing her safety on Ningen-do, she would allow him the semblance of powers of illusion and Air for the rest of his lifetime.”

IF they keep reading...

Other scrolls, however, tell far darker tales.

It soon becomes apparent that one of the children betrayed both parents in the name of power; when the time came to release the mother after the father’s death, the bargain was broken and the partnership became enslavement. At least one, sometimes more, of the samurai of each generation continued the deception their ancestor had begun, maintaining their false faces as very low-talent but still capable shugenja and administrators. Any time a child or spouse or servant grew suspicious, they were exiled or, at need, eliminated, often at the kitsune’s claws or by her gifts.

Each floor has servants; if the theft takes place after bedtime hours, there are guards around too. Sneaking about is a base TN of 20: Noise or excessive amounts of searching should increase this or cause a second check.

The lantern is kept in Eguchi’s Office along the West Wall. An Investigation(Search) Perception of TN 20 is needed to find it if there is another light source; if the PC(s) are smart enough to dim their own lights, the TN drops to TN 10.

There are old wards on the lantern from the days of Eguchi’s father. Though they are diminished, they are still active; finding them requires either Investigation (notice)/Void vs TN20 or Spellcraft/Int vs TN 15. To

dispel them, all a thief must do is smudge the lines BEFORE they touch the lantern. If the PC touches the lantern without removing the ward first, it will trigger Symbol of Air {Contest Earth vs. Air 3 or fall asleep}.

IF the PC fails, they will be captured by guards and put under locked guard by Eguchi; Unless the other PCs can convince Eguchi they are not complicit via Sincerity, things move to the Accusation/Combat option. **It is possible to Fail the Mod at this point**

Part Four: Returning Stolen Property

Without Eguchi

For most parties, this will be a straightforward exchange. As long as the PCs come alone, the following occurs:

As the small lantern is held out to her, the miko’s face flickers with strong emotions. As her hand moves to take it, it changes, soft pale skin replaced with rust-red fur, delicate fingertips becoming blunt claws. From one moment to the next, the miko disappears, replaced by a great red fox, its’ five tails flicking. The lantern, too, changes, changing from its mortal form to a simple ball of flickering bluish green light. The fox’s paw curls around the shimmering orb, cradling it close for a moment before twisting to tuck the ball into the downward curl of the largest central tail.

Turning her attention back to the gathered samurai, the fox speaks, the voice now harsher but somehow still familiar.

“For so long, I have been tied here, to this place and these people. Dozens I have taken, sickened, even killed. Now it is no longer required. You have done me a service, Children of Ningen-Do, and I will remember that in the days to come.”

With a last flick of her tails, the creature fades from view, leaving the woods empty of all but the mundane night birds and insects. Where she once stood now rests a number of small fox statues, richly carved from redwood.

All PCs will gain the Kitsune’s Favor.

If Eguchi insists on coming along (Persuaded to apologize)

As the group approaches the waiting maiden, Eguchi breaks free and comes to stand before her for a moment before dropping to a knee before her, gently laying the lantern at her feet. “These samurai helped me to learn, at last, what has been done to you and your kin. If it is true that you are my Ancestor, then I swear to honor you as such going forward. If you are not, then I will honor Inari instead and will offer my penance to you in service to Him. Please, Lady...I beg your forgiveness and hope you permit this atonement.”

Kira’s eyes, once brown, turn a bright, vivid green even as her features shift from those of a maiden to the pointed features of a vixen, the rest of the foxes’ form flowing down over her, five tails lashing in anger.

“We are not tools to be used.” Her voice is the same, yet somehow darker, with growling undertones. “We are not your simple kami to be appeased with a simple gift. We are the daughters of Fortunes, the undying daughters of Realms far greater and more mystical than this. You are nothing; your pithy pleas are less.”

Vivid eyes turned to the watching samurai.

“But you...you have offered me your aid with no promises of reward, simply because it was asked of you and you have generous spirits. I had a mind to bestow upon you a small boon, but now I offer you this choice, instead. Will you have the favor of myself and Lord Inari, or will you instead have me spare this wretch’s life?”

