

The Mountains of Regret

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

Month of the Rooster, 1340 (Fall)

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Politics / Exploration / Combat
Part One of the Ancient Sins series

The Moshi are hosting a celebration of Toturi II's first victory in battle, and you have been invited to participate in the mock battle and politicking afterward. Especially recommended for Lion, Mantis, and Minor Clan PCs.

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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

This module will take place in three distinct parts. There's a lot of possible content in this module, so time recommendations are provided so that you know when it's time to move on to the next scene.

Part one (60 - 90 minutes), the PCs will be sent to Moshi lands to support their clan's efforts in a celebration of Toturi II (Tsudao)'s first victory leading an army in the field against Yobanjin raiders. To this end the Lion and Mantis have created a battle re-enactment that the PCs are invited to. The PCs can participate with honor on either side. The battle will be abstracted away by dice rolls to prevent the scene from taking too long.

What is going on behind the scenes is that the battle is part of a political struggle between the Lion and the Mantis. In Balishnimpur, the Lion surprised the court by proclaiming their support for the minor clans, and recognizing their contribution to the Emerald Empire. The "defender of the minor clans" is a role the Mantis has had for centuries, so with the Lion moving in on their territory in the courts, they decided to host an event to allow other clans to weigh in on the struggle, with the expectation being that the other clans would reject the Lion's new attitude to the minors. The minors, for their part, seem interested in the new opportunities that the Lion could provide to them.

Due to deft manipulation by an Ikoma Bard, the Lion will be playing the role of Toturi Tsudao, with the Mantis rather unhappily playing the raiders.

After the events of the battle and politicking afterward, tragedy will strike. Their daimyo are poisoned from *bloodcap mushrooms* served during the dinner. The PCs will be recruited by a Jade Magistrate and a Shosuro Gardener to travel to the remote village where

the rare mushrooms can be found to collect more to craft an antidote.

Part two (two hours) is centered on **Midorigawa no Sato**, a rural village in the middle of the Mountains of Regret, which is currently in the middle of their annual Doburoku Festival. Doburoku is a porridge-like homemade sake, which the village gives away for free in large quantities, and so it attracts heimin and ronin from all over. Scene two has a sandbox design: the town possesses four secrets which the PCs may or may not discover during the course of the module:

- 1) The village is run by the Koga ninja clan, and is where they fled after being destroyed in the Clan War. The Koga see themselves as protectors of peasants.
- 2) The town prospers due to the blessings of an ancient tengu, who demands offerings of sake and dance in return. He is not malicious, but he *is* capricious.
- 3) The town's monks (of Bishamon) use maho to heal the townspeople, and spread their taint to unsuspecting ronin during the festival. Their abbot is a scary dude.
- 4) A group of strangers in red robes (who were in fact Bloodspeakers) came through a week ago, heading up to the top of the mountain above the village, where a ruined castle is supposed to be. The villagers will try to get the PCs to chase after the strangers so that they won't poke too deeply into the village's secrets.

The bloodcap mushrooms can be found in the town's monastery or outside in the forest, so the PCs will probably be successful in their primary mission. But the real question is what the PCs are going to do with the secrets they discover – burn the town to the ground? Marry into it? Go after the Bloodspeakers?

Part three (30 – 60 minutes). The PCs can attack any of the four groups above, so scene three is saved for the final fight with whoever they decide to go after. It is also possible for the PCs to navigate the module without combat, especially if they have stealth characters or can overlook some of the evil goings-on.

Geography Note: This module uses the map from the Atlas, not the one in the core rulebook. The Atlas moved the Valley of the Centipede from the Spine of the World to the Mountains of Regret. The Mountains of Regret were moved east, and are an unclaimed no-clans-land between the Phoenix and Moshi, patrolled only by an occasional Moshi Warden.

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

Please examine your player's character sheets. Note the following:

- Phobia, Doubt, Fascination, or Compulsion
- Taint, or anything related to maho (blood magic)
- Any jade items

News from the Empire

While you are looking over the sheets, hand out the News from the Empire handout to the players to read.

Inactivity

Time passes, and though the PCs' deeds will earn them a reputation, the Empire is a large place and lasting fame is a long-term goal not easy to achieve. The time between modules will see a slow drain of Glory from the PCs, with this game costing players **two pips of glory**. This cannot reduce a PC's Glory Rank to less than their Insight Rank, and the Fame Advantage increases their 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 15.** If a character is growing close to being Lost (Shadowlands Taint Rank 4.5+) it is recommended that the player have another PC ready to replace them.

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 TN 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.

Introduction

First, give out the player handouts at the end of the module. Handout #2 goes to Minor Clan PCs, Handout #3 to Lion PCs, Handout #4 to Mantis PCs, and Handout #5 to any other clan samurai. After the PCs have read the handouts (which give them their orders), ask unaligned PCs which side they will support in the battle. Any ronin will be hired by whichever side has less support, being paid 2 koku for their participation (and will be paid 2 koku more later on for helping with the investigation). Monks can do whatever they want.

Great Clan PCs travel to Tani Senshio, the Valley of the Centipede, in a group with their provincial daimyo.

Rumors

They can gather rumors (Moshi PCs get a free raise) on the way in from the other groups traveling there. Roll Courtier (Gossip) / Awareness:

- 10: The battle taking place is more than a way of honoring Toturi II Tsudao's memory. It is a proxy for the Lion and Mantis' struggle in the courts as to which will be the protector of the minor clans.
- 15: The Lion surprised everyone in Balishnimpur by proclaiming the value of the minor clans, and made good on their offer by sending the legendary Akodo Tacticians to train minor clan samurai.
- 15: Samurai are being advised to avoid the peasant districts, as a peasant festival is going on. The festival in question is said to be somewhat... crass as these things go, and for the sake of avoiding any awkwardness the Mantis simply request that Samurai avoid the district.
- 20: "What the Lion get their claws into, they do not let go of." Many clans are dubious of this

move by the Lion as they are not sure of how this would change the balance of power in the Empire. The Mantis have done a good job in their role as protector of the minor clans for centuries.

- 25: The rashness of the Mantis was used against them, as they quickly agreed in court to settle the matter with a mock battle. They didn't consider that they would take the side of the Yobanjin raiders. The Mantis have been trying to shed a reputation for being raiders and pirates for ages. The Lion maneuvered themselves into playing the role of Tsudao by arguing that since Toturi II (Tsudao) was Akodo trained, the only way to successfully respect her memory was to have a female Akodo general playing her part.
- 30: All of this ultimately stems from the sudden importance of the Ivory Kingdoms. Aligning the Tortoise to the Lion would allow the Lion to control the ground of any conflicts there, as the Tortoise understand the gaijin and gaijin lands like no one else. As Akodo's *Leadership* says: "When a leader understands the ground upon which he fights, the advantage is his."

When Minor Clan PCs are finished reading their handout, inform them that their time training them with the Tacticians has given them the ability to purchase the Leadership or Tactician advantages now or in the future, without spending favors, with a 1 XP discount (as if they were a Lion PC). They also gain 1 XP to be used towards buying a skill from the following list: Battle, Defense, Kenjutsu, Kyujutsu, Jiu-jitsu, or Perform (Oratory). This XP must be spent immediately, and they may use their free XP pool to buy higher ranks of the skills if they want.

Then begin with the Akodo general (playing the role of Toturi II) calling for the charge in the reenactment:

The voice of the Akodo general cuts through the clamor of battle. "Sparrow bushi! Fight defensively! Monkey – toss those barbarians back into the sea!" With a quick snap, her tessen orders Monkey Fuzake shugenja to begin hurling blasts of wind at the Mantis flanks, sending Tsuruchi cartwheeling into the air. Yoritomo shugenja move to counter and the wind dies down, but the gap in their lines gives the Akodo the opportunity to send in the leaping Usagi skirmishers that she'd been reserving for just this moment... And with a roar, the battle is engaged!

This battle is abstracted down to a pair of dice rolls, one for the early fight and one for the end of the fight. Each PC in the battle may use any relevant skill roll that they want, calling raises for more successes.

The results of the dice roll determine their success, which they can narrate. It is a base TN 20 to succeed, with raises determining how ambitious an action they are trying. For example, if they want to be in the line of battle with their yari, Spears (Yari) / Agility checks would be suitable. A courtier could inspire the troops with Perform (Oratory) / Awareness, etc. Note that killing is prohibited (they are using padded weapons), as are using lethal spells like Fist of Osano-Wo. This is a friendly battle. Note that despite it being a re-enactment the outcome is not pre-determined, and the Mantis will do what they can to make sure they win, as this will indicate the Lion are unsuitable protectors of the minor clans.

After the first round, tally up the number of successes + successful raises for each side, and that side pushes the other side back to either the coast (if the Lion win) or to a Moshi temple complex (if the Mantis win). After the second round, whichever side has accumulated the most successes + successful raises across both rounds will win. Ties go to the Lion. **Glory Gains: G5 for being on the winning side, G2 for fighting on the losing side. No glory if they sit it out.**

If there are Scorpion at the table, let them roll first to see what side they're going to support. If all Scorpion support the same side, then the Scorpion network will be called in to support them. Any PCs on the opposite side of the Scorpion with weaknesses such as Doubt, Phobia, Compulsion, or Fascination will find them being exploited. For example, a bushi with Phobia: Heights might somehow be assigned to a watchtower, or a PC with Doubt: Sailing might be sent to a boat battle off the coast. A shugenja with Compulsion: Visit All Temples might be assigned to a battle next to one. Doubt: Calligraphy? They get to struggle to read their orders in difficult handwriting. This has the net effect of giving them a +5 TN penalty to their checks (unless their penalty is even worse).

Court characters, pacifists, and monks can sit out the battle, but most PCs will be expected by their daimyo to participate, losing honor for refusing a direct order.

Part One: Celebration

Timing note: Finish this within 90 minutes of the game's start. Keep the dialogue and plot moving!

Dinner that night takes place in the courtyard of Kyuden Moshi no Machi, lanterns casting a gentle glow on the long tables set out for the samurai who had been fighting all day. The Moshi bring out their

region's best for their guests - ocean fish, river eels, and vegetables prepared in all of the traditional ways. Barrels of sake are cracked open, and both the winners and losers drink heavily - though each for different reasons. As the bushi get into their cups, they start boasting about their exploits during the battle...

The PCs will be seated at a table with each other, as well as the three main NPCs for this module. At some point, go around and have everyone introduce each other, and then introduce the NPCs.

If they haven't already, let the PCs tell the story of their exploits during the battle. Any PC with at least one rank can roll Perform (Storytelling or Oratory) / Awareness at TN 20 to gain a pip of glory by bragging about their actions during the battle during a court setting. Honor losses might apply depending on what is said.

The three NPCs are:

Isawa Ichiren – Isawa shugenja and Jade Magistrate.
Kitsuki Mochiko – Kitsuki courtier and duelist; yojimbo to Isawa Ichiren.
Shosuro Tokagure – Soshi Magistrate and Shosuro Gardener.

You should intersperse their introductions with those of the PCs. They are all dressed in nice kimono clearly showing the mon of their schools and positions. TN 25 Lore (Heraldry) / Intelligence to recognize the Shosuro Gardeners' mon (Shosuro Gardeners grow poisonous plants for the Scorpion and make antidotes for the Emerald Magistrates), TN 10 to recognize the others.

Introduce the NPCs in this order. You can either read the bullet points, or engage the players in dialogue, but the following points should come out.

Isawa Ichiren:

- Was supposed to participate in the battle with Lion but was delayed coming in when he heard a rumor of maho (if you have experienced players, use euphemisms instead of saying "maho", as it is very impolite to use the word in court) in a village on the way in a few hours off the main path in.
- He had heard that there was a man with scaly skin and 12 fingers, both signs of maho use. He did find the person just as described, but the person was not tainted (again, politeness means he uses euphemisms instead of saying "taint"), just ugly. He's disappointed it was not the lead he was after.
- His interest is in studying the taint in ronin. **Over the centuries, there have been a number of ronin who become tainted with no knowledge**

of how it happened. This has been a sort of low priority cold case in the Jade Magistrates, since it doesn't happen more than a couple times a decade, and no connection could be found until Kitsuki Mochiko started digging into the records.

- (Portray him like an interested scientist studying a disease in an animal species.) He's not sure how they become tainted, but he has several theories:
 - They're inherently dishonorable, and honor keeps away the kansen (maho spirits that tempt mortals into evil).
 - Ronin are usually poor and dirty. Physical cleanliness and spiritual cleanliness are often one and the same.
 - Someone is deliberately seeking out and tainting ronin. It's this final theory that has brought him to Moshi lands, based on his yojimbo's findings.
- Any especially dirty or ugly PCs, PCs with Disturbing Countenance or Antisocial, or ronin **he will examine for taint** when he thinks they're not looking. He will also slyly check them by offering them sake from his jade sake cup, brushing against them with a jade bracelet, etc., without being especially obvious about it. Any PC that vocally objects will be met with an apology, but he will still watch them closely. Tainted PCs must either put on an armband indicating they are tainted (and begin drinking Jade Petal Tea) or they can seppuku. Their choice.

