

Remote Temple

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

Month of Hida, 1340 (Fall)

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Travel, Investigation, Horror, Combat

Service is never without cost.

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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 is a Halloween Mod, based around the 'mental asylum goes bad' trope. The point is not for the PCs to die (though they might if a fight starts and goes poorly); the point is for them to spend a sleepless night quite disturbed.

The Kuni Family have long held a practice for attempting to restore the minds of those who, in the course of their duties, see too much. Those who practice this extreme method of last resort operate in remote temples dedicated to Jizo, Fortune of Mercy, in remote parts of Crab lands.

One of the Yasuki, having attained the invitation list, has used his pull with those around the Empire to get the PC's who are invited to be 'lent' a small shipment of extremely valuable materials from the Dragon into Crab lands. During the course of escorting said shipment, a rogue storm will spin up and spook the oxen, an event that will lead them off the road edge, down a massive hill, and into the position where the Temple is the only shelter around. They may or may not, based on tracking ability and medical ability, lose their NPC guide along the way, which should be tracked for later.

The party will eventually come to a moderately large Temple in the edge of what looks like it may be part of the Kuni Wastes. This facility is one of the places where the Kuni practice what is the cutting edge of medicine in regards to the treatment of mental disorders (by Rokugani standards). The treatment of an officer of the Second Crab Army is underway when the PCs arrive, and is likely to be what alerts them to the fact that the facility is much larger than the humble temple to the Fortune of Mercy, Jizo-no-Kami, that they have been housed in.

In addition to housing the Order of Solace, those they are actively treating, and their 'assistants' (the kith and kin and friends of the mad who are helping in treatment), the temple also houses a number of long-term patients. These are Crab who, for one reason or another, are to be kept alive and incarcerated here for an unknown period of time. The reasons for this are varied, but the result is the same: Tattered shells of once-strong warriors, priests, and other varied servants of the Empire, now tended by the gruff but well-meaning members of the Order.

One of these long-term residents is a Hiruma, once and in some ways still a Scout of great skill. Left with animal cunning more than rationality driving him, This man, Hiruma Kawakami, considers himself a captive of Lost jailers and has long been feigning catatonia. He has used the many years of his confinement to learn everything he can of the layout, the residents, and the placement of anything that might become a weapon.

He has waited years, decades, for a single disruption to the careful routine that he can use. The sudden arrival of the party with an either dead or gravely injured Hida among them will provide that chance.

Once released, Kawakami will begin doing two things:

1. Killing the Orderlies (Nishi in particular)
2. Releasing the other prisoners purely for the chaos it brings.

His opinion of the PCs will largely be shaped by their reactions and behaviors in Part #3.

Upkeep

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

Character Notes

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

NOTE: Appendix A is a GM-Only sheet of NPCs that can be used to flesh out the encounters in Part #4 of this module. The use of these is optional, since a generic template for patients is present at the point of encounter, but if the GM knows the players and their characters well enough to wish to personalize, there are patients laid out based on possibly triggering Advantages and Disadvantages.

News from the Empire

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

Inactivity

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 the amount of time generally relating to the amount of Glory lost at the beginning of each module – as a general rule, between one point and five points. 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.

Players will lose L3 at the start of this mod.

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** will vary depending on the time frame. 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.

The TN for this Module is 10.

Crafting

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

successful roll is noted on the provided sheet with the description.

Preparation Techniques

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

Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. At the start of the module, a PC ronin must roll **Hunting (Survival) / Stamina at a TN of 10**. Failure on this roll gives the ronin the Permanent Wound Disadvantage for the duration of the module. Koku may be spent on this roll to gain a Free Raise for every koku spent before the roll is made, or one Free Raise for every two koku spent after the roll is made.

Experience Expenditure

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

Introduction

The PCs are more or less bargained by their lords to one Yasuki Chokin, a merchant patron with a vast network of favors. Having learned just who is invited to the Kuni's court, he has taken advantage and commandeered the samurai's services under the justification of "They will be coming anyway, why not be useful on the road?"

Others such as ronin and monks can be invited to join the group, since there is safety in numbers.; **Ronin will be paid 2 bu to sign on as guards;** they can try to up that with a Commerce / Awareness Roll at TN 30 (this is considered a contested roll for the purpose of any techniques or mastery abilities). With a success, they can earn up to 1 koku for the mission.

The group has been tasked with seeing one heavily laden cart as far as the small city of Maemikake, one of the primary holdings of the Toritaka Family. Because he is 'frugal', Chokin has paid to dock at a smaller village some days south, Kaia Osho Mura, a Kitsune holding. The PCs, along with their guide, Hida Kiyomara, have a journey of about a week to look forward to; it will be through foothills and a bit of farmland, with no luxury to be expected on the way.

This is the only chance the PCs have to adjust their Travel Pack or spend money on supplies before the adventure starts.

Part One: An Errand Gone Wrong

It has been several days since the raft bearing you and your burden departed Ryoko Owari. The River of Gold was swift but serene as she bore the craft south. Once moored at the small jetty of Kaia Osho Mura, the craft is swiftly unloaded. The canvas-covered, tightly packed wagon is shoved from the raft and onto the road by the rivermen, who set out back north almost as soon as the last wheel hits turf. Your Crab escort, Hida Kiyomara, checks everything over one last time before she urges the pair of oxen forward.

The road you set out upon heads north and west across rolling hills, winding through isolated farmland and small copses of trees far too sparse to ever be called forest. Though in decent repair, it is obvious by the presence of fallen leaves and other detritus along the road's surface that no others have passed this way in some time. No shelters grace the roadside, though here and there small waystones stand sentinel, guidestones to keep travelers on the path in the snowy months.

Two days pass quickly in fair conditions. Though it is well into autumn, the days remain pleasant and warm enough that nothing more than a haori is needed, and that only by those from the Mantis Isles or recently come from the distant southern heat of Balishnimpur. Evenings run chill as soon as the Lady Sun begins Her descent, however, and the tiny fires that Kiyomara carefully constructs each night are very welcome. Though your path rises and falls around the occasional craggy echo of the mountains that lie not far south, the effort is not an unpleasant one and the sunset, seen over the starker peaks far to the west, are worthy of painting or song.

The Cargo

Should anyone be poorly behaved enough as to sneak a look at the cargo at any point in the module, they will find that the wagon is full of tightly packed crates. Those who can make a Lore: Heraldry/INT roll v. TN 30 will recognize the mark of the smiths of Suigeki

Toshi (home to best and most famous of Dragon artisans).

Sneaking a look beneath the canvas cover causes honor loss of D2. Any attempts to look into the crates will require Sleight of Hand/AG vs TN 20; the TN is 30 to do so without the tampering being detected (do not tell the PC if they succeed completely or only partially, but do note it down. **IF Kiyomara survives the module and the roll is failed**, she will report the offense to Yasuki Chokin and that PC will gain him as a Sworn Enemy at the end of the mod).

The crates contain a variety of items of various sizes, all of them of Excellent quality; jewelry, ornate tsuba, hardwood bows, and rare alloys, gems, and minerals use for pigments and lacquers in small pouches.

Any thefts should be reported to the Admins if the TN30 roll succeeds; thefts on a roll that falls between 20 and 30 will be spotted by Kiyomara and will result in her physically assaulting the offender, though not beyond the first hit unless the PC fights back. This will also result in Sworn Enemy; Yasuki Chokin if she survives the mod to tell him about the attempt; she will also not go out of her way to help or protect the offender from this point.

About Kiyomara and the Errand

PCs who wish to make friends with their temporary travel companion will find her quite happy to talk about herself, though she remains somewhat cagey about her Lord and his business. The bushi is a mother several times over, with three children at various stages of training in the Hida school, and she is always happy to discuss the joys (and tribulations) of family life. She also has a surprisingly pleasant singing voice and often hums to herself when the weather is at its best, while cooking (something she is surprisingly good at), or when on her turn at watch (She prefers last watch, since it lets her start breakfast early). She also reveals that she hasn't actually ever been this far north within Crab provinces before. She's rather excited by the prospects in Maemikake, which is very nearly a city and famous for its woodworkers, its sake, and the rare rose-colored fresh-water pearls that are found in the adjacent Lake of Cherry Blossom Snow.

If the PC's have managed to make a good relationship with her by this time, or if drinking occurs at any point during the journey, she will also confess her dismay that the ferry didn't just take them to Maemikake

directly; the docking fees, however, are high there and her Lord, Yasuki Chokin, is too cheap to bother paying when the Kitsune are so happy to let folks land for free.