The majority rules here, based upon what the PCs choose.

If they choose mercy:

Her tails flash in ire once before the Kitsune bows her head. “Very well. The debt is repaid, Eguchi of the Isawa, by those other than yourself. Fail to repay them in turn or cross my path again and it will go ill for you.”

Dropping her head further, the kitsune takes the lantern’s handle between her teeth. At her touch, the lantern fades away, leaving only a softly shimmering blue-green light. It sinks into the kitsune’s chest with a flash. When the light fades, the clearing is empty.

At this point, a shaken Eguchi will lead the party back to his home and the conclusion proceeds.

If they choose the boon, they will receive the Kitsune’s Boon (see Rewards) and this happens:

As the final samurai speaks, the kitsune’s lower jaw drops in a wicked vulpine grin. “Inari’s wrathful face turns your way, fool.”

Bending, she noses the lantern, knocking it over. With a faint snap of breaking wood, a blue-green orb rises from the wreckage. A soft growl from deep within the Kitsune follows and the light flashes before flying to the chest of the stunned Isawa Eguchi. His choked cry of pain is accompanied by the sudden scent of frost-killed greenery and snow. Even as he drops, the fox vanishes, gone between one breath and the next.

When the samurai turn to look, they find the shugenja on his back, lips blue and flesh white with frostbite, clinging to the edge of life.

A successful Medicine (First Aid) check vs TN 25 will save Eguchi’s life; magical healing will fail entirely as the frightened water kami refuse to come to the shugenja’s call.

If Eguchi insists on coming along (Failed Roll or Investigation Skipped)

“They tell me that you think I had something of Inari’s?” The doubt in Eguchi’s voice is obvious and causes an immediate widening of the miko’s eyes. “A bold accusation, all the bolder to delude these honorable samurai into assisting you. What game do you seek to play, priestess, and why should I not have you banished at once?”

Kira grows very still, turning imploring eyes to those around her.

“I seek only that which is wrongly taken, to see things restored to the natural order! Would you truly

order a helpless woman off into the approaching arms of winter for simply doing her duty to her Fortune?"

For a moment, Eguchi hesitates, then sighs, relaxing somewhat. "Tell me what it is that you think I have and why it is that you think I have it."

Kira turns her gaze once more upon the Isawa, hope in their depths. "I cannot tell you...but I can show you, with your invitation."

If no one interjects, the invitation is issued and the whole group goes back to the Manor.

At the entrance to the manor, the miko pauses, again looking to Eguchi. "I am welcome?" Eguchi smiles a bit wryly. "Say instead that Compassion bids me give welcome to a priestess seeking to server her Fortune within my home.."

As the last word leaves his lips, one small foot steps across the threshold. For only a moment, a feral triumph lights her eyes, changing dark brown to a vivid green. A moment later, she breaks right, darting toward the stairs."

At this point, Kira has only one goal: the lantern in Eguchi's office. The PC's and Eguchi will likely give chase; if they do so immediately, they will catch her:

Silhouetted against the moon, they see a figure reaching up to a small cubby along the west wall. An eerie blue-green glow lights the miko's fair features, twisted now by wild desire, as she lifts a small lantern from within its hold.

Initiative should follow; if the party tries to stop her with any sort of violence (Including a grapple attempt), Kirameki will turn on them at once with deadly intent. In this case, Eguchi will fight on the side of the PCs; no guards will join. Kirameki's first action will be to turn herself invisible, followed by bolting out the window or door if the samurai leave that unblocked.

If the party takes more than minute or so Real Time to decide, they will eventually find the office empty.

Eguchi leads you all up the stairs, checking doorways but always moving swiftly onward. Eventually, he stops inside the large room at the end of the hall on

the top floor, his gaze arrested by the sight of an open window, drapes blowing in the breeze.

PCs at this point can help him look and he'll eventually spot what is missing. There is no sign of Kirameki anywhere, even when guards are roused to search for her.