Kitsuki Mochiko:

- She is a Kitsuki Investigator who is an auditor for the Jade Magistrates. Her battlefields are the archives of the great clans. She has become a competent duelist as the result of all the errors she has caught over the years.
- She *can* fight, but uses her Kitsuki training to spot and avoid conflict whenever possible. Ichiren is rather condescending towards ronin and those in the lower classes, so she has had to talk their way out of a number of bad situations. (She'll say this frankly, not worrying about embarrassing Ichiren, who doesn't care in the slightest.)
- Anyhow, her work in the archives allowed her to track the migratory patterns, so to speak, of ronin, and found that the people becoming tainted tended to move through the northeastern part of Rokugan, centered on Phoenix and Moshi lands. She presented her findings to Ichiren, who found the findings compelling. So they decided to come to participate in the mock battle and look around the region while they were here.

- In the middle of her relating the above, she will suddenly stop, take a long drink of sake, and look at a Scorpion or stealthy-looking PC, and ask bluntly: **“So, are you a ninja?”** This will cause Isawa Ichiren to choke on his sake, and begin apologizing for her, explaining that she’s clearly inebriated and didn’t mean it, etc., etc. all the while Mochiko will keep an eyebrow raised toward the PC and examine their reaction. If they *are* a ninja, they’ll need to roll Sincerity (Deceit) / Awareness against her 10k4+20 on the roll. She’ll also use her “first look” technique on the PC to see what their real motivations are. She won’t say anything, but will write down her notes in her dairy in a cipher. (If they failed to bluff her, ninja PCs must record on their log sheet that Kitsuki Mochiko has Blackmail on them.)
- Like many Kitsuki, she has Fascination: Ninja, and will gladly trade rumors with other PCs on the subject, while Ichiren rolls his eyes, sighs, and pretends he can’t hear her. Among other things, ninja:
 - Are supposed to be able to walk on water and fly short distances
 - Turn invisible or into smoke
 - The Koga ninja saw themselves as the defenders of the heimin again villainous samurai, but were destroyed at the end of the Clan War
 - Some say they survived and fled into remote mountains... like these!
 - Some say that black-clad ninja are actually just the trainees, and are a distraction for the real ninja to act.
 - Etc. The crazier the better.

Shosuro Tokagure of the Tokagure family:

Lore (Scorpion) / Intelligence TN 25: The Tokagure are a vassal family of the Shosuro, and he’s named after their founder (Shosuro Tokagure) and is their daimyo’s heir. They’re known for their strange sense of humor, honest and self-deprecating mannerisms, and their great skill at cultivating exotic herbs and poisonous plants... which might also explain their strange mannerisms. The Emperor gave them a mandate to grow and harvest poisonous plants.

- During the battle, he fought with the Mantis, and was given the task of scouting the Lion forces. But he’s not a scout. He has no skill at hiding whatsoever. But just because he’s a Shosuro, everyone thinks he’s a ninja (he raises an eyebrow at Mochiko at this).
- Using self-deprecating humor, he’ll tell the story of how he spent the entire battle

running from the Lion, climbing over walls, jumping from trees, sliding through mud, (embroider the story as much as you like), all while yelling “They’re coming this way!”, because... well, he was ordered to be a scout.

- Don’t read this, but this is basically him: *Dammit, Jim, I’m a magistrate, not a ninja!*
- He’ll proudly boast that he was the last one in his squad to die, and will indicate a bruise on his buttocks where he got hit as he was once again trying to run away, sorry, “Advancing at a charge toward the rear”.
- He’ll ask the PCs if they have heard of the Tokagure, and if they haven’t, he’ll give them the highlights of the Lore check above.
- If the PCs respond negatively to the fact that he works with poisons, he will proudly point out that his family does so by express imperial command. His family makes antidotes for all common poisons, and freely provides them to the Emerald Magistrates. He will boast (truthfully) that his family has saved the lives of more Emerald Magistrates than any other family in Rokugan.
- He feels strongly that poisons should be kept out of the hands of families that do not know how to use them properly.
- He says all of this with a perfect tone of sincerity, and despite it probably causing all sorts of uncomfortable feelings in the players, technically nothing he said was dishonorable. His family really does have the Emperor’s blessing to grow and raise every kind of poisonous plant known to man, so that they can be used to save lives.
- If the PCs suggest that there are others in the Scorpion clan that use poisons dishonorably, he will huff and say that there are certainly lots of stories about those sorts of things (which, again, is technically true, but doesn’t admit any guilt).
- *“Poison is just another word for medicine used without honor or skill.”*

Once the roleplaying is out of the way, it’s time to start the mod proper:

As the night continues, the revelry starts dying down and drunken samurai start tottering off to bed. Before you get a chance to think about turning in, however, a servant approaches, and invites you all to come up to the high table where your provincial daimyo, the heads of the minor clans, and the Moshi family daimyo are reclining at ease in the orange light next to a dying fire. The remains of much finer fare than what you ate lie

on this table – fugu (puffer fish), toro (Bluefin tuna), what look like the scraps of an exotic red mushroom.

Read this if the Lion won:

As you arrive, a young, fat Yoritomo courtier, Yoritomo Gusai, is complaining bitterly that despite centuries of being a great clan, the Mantis are still being given the role of pirates and raiders, and that the Lion naturally won because no *true* samurai would wish to dishonor the memory of Toturi II by having her lose the re-enactment. He says this with no real attempt at sincerity. The Lion representative, Ikoma Hatashiai, smoothly responds by quoting Akodo's *Leadership*: "A true general, Yoritomo-san, wins the battle before ever taking the field." While Gusai sputters at this, Hatashiai catches the eye of the minor clan daimyo, and they nod slowly in understanding.

The Moshi daimyo, Moshi Aoiko, is reclining on a cushion smoking from a machi-kanshisha (an iron pipe), and waves the words away along with her smoke. She looks at all of you and asks you for your opinion on how the battle went.

Read this if the Mantis won (or, hell, combine the two if you like courtiers sniping at each other):

As you arrive, a Lion courtier, an Ikoma Hatashiai, is well into his cups and is working his way up to insinuating that it was dishonorable for the raiders, sorry, Mantis to ruin the memory of Toturi Tsudao in the day's combat, when a young, fat Yoritomo representative, a Yoritomo Gusai, abruptly cuts him off and asks the Moshi family daimyo for a story.

The Moshi daimyo, reclining on a cushion and smoking from the machi-kanshisha, perks up and asks what story he'd be interested in.

"Well... how about the Battle of Treacherous Pass?"

Moshi Aoiko clears her throat, and sits up. In a low husky voice she recounts the last time a great clan was allowed to go to war with a minor clan. In fact – what a coincidence – it happened to be between the Lion and the Moshi family, back then called the Centipede Clan. Summoning illusions of light and smoke, she shows the battle, as the Lion samurai valiantly fight their way up a narrow stone staircase, but the Moshi family knock them off with blasts of air and fire. The illusory dead land in the lap of Ikoma Hatashiai, who brushes them off with an annoyed look on his face.

"...and thus, despite the great clan of the Lion losing to a minor clan, the Emperor in his wisdom declared that no great clan would never again be allowed to declare war on a minor clan for no reason!" Aoiko catches the eye of the minor clan daimyo present, and they nod thoughtfully as they understand her meaning.

Noticing the look on the Ikoma's face, Yoritomo Gusai innocently asks, "Ikoma-san, it is famously said that an Akodo general has never lost a battle. So I have to know - what happens when they *do* lose? Do all Akodo keep a Matsu up their sleeves so they can quickly seppuku and turn over command to them?" He looks over at you all. "What do you think?"

Courtier (only) PCs: **Give courtier PCs a chance to be courtiers here.** They have an audience of important daimyo, so if they want to make a jibe or try to influence the minor clan daimyo to support one side or another, let them do so briefly. The base TN is 20, with raises allowed. A successful check will add one success + successful raises to the side of the courtier's choice, which might sway the minor clan daimyo back away from the victors of the field. Successful checks also win one pip of glory as they impress their lords.

After reading either boxed text above, you can let any courtier PCs get in some jibes if they want, and then:

<Pick a great clan PC>'s daimyo interrupts. "The bluefin tuna was combat unicorn in brown weather walking... long horns... horror..." Conversation comes to a sudden halt. The daimyo's pupils are huge and black and then he slowly, slowly falls face first into a bowl of miso soup. A Moshi warden at the table leaps up to catch him... and then promptly topples over, frothing at the mouth, legs and arms spasming.

Poison! At the high table! Moshi bushi will quickly move to cordon off the room, leaving the PCs (and the three NPCs) as the only un-poisoned people around.

The PCs will probably be very alarmed, as all clan samurai have their daimyo here. Ask them what they want to do. They're the heroes – give them agency. **Critical checks that aren't made by the PCs will be made by an NPC**, as noted in parentheses. (If there isn't a name, then no NPC will do it by default.)

Not all equivalent skills are listed. For example, you could allow Lore (Poison) or Craft (Poison) for the checks about the poison.

Examine the victims - Medicine / Intelligence: TN 20 (Shosuro Tokagure). All the people at the high table

appear to be poisoned. The daimyo mentioned and the warden seem to have the worst of it, and will probably die in minutes if not treated. The symptoms include dilated pupils, disorientation, irregular heartbeat, excessive sweating, salivation, shortness of breath, and loss of control of the body.

Identify the poison – Medicine (Herbalism) / Intelligence: TN 20 (Shosuro Tokagure). The symptoms are shared by a large number of poisons. It is not symptomatic of fugu (which causes numbness, paralysis and death), but the bright red mushroom looks very suspicious. Mushrooms can be highly toxic, and their toxicity levels can vary wildly based on rainfall, sunlight, and other factors. There's only a few tiny scraps left, which is not enough to make an antidote from. (Or to craft a poison from it.)

Treat the victims – Medicine (Antidotes) / Intelligence: TN 20, or inducing vomiting by “poison” (Shosuro Tokagure) or pressure point or *Jurojin's Balm* (Isawa Ichiren). Any sort of treatment helps, and will stop the daimyo and warden from dying right away. However, they are still poisoned even after *Jurojin's Balm*, which indicates that more is needed to cure the poison (and possibly a supernatural origin to the poison). The original source of the poison will need to be found so an effective antidote can be crafted.

Taint check the victims – Touch them with jade (or Jade Strike them, though this will be D3), to check for taint or to help treat them. (Isawa Ichiren) The target *almost* responds to it – their eyes partially clear for a second... and then go back to being pitch black again. No burning, or damage taken, though, so they are not tainted. Isawa Ichiren sees the black eyes as being a sign of taint, to which Shosuro Tokagure will politely disagree and say is a common side effect of poison.

Commune with the kami – The kami don't reveal any assassins or secret plots. The mushrooms were brought in by the Moshi warden, Moshi Dainero, and were prepared by the chef and served. The kami dislike the mushrooms as well, saying they are cursed.

Interrogate the chef – Intimidation (Control) / Awareness: TN 10 or Courtier (Manipulation) / Awareness: TN 25 to keep the chef from being a babbling mess as he sees what he caused. (Kitsuki Mochiko) The chef will reveal that the warden, Moshi Dainero, patrols the Mountains of Regret, looking for monsters and bandits threatening the sacred places in the wilds. Whenever he goes through Midorigawa no Sato, he brings back these bloodcap mushrooms, which only grow there and are his favorite. They've never been poisonous before, samas, please, have

mercy! (Without a PC making a good case for mercy, one of the Moshi samurai will behead the chef on the spot. Poisoning daimyo, even unintentionally, is easily worth death in Rokugan.) The chef has been a trusted member of the household for decades, and normally tests all the food himself, but there was only a small batch of the mushrooms and a lot of important people to feed the delicacies to. He has had no new staff recently, or seen anything suspicious.

Check the Spices / Store Room - You can allow them to roll investigation checks to look for poisons, etc., but they will turn up nothing.

Interrogate the Scorpion – Shosuro Tokagure had nothing to do with it, but a plant-based poison might have the PCs doubting his honor. He will be mildly offended, but will sigh and say with all honesty that Scorpion are often accused of these sorts of things. He rolls Sincerity (Honesty) / Awareness at 10k6+5.

Interrogate others – Nobody else has seen anything.

Propose an expedition to Midorigawa no Sato (Isawa Ichiren and Shosuro Tokagure). The Isawa and the Shosuro will both ask the Moshi daimyo to lead an expedition to Midorigawa no Sato to bring back a cure for the poisoning. The Isawa will attempt to argue that there is possible maho going on here, and so should be put in charge of the investigation, but Moshi Aoiko (who is having trouble focusing, but is holding it together) will side instead with Shosuro Tokagure, as it clearly falls into his expertise. If maho is found, of course, the Jade Magistrate will take over. The expedition will leave first thing in the morning.