As to the nature of the Cargo, Kiyomara genuinely doesn't know what's in it, but she can make some guesses. She picked the load up in the lands of the Mirumoto, in a village called Suigeki Toshi, notable for the talent and variety of its smith and artisans; based on this, and the recent trade agreements arranged between the Crab and the Dragon, she suspects that the load consists mostly of rare materials used by the Kaiu, as well as a few finished, gift-worthy works to be utilized in the fine art of politics.

Osano-Wo's Displeasure

If any of your players have Divination and make rolls, they should get a hint that a very bad storm is coming. Osano-Wo, for unknown reasons, is setting forth a storm today and it promises to be the sort you have to take cover from.

As you wake on the third morning, it is to a carpet of frost across the grass and a marked heaviness in the air. Darkness is slow to lose its hold upon the land, and dark clouds cast the land in a false twilight well after the sun should have won Her way through.

Kiyomara, normally cheerful of a morning, hurries everyone through morning ablutions and firmly quashes any notion of a leisurely breakfast.

"I don't like the feel of this weather. My shoulder says it's going to rain, and if we are quick and the Fortune's kind, we can make it to a guard station a few hours after dark."

After a brief, somewhat harried breaking of the fast, the big Hida takes her usual position at the right of the wagon and sets off down the road at a pace that stops just shy of a trot, her armor's clatter and the creaking of the cart wheels loud in the surprisingly still morning.

Anyone who wishes can make an Investigation (Notice)/PER OR Animal Handling/PER roll vs TN 15 at this point to notice that there is no sound of life anywhere this morning; no birds, no small animals, not even any lingering insects. Those with horses may make a Horsemanship/PER check to notice that their mounts are tense, the muscles under the saddle bunched as if in readiness and with far more head tossing and nervous pawing at the earth when stopped than is usual. Even Utaku steeds will behave poorly,

though this is to a lesser degree than ordinary animals. Any pets will also behave badly and/or will seek to hide in whatever conveyance their owners might have provided. Lucky Crickets even refuse to chirp.

Hours pass, and with each turn of the glass the weather grows more oppressive. Time seems strangely abstract, its passage made known only in the growing weariness of legs and the increasing gnawing of hunger in the belly as the usual time for lunch arrives. The halt that the Crab allows is all too brief, long enough only to allow for personal needs and a quick bolting down of hard bread and dried fruits, before the relentless press on towards shelter resumes.

PCs at this point must make an Athletics/STA check vs TN 15 to account for trying to keep up with the pace that's been set, with penalties for armor accruing, to avoid becoming Fatigued until they have the chance for significant (2 hours+) rest. Mounted individuals should make a Horsemanship/STA check instead.

Several hours after the all-too-brief lunch, a slow shift occurs all around you. The daylight, wan and weak though it is, shifts in hue. The pale gray overcast shifts to a sickly yellow-green shade. Its intensity grows with each passing moment, until the color changes the look of the world as far as the eye can see. The sky above roils as the wind begins to rise, whipping dead leaves and setting loose tack to jangling, causing the usually steady oxen to snort in distress.

IF any PC tries to calm the draft animals, let them make an Animal Handling/AW check vs. TN 20. If they succeed, record this as a success for the 'Trying to find the Cart' section at the start of Part #2.

Runaway Cart

Perhaps an hour passes in the eerie stormlight, the wind's violence slowly but steadily increasing. Any thought of a dinner halt has been abandoned, with a grim-faced Kiyomara firmly shaking her head in negation if a halt is suggested. With one hand, she gestures to the surrounding land, which falls away on either side, the valleys already disappearing into darkness and a gathering fog in the lowest places.

"Storms at this height...there are no trees, samurai, to accept Osano-Wo's wrath, when it comes. Only ourselves."

As if in response to her words, a sound like the tearing of fabric shatters the silence that follows her words, green lightning forking across the sky, so bright and

vivid that the afterimage remains, seemingly burned into both vision and mind for several breaths. The scent of burning grasses rises where the bolts strike, the nearest not a bowshot away.

The oxen, in bellowing panic, bolt away from the point of impact, tearing away down the side of the hill. Cursing and yelling the beasts' names in vain, Kiyomara bolts after them. Both warrior and wagon are soon lost from sight as rain begins to fall in chill torrents, quickly soaking you all to the skin.

Part Two: Finding Sanctuary

During this section of the mod, sight, hearing, and movement are all impaired. TNs have all been raised by 5 to reflect this. If any Yoritomo Shugenja are in the party and attempt to use their abilities to improve the weather during this section, allow them to do so but be sure to state that it feels almost as if the weather is fighting against them. **Use of this technique during what follows will remove the above penalties for a limited time (Lower TNs by 5).** Remember that the effect is brief and will only affect a few minutes' worth of rolls per use of the ability.

Finding the Cart

Time matters in this search. GMs should not tell their players of this, but they should track how decisive players are and how much time is spent on planning/arguing. Any significant delay (up to the GM, but as a rule of thumb a delay can be considered anything with more than 30 seconds of inaction by the players) should subtract a Success from the total needed. Stopping for things like Medicine or Communing should count as a delay.

If the party succeeded at calming the oxen in Part #1, apply that Success here.

Raises can be made to any of the rolls in this section to add an extra success per raise, but failing a raised roll subtracts that number instead. The TNs should all be blind.

1) First, the party will have to get down the same hill down which the cart has just gone.

Rain-slicked grasses and mud turning swiftly to silt turn what might otherwise be a mild incline slick and treacherous. Even those trained to life on ice or the slippery planks of a ship at sea struggle to find safe passage down. With each slight misstep, each slight tumble, the sounds of the cart's bouncing off rocks and the lowing of the oxen fades further from hearing.

An Athletics/Ref check vs TN 15 is required to get PCs safely down into the valley; Yoritomo Bushi or other classes which mitigate terrain penalties should apply that benefit now, which will lower the TN by 5. Failure will result in taking 1d10 damage per 5 points below the TN they are. Failure must be retried once; after two failures, the person hits the bottom much bedraggled and with some damage to whatever they were wearing.

If anyone is trying to ride their horses down (which is a very bad idea, which a Horsemanship/INT will tell them on TN 10), they will instead have to make a Horsemanship/REF check vs TN 30. If they are sensible and walk the horses down instead, the horses can auto-pass, while their riders make the check above. Failure here results in 1d10 damage per 5 points below the TN to both horse and rider. Failure must be retried once; after two failures, the rider will be thrown, taking an additional 1d10 damage, and the horse will be killed.

If more than half the party (round up) make their rolls on the first try, count one Success.

2) Once down the hill, they will have to track down the right direction.

The valley in which you find yourselves, little more than a bowl-like depression between similar hills, is filled with mist which swirls around you as you walk. Looming, squat shapes appear in your vision only when you are nearly atop them: blackberry bushes, some still laden with the last of the year's fruit, dot the edges of a stream that is rapidly overflowing its banks. What tracks there may be will soon be swallowed by the flow.

Hunting(Tracking)/PER vs TN 20 will allow the party to spot wagon tracks in the mud, headed west.

Alternatively, Investigation (Search)/PER may be attempted, but this will have a TN of 25 as they spot the only real place between the bushes that has enough room to take the wagon through.

Only one person has to succeed to make this a Success. If all PCs manage to fail, this section is a failure and subtracts a Success. There will be a decent amount of time wasted looking before someone eventually should spot the remnants of a path through fallen leaves.

3) Now that they know which way to go, the party must catch up. This is likely to take several rounds of rolling.

It takes precious time, but the uneven ruts of wagon wheels finally catch your gaze. Broken branches and occasional stirred earth mark the way before you. In the brief flashes of lightning, you can just make out a dark hole in the mist, already closing as if seeking to hide your quarry's passage.

Each PC must make an Athletics (Running)/STA check vs TN of 30 – (Water * 5). Small penalties apply. Once again, if any of the party have Movement tech, that applies here.

Horses of course can be ridden here unless they were hurt badly in the 'downhill' section. They use Horsemanship/STA with a TN of 25- (Horse's Water * 5). If the individual isn't mounted at this point, push the TN back up to 30 to reflect the delay.

As long as at least one person makes the roll, this is a Success.