"My great-grandfather's lantern..." Bemused, the priest turns to you. "Why could such a thing matter? Every time I think I may finally be on the verge of enlightenment, I find two questions where I thought an answer would be."

With a sigh, Eguchi moves to the desk in the room and sits down behind it, a casual word to the kami lighting candles throughout the room.

"I am sorry that this strangeness has come about and that you have been inconvenienced. You should return to your rooms and rest; I have much research to do."

Conclusion

The first evening following the events, the local Governor arrives with her retinue. If Eguchi has been persuaded to commit seppuku, he will offer it as soon as the man arrives and act the next morning. The Governor will host the event, though it will be a very somber affair and will send the visitors off at the first chance.

If Eguchi is alive but has chosen another means by which to atone, he will undergo the ceremony of investiture in his position in the morning and then the Maple Festival will be held as planned in the afternoon and evening. The PC's will be welcome to stay in the manor itself and will be made welcome as long as they are able to stay.

If Eguchi was killed, the local Governor arrives and the part spends an uncomfortable few days as his 'guests' while the matter is investigated. Depending on how well the party presents the events, they may or may not gain Infamy at this point for being part of the murder of a samurai.

If Kirameki got away with the lantern without anyone finding out what she was, Eguchi will greet his Lord

and spend a lot of time with him in private council. The festival will take place as planned, but Eguchi will decline the honor of leadership here; instead, he will petition for the right to further investigate this strange occurrence and will leave with the Governor and his people, leaving the heimen to rule themselves until another samurai can be found. This leads to a rather more boisterous evening than might be expected and the samurai will be toasted a great deal before they go, leading to a lot of happy heimen hangovers.

The End

Rewards for Completing the Adventure

Surviving the Module: 1 XP
Good Roleplaying: 1 XP
Returning the Kitsune's Lantern: 1 XP
Isawa Eguchi is not killed by Kirameki: 1 XP

Total Possible Experience: 4 XP

Favors

If Isawa Eguchi was not killed by Kirameki, the PCs gain favor.

Honor

If the PCs help Kirameki, they gain H6 honor.

If the PCs allow Kirameki to kill Eguchi, they lose D1 honor.

If the PCs persuade Isawa Eguchi to commit seppuku, they gain H12 honor.

Glory

For helping lift the 'curse' on the province, the PCs gain G3 glory.

If Isawa Eguchi is killed by Kirameki, the PCs lose L0 glory.

Allies and Enemies

If the PCs help Isawa Eguchi solve the mystery of his family's past and peacefully resolve the issue, they gain him as an ally. He is influence 2, devotion 2.

If he commits seppuku, however, they gain Isawa Mariko, governor of Maryoku Province as an ally instead. She is 3 influence, 1 devotion.

Other Awards/Penalties

If the PCs do not bring Eguchi to meet the foxwife, or they allow her to kill him/persuade him to commit seppuku, they gain the Kitsune's Boon Cert.

If a PC (or PCs) kills Kirameki, they gain the Inari's Curse Cert.

If a PC tries to steal Kirameki's Lantern, have them contact the campaign staff.

GM Reporting

- 1) Did Kirameki regain her lantern?
- 2) If she did, was it given willingly to her?
- 3) Did Kirameki die?
- 4) Did Eguchi die?
- 5) If Eguchi died, did he commit seppuku?

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

Isawa Eguchi

Isawa Eguchi is a young shugenja with an aptitude for Air magic. He is the first true shugenja born to a family of tsukimono-suji, fox keepers, in many generations. Eguchi is well-meaning but frightened of the dishonor that his dark legacy may bring down on him and wants nothing more than to remove the mysteries around his family before they can be exposed.