Research Midorigawa no Sato – Lore: Mantis / Intelligence TN 15 or talk to Moshi Wardens. It is a remote farming village, far up in the Mountains of Regret, that serves as a trading hub for the few people that live up there. It is technically part of Mantis lands, but in practice is in an area between Mantis and Phoenix lands, where neither exerts any real control. Moshi Wardens are the closest thing to an authority, but they mostly protect the many shrines that are found up there, and keep an eye out for bandits and monsters. It is dangerous to take a horse up the steep trail, but a skilled rider could manage it.

Part Two: Midorigawa no Sato

The PCs leave first thing in the morning along with the three NPCs. They head across the Valley of the Centipede to the foothills of the Mountains of Regret,

and up into the almost vertical paths of the mountains. Sheer drops line the narrow paths. Anyone riding a horse must roll Horsemanship / Agility at TN 10 (for a mountain pony) or TN 15 (for larger horses) or their horse falls into a ravine and dies. (The PC can leap off in time.) All PCs who walk must roll raw Stamina at TN 10 or become fatigued, which can be removed by bathing in the rotenburo onsen (see right below).

After two days of hiking, at twilight, the PCs reach a summit which overlooks the town of Midorigawa. [Photo of the view](#). Several things will catch their eyes.

- First, there is an onsen (natural hot springs pool) nearby. The NPCs will immediately move to bathe and clean themselves after the arduous hike.
- Second, there is a *giant* festival going on in the town, with thousands of people on the streets below, instead of the perhaps hundred people they were expecting. The revelers are drunk and loud, and composed entirely of heimin and ronin. They are dancing the *zomeki*, a wild dance designed by and for drunk people. (See Appendix #2.)
- Third, after bathing, Shosuro Tokagure will carefully put away his Scorpion kimono and put on a plain black yukata. He'll explain that in rural festivals like this great clan samurai are usually not welcome, and are expected to stay indoors and not participate. It's not like the peasants can really enforce this, but polite samurai usually go along with it as A) it is tradition, and B) it usefully gives the peasants a chance to blow off steam away from the critical eyes of samurai. Additionally, the PCs should be warned to expect strange, wild behavior that isn't appropriate for normal society.
- The Isawa will follow his lead and put on a plain orange yukata, but the Kitsuki will refuse to remove her mon because of pride, and will instead choose to scout the perimeter.
 - The PCs going into town must decide to wear their mon or not. Unless they are honor 9 or 10 (D8), it will not cost them honor to remove their mon, as they are showing Courtesy to the locals, which makes up for their lack of Sincerity.
 - Some samurai wear basket hats to festivals to conceal their identities, for exactly this reason. It's acceptable.
 - All social rolls for PCs wearing clan mon at the festival suffer a +5 TN penalty.

The NPCs will head down into town and split up:

- A) Isawa Ichiren will walk through the festival looking for signs of taint. There's a lot of ronin here, so it's a good sign that this could be what he's looking for – someone tainting ronin. He tells

the PCs that he will launch a magical ball of fire into the sky if he needs assistance for a battle.

- B) Kitsuki Mochiko notices on the way down that there are sacred sites ringing the town, and will walk around the town to examine them... and also because there might be a secret ninja training ground somewhere in the forest. Ninja love places like this, right?! She carries a whistling bulb arrow in case she needs to signal for help.
- C) Shosuro Tokagure sees that there are a great many fenced gardens in back yards here that could hold the mushrooms in question. So he will sigh, reluctantly embrace his inner Scorpion nature, and climb over a fence while wearing a plain black yukata. Kitsuki Mochiko will watch him and nod knowingly, mouthing the word, "Ninja."

They must now choose an NPC to follow. Each NPC has a different path and different encounters, as detailed below. It is highly recommended that each NPC have at least one PC following them, and the Shosuro can only be followed with characters with at least one rank of Athletics, as he moves fast. (If a NPC isn't followed, they will have an "accident" and be given a room in a local farmhouse to recuperate from their head wound. They'll be fine in the morning.)

The events of Part 2 take place in three different paths across three Rokugani hours:

- 1) The Hour of the Dog (8PM to 10PM)
- 2) The Hour of the Boar (10PM to midnight)
- 3) The Hour of the Rat (midnight to 2AM).

Consult Appendix #3 if you want a timeline of where the NPCs are each hour, and what they do.

This part of the module has a sandbox design, so feel free to improvise on top of the key events that take place each hour. The PCs should progressively gain information on five things:

- 1) The location of the mushrooms - in the shrine/monastery of Bishamon or in the forest.
- 2) The fact that the monks in town are maho users.
- 3) The fact that Koga ninja run the town.
- 4) A tengu is the secret of the town's prosperity.
- 5) That Bloodspeakers have been through recently and are trying to find a mysterious castle on the mountain above town. (The people in town will use the Bloodspeakers as a distraction to get the PCs out of town and away from their secrets.)

DM Background Info – Don't Read Aloud

Freedom. Self-determination. Equality. All great virtues to us, all terrible vices in Rokugan. (This is what happens, some might say, when samurai aren't around to watch a place.) The town has been practicing

blood magic since olden times. The only change since blood magic became tainted is that they transfer their taint to ronin from out of town by hosting a festival with unlimited “doburoku”, a porridge-like sake. **The Doburoku Festival** (which is going on right now) also keeps the town prosperous by making offerings of sake to a powerful spirit creature (a tengu) who lives in the area and blesses the rice fields. (So that they can make more sake! It’s a win-win situation.)

The Koga Ninja: Several centuries ago, during the Clan War, the Koga ninja moved in to town. They are protectors of heimin against samurai who abuse their power. Although it’s not exciting, the Koga today are basically just the town watch – during the festival, they try to keep the drunken revelers from doing anything too stupid or violent. Even some brawling they’ll tolerate, but **if a PC draws a weapon on a heimin, then town headman Yokai and three ninja doshin will move to intervene** with words (when possible) or violence. While they distrust clan samurai, they *will* make an effort to recruit any ronin PCs at the festival by marrying them into the town.

Remember the Koga technique: they get a +1k1 bonus to all skills rolls made against samurai.

The Monastery: The local monastery to Bishamon (at the end of the main road through town) has been isolated from the rest of the Brotherhood for a long time. Monks to Bishamon can have families, so they’re all “local boys”, who keep the local secrets: the monks here not only practice surgery (dishonorable medicine) but they also use limited amounts of maho to heal the local people, who would otherwise die of their injuries, due to no shugenja being nearby. They run the Doburoku Festival, and “take care” of drunken ronin afterwards in the monastery, where they transfer small amounts of taint out of themselves and into the passed-out individuals. Its Abbot is a 6’1” giant named Mappo. At some point, the PCs will probably think to visit there. When they do, go to Part 3: The Monastery.

Rumors: Don’t give them this roll automatically, but only if they ask for it. Courtier (Gossip) / Awareness: TN 10: All the villagers are talking about it: two people have gone missing after a group of strangers in red robes came through last week. It’s widely suspected they kidnapped them. Search parties have been sent out, but no trace has been found.

TN 15: There are persistent rumors of a castle on the top of the mountain nearby. Some people swear it exists (a “friend of a friend” saw an old castle wall, another saw an entire castle ruin), other people say they’ve been up there and it’s just bare rock.

TN 25: One person, however, saw with their own eyes a single candle floating in the air on top of the

mountain. As he watched a small cabin began building itself, as ghostly flute music played... when he returned the next day, though, there was nothing there.

There are multimedia resources available in **Appendix #2** that you can use to add some realism to the town.

Hour 1 - Hour of the Dog (8PM – 10PM)

Path A) Isawa Ichiren goes to the festival. The streets are packed. People are dancing the *zomeki* with wild abandon. (See Appendix #2 for music and videos of the dance if you want to play it during the game for additional flavor.) Monks are hauling out giant iron cauldrons of doburoku suspended by two crossed iron bars. PCs will be asked to help lift it (Strength check TN 10 to hoist it), which will impress the locals:

“Wow, sama, you are really strong! I bet you could give Mappo a run for his money. Though not when he’s angry, heh heh. I once saw him throw a ronin through a wall!” Another one shushes him and explains that Mappo is the abbot of the shrine of Bishamon in town, the shrine that is putting on the Doburoku Festival. He is amazingly strong and equally famous for his short temper.

Local girls dressed as miko (shrine maidens) begin distributing doburoku to the masses. Ichiren will surreptitiously check his drink with his jade cup before drinking it, and will walk through the crowd brushing against people with his jade bracelet... without finding any signs of taint.

Drunken *zomeki* dancers will attempt to pull any PC not wearing a clan mon into the dance. If they dance, have them roll Perform (Dance) /Agility at TN 5. If they succeed they will get the following:

“You know, you’re a lot different than those strangers that came through last week, sama. Wearing those blood-red robes, and all those dour expressions. I just bet *they* wouldn’t humble themselves by dancing the *zomeki* with some heimin.”

This is something of a setup. The Koga scouts noted the PCs walking in with the Isawa, and are curious. They will try to divert them after the Bloodspeakers, who have angered the Koga by kidnapping two villagers a week ago. The dancer is a low-level Koga ninja, with stats as follows: 2 in all rings and skills, +1k1 on skill rolls against samurai, and Dangerous Beauty (+1k0 on Seduction checks). The dancers are the opposite gender of that of the PC they are talking to. Possible names include: Chiburi, Fuke, Arero, Aki.

The PCs will probably be interested in learning more about these strangers, but he/she will demur revealing

any more information unless the PC takes them home. The dancer will not try to seduce a great clan samurai wearing their mon, but otherwise will roll Seduction the second that the PC seems interested in talking to them about things beyond the dance. If the PC sleeps with them, they are done with the current hour. What happens to them next is found in the Hour of the Boar.

PCs who think about it would realize that now is a great time to gather rumors (see sidebar above), otherwise keep the game moving and go on to Path B.

Path B) Kitsuki Mochiko will circle around the town in a clockwise direction. This will let her keep an eye on things in case *Fists of Osano-Wo* start flying and also look for tracks coming out of town which could be signs of ninja.

Midorigawa no Sato was founded in part due to the high concentration of sacred sites here. PCs can easily tell that something is sacred because they [put a rope around it](#). There are two main kinds of sacred places in this area: trees, and small shrines to a wide variety of fortunes. Ask them which they want to check out.

Sacred Trees: The trees are ancient, some, the Kitsuki will muse, date back to the founding of the empire. If the PCs go for a closer look and stay for a few minutes, tree spirits, called [kodama](#), will emerge all over the place from the trees and stare rather creepily at the PCs with eyes tinted red. A Lore (Spirits) / Intelligence check at TN 15 reveals this is not normal, and that they're normally supposed to be friendly. Lore (Shadowlands) / Intelligence TN 20 reveals they are tainted. They do not attack, though, and vanish if attacked. A TN 25 Investigation (Notice) / Perception notices that some of the giant trees are oozing a sap that has the color and consistency of blood. While they *are* tainted, destroying a sacred tree kills its kodama. A dying kodama always curses its killer with a rank of Unlucky. A Lore (Spirits) / Intelligence roll at TN 5 reveals this before they destroy it – it is common wisdom that one should never destroy a kodama's tree.

What is going on here is that before the Fall of the Kami, the early tribes in the region engaged in blood magic, and these trees not only remember the taste of blood but the evil kami (kansen) that were attracted to the area have corrupted the tree spirits, and have been actively encouraging maho use in the town.

Cleansing the trees: Shugenja (only) can cleanse the taint of the trees with a ritual requiring two hours and then a Lore (Theology) / Intelligence check at TN 20. They gain 3 pips of honor if they succeed.

If the trees are not cleansed, during or after this scene, [kansen will try to tempt any PC who fails a physical skill check by 5 or less](#). If they accept, they gain a point of taint and then succeed on the roll.

Sacred Shrines: There are numerous shrines here to a wide variety of fortunes. The Warden, Moshi Dainero, was responsible for maintaining them.

The main ones are to Jurojin (Fortune of Longevity), Ebisu (Fortune of Honest Work), Inari (Fortune of Rice), and Kenro-Ji-Jin (Fortune of Soil), which is to be expected in a farming community. There are shrines though to more obscure Fortunes as well, Lore (Fortunes) / Intelligence at TN 15 to recognize some of them: Tsugumu (Fortune of Secrets), Mikoto (Fortune of Ronin), the unnamed Fortune of Dung, and Ekibyogami (Fortune of Disease). There's more here that no scholar can recognize but are presumably fortunes of the town. Finally, there is a broken-down shrine in an advanced state of disrepair to (Lore (Theology) / Intelligence TN 20) the Celestial Dragon. It has been desecrated with blood and urine.

Cleansing the Shrines: It can be cleansed in the same way as the trees – since it takes 2 hours, though, a single shugenja will only have time to do one tonight, and can't gain honor twice. Non-shugenja can make some effort to clean it, and gain 1 pip of honor.

Hunting (Tracking) / Perception at TN 15 will notice tracks of a dozen people from a week ago stopping at the shrine to the Celestial Dragon, and then heading up higher into the mountains. These were the Bloodspeakers, but the PCs will have no way of knowing that. [In order to fight the Bloodspeakers, this trail must be found.](#)

If the PCs can't make the rolls, Kitsuki Mochiko can try – she's 4k3 on all Lore checks and 7k4 on Hunting.