Only the 'fastest' PCs matters here: If at least one person makes it in the first round, this portion is a Success. Only those who arrive first can participate in the next section, though GMs are encouraged to have the others continue on until they determine how much later they arrive (it will determine who is eligible to help if the calming attempts in the next portion don't succeed at first).

4) Once the party (or parts of it) catch up, they will need to stop the wagon. The rolls in this section can be made co-operatively, as long as the assisting PCs are all 'caught up'.

At this point, take a quick tally of Successes; they will determine the state of the wagon and guide.

3+ Successes:

As you run through the fog, the sounds of branches snapping, wheels bouncing, and bellowing cattle grow louder. Soon you can also make out the familiar rattle of metal against metal, accompanied by infrequent,

somewhat breathless cursing. The back of the wagon comes into view, followed by the sight of Hida Kiyomara seemingly dragged alongside. Though covered in mud and loam, she has managed to gain enough to grasp onto the wagon frame and, even as you draw near, catches hold of the nearside rein.

At this point, the newly arrived PC(s) will need to help Kiyomara rein in the oxen. Since she is helping, TNs are lower than they might otherwise be. Possible skills that might be used here are: Animal Handling/AW (TN 12); Raw Reflexes vs TN 10 if the person has a rope and wants to try to lasso one of the oxen; Athletics/STR to join in pulling the cart back enough to pull the wagon brake and force a stop; Jujitsu (Grappling)/STR (TN 12) to physically wrestle one of the cattle to a stop. Successful use of tech or magic that calms will also work here. Any of these rolls can be made co-operatively.

Failure of any physical rolls will result in 2d10 damage as the participants are dragged/stepped on/kicked/gored as appropriate. Two failures will result in the cart being lost as per 0 Successes.

2 Successes:

Your frantic pursuit of the fading sounds of crashing brush and frightened beasts is slowed by another, closer sound: A low, feminine moan of pain. Just off the edge of the wagon tracks, Hida Kiyomara lies, one leg twisted at a terrible angle. Her face appears ghastly and pale in the brief flashes of lightning, as pale as the edges of shattered bone that have burst through the silken padding that lies beneath half-sheared haidate.

If the lead PCs press on right away (presumably leaving the wounded woman to companions behind them) they can catch the wagon with little difficulty. Rolls are as above, except the TNs go up by 3 since Kiyomara isn't helping.

If the whole party stops to help, the cart will eventually be found in very poor repair (See the cart description in 0 Successes).

The bushi herself is Crippled; in addition to the badly broken leg, she has a lot of scrapes and cuts from being dragged along and then under the wagon wheels. Medicine(Wound Treatment) vs TN 10 alone will stabilize her but leave her effectively with a Missing Limb; Magic healing, so long as it gets her to Nicked or better, can fully restore the bone.

1 Success:

Even the halest among you begin to flag, the chase seemingly endless, when, at last, the bulk of the wagon's bed finally looms above you. The careful load has shifted beneath its cover and the tarp itself has torn free on one side, the sound of its flapping in the winds joining the sound of wooden wheels bouncing over uneven earth and the roots beneath. An odd sound, a metallic shearing, accompanies a particularly hard jounce of the wagon.

Before you can even begin to question the source, you are forced to twist aside before you fall over the still-tumbling armored from of your guide.

Kiyomara, in this instance, is Out. She can be stabilized with Medicine or magic, but will not be able to be roused. She will have to be either put in the cart or over someone's saddle to get her the rest of the way.

Stopping the wagon is the same rolls as in the 2 success portion.

0 Success:

With every step made along the tracks, the sounds you follow grow more and more distant. The mist seems to be growing ever thicker. The winds begin, at last, to slow, but the cold, hard rain continues to hammer down. Soon, you realize, the only sound you hear is the patter of rain on the land and the labored breathing of yourself and your companions.

In time, you find that which you seek. The dark shape of the wagon looms suddenly out of the fog, tilted ominously over towards one side.

Of Hida Kiyomara, there is no sign.

In this instance, the Hida has been killed during the chase. Finding her mangled body requires a successful Investigation (Search)/PER vs TN 25 .

One of the oxen is badly injured, with one front leg broken, and its harness-mate has been dragged to as stop by its collapse. Magical healing can get the beast up; medicine alone cannot unless the healer has the Nonhuman emphasis.

The cart is, once tilted over again, still in one piece. Some of the cargo, however, has been lost; it will take another Investigation (Search)/PER vs TN 30 to recover all of what has been lost.

Note: IF the cargo is not all recovered, one possible XP is lost. This will also force the party to owe

Yasuki Chokin a favor, in the form of a Minor Obligation.

Part Three: The Mercy of the Crab

Finding the Temple

Once the party has found (or not) Kiyomara and the cart, they must now seek shelter in the dark and rain. This will take either an Investigation (Search)/PER vs TN 25 or a Hunting (Tracking)/PER check vs. TN 20, at which point the PCs will be able to find the remnants of an old road, presumably used to come and harvest the berry bushes. Way of the Land or Miya tech is an instant success as they remember a temple is an hour or so 'that way'.

The passage of time in such weather is difficult to judge. There are no evening songs of insects or birds, no hunting sounds of owls or bats, to indicate that evening has become nightfall; the only light above is the intermittent lightning, streaking across the cloudscape and only occasionally crashing down to earth. Only your inner sense of routine and the habits of a day's ending tell just how much time has passed when, at last, the rain begins to die down to a steady drizzle. The mist around you begins to thicken, as clouds above and clouds below come together. The winds die down to a fitful whisper, barely audible over the still-falling rainfall.

If the party tries to just stop and camp, feel free to have the weather turn poorly again. Any communication with the water or air kami should indicate that the weather is not yet through being terrible; it is only a pause.

Just as you wonder if perhaps you will walk forever, stone replaces earth under your feet. Cobbles soon give way to pavers, dark granite that seems black in the rainy night. The tone of your steps changes, ringing back from unseen walls, even as the gray mists suddenly break. A massive dark shape suddenly rises up above you, nearly twenty feet in height. A streak of lightning above throws the female's dark stone features into stark relief; classic beauty, twisted in sorrow. Both hands are upturned before her in a gesture of pleading and the rain runs down over her upturned face like tears.

A Lore: Theology (Fortunes)/INT will reveal:

- TN 15: This is a depiction of Jizo, the Fortune of Mercy.
- TN 20: Jizo is rarely worshipped alone; it is much more common to find Her shrines in larger shrines to Jurojin, who it is said She serves.
- TN 25: When Jizo is depicted, it is generally in a much more hopeful aspect. She is generally considered a benefactor and thanked when things go well. This aspect, however, represents her less-common, darker face; The sorrow of a Fortune who must, for the sake of balance, at times condemn Mankind to unending suffering.

A Lore: History (Crab Clan)/INT (Crab get a free raise on this roll) vs TN 25 will reveal that temples such as this one have been a staple of the Crab Clan since the first rise of The Maw and exist as both treatment center and containment for those individuals who fall to mental imbalances but who have too much value, for whatever reason, to be mercifully executed.

At this point, the PCs should make an Investigation (Notice)/PER vs TN 20.

For those that succeed:

The soft sound of rain and the creak of harness as the oxen shift in unease is soon joined by a new sound: the subtle scrape of wood over stone, coming from somewhere to the statue's left.

If all of the PCs fail, they get the next part without the warning. If someone reacts badly (ie, attacks or casts any spells, Nishi will not be nearly so welcoming and the offenders will not be offered healing services).

Out of the mist, another, smaller female form appears. The contrast between the two is shocking; she is slight and bent where the Fortune is tall and graceful, and a study in ghostly paleness where the statue is dark and solid. White hair, growing heavy with rain, frames a white face and a pair of white eyes, staring not at but through you with an unblinking stare.

“You are not meant to be here.” The voice is soft, rasping and low, yet it carries easily across the sounds of rain as one hand emerges from gray sleeves to move in arcane patterns of warding. “But Mercy must be offered to all, even the unexpected. Follow me.”

Without another word, she turns and disappears back the way from which she had come.

If the PCs try to ask her questions, she will put them off until they are at least inside out of the rain. IF the PCs don't have a light source of their own at this point, the hallways are pitch black, since the old woman, being blind, doesn't remember that such things are needed. If it's remarked upon, she will stop and find a wall lamp; otherwise, it's stumbling around in the dark down a side passage.

The rough-hewn granite walls that make up the hallway are stark and bare of ornamentation. A half-dozen sturdy wooden doors are set into the left-hand side, spaced ten or so paces apart. Only one, far down the corridor, shows signs of occupancy; a slightly ajar door, spilling a sliver of light into the otherwise pitch-black hall.