School/Rank: Isawa Shugenja 1/ Isawa Tensai

Initiative: 6k4

Armor TN: 25

Reduction: 0

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

Attack: See Spells

Damage: See Spells

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

Honor: 6.1 Status: 3.0 Glory: 3.1

Primary Skills: Calligraphy (Cipher) 3, Lore: Theology 1, Lore: Elements 3, Medicine 1, Meditation 3, Spellcraft 3, Courtier 3, Commerce 1, Defense 3, Investigation 1

Advantages/Disadvantages: Social Position / Driven: Protect his family's reputation, Dark Secret: Family has enslaved a Kitsune

Spells: *General:* Sense, Commune, Summon Air (8k4 Spell Casting roll for that element); Tempest of Air, Yari of Air, Benten's Touch, Striking the Storm, Your Heart's Enemy, Call the Spirit;
Earth (3k2): Earth's Stagnation; *Fire* (4k3): Extinguish, Envious Flames; *Water* (3k2): Path to Inner Peace

Creature

The seemingly youthful miko of Inari's temple, Kirameki, is in fact a centuries-old kitsune spirit who has been enslaved to Isawa Eguchi's family for generations. Though powerful, she much prefers to use tricks and guile to manipulate others into doing what she desires. While not exactly what one could call 'evil', her long captivity and enforced service have left her without much love or sympathy for Mankind.

If forced into combat, she will attempt to Possess anyone with Cursed by the Realm of Sakkaku first and will pick at random otherwise and will force them to hinder their companions; if in the vicinity of her Lantern at the time, she will instead force the individual to steal it on her behalf and then run off with it. If Eguchi is nearby, she will also try to have her possessed body kill him.

Initiative: 6k5

Armor TN: 25

Reduction: 0

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

Attack: 2k2 (Claws, Complex)

Damage: 2k1 (Claws)

Air 3 Earth 2 Fire 1 Water 1
Reflexes 5 Perception 4

Primary Skills: Stealth 3, Sincerity (Deceit) 5, Defense 3, Theology 3, Courtier 1, Temptation 3, Acting 3

Special Mechanics: In human form, Kirameki is considered to have a void of 3.

Possession: Once per day, Kirameki can attempt to possess another as a Complex action; this requires a contested Willpower roll; if the target fails, they are taken over until the next sunrise. The only restriction in actions that may be forced is that the target cannot be forced to harm themselves or any loved ones.

Humanity: Kirameki can take on a human form in which she has a Void ring and can spend Void the same way as any other human can.

A Panther's Moves: +3k0 to all Stealth rolls

Witch-bound: Kirameki, through her enslavement, can grant the seeming of any Air spell with the Illusion keyword to her masters. The Insight limit of the spell is limited by the Air ring of her master or Kirameki, whichever is lower. This requires either Kirameki or her master to spend a Void point.

Taboos: If Kameki violates any of the following, she loses all Powers until the next sunrise.

- May not drink alcohol
- May not cross running water
- May not take back her *hoshi-no-tama*; it can only be given back and then only by a samurai.

Enslaved: As long as another has possession of Kirameki's *hoshi-no-tama*, she must succeed at a Contested Willpower check against the holder (her Master) or else use her powers as directed for a given task until the next sunrise. Issuing a task or command is a Complex action and costs a Void point.

Local Guard

Because Momiji Seido is so small, there are no samurai magistrates or guards; indeed, Isawa Eguchi hasn't even yet been assigned a formal yojimbo since his posting here. Instead, the town relies on their Doshin, all former ashigaru who either came from the village to start with or chose to retire here for the relatively pleasant life it affords.

School/Rank: Insight rank 1

Initiative: 3k2

Armor TN: 15 (20 in armor)

Reduction: 3

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

Attack: 6k3 (Masakari, complex)

Damage: 5k3 (Masakari, ignore 2 points of reduction
Air 2 Earth 3 Fire 3 Water 2 Void 3

Honor: 2.1

Status: 0.3

Glory: 0.0

Primary Skills: Battle 1, Etiquette 3, Heavy Weapons 3, Investigation 3, Lore: Law 1

Advantages/Disadvantages: None

Notable Dicepools: Investigation 5k2

Player Handout #1: News From the Empire

My Lords, I am pleased to inform that the warring months have been surprisingly quiet. Perhaps it is in memoriam of the peace that was preferred by our late Emperor, but beyond a few minor skirmishes around the Lion and Unicorn borders (which should surprise no one), there were no conflicts worth notation. Of course, this is not to say there was no news from the summer, just that most of it has been rather... subdued.