Path C) Shosuro Tokagure will nimbly climb over the walls surrounding the back gardens of the giant farming households and inspect the plants in the back.

He makes no efforts at stealth, and simply moves swiftly through the gardens, dismissing most plants at a glance, but taking samples of numerous ones he finds to be interesting. After he has finished all the houses on one side of town and stops to catch his breath and shows his samples to the PCs. They include:

1) **Foxglove** – a decorative plant that is also deadly – it can make a lethal poison that stops the heart. (The ninja here grow it to make poison, but it doesn't match the symptoms of the bloodcap mushrooms.)

2) An unidentified member of the **nightshade** family: it grows a swollen red fruit that Tokagure suspects is tainted (it is not). He cautions PCs against touching it. He will gingerly experiment on the **tomato**, with inconclusive results.

3) **Psychedelic mushrooms** – they are likely grown for religious purposes, but since the party is here for mushrooms he takes a sample in case it might help in crafting an antidote. (It will not.)

4) Various **ornamental plants** from gardens that are poisonous if eaten, rubbed on the skin, or prepared in a deliberately dishonorable way.

The PCs can make of this what they will. The Tokagure have the Emperor's monopoly on growing poisonous plants, so the PCs can press the issue if they want (see Fight Time below), but this has never been applied to ornamental plants, even foxglove. Nobody wants to tell the Doji they have to burn their gardens! The tomato is of bigger concern, as it is a heretofore unknown member of the nightshade family, but... it doesn't seem to be toxic at all. Or tainted.

At some point along the way, have the PCs make an Investigation (Notice) / Perception check. A TN 15 reveals they are being watched as they travel through the back yards, with a TN 30 revealing that there are concealed hunter's blinds on the top of the four-story buildings. Some sort of sentries are hiding inside, silently watching the festival.

Hour of the Boar (10PM to Midnight)

Path A) Isawa Ichiren will observe the festival as it goes into full swing. A parade moves down the main street. They play minyo (folk music), then they have jugglers, jesters, more zomeki dancing, a Lion dance, and finally an oni dance, which he will watch very closely: The oni dance is about *driving away* demons, with flashing lights and loud noises (perhaps oni have epilepsy?). The townspeople seem honest in their desire to chase the demons out of their town, so he shrugs and lets it go, despite it being the sort of thing that isn't done in polite society.

If no seduction offer was made in the previous hour, one samurai PC who is not wearing a mon (especially a ronin) will be approached with a Seduction offer by a dangerously beautiful heimin dancer (and secretly a ninja) of the opposite sex. *If* the PC wants to resist, and they certainly don't have to, it is Etiquette (Courtesy) / Willpower (adding Honor to the result) vs. the dancer's roll of 6k3 (the dancer gets +1k1 if

the PC has Lechery, and/or +2k0 if the PC has Frail Mind). This is how the village protects itself – it gets ronin from all over Rokugan to marry into the town. They're useful for fighting off bandits and monsters.

If the PC accepts the offer, they will have a very good time (and could get any information they want if they think to ask). Then Yokai, the town's headman and head ninja, will knock on their door. He will check with the dancer to see that they are okay (the Koga ninja protect peasants from evil samurai), and then will try to convince the PC they should marry the dancer. *In this village, samurai-san, we marry the people we just did that with.* He'll use a carrot and stick approach:

The carrot: If they accept the marriage offer: at the end of the mod, the town (assuming it hasn't been burned to the ground by the PCs) will celebrate, build the PC a large gassho-style farmhouse and set the PC up with some silkworms which the spouse will manage. This gives the PC a rank of wealthy and Yokai as an ally. Having friends like these also allows them to buy the Spy Network advantage without spending favors. (It still costs 8 XP.)

The stick: If they refuse, Yokai will attempt to shame them into either accepting the marriage or owing the town a favor to be reclaimed at some later point in time. The PC must roll Etiquette (Courtesy) / Awareness versus his Intimidate (Control) check at 10k5+5. If they fail, they must either lose honor as D2, *or* take a Minor Obligation to the Koga, *or* accept the marriage.

If the PC is a ronin, marrying a peasant is perfectly acceptable. Happens all the time. You go, ronin! The dancer is now a samurai as well.

But if the PC is a clan samurai going mon-less, then accepting the marriage offer is a *bad decision*. Clan samurai have to ask permission from their lords to marry, so marrying a peasant without permission is a D0 honor loss and the PC will gain a rank of infamy and lose two pips of status. (Minor clan samurai do not lose status or gain infamy, but still lose honor.)

The main event now takes place in the festival:

At midnight, the party is still in full swing. Gongs ring out, and the townsfolk cry, "Kneel! Kneel for Hantei Genji! Kneel for the Shining Prince! Kneel for the Emperor of Rokugan!" People begin kneeling.

Lore (History) / Intelligence TN 5 reveals the Shining Prince was the second emperor of Rokugan, son of the kami Hantei, and long since dead.

A man with radiant golden eyes and a large nose, wearing an elaborate 13-layer kimono in Imperial colors in the ancient style, is carried down the main street on a 20' high platform held up by dozens of peasant men in fundoshi (loincloths). He carries an ornate daisho, as well as a large feather fan which he waves at the crowds as he progresses. His shining eyes meet yours, and they widen slightly in surprise. He calls out a curt command, and his bearers lower him to the ground. He slowly walks towards you, regarding you with interest, and asks, "How are you enjoying this festival in my honor, samurai?" His eyes shine in the darkness.

So... the PCs can choose how to react here. On one hand, this is very much the sort of thing people get killed over. On the other hand, irreverent revelry like this is actually common in peasant festivals (which is why great clan samurai are encouraged not to be there – it allows the peasantry to blow off steam without being killed). Also, having a parade in the memory of Genji's *could* be considered a sort of honor. There's also the issue that there are a lot of ronin here who are enjoying the festival and will try to beat them unconscious if they attack.

But if they do attack, see **Fight Time**, below.

This is a kenku, a hawk-man spirit creature, shapechanged into a human. Any PC with relevant techniques (Toritaka Bushi, for example) or at least two ranks in Lore (Spirits) will immediately sense that this isn't a human that they are dealing with.

The tone of his interactions with them will range from amused to paternalistic to arrogant depending on how they roleplay with him. If they just sit there, petrified, he'll tell them that *he used to take people as sacrifices for his blessing, but after discovering the joy of sake, takes that instead. The town is under his protection, and this festival is the tribute they make to him. Did the PCs bring any gifts, as is customary?*

The following bullet points can come out through roleplay:

- He refers to himself as Hantei Genji, the Shining Prince, and will mock PCs that don't believe him. It is not a lie when everyone knows it is a lie. After all - it is honorable to be an actor!
- He states that the festival is his way of giving blessings to the town, and it is the town's way of paying tribute to him.

- In years past, he'd take the occasional sacrifice of a person as tribute, but after getting to know a man named Mirumoto, he realized that some humans do have merit, and also that this "sake" stuff is wonderful and makes for a much better offering than people.
- A while ago (he's vague, but it's actually over a millennia ago), he used to stand on a bridge and challenge to a duel all samurai who crossed the bridge. He defeated all comers, and would break their blades and keep the tips (where the steel is the strongest) to make his own weapons.
- Did you know that some say the soul of a samurai is in his blade?
- He carries a daisho (katana and wakizashi) – if interested, he will slowly draw them and show them off (but will not allow the PCs to hold them) – they are of fantastic quality.
- One day, a warrior named Mirumoto challenged him to a duel, and they fought all day and all night, to a draw. At the end of it, they became great friends. He claims he taught Mirumoto the Furious Retaliation technique (for Rank 4 Mirumoto Bushi), and Mirumoto taught him about bushido, friendship and sake... though not in that order.
- He pretends to be Hantei Genji, the Shining Prince, as he met Genji once, on a trip to Otosan Uchi to deliver his friend Mirumoto's treatise on sword work, *Niten*, to the capital.
- He blesses the rice harvest, allowing them to grow rice in a climate and terrain that is really not suited for it. The town would likely die without him protecting it. In return, they offer him as much sake as he can drink.
- If a PC is really insulting, he will wave his feather fan and cause the PC's nose to grow to comically large proportions, giving them the Disturbing Countenance disadvantage until they either kill the Tengu, or profusely apologize, or get a *Peace of the Kami* spell.
- Duelist PCs might be interested in fighting him on account of his tales of dueling hundreds of samurai. How he duels depends on their attitude. If they are insulting, he will call a shot to chop off an earlobe. If they are normal, he will call a shot to their nose to cause exactly one drop of blood to fall. But if they treat him with respect, he'll even blindfold himself to make it a bit fairer (-10 TN penalty on all his Iaijutsu rolls and his armor TN becomes only 32), and will also not spend void against them.
- If the PCs attack him, he will transform into his normal form (a tengu, which is a birdlike human) and fly to his lair (a small keep) in the mountains

if they do not kill him outright. He flies at a speed of 80' per simple action.

- At some point in this dialogue, Isawa Ichiren will graciously offer him “tribute befitting a person of his station” – a beautiful jade sake cup. The tengu will hold it and closely examine it without showing any signs of pain, which satisfies the Jade magistrate on the matter (the tengu is not tainted). The tengu will finish his inspection, do the two refusals, and then thank Ichiren for the thoughtful gift. He will do the same for any gifts the PCs offer him.
- If the PCs ask about the bloodcap mushrooms if they have given him a gift, he will say that the Moshi that comes through occasionally was addicted to the things. Only the monks in town know how to grow them.

The tengu is a millennia old creature, capricious but not evil. He *once* was a real monster, but has mellowed out over the years due to the respect of the townsfolk and the copious amounts of free sake they offer him. And he's absorbed a certain amount of bushido.

Path B) Kitsuki Mochiko will swing around the village to the north. As it has now gotten quite dark, she will take out from her pack a magical oil prepared by an Agasha friend of hers that, when rubbed on the eyelids, allow the person to see in the dark. (Yes, she's ironically better at being a ninja than the Shosuro.)

First, the PCs will walk through an outdoor collection of whimsical art: pieces of driftwood that someone thought resembled animals. A kanji branded on each reveals what it is supposed to be, such as rat, boar, monkey, etc., and they do look surprisingly like the animals they represent. In the darkness, though, they are much more ominous than cute.

Moving on, the PCs will begin scenting blood and decay. Mochiko will perk up at this, and lead the PCs away from town where they will find a skinning hut, where animals captured in hunts are skinned and converted into things that can be worn. No honorable samurai would ever wear the skin of a dead animal, as touching blood and dead skin is inherently impure, but the practice is still common in rural areas and with some Unicorn samurai.

An Investigation (Search) / Perception or Hunting (Tracking) / Perception at TN 20 will reveal a small defile (ravine) behind the hut. Squeezing through a crack, Mochiko and the PCs will find a bloody altar. Two dead heimin lie sprawled on it, their bodies warped and mutated by the taint (arms turned into tentacles, gills on necks, the eyes of goats, etc.), and

their hearts removed. At the base of the altar lie two bloodcap mushrooms. Mochiko is uncertain if this will be enough to brew an antidote (it is, but she doesn't know this), but she will very gingerly pick up the mushrooms using gloves, put them carefully into a knapsack, and then burn the gloves. And the bodies.

Tracks from the altar (Hunting (Tracking) / Perception TN 15) lead both to the monastery at the end of town, as well as to those tracks Mochiko came across earlier in the night by the shrines – the tracks that lead further up into the mountains. (What happened was that the Bloodspeakers tried to strong-arm the monks, the monks *politely* declined, so they came to the skinning hut to do some maho and dump some taint - which caused the bloodcap mushrooms to grow.)

Mochiko will be torn between continuing to sweep around the edge of town and following the tracks into the monastery in town. She will listen to the opinions of the PCs on the matter. If they continue to sweep around town, continue with the Mochiko section below, otherwise they will meet up at the monastery with the rest of the party in the Hour of the Rat.

Path C) Shosuro Tokagure will now head back down the other side of town. Or will try to – just a few houses in through his ransack of more flower gardens, a town budoka will stumble upon him right as he jumps over a fence holding half a bush. The budoka will angrily yell about vandalism, Tokagure will try to explain that he was stealing the flower for the most *honorable* of reasons, and the PCs will be left in the middle needing to talk the budoka down (or if they just want to do combat, use the stats for Yokai). Let the PCs say whatever they want to say to get out of trouble, and then let them make a suitable roll at TN 15.

If they fail, they'll be escorted out of town, running into Kitsuki Mochiko and her group outside.

If they succeed, the budoka will eyeball them a bit and see he can redirect them out of town. He will promise to acquire some bloodcap mushrooms if the PCs can take care of a group of dangerous strangers that came through within the last week. They killed animals and used the blood in some strange rituals, and kidnapped two villagers. They were last seen heading up to the top of the mountain nearby, exploring rumors of a ruined castle on the top of the mountain.