Once everyone is inside, the old woman turns and bows, clouded white eyes seeming to stare through each in turn. “I am Nishi, and I welcome you to Ian Setsu.” The left corner of her mouth turns up and the wrinkles on that side of her face deepen. “Though we did not anticipate any other arrivals, it happens that the Order is well accustomed to housing guests.”

At this point, if Kiyomara or any of the PCs are visibly injured (beyond their first two wound ranks), Nishi will smell the blood on them and ask about it. If they accept the offer of help she makes, she will move to a door along the opposite wall and disappear for a time, returning with a young woman (Fu) who will treat their injuries as best as she is able.

IF one of the PCs has a relative who could reasonably be contained here, during their introduction Nishi should do a bit of a double take as she recognizes their name.

At this point, Nishi will show them around the guest wing; the bath (which has two tubs and the means to heat water, though that will take at least half an hour to heat up), the clothes-lines in said bath where the soaked goods of the party can be hung, and the various chambers. They come in sizes, ranging from single-occupant to rooms meant for four at a time. The PCs are welcome to arrange however they like.

PCs are certain to have questions at this point. If they do, Nishi will lead them into one of the large 4-person rooms for a bit of a chat. During this, Fu will show up and dispense tea and some simple rice balls left from when the Order ate a few hours ago. She also brings some spare Order robes, in case anyone wants to borrow one and be dry for a change. There is a small mon on the shoulders: Lore: Heraldry/INT vs TN 25. This will reveal that the mon belongs to the Order of

Solace, a small sect of the Thousand Fortunes orders that is interesting because they include not only monks but Kuni who haven't yet retired.

It is, at this point, around 11PM.

Things Nishi might talk about:

- What is this place? *"This is Ian Setsu, a temple in the service of Jizo-no-kami and a hospital of sorts."*
- What is 'the Order'? *"In the rolls of the Brotherhood, we are officially known as the Order of Solace. We count monks and a few Kuni, like myself before my retirement, among our number."*
- What does the Order do? *"We aid those that no one else can...one way or another."*
- Who is in charge? *"That would be me." The crooked smile appears again. "I'm the only one with a foot on both sides of the stream, so to speak. I served the Kuni well until my sight was lost, and I've been part of the Brotherhood ever since."*
- Where is everyone else? *"Most are sleeping, or else are engaged in cleansing prayer in readiness for the night's work. You may meet them, come the morning."*
- Can we roam the temple? *"Frowning silence follows this question, lingering for several heartbeats. "You may pray in the main chamber, of course. The Hall opposite this one is where the Order lives. While you are not forbidden, I can tell you it's rather uninteresting. I must ask you not to go below, however...we have delicate preparations in progress and a setback could be very costly."*
- What sort of ritual will you be doing? **{{Social Skill vs TN 20 for this}}**. *"Since the Kami's time, the strain of our Duty has lead many a samurai to succumb to the Sin of Fear. The Kuni and the Brotherhood, each without knowledge of the efforts of the other, sought to find ways to prevent it. It was the Maw coming, and what came after, that set the two together; there were far too many afflicted for either to handle alone. Since then, we've learned, slowly, not only to prevent the madness but to cure it, too. Sometimes. It takes a strong will, both for the one who leads the ritual and the patient. Those who fail...well. It's just a matter of a Lord's orders after that to set the poor soul free."*

Eventually, she will bid the group farewell and will disappear with Fu for company, going around the bend past the bath and through a door which they close behind them.

Each room is equipped with a futon for each sleeper, blankets, a candlestick, four spare candles, and hooks for clothes. Strangely for Rokugani buildings, every room has stone walls and wood doors; there is not a paper screen in sight.

If PCs glance inside the one occupied room, they can observe the following:

- The room's futon is currently rolled as if for daytime, even though it is well into the hours where most samurai would be in bed.
- There is a weapon rack tucked against the right-hand wall; it currently houses a katana and a masakari. Here is a space for a wakizashi which is conspicuously vacant.
- Next to the weapon rack is a stand for armor. It holds a set of heavy armor.
 - Investigation(Notice)/PER OR Craft: Armor/PER vs TN 10: There are mons displayed on the shoulders: Lore: Heraldry (INT) vs TN 10 reveals that the right mon is that of the Hida family, the same roll vs TN 20 reveals the school mon for the Hida Bushi school.
 - The same roll, TN 15: The armor appears new, having few if any scratches and with no visible fading to the lacing.
 - The same roll, TN 20: The armor is smaller in stature than is to be expected for a man of the Hida family; odds are good that it belongs to a woman.
- There is a lit candle in a stand on top of the chest. By the size of the taper and the amount of melted wax, it has been burning for a few hours and is expected to burn for at least five more.

If the party goes through the door to the shrine portion, they will find Hida Raien there, though she won't speak to anyone unless they are rude enough to disrupt her prayer.

The Shrine

The single door past the bathing room opens into a single large room, well-lit by wall-mounted lamps.

Here is a second, smaller statue, this time carved from red-streaked white marble. The features are very similar to those of the figure outside, albeit in masculine proportions. Instead of a look of sorrow, this figure wears a stubborn expression, with arms crossed over a massive bared chest as if in defiance. The figure is shirtless and its body bears the scars of many battles, the shape and severity of the wounds only emphasized by the vivid crimson streaks cleverly utilized by the unknown sculptor.

Scattered throughout the rest of the room, a few figures in gray robes kneel, foreheads to the floor toward the statue. Directly before him, a slender figure in navy blue is similarly on their knees, long black hair swinging forward to hide their face from view.

Lore: Theology/INT vs

- TN 15: The Fortune here is difficult to place; though the features match that of the fortune of Jizo outside, the pose and demeanor are both a mismatch.
- TN 20: It seems that the sculptor has borrowed from another Fortune when honoring this one: Hida Kisada, named Fortune of Persistence, often takes such a pose. The lack of arms and armor make it almost impossible that it is him, however.
- TN 30 (Crab get a free raise here): This is a unique representation of the Fortune of Mercy, seen exclusively in the lands of the Crab and only rarely even then. The intent is to represent the fact that while Mercy must often be earned only after a long struggle.

The First Disturbance

It is currently 1AM: Note if anyone fails to wake up (by themselves or with help). If they do, they will get enough sleep to regain 1 Void point before Part #4. If anyone has Blessing of Yume-Do, they will have enough sleep to fully Rest only if they don't wake up here.

An hour, perhaps two, has passed since all were shown to their quarters. Lord Moon, unseen behind the veil of clouds and rain, has moved beyond His apex.

If anyone decides to stay up on watch, give them a free Raise on these rolls.

Everyone gets to make a hearing-based Investigation (notice)/PER check.

- TN 15: There is a sound, coming from somewhere below. It is ragged and uneven and you can't make out any detail.
- TN 20: The sound, albeit muffled, is clearly a human, shouting or screaming.
- TN 25: The voice you can hear is clearly masculine.

As the party wakes and starts to waken, or not, their companions, footsteps will approach from the door that leads to the Shrine. Young Fu will approach if she sees anyone out in the hall...if not, the party should still roll Investigation (Notice)/PER vs TN 10 to hear her moving out there.

Once someone notices her, Fu is quick with her errand.

Dark eyes peer up through a mop of dark hair and meet yours. The girl is slight and quite small for her age, which cannot be more than three hands of years at most. Despite her youth, there is more than a hint of intelligence as she speaks, softly but with hope.

"Excuse me, samurai...Nishi-sensei said I should come and reassure you. You shouldn't be too concerned; the last day of the preparations are always the hardest on everyone. If you wanted, I'm supposed to offer you some of my tisane for restful dreams."

The Tisane is mighty, if someone takes it: They must make a Raw Earth roll vs TN: 15 and, if they fail, all Mental attributes are reduced by 1 until the individual sleeps for at least an hour.

If the PCs ask her questions, Fu is much less reticent than Nishi. She also knows a lot less.