It is a shock to this one that Toturi Kazetora-dono has not yet announced which family he will be going to when he renounces his claim to the throne. Instead, he has taken a most unusual step in announcing that before he decides, he would like to visit the lands of every Clan. This one's humble guess is that he is considering a break from the typical traditions of joining the Otomo or the Seppun and considering instead joining one of the Great Clans. Oh, what a boon that would be for whatever clan was given that honor!

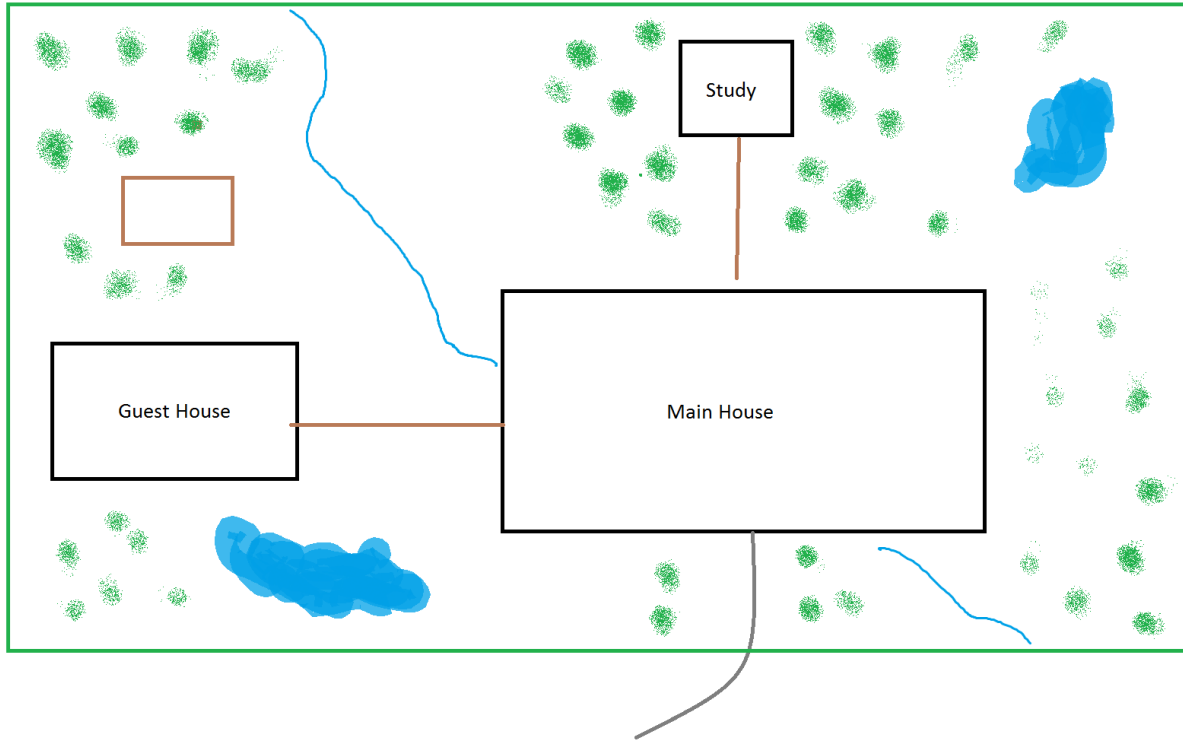
There has been little news from the Wall since the spring. While initial expectations suggested that a Twenty Goblin Winter would be announced before the Summer months, no such thing has occurred. Any word I could receive south of Yasuki lands seems to suggest that the Hida and Hiruma are still assessing the breadth of their losses, but this is second hand at best.

Honor Guides our Hand,

Otomo Yusuke

Player Handout #2: Manor Map

Grounds:



Main House