If the PCs aren't biting, he'll sigh and tell them to stop tearing up people's gardens, and that the mushrooms can be found in the monastery in town. If the PCs choose to go there, see **The Monastery** below. Shosuro Tokagure will climb up the monastery wall

(again, making no attempt at stealth – he’s not a ninja) and watch quietly for a while as monks go in and out, as well as some wounded locals with obviously broken limbs, as well as some passed-out ronin being helped inside by the monks. From where he and the PCs sit, he can tell they have some sort of medical ward set up.

Hour of the Rat (Midnight – 2AM)

This is when everything should be coming to a head. The PCs should finish acquiring the bloodcap mushrooms during this hour, and pick a group to fight.

Path A) The party has winded down and people start making their way home. The monks in town begin a “mission of compassion” by walking around town and spreading blankets onto ronin that have had too much to drink and are passed out in the streets. The worse ones are carried back to the temple where they will be healed and also maybe tainted.

Isawa Ichiren will spend some time carefully watching the monks going about their business, and will notice the hunting blinds on each gassho-style farmhouse that contain a townspeople watching the festivities down below, observe a town budoka beating a violent drunk unconscious, and then thoughtfully go into a tavern to drink and gather rumors.

He hears a rumor about a castle on the top of a nearby mountainside that rebuilds itself every 20 years – first a single lit candle floating in the air, then a ruined cabin, then a ruined wall, then a keep, then a whole castle of fantastic beauty. He will also hear a rumor about the people in blood-red robes that came through recently, threatened the abbot of the Monastery and then went up to the mountain top.

He’ll stroke his chin a bit and ask the PCs what they want to do. He’s suspicious of the monks in town, and wants to see what they’re doing with the ronin, but he also thinks that going to bed and chasing after what might very well be Bloodspeakers (followers of the immortal villain Iuchiban). If the PCs choose to go up the mountain, he’ll summon the PC groups with a flare and everyone will need to go to sleep so they can leave first thing in the morning. If the PCs have been asking around about the mushrooms, the monks will leave them a box of the mushrooms as a present in the morning as they leave town. Skip to **Fight Time** below, with the fight against the Bloodspeakers.

If they go to the monastery and shrine of Bishamon, they might very well meet up with Shosuro Tokagure and Kitsuki Mochiko, in which case combine the paths

together for the final encounters. No matter what, you should try to get the PCs together before fighting.

Path B) Kitsuki Mochiko. If Isawa Ichiren sent up a flare or if she followed the tracks to the monastery, gather up the party (she will fire her whistling bulb arrow) and skip to **The Monastery** section below. She will not go charging in without the Isawa. Likewise, if the PCs convinced her to go up the mountain, she will try to gather the party before venturing forth.

If she chooses to continue her patrol around town, she will find what she has always been looking for – an actual ninja training ground out in the forest. Target dummies filled with shuriken, rope swings, strange hand and foot attachments for climbing walls and trees, and even three working smoke bombs. She’ll pocket all of this stuff, and even share a smoke bomb with a low honor PC who wants it (D3 honor loss).

There is a Koga ninja guarding the place, and she will move to attack when she sees this happen. Roll her 10k5 stealth against the PCs’ Investigation (Notice) / Perception to avoid being surprised and taking a -20 on initiative checks. Kitsuki Mochiko has a 9k4+10 to notice the ambush. Use Yokai’s stat block for the ninja except she doesn’t have any poisoned weapons. Remember to roll attacks for the Kitsuki as well. The ninja will only incapacitate foes, not kill. PCs that lose will wake up the next day with a throbbing hangover, and amnesia of the grounds from a severe head wound.

If the PCs win, then the Kitsuki will be ecstatic and will hurry back to town to quietly and excitedly tell Ichiren that the town must be full of ninja! The PCs have discovered another of the town’s secrets.

Path C) Shosuro Tokagure. If there was a flare, he and the PCs join up with the Isawa.

Otherwise, they will continue to watch the monastery for a bit, and then the Shosuro will notice a dark figure coming out of the hunter’s blind on top of a farmhouse and watch the dying party from the rooftop. He thinks it would be a good idea to go look at that person, so he hops down the monastery wall, travels to the gassho-style farmhouse, and climbs up behind the figure. The PCs need to roll Athletics (Climbing) / Strength TN 20 to climb up (the buildings are four stories high, and so failing by 10 or more will cause them to fall and take 2k1 wounds). They then to do a Stealth (Sneaking) / Agility roll at TN 20 to sneak up on the figure successfully. If they succeed, they will notice that the figure carries shuriken and the other accoutrements of a ninja. If they fail the stealth roll, she hides her

weapons and so they won't learn she's a ninja. But she will come to them to have a chat, as she's bored.

If they succeed, they can either sneak back down, or talk to the figure, which turns out to be a rather pleasant and bored female named **Kiku** who is basically just a town constable keeping watch on the party. She doesn't know anything about any *ninja* (to her, it's just normal martial arts training), but the town has, she says, prized its independence for centuries. It bows to no clan, pays no taxes, and looks after its own. (This might not be taken well by great clan samurai.) About the only contact they have is with the Moshi Warden that comes through a few times a year looking after the shrines, and the monastery always gives him a gift of his favorite food – the bloodcap mushrooms. They're slightly toxic, but very delicious!

So the PCs at this point can decide to burn the town down, sneak in or negotiate to get some mushrooms, attack the monastery, or go after the Bloodspeakers. Have them all meet up with the others now, and make a decision what they want to do.

Part Three: The Monastery

At some point, the PCs will probably visit the Monastery of Bishamon at the end of town. Since this mod has a sandbox design, it's also entirely possible that they won't, or that they'll choose to return to the festival after visiting the monastery.

Description: The Monastery is surrounded by a low wooden wall with a roof on it (that is easy to climb and perch on). The entrance in the front has a giant statue of Bishamon in front, who has a spear in one hand, and a small model of a castle in his other hand. There is also a well by the entrance, where people can perform the ritual of cleaning oneself before entering the grounds. The monastery is large, with many rooms for the monks to live in, including a larger one for Mappo, several meditation rooms, a massive sake brewery, and a garden out back next to Mappo's room. The main entry room is spacious, and will be used as a sort of makeshift hospital tonight, during the later hours.

The Monks: There are a dozen or so monks in the monastery total, of which perhaps eight are present at any one time (the rest are out and about in the festival). They all wear jade amulets, that are pitted and decaying from their occasional exposure to the taint. Unlike most brotherhood monks, Monks of Bishamon are allowed to marry, so these monks are all here because their parents were monks. None of them have had any contact with the rest of the Brotherhood of

Shinsei, or even left the village. The local people have been practicing blood magic since before the fall of the kami, and they don't see anything wrong with it.

Maho: The monks only cast two maho spells, that are passed down orally from monk to monk (they have no scrolls): *blood rite* and *spreading the darkness*. *Blood rite* they use to heal the people of the village who would otherwise die of their injuries; *spreading the darkness* to transfer the taint to the ronin they lure to the village with free sake. The amounts they transfer is small enough that the ronin do not even detect as tainted – though it can grow over time, leading to the phenomenon that Isawa Ichiren and Kitsuki Mochiko detected, which is occasional ronin turning up tainted in random places around Rokugan, with no knowledge of how it happened. They're even sort of correct about the spiritual cleanliness bit – only ronin that pass out from too much sake get picked up by the monks.

Timeline: Depending on what time the PCs enter the Monastery, and if they stealth, the scene will be a bit different. To stealth (D3 loss) into most of the monastery requires a TN 20 Stealth (Sneaking) / Agility check, and making it into the garden requires a TN 25. The description below is of what is happening if the PCs sneak in – if they announce themselves, the monks will cover up all evidence of maho and of illegal surgeries. It will just look like they're doing normal medicine, though with a *huge* amount of blood on the ground... which should be suspicious.

During the first hour: Monks will be preparing the doburoku for the festival, pouring it out of vats in the brewery into iron cauldrons, which are then hauled into town by strong villagers. Despite probable paranoia by the PCs, this is absolutely not tainted. The most disgusting thing to the PCs is probably the raw, unfiltered state of the doburoku. If the PCs give it a chance, though, it is actually chewy and delicious.

During the second hour: Villagers with serious injuries will trickle into the monastery one at a time. Broken arms, tumors, burn injuries, etc. The villagers are all drunk, so as to deaden the pain of what is to come. The monks during this hour spend their time performing surgeries (a highly dishonorable form of medicine) on the villagers, healing them as best they can before breaking out the maho in the third hour – it also provides lots of fresh blood to use as well. Monks start carrying in a few passed-out ronin into some of the beds at this time.

During the third hour: It's Maho Night at the monastery! The monks continue their surgeries on the villagers, and the ones that need magical help will have

blood rite cast on them. (Spellcraft or Lore: Maho / Intelligence TN 20 to recognize the spell. A 15 or lower misidentifies it as *path to inner peace*. There is so much blood around that it is impossible to identify it as maho just from shedding blood.) The villagers will be miraculously healed by this treatment, and then fall asleep in a drunken stupor. The monks then move over to the ronin (who are being carried in by their brethren from off the streets) and cast *spreading the darkness* on them (same roll to identify the spell, if the PCs fail with a 15 or less, it looks like *earth's touch*.)

PCs can approach the monastery however they want. The Shosuro will be interested in just sitting on a fence and watching for a while to see what is happening. The Isawa will want to cast *gift of wind* on a PC or two to send them in invisibly to scout around.

Talking with Mappo: If the PCs try to sneak into the garden to get the mushrooms, they will pass by Mappo's room. He has a kiho up (*eight directions awareness*) that will instantly alert him to any hiding or invisible PC trying to pass by his room. Oddly enough, however, he will not move to attack them, but instead engage them in polite conversation.

He will ask them what they are looking for, and what they have discovered. If the answer is "bloodcap mushrooms" and nothing about maho use (they may need to roll Sincerity), he will carefully package up the six remaining mushrooms in the garden for them and hand it to them. (The mushrooms grow in the presence of maho. The more maho cast in the area, the higher their toxicity. With both Bloodspeakers and the monks casting maho in the area, they are deadly right now.)

This will also be his default reaction if the PCs just announce themselves at the front door and ask for mushrooms. He will observe if they've figured out about the maho use from the blood on the floor, and if not, simply hand them the mushrooms and send them on their way. He has no desire to attract the notice of the great clans needlessly. He will also try to divert the PCs towards the Bloodspeakers, whom he despises, and fought with when they came into town last week.

PCs with a disadvantage related to learning maho (Forbidden Knowledge, Compulsion, Fascination, etc.) will immediately sense what is going on. Mappo will offer to buy their silence by teaching them by memory (he refuses to use scrolls as they're too incriminating) *blood rite* (2 XP to learn and memorize + 2 points of taint) and *seeds of darkness* (4 XP to learn and memorize + 4 points of taint). He won't teach *strength of darkness*, and hasn't even revealed it to his own monks. They'll gain him as an ally, and

he'll give them the mushrooms as well. Mappo will try tempting Phoenix or other likely PCs by offering to show them "the old ways of spellcasting" in private.

If however, he decides that the PCs have figured out maho is going on *and* will reveal it, then he will engage them in combat. If there's only one or two PCs, he will begin casting *strength of darkness* (inflicting five points of taint + 30 wounds on himself as he slashes his arm open, 9k4+10 to cast, TN 30 for success) which takes him five rounds to get off, as black energy progressively flows into him and he begins growing in size. This should be enough to scare the PCs off back to the rest of the party. If they interrupt him, though, then they get to fight him on their own. If the whole party is in front of him, he will try to delay them a bit by saying he needs to reflect on his mistakes, then goes into a back room to try to cast the spell. If they don't allow this, then he'll fight them.

If he successfully casts *strength of darkness*, the five points of taint he gains gives him a whole rank of taint, meaning he is now vulnerable to *jade strike*. The spell gives him +1 to earth, strength, agility, and reflexes.

The regular monks will join in the fight only if Mappo doesn't hulk out with *strength of darkness* (seeing their leader turn into a horrid monster causes them to run away in a panic). There are usually eight monks here. The PCs will need to fight monks equal to the number of combat-capable PCs in the party - 2, plus Mappo. The NPCs will handle the rest of them.

Monks of Bishamon

School/Rank: Monk of Bishamon (Osano-Wo) / 1

Initiative: 4k3+5

Armor TN: 20 (none) **Reduction:** 0

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

Attack: 6k3 (Unarmed Strike)

Damage: 5k2 (Unarmed Strike)

Air	Earth	Fire	Water	Void
2	2	3	2	3
Ref 3			Str 4	
Honor: 2.1	Status: 0.5		Glory: 0	
Taint 0.3				

Primary Skills: Athletics 2, Battle 1, Defense 1, Jujitsu 3, Investigation 1, Meditation 3

Advantages/Disadvantages: Dark Secret (Maho)

Key Spells: Blood Rite, Spreading the Darkness.