- What is up with the yelling? *"Well, -sama, he's at the breaking stage. Almost everyone yells at that part, unless they were screamers to start with...those have long since gone hoarse."*
- Breaking stage?! {Social Roll vs TN 20} *"Well...you see...you need to get down to the pieces before you can decide what you should keep and what you should let stay broken." A small, weak smile temporarily lifts the corners of her mouth. "It isn't as bad as it sounds, quite..."*
- Why do you call Nishi sensei? *"She's teaching me the ritual." Fu sighs. "Of course, it will be years before I can even think of attempting it. My mind is not nearly strong enough to anchor someone else if their will fails in the throes."*

- Can we help? *“I don’t know.” The young monk’s head tilts a bit to the left as she considers the question. “Did any of you know Hida Nakamura-sama before? It you know any stories, maybe you could help remind him of who he is supposed to be. Besides that, I suppose if you know any stories about heroic generals, that might have to do.”*

If anyone expresses curiosity or undue concern about the ritual, or offers help, Fu will be willing enough to escort them so they can at least see the source of the disruption.

It is always possible for PCs to choose to ignore the problem. IF the party as a whole elects to remain in bed, Hiruma Kawakami will regard them as **Neutral**. **This will effectively skip the rest of the Part.** Those who go back to bed now will still get the sleep benefit and gain a Void before Part #4 starts.

The Undertemple

All casters but Kuni Shugenja have a -5 penalty to spells here due to the suppression in place.

The double doors lead to a stairwell which turns back on itself as it descends down two full flights. The passage is unlit; Fu carries a lantern with her.

As you descend the stone stairs, the sounds which stirred you from your slumber become louder and more distinct.

The room itself is large and full without becoming cluttered. A sharp medicinal scent permeates the air, along with a moist heaviness. It is cool, almost cold, and lacks the light that might offer at least a memory of comfort in this place.

A door rests in the wall opposite; it is from behind it that the cries come. The words are still muffled, but grow clearer as you move into the first room.

A man screams names, one after another, with warnings that will never be heard or heeded.

The first room at the bottom of the stairs is the Hospital. While it is currently unlit except for what the party brings along, there are many lanterns and candles available in this room for the PCs to take up and use if they didn’t think to bring their own down. There are

also a great many shelves and cabinets full of all manners of jars, bottles, and boxes of various size. Several actual bedframes are placed around the room, most of them lacking mattresses.

Fu will not forbid searching of this space, though she will watch very anxiously if her precious medicinal ingredients are disturbed.

Notable things in this room, and the rolls to find/understand them:

- Inv/Per TN 15: Upon closer inspection, there are solid steel rings built into the frames of the bed at each of the four corner posts.
- Medicine/Per TN 15: The scents of the herbs here are less astringent than would be expected in a place used primarily for the treatment of wounds.
- Spellcraft/Void TN 15: There is a strange muted feeling to the elements here. It isn’t an absence of kami such as one feels in the wilds of the Ivory Kingdoms; instead, it is as if they are speaking from a great distance or through heavy walls. **FOR KUNI SHUGENJA ONLY:** The feeling is, in fact, exactly like trying to cast in the Kuni wastes.
- Craft: Weaponsmithing/INT or Lore: Law/INT TN 20: A series of hooks along one wall has strange objects hanging down, something very like a coin purse but at the end of a long strap of silk with a loop at the top. Items of this type, known as a sap, are used most commonly by peasant peacekeepers, doshin and the like, as a means by which they can quickly and efficiently render someone unconscious, usually without causing too much permanent damage. These particular examples seem to be of surprisingly high quality and each are stitched with strange patterns along the strap.

Note: These are minor nemuranai, crafted by the Kuni of the Order. Borrowing one during the course of the adventure is perfectly valid; trying to keep one is blatant theft (with the associated D2 honor loss accrued) and should be recorded and reported to the admins.

Weapon Skill: Jujitsu

Weapon Size: Small

Weapon Damage – 0k2 (Subdual)

Special Notes: If this weapon hits and explodes on damage, it automatically renders the target Dazed for 1 round/explosion.

Fu will crack the door to allow the party to look through: She will not invite them in, but she will also not make any effort to stop them.

The doorway leads to a much larger room, one fully the size of the shrine above. It is well-lit and well-occupied.

As the door swings open, the shouts and screams of the unknown man ring clearly in your ears, ragged and full of desperate rage.

The source of the cries is obvious: a man, clad only in a simple gray shirt and short pants such as what a fieldhand might wear, curls in the bottom of a large steel cage, his arms over his head as if to hide from some unseen threat. The cage itself is suspended by massive chains from the ceiling above and sways, slightly, as the man rocks back in forth in clear distress. Light focuses on him from four points, leaving all else as black shadows.

The party will have to go into the room to see the rest.

Sconces on the walls, framed in mirrors, shine flame as unrelenting as the rays of the Lady Sun at high noon down upon the helpless man. Spaced between the beams, four figures stand motionless. Only one is clear to you: A young woman, barely old enough to have taken a Name, with her arms crossed across her stomach. Her lips move and her voice, soft and tired, is barely audible in the pauses when the caged man must draw breath between roars. Dark circles under her eyes are made all the more stark against the palor of her skin, rendered ashen by fatigue or distress.

For those who visited the shrine before going to bed, this is in fact the person who had been in front of the statue; she is still wearing the dark blue kimono but now her mon and face are both plainly visible.

Even as you watch, the man's cries trail away, only to renew with greater intensity as one of those who surround him move something on the wall, causing a brief flow of water to rain down from above over the caged man.

All the while, the woman's words continue, even as her eyes grow damp and a tear trails down one cheek.

A Lore: History (Crab Clan)/INT vs TN 25 (Crab get a free raise) or a Medicine/INT vs TN 30 reveals that this is not, in fact, the cruelty that it appears to be: It is instead an obscure form of treatment that is practiced

only in these lands and generally only by Kuni. Known rather poetically as 'Reforging the Mind', this is a practice by which the Kuni endeavor to restore a mentally damaged person to themselves via reprogramming. This reprogramming is accomplished by a simple but brutal method: Extreme sleep deprivation.

The patient spends three days awake, kept that way by any and all means necessary (Light, noise, sudden dousing by water, discomfort). Throughout this time, they are given only basic sustenance while those close to the afflicted tell them stories of who they used to be, ranging from pleasant childhood memories to tales of heroism on the battlefield.

An Investigation (Notice)/PER will reveal the following about the room and those in it, depending on where the PCs focus:

The Cage -

- TN 15: The man, though clearly distressed, appears to be largely uninjured, though there are fine red lines on his lower legs, some of which seep red.
- TN: 20 The floor of the cage has been constructed out of a sort of wire mesh, with only a few solid places upon which a person could comfortably stand. Based on the fineness and spacing of the wire, too much weight is likely to cause it to bite into the body part that rests upon it.
- TN: 30 The man's eyes, red-rimmed, tear-streaked, and swollen as they are, are also somewhat hazy, as if the man was somehow drugged or only partially aware.

The Watchers -

- TN 15: Each individual in the circle appears to be robed; the silhouette is consistent with the robes that Nishi and Fu wear.
- TN 15: The woman in the kimono has Hida mons and, moreover, bears some resemblance around the eyes to the man in the cage.
- TN 20: The individuals flanking the young woman are both rather strapping individuals and hold themselves with a sort of tense watchfulness, most easily noted by a tautness at the shoulder. Each has one of the strange long-stringed pouches from the other room in his belt.
- TN 25: The figure opposite the young woman is vaguely familiar and appears to be intensely focused on the man in the cage.

Each time he flinches or moves, the figure shifts minutely as if in response. {{{If they approach, this is clearly Nishi, who is equally clearly in the midst of some sort of heavy meditation.}}}

The Room-

- TN 10: The light is a result of clever lanterns and mirrors; it is a trick borrowed from kabuki theater.
- TN 15: The walls are not barren; there are doors set recessed in the stone at all cardinal points. One of these, along the left side, is open.
- TN 20: The door on the right is not only closed but barred. The door opposite has a strange sort of handle that shines like it is made of metal.

If the party moves further into the room, near to the circle:

As you move quietly closer, your presence remains, at first, unremarked. There is some shifting among the watchers, but no one acts at first to halt your forward progress.

It is only when you reach the edge of the circle of light that someone reacts: The man in the cage.

Uncurling with astonishing speed, he is suddenly pressed against the bars, staring down with wide, wild eyes, reddened and swollen. The tracks of tears mar his face, though these have long since dried. One massive hand, its fingers bloodied from many failed attempts at escape, stretches toward you.

“Run! They are coming...”

Those who have reason to have served on the Wall at any point in the past five years can make a raw Intelligence check (Precise Memory applies). TN 20 will spark recognition: This man, bad as he looks, is in fact a highly respected and well-decorated officer in the Second Legion of the Crab Armies, one Hida Nakamaru.