Kiho: Flame Fist (martial/atemi; inflicts no damage, but gives target a +9 TN penalty to all rolls for 3 rounds), Song of the World (kharmic; make a contested void roll; if successful, the target loses 5 initiative and you gain 5 initiative), Air Fist* (internal; +5 initiative, -2 to damage). *Kiho always active.

Significant Dice Pools: They are only 3k2 at casting maho spells, so Blood Rite (TN 10) is possible in combat, Spreading the Darkness (TN 20) they only cast out of combat when there is plenty of blood around to get free raises.

The stats for Mappo are in the appendix.

Mappo will be adjusted based on the overall combat strength of the party (use your judgement):

Weak: Reduce his attack to 8k3 and damage to 5k3. Complex attacks only. Lose all kiho. He will start with his first wound rank filled (25 wounds).

Medium: Complex attacks only. He will only use the following kiho: *stain upon the soul* (vs. bushi) and *the great silence* (vs. shugenja). He has 20 wounds.

Strong: He will start by void activating *Dance of the Flames* as a free action for simple attacks, and then use *Stain Upon the Soul* (atemi) on bushi, giving them a +20 TN wound penalty, or *The Great Silence* (atemi) upon Shugenja to keep them from being able to cast. He starts with 10 wounds from maho use.

Part Four: Fight Time

There are five main ways that the PCs can end the module: getting the mushrooms peacefully, and four other ways that involve combat. The NPCs can participate in a combat if the PCs clearly need the help. It's best, though, to give the NPCs their own set of bad guys to fight and have them overcome them "off-screen" so that the PCs be heroes.

These combats are provided with very streamlined stat blocks so that it can be run quickly. If you have time, then improvise tactics and terrain for the bad guys – villagers fighting from the rooftops, ninja leaping from the walls, etc. Make it cinematic and fun.

1) The **first option** is to **destroy the village**. Doing this on their own is probably suicidal – there's hundreds of armed ronin in town for the festival, plus 40 ninja, a dozen monks, and peasants as needed. This is a trip to bad decision island. If they do take this route, throw groups of X at them at a time, where X is the number of combat-ready PCs + 2. If they can kill three such groups, then the rest will flee, and the PCs win a hopeless battle against the odds, for a G5 gain.

Burn it from Orbit: A more sensible approach would be to do a hit and run, setting the village on fire (with torches or *Fist of Osano-Wo*) and fleeing, in which case they'd only have to fight one such squad before escaping. Alternatively, they can leave and come back with Kuni Witch Hunters or Jade Legionnaires, which

will again leave the PCs fighting a single squad of opponents while the NPCs burn the rest of the town.

Their enemy's stats are deliberately simplified:

Peasants have 2 in each ring, and a 2 in their skills.

Ronin have a 3 in each ring, and 3 in their skills.

Ninja have a 3 in each ring, and a 3 in their skills (and gain a +1k1 on all skill rolls against samurai)

Armor TN: 15 (peasants), 20 (ronin), 23 (ninja, wearing hidden ashigaru armor for reduction 1).

All enemies make complex action attacks with a variety of appropriate weapons to their class.

Wounds: 10 (+10), 20 (Out) for peasants

Wounds: 15 (+10), 30 (Out) for ronin and ninja

The party's average insight level controls what the composition of the opponents they fight:

Rank 1: 50% peasants, 25% ronin, 25% ninja

Rank 2: 33% peasants, 33% ronin, 33% ninja

Rank 3: 50% ronin and 50% ninja

2) The second option is to **fight the monks**. The ninja and ronin in the village will not be happy to learn that their monks are maho-tsukai (they thought the monks were practicing illicit surgery, not maho), so a little fast talking on the PCs part (any social roll at TN 15) will let the PCs go without having to fight the rest of the village as in Option 1 above. This fight is described in Part Three: The Monastery above.

3) The third option is to **hunt the tengu**. They might think he is to blame for the town's problems. He's not, as he's a *mostly* reformed monster that only demands tribute in the form of dancing and sake, but still – he's a monster. If they attack him in town, he will curse a PC and leave. Unless they can kill him in one round, he'll fly back to his lair at a speed of 80'.

To find his lair (a small keep deep in the mountains) will require a Hunting (Tracking) / Perception check at TN 30. (Retries can be made, with the TN going up by +5 each time as normal.) If the PCs are there to apologize, he'll lift the curse. If they're there to fight, he'll fight.

Don't expect an easy fight. He was friends with the original Mirumoto. Luckily, he's not interested in killing the PCs. He won't drop them below Out, and if he TPKs the party, they will all simply be cursed with large noses and turned loose in Moshi lands, with all their sake missing. His stats are in the appendix.

If they win, they can explore his lair, which is filled with katana taken from famous samurai from centuries ago (returning them is worth a pip of honor), as well as barrels of sake, and fancy kimono from every

century of Rokugani history. Ronin could walk out of there 40 koku richer, if the party allows it.

4) The fourth option is to **destroy the Bloodspeakers**. This is what the town will be pushing for, to deflect attention away from the secrets the town has. Plus, Bloodspeakers always deserve killing, right?

The PCs should decide if they want to send the Shosuro back with any mushrooms they found before heading up the mountain.

The PCs must climb up high into the mountains first thing in the morning (which could be rough if they've been drinking heavily). But if they don't leave immediately, the bloodspeakers (and castle) will be gone, having accomplished their mysterious objective.

After a long hike up a rough trail, you make it to the top of the mountain above Midorigawa no Sato with Lord Sun still rising in the sky. There had been rumors of there being an old, ruined castle on the top of the mountain... but these rumors were wrong. When you arrive, there is a large, shining white-and-gold fortress *worthy of the kami themselves* sitting on the top of this mountain peak in the middle of nowhere.

What's more, the castle is under siege by about 20 men and women in blood-red robes. They do not notice you as they are focused on casting blasphemous magics at unseen defenders within the walls of the castle. As they slice open their arms, blood lances out and slashes through the arrow slits in the walls, causing screams to ring out from behind the fortifications.

The maho tsukai are 40' away from you, down a slight incline. Isawa Ichiren immediately orders you to charge as he begins casting *fist of Osano-wo...*

The PCs get surprise, giving the Bloodspeakers a -20 on initiative. The NPCs will deal with most of them, leaving one per combat capable PC to fight, plus their leader. They all have 8 wounds at the beginning of the fight from casting maho at the castle.

Bloodspeakers (1 per combat capable PC)

School/Rank: None / 2

Initiative: 5k3

Armor TN: 20 (none) **Reduction:** 0

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

Attack: 5k2/6k3/7k4 versus rank 1/2/3 PCs (Yari)

Damage: 4k1 (ignores 3 reduction on first round)

Air	Earth	Fire	Water	Void
3	2	3	3	0

Honor: 0 Status: -10 Glory: 0

Taint: 2.5

Infamy: 8

Primary Skills: Athletics 3, Defense 3, Intimidation (Torture) 3, Lore (Maho) 3, Sincerity (Deceit) 3, Spears 3, Stealth 3.

Advantages/Disadvantages: Dark Secret (Maho)

Maho Spells: They attack (as a complex action) with a maho version of *yari of air* that has already been precast. Unlike a normal *yari of air* it can be thrown up to 60' before it vanishes, but they will prefer to melee the PCs, since it take them a round to recast it.

Bloodspeaker Leader

School/Rank: None / 3

Initiative: 7k4

Armor TN: 20 (none) **Reduction:** 0

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

Attack: 8k3/9k4/10k5 versus rank 1/2/3 PCs (Yari)

Damage: 6k1 (ignores 3 reduction on first round)

Air	Earth	Fire	Water	Void
4	4	4	3	0

Honor: 0 Status: -10 Glory: 0

Taint: 2.5 Infamy: 8

Primary Skills: Athletics 3, Defense 3, Intimidation (Torture) 3, Lore (Maho) 3, Sincerity (Deceit) 3, Spears 5, Stealth 3.

Advantages/Disadvantages: Dark Secret (Maho)

Maho Spells: Chains of Jigoku (Earth 4), Curse of Weakness (Water 2), Inspire Fear (Air 1), Pain (Earth 2), Tainted Yari of Air (Air 1)

After combat is over, any PC hit by a *tainted yari of air* must roll an Earth ring roll at TN 15 or gain a point of taint. Touching jade to the wound gives a PC a +10 to this check. Isawa Ichiren and Kitsuki Mochiko both carry fingers of jade, and will touch it to the wounds if the PCs don't think to.

If they succeed:

Cheers come from behind the walls of the fortress, but the gates do not open, and the mysterious defenders ignore all hails. But an arrow does fly out from the castle carrying a message that simply says, in beautiful antique calligraphy, "Summon the Jade Magistrates. All of them." Ichiren stares at the castle suspiciously... it does look oddly similar to the fortress the kami Bishamon is always depicted as carrying in one hand.

Ichiren casts *mental quickness* on his blade, and ponders the situation for several minutes, his eyes moving back and forth between the castle and the dead maho-tsukai in their red robes. "So... Bloodspeakers, then," he whispers. "Summon all Jade Magistrates?"

‘All of them’? Which means... oh. Oh, no.” He stares at you all in shock, his *on* vanishing.

“This must be the Tomb of Iuchiban.”

He bows deeply to the castle, and then moves immediately to head back to Moshi lands, any business left in Shirakawa-go forgotten in his urgency to return.

Conclusion

If the PCs returned with a sample of the bloodcap mushrooms without resting more than once in Midorigawa, Shosuro Tokagure will be able to brew an antidote to the poison. Moshi Dainero suffers permanent brain damage from his exposure to the mushrooms, and retires soon after. The rest of the daimyo recover fully, and are grateful to the PCs for their heroic efforts in recovering the mushrooms.

If the PCs fail to bring back at least two mushrooms or spent more than one night in town, the daimyo who was poisoned the most and Moshi Dainero will both die, and all of the PCs’ daimyo will suffer permanent brain damage: slurred speech, confusion, and narcolepsy. They do not receive the favor from this module.

If a PC got married (and the town wasn’t burned down) the town will throw a giant celebration and build a large new gassho-style house for the couple. The Doburoku Festival will continue for another week!

If the PCs burned the town down, dark shapes like soot blowing from a fire will dart off into the forest in all directions from town. It’s unknown where the survivors went, but it’s clear they won’t be happy with the PCs. Write down “Destroyed Midorigawa no Sato” on the PCs’ character sheets in the DM notes section.

If the PCs destroyed the Bloodspeakers, Isawa Ichiren will immediately race off across the empire, issuing an urgent summons to any and all Jade magistrates he can find to come to the Mountains of Regret to protect the fortress. He will tell the PCs he will undoubtedly call upon them when the Jade Legions have all assembled.

The End

Rewards for Completing the Adventure

Surviving the Module: +1 XP

Good Roleplaying: +1 XP

Discovering one secret in Midorigawa: +1 XP

Discovering a second secret OR defeating one of the groups in combat: +1 XP

Total Possible Experience: 4XP

Favors

As long as the PCs bring back a sample of two or more bloodcap mushrooms without spending more than one night in Midorigawa no Sato, they will receive a favor.

Honor

Stopping the Bloodspeakers is H8, other gains and losses are detailed in the module.

The GM may grant up to 2 extra points of Honor to a PC for actions not detailed in the module, though no PC should gain more than 2 points in this fashion. Honor losses are not limited in this fashion.

Glory

Retrieving the bloodcap mushrooms in a timely fashion and saving the daimyo is G4.

Defeating the tengu in a fair duel is G9.

Allies and Enemies

Depending on who each individual player interacted with favorably the most, assign them an ally from one of the following NPCs:

Isawa Ichiren (Inf 2 / Dev 1)

Kitsuki Mochiko (Inf 1 / Dev 1)

Shosuro Tokagure (Inf 2 / Dev 1)

The Tengu “Emperor” (Inf 1 / Dev 1)

Yokai (ninja and town headman) (Inf 2 / Dev 1)

Mappo (the abbot in Midorigawa) (Inf 1 / Dev 1)

If they somehow didn’t get along well with any of these NPCs, they do not get an ally.

Other Awards/Penalties

If a PC favorably interacted with Mappo and learned his secret maho use, Mappo will offer to teach the PC two maho spells (which must be immediately memorized, doubling the XP cost) *Spreading the Darkness* (4XP and 2 points of taint to learn), and *Blood Rite* (2 XP and 1 point of taint to learn). Mappo will also give them a single finger of jade which he will make them swear to wear close to the chest. When the jade burns, it means it is time to dump the taint on to someone else, ideally a condemned prisoner.

PCs who angered the tengu might have their nose supernaturally enlarged to immense size, granting the Disturbing Countenance disadvantage (and not gaining any XP for it). This can be removed by any shugenja capable of casting rank 6 water spells or by

spending three favors (now or in the future) to have such a shugenja fix it for them.

GM Reporting

- 1) Did the Lion or the Mantis win?
- 2) Did the PCs discover the secret maho use in Midorigawa no Sato?
- 3) Did the PCs discover the secret ninja clan in Midorigawa no Sato?

- 4) Did the PCs kill or defeat in a duel the tengu in Midorigawa no Sato?
- 5) Were the Bloodspeakers defeated?
- 6) Was Midorigawa no Sato destroyed?