Alternatively, Fu will name the man if asked.

Lore: History/INT or Lore: Heraldry/INT will let the PCs recall the following about him (give bonuses where appropriate based on PC Family, Clan, and/or history of service):

- TN 20: Nakamaru has been a competent commander of the First Legion of the Second Crab Army for half a decade. This unit, like many of those stationed along the Wall as a matter of course, was heavily involved in the battles during the latest mass Shadowlands uprising.
- TN 25: Nakamaru’s unit was in fact one of those in the thick of the fight when Toturi IX was slain; he is one of a bare handful who survived the fight, and that only because a subordinate dragged him, unconscious from many wounds, from the field of battle.
- TN 30: Nakamaru has not been seen commanding troops, or, indeed, upon the Wall at all, in almost a year.

Courtier (Gossip)/INT will let the PC recall rumors about the man, if someone has identified the name:

- TN 20: What was first assumed to be a long recovery from his injuries has since become a matter for quiet conjecture; everyone expects a warrior of such ability to become sensei, even a master sensei, of his School if he’s too hurt to continue, yet there has been no sign of him at any of the dojos.
- TN 25: Darker rumors suggest that disgrace might be responsible: In the months following the Emperor’s demise, Nakamaru was often found in bars and taverns, drinking alone, a great taboo among the Clan.
- TN30: A few speak of the last night during which Nakamaru was seen: After disturbances were heard coming from his quarters, a group of Kuni were seen going into his quarters. They emerged after a brief but audible scuffle with a hooded man sagging between two of the largest. Based on this, those few who observed it have long since presumed Nakamaru to have been afflicted with the Taint and taken away to join the Damned...or worse.

At this point, the PCs shouldn’t be within the circle yet but are very close. A Spellcraft (Ritual)/VOID vs TN 15 will let them feel the energy before they break the ring; If someone does it anyway, Nishi will be deeply unhappy with them and it will take an Etiquette (Courtesy)/AW vs. TN 25 to settle her back down again. If this fails, the offender will be asked forcefully to go back upstairs.

Getting in a loud argument/fight with Nishi or the orderlies sets Hiruma Kawakami to ‘Positive’ in Part #4.

If anyone has an adverse reaction to the ritual, refuses to leave, or tries to break the circle a second time, the two big burly men will try to stop that nonsense.

Orderlies

The helpers Nishi can call on.

School/Rank: Temple of Osano-Wo 1

Initiative: 3k2

Armor TN: 15 **Reduction:** 0

Wounds: 15 (+0), 6 (+3), 6 (+5), 6 (+10), 6 (+15), 6(+20), 6 (Down, +40), 6 (Out)

Attack: XkY (Sap, Complex)

Damage: 3k3 subdual (Sap (see pg 12), 3k2 standard

Air	Earth	Fire	Water	Void
2	3	2 (AG 3)	2 (STR 3)	3

Honor: Status: Glory:

Primary Skills: Jujitsu (Grapple) 5; Intimidation 3; Defense 3

Kiho: Earthen Fist, Embrace the Stone, Song of the World

Volunteers:

If anyone either thinks they have a good story or else have backstory or a good Lore roll or just who wants to give it a try to make it easier on the guy, this is when they should offer that service.

At your approach, the young woman's voice falters, only to start again nearly at once when the man begins to show increased distress in the moment of silence. The other watchers shift, but do not move from their post, ever vigilant.

Fu's voice sounds softly from behind you, her slender figure still framed by the doorway. "They think they can help, sensei."

Nishi's voice comes from the other side of the light.

"Let only those both brave and skilled come, then, and Jizo help us all."

PCs can make a (Storytelling/AW) + WILL roll vs TN 15. Players should note "Connection to Hida Nakamura" somewhere; this will be used in Part #4 and possibly Rewards. Failing Should be recorded by the GM, as it will act as a detriment to Nakamura in Part #4R.

This interaction with the caged man sets Hiruma Kawakami to **Hostile**.

Revelation

No matter how the PCs react to seeing Nakamaru and his treatment, they should eventually get shoo'd/manhandled into the Hospital chamber. Fu will be ready to lead them back up to bed.

If there are any Kuni/Crab/Brotherhood/people-with-Statuses-based-on-medicine and they've been really friendly and/or make very good Courtier rolls, Fu may take them on a very brief tour of the facility. Pull the descriptions of the rooms (sans the chaotic bits) from Part 4. The Library section is exactly what it sounds like and not particularly interesting unless you want the history of the Order. The secure storage has the rarer medicines needed by some of the optional NPC Patients.

Once the PC's have had their curiosity satisfied, Nishi will send them back up to bed.

Unbeknownst to everyone, this whole disruption has been the very thing that Kawakami has waited and planned for for years. From this point forward, he is loose and sneaking around the facility; any trips down the Right hallway will reveal his chamber to be empty. He will abuse Hiruma Scout IR3 tech (functional invisibility if still) at any opportunity and will scavenge any weapon he can find along the way.

Part Four: Bedlam

In this section, the patients are loose and the violent ones running amuck. Keep track of the body count as you go along. Descriptions for bodies are found in their respective Location descriptions; if you make up more, or don't want to read back, remember that all the inmates have at their disposal are knives, garrotes, and clubs made from furniture. Not all of them are violent, so some bodies can be of their fellow patients. The Yasuki and Kaiu optional NPCs are excellent for this.

About a Rokugani hour after the party is sent back to bed (around 3AM), another disturbance sounds. If anyone slept through the latter half of Part #3, they have regained a Void. Anyone who slept through and who also has Blessing of Yume Do fully recovers.

PCs should make an Investigation (Notice)/PER check. This will set the scene for how bodies will be strewn about; track this for the sake of Hida Nakamaru and his Special Rule rolls. Locations of the bodies are marked on the basement map in Appendix B as numbers. The Body count should be based on the

lowest roll here, unless the faster ones just run off without trying to get their companions.

All results should be read in order as they move down the stairs for the full range of roll results, if time allows.

- TN30+ (Body 1): *“Your slumber is once again disrupted by sounds from below. Instead of a single voice raised in alarm, you hear the faint sound of doors opening and closing in erratic patterns.”*
- TN25 (Body 1&2): *“Another disruption stirs the night; the distant sound of someone crying out. The sound lasts only a few moments before being cut off abruptly.”*
- TN20 (Body 1-3): *“Below you, there are a few voices raised, and a door slamming.”*
- TN<15 (Body 1-4): *“Screams ring out, this time from many throats. Even through the thick stone, the terror in those voices is clear.”*

If the PCs stop long enough to put on armor, add a Body.

If Hida Kiyomara is alive and uninjured, she will offer to go and check on the other monks on the same floor. PCs can of course go with her; they find several very old men and women and a few young ones barricading rooms and so on. Nothing eventful happens as long as they aren't alone.

As they go down the hall, they will bump into Hida Raien. She has been to bed just long enough to fall asleep and is very disoriented.

As you move down the hall toward the shrine and the stairs beyond, the last door opens, revealing the owl eyed form of the young woman you'd seen below. The navy kimono has been hastily thrown around her shoulders, bound with an obiage and nothing more. Seeing your approach, she asks in a somewhat hoarse voice, “I heard it too...what do you think it is?”

She will take her lead in arming and equipping based on how the PCs are dressed. She very much wants to come along, given her concern for her cousin, but can be persuaded to stay with a Courtier or Intimidation check vs TN 25. Crab get a free raise. If she stays she is Safe.

Once again, add a Body for the additional delay if she stops to put armor on because PCs are armored.

If you go past the number of bodies on the map, by all means add more wherever you think appropriate.

Once they open the doors to the stairway:

“As soon as the door begins to swing wide, the sounds that had been largely muffled before immediately surge in volume and intensity. The mixed sounds of laughter, shouts, screams, and weeping crash over you, punctuated by the drumming sounds of running feet over stone.”

Hospital

Once they enter the hospital:

“The order of this place of healing has been terribly disrupted. Cabinet doors are left half open, one or two hanging sideways from their hinges. A jangling mixture of odors rises from the remnants of discarded jars and bottles, liquids shimmering in strange colors as the ooze slowly across the stone floor. The door across from you is slightly ajar, just enough to cast flickering shadows in response to the great amount of movement beyond. “

If anyone wants to pause to look around: Inv(Search)/PER:

- TN 15: There are definitely fewer things in here than you remember, even discounting the mess.
- TN 20: Half of the strange pouches (Saps, for those who noticed them before) are missing; only three are left.
- TN 25: Whoever came through and did this did so not long after you went upstairs.
- TN 30: As chaotic as it appears, this was clearly a search, not just destruction. None of the containers that are scattered around are broken; it seems as if someone looked inside, didn't find what they wanted, and just let it fall as they moved on to the next.

IF Body #5 is here because the PCs were very slow :

In the distant corner of the room, one of the bed frames is no longer quite so empty. A robed figure hangs prone, suspended at wrists and ankles with silk cords. The head dangles lifelessly down, hidden in the shadows.

If the PCs investigate further, the body is that of a man and his throat was slit, so a pool of blood is also underneath the bed as well.

The Cage Room

After the PCs leave this room, if any of them are alone and Kawakami is Hostile, he will try to shank them.

“Once well-lit, the heart of the ritual chamber is now full of shadows, slightly relieved by the dim lights from lamps by each doorway. The dark shape of the cage, now covered and settled to the floor, looms darkly at the room’s heart, hiding much of what is beyond it from view. The sounds you have followed here seem to come from both directions, ringing out from the now-open doors to both the left and right..

IF the PCs have unlocked Body #4, they will also notice that there is a slight red stain at the hem of the canvas cover of the cage. If they lift up a corner, they will find the body of an older woman kneeling inside. Her legs and knees have been deeply scored by the sharpened cage wiring and her neck has been clearly broken. Medicine/PER v TN 15 indicates that the injuries were inflicted prior to death.

Investigation/PER (hearing based) vs TN 15 lets the PCs narrow down the sounds somewhat and pick out two voices in particular as being somewhat familiar: female to the left, male to the right.

Raien, if she’s with the party, will have an immediate reaction to the yelling:

“Nakamaru!”

The young bushi suddenly looks wide-awake. Without hesitation, she darts off, disappearing through the right-hand door.

The wake of her passage causes the lantern flames to flicker, shifting the pattern of the shadows. From the darkness beyond the cage a figure appears, darting toward the open door to the left.

Once the party decides, follow the module from hereout based on which door they go through first.

4L: For the LEFTHAND CORRIDOR, SAVING NISHI {For 4R jump to Page 20}

The Long Term Wing

Just ahead of you, a man in grey juban dashes as fast as his somewhat wasted frame allows, white hair whipping behind him as he darts toward the open doorway to the left. .

The PCs should make an Athletics (Running)/Reflexes to be able to sprint after the man in a hurry. IF they make TN 20, they catch up just as he gets inside the room. Otherwise, he makes it into the long hall/room before they can try to catch up.

If you are using the optional NPCs, the runner is Daidoji Arasu. He is running for Fu, who he considers his charge.

Just beyond the door is what is more an oversized a hallway than an actual room. It is lit, though dimly, by a few lanterns on each wall. Padded benches sit along both sides, often A distant door that has been left slightly ajar on the left wall casts a long shadow which hides the contents of the back of the hall from view. The sound of a woman’s raised voice is coming from the rooms beyond that passage.

- IF they didn’t unlock Body #3: *As you move toward the distant portal, the lights you carry illuminate two massive dark cabinets and a vast chest set between them, all set against the back wall of the chamber.*

The party should make an Investigation/PER check against a TN of 15 to be able to find Fu, hiding inside of the chest. Once she is out, she will be anxious to report on her experience.

“I was on my way from the main ritual chamber to tell Nishi-sensei that I’d finished the last of the cleaning.” Fu’s youthful features drew into an expression of remembered fear. “I saw something move in the hall, but thought I’d imagined it. But then I saw it again, and then I heard the yelling...you have to help her! She should be in the place where we treat the worse patients...it’s the room on the right, through the door.”

If the man is with you at this point, he will offer to take Fu upstairs and to protect her by barricading in one of the guest rooms. If the

PCs allow him to do so (he rolls 6k3 on Courtier if it comes to that), Fu is Safe.

If the man is dead or unconscious, Fu will anxiously tail after the party, unless they instruct her to do otherwise. She is happy to hide, but there aren't safe places for her to do so here. If she hides in the basement without a guard and Kawakami manages to escape the PCs, he will kill her on the way out.

- If they have already unlocked Body #3 and let the madman come with you this far: *You reach the next chamber just after the man you have been chasing. He comes to a stark stop when he is perhaps half-way through the chamber, panting in stark silence for a few seconds. Then, with a terrible keening wail of sorrow, he dashes forward again, disappearing into the shadows at the end of the hall.*

Presuming they go look and have some sort of light:

The man, clad in gray juban, is on his knees in front of a large cabinet. One door is open and the pale legs of a young woman disappear in the depths. Even as you watch, the man reaches in and withdraws the still, white figure of the healer, Fu. He curls around her, whispering apologies in a broken voice. Her eyes, wide with her las terror, stare out at you from a bloodless white face.

Fu, if she is examined, has clearly had her throat cut. The man will attack at once if you attempt to take her away from him.

Init 5k3 Attack: 6k3 Jujitsu; Damage 3k1 Complex. TN20 **Wounds:** 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

- If they have unlocked Body #3 but did not let the man come along: *At the far end of the chamber, dark in the door's shadows, two massive loom against the wall. As you draw nearer, the shadow resolves to a familure figure clad in gray, draped over a large chest. Her head with its mop of dark hair is twisted at an unnatural angle, the neck grossly distorted by broken bones beneath the skin.*

Fu, if examined, has clearly had her neck broken. Medicine/INT v TN 20 will indicate

that it was more likely precision than power that accomplished the swift execution.

Patient Rooms and Hallway

Stretching out before you is nothing more than a long hall, similar to the one that runs along the guest rooms on the floor above. The woman's voice sounds from further down to the right.

IF the party doesn't have Body #1 unlocked:

A single torch burns here, moving erratically at the end of the hall. One of the monks from the ritual is backed against the wall, frantically waving the lamp in the face of a figure who is, even as you watch, doing it's damndest to bypass the flimsy defense, arm drawn back to deliver a punishing blow. Though he is shouting, he is outdone by Nishi in the room just to the right.

There is a 30' distance between the PCs and the fight. If he isn't hit somehow before his turn, the attacker will finish off his victim before turning to the PCs. The man will not be able to help, he's too injured.

Init 5k3 Attack: 6k3 Jujitsu; Damage 5k2 Makeshift Weapon (club made from a chairleg) Complex. TN20 **Wounds:** 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

IF the party has unlocked Body #1:

The only light in this hall is far down the hall. A lantern lies on the floor, the circle of illumination highlighting the protruding tongue and purpled visage of a strangled monk, his body crumpled to sit against the wall.

To the right, not far from the fallen man, is a doorway. The darkness beyond is nearly complete, but the sound of Nishi's voice raised in forced calm is loud over the sound of crashing and cursing.

All of the doors along the left side are open except for one in the middle. The body is just beyond the open door on the right.

The Treatment Room

If the party didn't unlock Body #2:

As you approach the doorway, you hear the voice clearly. Nishi is shouting as one of her orderlies

struggles with a much smaller male figure, one who appears to be barely more than a child.

{{If you are using optional NPCs, this is Hiruma Ogoe}}.

This is only a 15' move. If no one manages to damage the attacker before his first turn, he will bash in the side of the Orderly's skull.

Init 5k3 Attack: 6k3 Jiujitsu; Damage 5k2 Makeshift Weapon (table leg) Complex. TN20 **Wounds:** 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

The room, if they bother to search it, is full of similar equipment to the Hospital, with the addition of a few large bathing tubs, a wheeled table, and a Kaiu-crafted wheelchair. It also has spare Medicine Satchels, in case the party needs one. The party can, on an Investigation(Search)/PER 20 find three bottles of Sedative potion; each of these can be used to incapacitate a Downed, Dazed, or Grappled enemy; this requires a successful jiujitsu (improvised weapon)/Dex vs the target with one raise called to get the stuff down them. They will go unconscious on their next round.

Nishi, if rescued, hasn't yet learned that more folks are loose, though she has heard Nakamaru yelling and is anxious; she had thought the ritual succeeded and his sanity had been restored. She will immediately offer to remain behind, being blind and something of a hindrance. If the orderly is with her, she is Safe.

If she is alone, people should make an Investigation (Notice)/PER check here vs TN 40. If no one makes the roll, Kawakami is revealed when he gets a Sneak attack on Nishi. Otherwise, init as usual. They are 25' from the party.