The GM must report this information by (2/3/2018) for it to have storyline effect

Appendix #1: NPCs

Isawa Ichiren

A tall and proud Isawa, he has the air and mannerisms of an academic. He considers ronin and peasants to not really be people, exactly, but more like objects to study. He focuses on intellectual matters, not combat, and his spell list reflect this.

School/Rank: Isawa Shugenja (Air)/Insight Rank 3

Initiative: 6k3

Armor TN: 26 (defense stance) **Reduction:** 0

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

Attack: 6k4 (Wakizashi, Complex)

Damage: 5k2 (Wakizashi)

Air	Earth	Fire	Water	Void
3	3	4	3	2

Int 5

Honor: 3.3 Status: 4.5 Glory: 3.1

Primary Skills: Courtier 3, Defense 3, Etiquette 3, Investigation 5, Kenjutsu 2, Lore (most lore skills) 2, Lore (Maho) 6, Lore (Shadowlands) 4, Sincerity 3, Spellcraft 5

Advantages/Disadvantages: Forbidden Knowledge (Maho), Failure of Bushido (Compassion), Insensitive

Key Spells: Path to Inner Peace, Mental Quickness, Fist of Osano-Wo, By the Light of the Moon, Benten's Touch, To Seek the Truth, Essence of Air, Gift of Wind, Jade Strike, Jurojin's Balm, Strength of the Crow, Rejuvenating Vapors, Wisdom & Clarity, Regrow the Wound

Significant Dice Pools: Fire Spells: 7k4; Air Spells: 8k3, all other spells: 7k3. If he has time to think about a problem, he will cast *mental quickness* on his wakizashi, granting him an 8 intelligence, for 10k8 on most Lore checks, 10k10 on Lore (Maho) checks or 10k9 on Lore (Shadowlands) checks. When in social situations, he will cast Benten's Touch for 7k4+3 on all social checks for an hour.

Kitsuki Mochiko

Mochiko is a pretty and intelligent Kitsuki courtier, with straight long black hair, who usually possesses an air of innocence about her despite her working in some of the worst places in the empire as a Jade Yoriki. This changes however in two circumstances: either when A) she thinks she might have found a ninja, in which case she will focus on them with a sudden and intense curiosity, or B) when threatened, in which case she turns on her "death aura" and most people around her suddenly become scared of the violence her body language promises.

Despite her humorous stories of ninja, she actually knows more than she's letting on – she discovered two ninja infiltrating the Kitsuki family, and she took it *very* personally. Heart of Vengeance (Ninja).

She considers herself more of a bushi than a courtier, and always conceals some armor under her kimono, outside of court situations.

School/Rank: Kitsuki Investigator/Insight Rank 3

Initiative: 7k4

Armor TN: 29 (32 in ashigaru armor) **Reduction:** 1

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

Attack: 9k4 (Katana, Complex)

Damage: 8k2 (Katana)

Air	Earth	Fire	Water	Void
3	2	4	4	3

Ref 4

Honor: 3.9 Status: 3.0 Glory: 2.4

Primary Skills: Calligraphy 3, Intimidation (Control) 5, Kenjutsu 5, Hunting 3, Iaijutsu (Assessment) 5, Investigation (Interrogation, Notice) 5, Lore (Ninja) 4, Lore (Ronin) 3, Ninjutsu 2, Stealth 4

Advantages/Disadvantages: Fascination (Ninja), Clear Thinker, Heart of Vengeance (Ninja), Sage

Special Mechanics: Mochiko can "first look" a target after conversing with them briefly, allowing her to roll 9k4+5 against their Intelligence x 5. If successful, this reveals their personality and motivations.

Outside of court, she always wears ashigaru armor concealed under her kimono. (8k4 to conceal it.)

Significant Dice Pools: Sincerity (Deceit) rolls are very difficult against Mochiko, as she rolls 10k4+20 to detect a lie or other attempts to confuse her. She is 9k4+10 to Investigation (Notice) checks.

Shosuro Tokagure of the Tokagure

Shosuro Tokagure is the heir to the Tokagure vassal family, and is named after the family founder with the same name. He is an odd character, like most of the Gardeners. He has an honest and self-deprecating manner about him, which he enjoys since too much honesty tends to make other samurai uncomfortable. His family is the only one in Rokugan with the legal right to raise poisonous plants. He loves talking about this because it makes most honorable samurai uncomfortable: on one hand, it's highly dishonorable to use, or even talk about poison, but on the other hand the monopoly on raising poisonous plants was divinely sanctioned by the Hantei and reaffirmed by every

Emerald Champion since then, and so suggesting that this was a *mistake* would also be dishonorable.

He actually strongly believes in his family's mandate to make medicine from the poisonous plants, and has disdain for people who use them "improperly" to cause harm. He will rebuff Scorpion that approach him for poisons, and chastise their lack of honor (L1 loss).

He wears a plain wooden mask with a smile painted on it, and leafy twigs growing out the sides.

School/Rank: Soshi Magistrate/Insight Rank 4

Initiative: 8k4

Armor TN: 25 (37 defense stance) **Reduction:** 0

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

Attack: 10k4 (Unarmed, Simple)

Damage: 6k3 (Unarmed)

Air	Earth	Fire	Water	Void
4	2	4	4	3

Honor: 7.6 Status: 4.5 Glory: 2.5

Primary Skills: Athletics (Climbing, Running) 5, Defense 5, Jujitsu (Grappling) 7, Artisan (Gardening) 8, Lore (Poisons) 6, Medicine (Antidotes) 8, Courtier 3, Etiquette 3, Sincerity 8

Advantages/Disadvantages: Hands of Stone, Paragon of Bushido (Honesty), Balance

Special Mechanics: +1k1 to control grapples. Can call three raises to blind an opponent until the following reactions phase, once per opponent.

Significant Dice Pools: While he pretty much always tells the truth (and usually does so in such a way that makes other samurai uncomfortable), because he is a Scorpion the PCs may wish to occasionally see if he is telling the truth. His Sincerity (Honesty) / Awareness rolls are at 10k6+5.

Yokai, Town Headman

A handsome older heimin man wearing a blue festival yukata. He is unfailingly polite, but even the most obtuse samurai can see there's a layer of steel beneath his polite exterior, and that he's unimpressed by their status. He can normally be found patrolling the town and will intervene if the PCs cause a disturbance.

School/Rank: Peasant (Koga Ninja) / 3

Initiative: 7k4

Armor TN: 25 (+3 dual wielding) **Reduction:** 0

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

Attack: 10k6 (Tanto, Simple) or

10k6 (Shuriken, Simple)

Damage: 4k1 + Night Milk poison (Tanto) or 2k2 + Fire Biter poison (Shuriken)

Air	Earth	Fire	Water	Void
4	3	4	3	3

Honor: 2.1 Status: 0.5 Glory: 0.5

Primary Skills: Athletics 3, Craft (Poison) 3, Knives (Tanto) 7, Ninjutsu 7, Intimidation (Control) 5, Sincerity (Deceit) 3, Stealth 3.

Advantages/Disadvantages: Leadership

Special Mechanics: Koga ninja get a +1k1 on all skill rolls versus samurai. This is included in the attack roll above. Against monks, he is only 10k5.

Night Milk: The first time he hits with his tanto, the PC becomes poisoned. Once per minute for 10 minutes, the PC must roll a TN 25 Stamina roll or become dazed for one minute. The PC may attempt to recover from dazed each round as normal, or a Medicine (Antidote) check at TN 20 ends it.

Fire Biter: He has six shuriken coated in *fire biter*. 10 minutes after taking damage, the PC will become stunned for six hours from the pain. A TN 30 Stamina roll reduces this from stunned to fatigued, or a Medicine (Antidote) check at TN 25 reduces the effect from stunned to fatigued as well.

The Tengu "Emperor"

In human form, he looks like a noble wearing very formal robes from the Dawn of the Empire, and carrying an exquisite daisho. In his native form, [he looks like a hawk faced man](#). Thousands of years ago he was a fierce monster that threatened the area, but now he's mellowed out and blesses the peasants with good rice harvests... and takes tribute in the form of sake and a yearly parade.

School/Rank: Mirumoto Bushi 5 / Kenshinzen 2

Initiative: 10k9

Armor TN: 40 (+10 with katana + wakizashi out, +10 when in center stance)

Reduction: 5 (bypassed by jade, crystal, or obsidian)

Wounds: 35 (+0), 49 (+3), 63 (+5), 77 (+10), 91 (+15), 105 (+20), 119 (Down, +40), 133 (Out)

Attack: 10k9 (Katana or Wakizashi, Simple)

Damage: 7k2 (Katana, 9s and 10s explode) or 6k2 (Wakizashi, 9s and 10s explode).

Air	Earth	Fire	Water	Void
7	7	4	3	6

Honor: 4.4 Status: N/A Glory: 5.5

Advantages: Magic Resistant 3

Primary Skills: Athletics 6, Iaijutsu 7, Kenjutsu 7, Lore (Bushido) 4, Meditation 5, Acting 3, War Fan 5

Special Mechanics: *Spirit:* The Tengu Emperor takes half damage from all sources of damage (including spells) except from jade, obsidian, and crystal sources.

Tengu Curse: As a complex action, the tengu can wave his fan to increase or decrease the size of the nose of a target, usually to comical proportions. This grants the Disturbing Countenance disadvantage for no XP gain. Only killing the tengu or casting *Peace of the Kami*

can remove the curse. The tengu will voluntarily remove it if the PC apologizes profusely.

Significant Dice Pools: If he is targeted by a hostile spell by a PC shugenja, the TN goes up by +14 due to his magic resistance and the Mirumoto 1 technique.

His Iaijutsu rolls are quite good. 10k9 (9s and 10s explode) on assessment, 10k9+18 (9s and 10s explode, and also +2k2 if assessment phase won) on focus, 10k10+15 on strike. If it's not a duel to the death, he'll raise four times for a called shot to the PC's nose, to cut it *barely* enough for a single drop of blood to fall.

His normal attack sequence in combat is two strikes with a katana and one with his wakizashi, as is normal for a rank 5 Mirumoto bushi.

Mappo, Abbot of the Shrine of Bishamon

Mappo is a devout follower of Bishamon. On normal days, he runs 10 to 15 miles as part of his movement meditation regimen, but during this module he'll be too busy overseeing the festival. As it is festival time, he will be wearing his formal white robes and pointy hat, and carrying bundles of leeks which he uses in purification ceremonies held throughout the day, which are supposed to drive out evil spirits.

The irony of course, is that he deals with evil spirits, and is an occasional maho user, as have the monks at the shrine been for centuries. The original intentions were good – the town being so remote, maho was the only form of magical healing available in life and death situations – but over time this has resulted in them doing horrible things to conceal their maho use. They have been spreading the taint across Rokugan by infecting the ronin that come through for the festival.

Like all the monks, he wears a pitted, decaying jade amulet. (Which clever PCs might know is a sign of constant exposure to the taint.) When the jade burns his skin, it means it is time to pass the taint into another passed-out ronin using *seeds of darkness*.

He can be convinced through various means to teach PCs the maho spells he knows, as long as they can immediately spend the XP to learn and memorize them (which means double the spell level in XP). He carries no scrolls, and will insist they carry no scrolls either.

School/Rank: Monk of Bishamon (Osano-wo) 5

Initiative: 10k5

Armor TN: 40 (with kiho up) **Reduction:** 0

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

Attack: 10k4 (Unarmed Complex/Simple with kiho)

Damage: 6k4 (Unarmed)

Air	Earth	Fire	Water	Void
5	5	4	3	4

Str 5

Honor: 1.3 Status: 1.5 Glory: 2.1

Taint: 0.6

Primary Skills: Athletics (Running) 7, Defense 6, Hunting 3, Jiujitsu 7, Lore (Theology) 5, Meditation 6, Sincerity (Deceit) 3

Advantages/Disadvantages: Bishamon's Blessing, Hands of Stone, Dark Secret (Maho-Tsukai), Large

Kiho: Stain Upon the Soul (Martial/Atemi), The Great Silence (Martial/Atemi), Soul of the Four Winds (Internal*), Dance of the Flames (Martial), Eight Directions Awareness (Mystical*), Flee the Darkness (Kharmic*), Ride the Water Dragon (Kharmic), Slap the Wave (mystical), Waves in All Things (Mystical), Riding the Clouds (Mystical), Spin the Kharmic Wheel (Martial/Atemi). The * indicates he has them up constantly during the day.

Maho spells: Blood Rite (Earth 1, 10k5 to cast), Seeds of Darkness (Earth 2, 10k5 to cast), Strength of Darkness (Fire 5, 9k4 to cast).

Tactics: His usual combat routine is: Void point *Dance of the Flames* (so he can attack with simple actions) and *Stain Upon the Soul* (remember, it is an atemi attack which means the PC gets double armor against it) which does no damage but gives the PC a +20 TN wounds penalty for 10 rounds. This doesn't stack with regular wound penalties. Against shugenja, he uses *The Great Silence* instead which stops them from being able to speak for 5 rounds. Once the PCs are all silenced or stained, he will beat them to death with his fists.

Against weaker parties, he loses Dance of the Flames and Soul of the Four Winds so that he only gets one attack a round and his armor TN is reduced to 30.

Appendix 2 – Historical Notes and Media Resources

Much of the detail in this game is historical, and taken from the author’s visit to Japan in 2016. You can look at these historical resources to get a better feel for the things described in the game. Or you can add some atmosphere to the festival in Midorigawa no Sato with the music links. (If you have printed out this module and can’t click on the paper, don’t worry about it. Nothing here is essential; it’s all enhancement for the experience.)

The Music and Dancing at the Festival:

The *zomeki* is a wild dance that is typically danced during the [Awa Odori](#) festival as part of the Obon season: <https://www.youtube.com/watch?v=zFkdJBmoA2E> (music only)

Here is a video of the people doing the dance, with the most famous tune they dance during it: <https://www.youtube.com/watch?v=9H0Hinyt7jM> (music and dancing)

How to dance the *zomeki*: You move your right hand and the right foot at the same time, and your left hand and your left foot at the same time. That’s it. The men tend to caper around like fools with lanterns and fans, whereas women wear amigasa hats and tight kimono, and dance balanced on the front of their geta. They sing the following:

It’s foolish to dance

It’s foolish to watch the dance

Since you’re going to be a fool either way

Why not dance?

The dancers will pull random passersby into the dance, as they do during the Hour of the Dog in this game.

They also occasionally do a call and response of, “Yatta yatta!” which doesn’t mean anything, but gets their energy levels back up. This is important since they dance for literally hours without stopping.

[Minyo](#) (folk music) also known as *inaka bushi* (country song) is played during the Hour of the Boar during the festival: <https://www.youtube.com/watch?v=1K8p2uqSfL4> (music and singing)
https://www.youtube.com/watch?v=WRPoKqX_vz0 (instrumental)

Midorigawa no Sato:

The village is based on the author’s visit to Shirakawa-go in Japan ([photo1](#), [photo2](#)), which is a well-preserved mountain village that has become [a world history site](#) and huge tourist destination. The town is famous for its [gassho](#) houses that look like two hands in prayer, and are giant multi-story buildings where the top floors were used for raising silkworms and tool storage. They keep fires burning at all times inside them, even in the summer, because the heat keeps the house free of moisture and the smoke drives out insects. The shrine to Bishamon lies at one end of town, and gives away free doboroku all year round. There are also other shrines and temples around town, including to the Celestial Dragon (which, strangely, nobody knew about when I asked). The beautiful White River runs through town.

[Map of Shirakawa-go](#) (you can use it as a map of Midorigawa no Sato if you take out the parking lots and highways).

The author also visited Hida no Sato (no relation to the Hida in L5R) where you can experience life in a folk village, such as by walking through old houses moved to the location and by learning craft skills like pottery and kite-making.

The Doburoku Festival:

Takayama locals call it “the most dangerous festival in Japan” due to the huge amount of alcohol that is given out. For free. All you want. [Video of the festival, including carrying the doboroku cauldrons on crossed iron poles.](#)

Doburoku is a rustic form of sake (in Rokugan, civilized folk would not even call it sake), which has the taste and [consistency of porridge](#). It’s actually pretty amazing if you enjoy nigori sake – it’s kind of like nigori turned up to 11. Doburoku is illegal to sell, but they are free to give away as much as they want. They have parades that feature minyo, hat twirling shows, lion dancing, oni dancing, poetry recitals, and jesters. This module tries to portray all this.

Appendix 3 – Timeline of Events in Midorigawa no Sato

The **Hour of the Dog** (Late Evening) - 8PM-10PM

Isawa Ichiren attends the festival, checks for taint, doesn't find anything. PCs should be able to get some clues as to both mysterious strangers (the Bloodspeakers) having come through town as well as the abbot being strong and violent.

Kitsuki Mochiko swings around town checking out the shrines outside of town, and finds that the town worships a lot of dubious fortunes and finds tracks leading up into the mountains. There's also a tainted grove of sacred trees here, inhabited by tainted kodama with red eyes. This is the source of the kansen common in town.

Shosuro Tokagure goes on a wild run through the villagers' backyards looking for the bloodcap mushrooms they need to cure the daimyo. He finds various poisonous plants (that is a clue that ninja are in town, but no smoking guns). Keen-eyed PCs will note that hidden figures hide on the roofs watching over the festival.

The **Hour of the Boar** (night) – 10PM to Midnight.

Isawa Ichiren stays in the festival watching for signs of taint. A PCs not wearing a mon will be hit on by a dancer, which could lead to a marriage to a local peasant. Everyone will encounter a tengu who is disguised as the Shining Prince, Hantei Genji, the 2nd Emperor. This could lead to a fight or learning the mushrooms are in the monastery.

Kitsuki Mochiko will find a skinning hut behind which there is a crevice containing a blood altar with several dead peasants sprawled on it. The tracks lead both up the mountain and to the monastery. The PCs can convince her either to continue sweeping the edge of town or to go to the monastery in town for the next hour.

Shosuro Tokagure will encounter a town doshin (and ninja) while stealing part of a bush. Fast talking or combat will be required to avoid getting booted out of town. If the budoka suspects that the PCs are up to something, they will try to redirect the PCs up to the top of the mountain to fight the Bloodspeakers, otherwise will send them on to the monastery to get the bloodcap mushrooms they need. Tokagure and the PCs (if they're interested) can spy on the monks in the monastery, and perhaps learn about their maho use.

The **Hour of the Rat** (late night) – Midnight to 2AM

The festival winds down. Ronin pass out on the streets and the monks go through town "charitably" putting blankets on them. A few of the vomiting ronin are carried back to the monastery to be given medicine and also tainted.

Isawa Ichiren will follow them to the monastery unless the PCs at this point have decided on some other resolution to the module (fighting the Bloodspeakers, burning down the town, fighting the tengu, or just leaving with the mushrooms). If the PCs don't divert him, he will expose the maho use in the monastery and trigger the final fight there.

Kitsuki Mochiko will either follow the trail to the monastery, or group up to go up the mountain to the Bloodspeakers, but otherwise will discover a secret ninja training ground. There will be a small fight with a ninja there. This will expose the town's secret – that the Koga came here after being "destroyed" during the Clan Wars.

Shosuro Tokagure will notice a bored female ninja watching the festival from a rooftop. He will attempt to climb up to her and have a chat. She'll candidly tell them that the town has been independent from the clans from centuries, and values freedom, equality, self-determination, and similar other things abhorrent to samurai. She'll also reveal that the mushrooms are in the monastery. The PCs can now choose who they want to fight, if any.

Player Handout #1: News From the Empire

Honored Samurai!

This has proven to be a rather eventful Summer, no? The second major battle against the Ivindi, what is now being called the Fall of the False Maharajah, has come and gone, with the Samurai of Rokugan prevailing and a Kakita showing the purity of her blade in taking his head. Though regretfully this has led to the death of Ikoma Sho, the Lion have already offered up their replacement: Akodo Hachi, a pupil of Akodo Shakato has been selected to lead the Eleventh Imperial Legion to further glory in the city of Balishnimpur.

We are also honored to announce that the bride of Toturi X will come from the Dragon Clan. The Dragon, enigmatic as they often choose to be, have not announced who will be blessed to take the Emperor's hand, but surely it will be an event worthy of the name. It seems, as part of the Dragon's newfound alliance with the Scorpion and Unicorn, a Scorpion Nakodo will be selected to assist with the arrangements. While this is something of an oddity, as such a matter is typically handled by the Imperial Nakodo, it sounds as if Toturi-sama approves of this unusual way of doing things.

Alas, not all news is good news. You have, of course, by now heard of the declaration of War made by the Lion against the Crab. It seems that not all within the Lion are in agreement with the decision made by Akodo Shakato-sama. Word coming from Shiro Sano Ken Hayai is that Matsu Mochiko, the Daimyo of the Matsu herself, committed Kanshi to speak out against the conflict. What's more interesting is that her daughter and heir, Matsu Yutsuko, refused to bow and declare her fealty to the Lion Champion. Akodo Shakato has publicly stated that she simply needs time to grieve, and that he will accept her fealty when she is prepared to offer it, but one must wonder if this is a sign of disunity within the Emperor's Right Hand.

-Otomo Yusuke

Player Handout #2: Minor Clan PCs

Greetings cousin!

Allow me to speak frankly - a Monkey can speak no other way! You know as well as me that the great clans often treat us only a small step above ronin - we never get the opportunity to win the grand challenges in court, or gain new lands through battle or negotiation. For centuries, the Mantis have been the protectors of the minor clans, and none can fault their protection. No minor clans have disappeared or suffered catastrophe in recent years. But our status has also not improved, and we are still as unimportant as we were 200 years ago, when my namesake, Toku Kana, helped Toku become the Imperial Regent.

But a new opportunity for advancement has come from an unexpected quarter! In a recent court in Balishnimpur, the Lion Clan proclaimed the value of the minor clans and how our contributions have gone overlooked for too long. To show their support, they made an offer to train minor clan samurai with their legendary Akodo Tacticians. Allow this letter to serve as your formal invitation to spend the entire month of the Monkey... with us in Monkey lands. Work hard, as your training will be tested by the Mantis! They have challenged us to a mock battle in Moshi lands celebrating Toturi II's first victory. We must prove our mettle to the Mantis, and show that our hearts beat as strongly as those in the great clans!

Utz!

-Toku Kana, Archer-Courtier of the Monkey Clan

Player Handout #3: Lion PCs

Greetings from the Pride.

A recent court in Balishnimpur led to the Lion Clan proclaiming the “value” of the minor clans to the Empire. While this may sound strange at first, I have it on good authority this was done as part of our strategy for the Ivory Kingdoms. If conflict will come there – and it seems likely it will – then, as Akodo says, we must move to control the ground there first. Despite their unsavory reputation, the Tortoise Clan knows the ground there better than anyone else.

We gifted samurai in the minor clans a month of training with the Akodo Taskmasters. This is happening right now. The Mantis Clan has objected to this in the courts as they see themselves as the “protectors of the minor clans”. It was trivial to provoke them into issuing a challenge. For us to win it, these newly trained minor clan samurai must defeat the Mantis in battle.

I have arranged matters so that the battle in question will be a celebration of Toturi II's first victory over the Yobanjin in Moshi lands, open to all samurai. Since Toturi Tsudao-heika was trained by the Akodo, it was easy to arrange for us to play the role of the honorable samurai... and the Mantis the Yobanjin raiders. I think I will go deaf from listening to all of their complaints.

Come to Moshi lands, and fight alongside our little cousins in the minor clans. We will demonstrate to the minor clans that they are better off with us than the Mantis. Utz!

-Ikoma Hatashiai

Player Handout #4: Mantis PCs

Fellow child of the storm!

You have the honor of me, Yoritomo Gusai, Prodigy of Dojo Raiden, writing to you today! I have made a great arrangement, really perhaps the best deal possible some might say given the circumstances.

The news of the day this: the Lion Clan wants to usurp our role in the courts as "protector of the minor clans". For centuries, we have been the gracious benefactors to the minor clans. Not a single minor clan in recent memory has been destroyed, annexed, or eaten by oni. But the ungrateful minor clans have forgotten this, and are, as we speak, training with the overrated Akodo Tacticians in the arts of war.

I issued a challenge to the Lion in court by asking them, "How do you even know the Tacticians are still competent, Ikoma-san? The Lion haven't fought any real battles in my lifetime." To abbreviate the long and *very polite* conversation that followed, allow me to announce that we are going to settle our differences on a *friendly* battlefield.

We will be hosting a celebration of Toturi Tsudao's first great victory in battle: she drove Yobanjin raiders into the waves, here in Moshi lands. As Tsudao-heike was Akodo-trained, I have graciously allowed the Lion to play the role of the imperial forces. This will lure them into a false sense of complacency since these forces won in history. But we are under no obligation to repeat history! If we can defeat the minor clans in battle, we will prove the pointlessness of the Lion to the minors, and take back our rightful place in the courts as their protector. Utz!

-Yoritomo Gusai, Prodigy of Dojo Raiden

Player Handout #5: All Other Clan Samurai

Greetings, samurai.

These past few years have been unduly peaceful in the empire, depriving young samurai the chance to win honor or glory on the battlefield. The Lion and Mantis, to this end, have agreed to a friendly competition in Moshí lands to celebrate Toturí II's first victory in battle. She fought Yobanjín raiders in a long campaign down the coast, eventually driving them into the sea near the valley of the Centípede.

The Lion will be playing the role of Toturí Tsudao and her imperial forces, while the Mantis will be graciously taking on the role of the Yobanjín raiders. You are free to fight with honor on either side – the only rule is to fight fairly – no killing – and do your best! Represent us well on the battlefield or in the courts afterward, and bring glory to yourself and to your family! Utz!

<Your daimyo>