If Nishi stays safe, Kawakami will move to attempt an escape. He is invisible when still; give the party a chance to spot him wherever it seems appropriate. If he is Hostile to anyone, he may try to sneak attack if a good chance comes up.

IF they unlocked Body #2:

The woman's shouting turns into a cry of alarm as you turn the corner. Before you, one of the two monks from the rituals has just hit the ground, a slender young man just straightening over him. Further up the room, seemingly a separate hospital, Nishi stands between

two empty padded tables, blind eyes casting this way and that.

People should make an Investigation (Notice)/PER check here vs TN 40. If no one makes the roll, Kawakami is revealed when he gets a Sneak attack on Nishi. Otherwise, init as usual. They are 25' from the party.

If he was Positive toward the PCs, he will not fight back at all vs the PCs and they will have the chance to try social rolls to get him to go back to his cell with them, thinking them 'rescuers'.

If he kills Nishi in the ensuing combat, Kawakami will immediately attempt to win free and make a break for it UNLESS he has a **Hostile** view on the party; in this case, he will fight to the death.

If Nishi survives and Kawakami is killed or restrained, she will be shocked if he is described to her. She will later tell the party (either now, if she is the last to be rescued or in the morning if not) that she had thought that patient catatonic; he had done no more than murmur and twitch for years.

Patient Rooms

If the party for some reason stops to look inside the open rooms before leaving:

The first room on the left has very little inside: A chest, a rolled futon, and a few scrolls upon the wall. On the floor beside the sleeping mat is a small doll, large black button eyes above an incongruously smiling face.

Inv(notice)/PER

- TN 15: The room has a faint coating of dust, indicating it hasn't seen use in a few months at least.
- TN 20: Strangely, the doll seems to be in almost pristine condition. {{If the optional NPCs are in use, this is the work of Yasuki Seisuke, who the party should find coming into this room as they come out. She will be calm and serene, unnaturally so, and will seize upon any Small individuals as if they are her own child. Attempts by that person to leave her will set her off into hysterics.}}

The next two rooms have similar furnishings, though with furnishings of larger stature. Both have small shelves with scrolls in them tucked away beside small tables and cushions; one seems to have been untenanted, given that the futon is still rolled.

Kawakami's room

The last room appears, at first glance, to be unused as well. The futon roll still shows blankets in its folds, however, and it sits ever so slightly off center, listing slightly to the left.

Inv(search)/PER

- TN 10: A flagstone has been pulled out and is tucked behind the futon, with the stone itself wrapped inside. It reveals a cubby only a foot square.
- TN 15: There is old blood along the edges of the hollow; whoever pried this out dug in with their bare hands over a very long time.
- TN 20: Part of one corner of the loose stone is uneven; it seems that someone might have worked that piece off.

The closed room

When your footsteps stop outside the door, a voice sounds from within it. The individual sounds somewhat anxious, though the person is clearly trying to stay calm. "Nishi? Fu?"

Inside is an unnaturally pale man with dark hair cropped short. He has eyes that are an unnatural hue of green that glow faintly in the pitch dark; he also wears an armband on his left arm with a symbol on it. Lore: Crab Clan or Lore: Law INT vs TN 20 will reveal that this is the badge of a lawfully and legally Tainted individual, currently in the books and treatment of the Kuni family. {{ If you are using the optional NPCs, this is Kuni Makoto }}

His room is actually quite nicely done up, with some creature comforts like a tea set set into cubbies. He has no wish to leave it and has to be persuaded (Social Roll vs. TN 25) to do so.

If the PCs talk to him, he will tell Nishi (and Fu if she's there) to be careful and remind them that he needs his tea by dawn. All three of them can choose to wall up together, or go to fetch his medicine, and that will make them Safe.

The Secure Wing

Presumably, the party will now wish to backtrack and rescue the man, who can still be heard yelling, though not quite as vigorously as before.

If they are chasing Kawakami, he will not go this way; he will head for the Hospital and the stairs beyond on his way to freedom.

There is no real change to the ritual room, unless the party takes an unusually long time exploring. In that case, there should be a few bodies scattered here of both inmates and monks to reflect the spread of chaos in the meantime.

The antechamber hall

The door here, worryingly, is ajar. The bar, should the PC's look for it, is also missing. One of the patients has taken it and is using it as a makeshift weapon.

As you dash through the first door, you very nearly trip over a pair of entwined bodies, writhing in combat. One, currently on the bottom, would be lovely if her face was not slowly reddening from the pressure of the other's hands at her throat. The other is a massive beast of a man and flecks of foaming spittle leave his mouth as he growls and tries to choke the life from the one beneath him. Both are dressed in the grey juban of the temple patient; neither seems interested in the new arrivals.

Further down the hall and around the corner, the man is still shouting, though he is clearly weakening; crashing and other cries and shouts indicate that more than one individual is involved in whatever is happening around the bend.

It is of course possible to go by the brawlers; they won't react at all. One of them will flank the party during the fight in the next section if they are left alone, however; they should jump in on Round 2.

Attempting to interrupt the fight will lead to the male attacking immediately. The woman will try to pretend to be harmless unless a PC is already bleeding (Hurt or worse); if someone is, she will attack them as soon as she's free of the Grapple. {{For those using optional NPCs, these are Hida Barami and Hida Hida Houshun.}}.

If Nishi is consulted, she will definitely recommend incapacitating both of them.

Init 6k3 Attack: 6k3 Jujitsu simple, ; Damage 5k2 1 Void (Hands of Stone) TN20 Reduction 3 15 (+0), 6 (+3), 6 (+5), 6 (+10), 6 (+15), 6(+20), 6 (Down, +40), 6 (Out)

If the PCs pause to investigate the room, they will find very little pleasant here. Most of what lines the walls is related to restraint: More Saps, a pair of Sasumata, and actual manacles on either poles or chains are stored on hooks or in racks on the walls.

There is also a rack with two bottles. A Medicine/INT or Craft: Poison/INT vs TN 20 will prove these to be an opium-based concoction. This can be forced on an NPC with a successful jujitsu (Improvised weapon)/DEX attack vs someone who is Down, Grappled, or Dazed. One raise must be called to get the potion down the patient's throat: it will knock them unconscious one round after being administered.

The Patient Hall

A single lit lantern at the far end of the hall throws light on the scene before you. Every door in the hall is flung wide, save one. Before it, the tall form of the man from the cage struggles against a much larger number of foes, wild-eyed men and women who have seemingly taken up any weapon they can make or scavenge.

Bodies lie scattered in small groups around the hall, some in robes, some in the gray uniform of a patient. They lay sprawled where they have fallen, some still twitching spasmodically with the last vestiges of fading life.

The rearmost of the patients are 30' away; Nakamaru and his attackers are 45' away. Remember he is fighting Fatigued. He is already one point into Hurt by the time the PCs spot him and has only 1 point of Void left.

There are a number of combatants equal to (Party -1) for Low tables, (Party +1) for Mid. This doesn't include the combatant that flanks from the entry room if the party ran right past that fight. They should split when the first PC enters, with half (rounded up) the number of PC-worth come at the new arrival while the rest, including the Berserker, try to murder Nakamura.

IF Raien came down here and ran off to help her cousin; He has caged her in his cell and is trying to protect her. If Nakamura drops to Down or Out, the door he is guarding will open and Raien will come out, joining in the fight. She is also Fatigued and has no Void.

IF Raien stayed upstairs, the door stays closed; it's a random middle-aged woman monk instead who comes out well after the fight is over.

Patients

Init 5k3

Attack: 6k3 knives complex; 6k3 Jujitsu (sap)
complex: 1 void

Damage 4k1 knives; 3k2 Subdual sap. TN20
Reduction 1 **Wounds:** 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

Berserker Patient (Tets guy) LOAD BEARING BOSS
Init 6k3

Attack: Heavy Weapons 8k3 Complex 2 Void
Damage 7k3

Armor TN: 20

Reduction: 4

Wounds: 20 (+0), 8 (+3), 8 (+5), 8 (+10), 8 (+15), 8 (+20), 8 (Down, +40), 8 (Out)

Special: If he drops, the others will surrender/flee/collapse in terrified sobs

{{For Conclusion jump to page 23}}

4R: For the RIGHTHAND CORRIDOR, SAVING NAKAMARU

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The Secure Wing

The antechamber hall

The door here, worryingly, is ajar. The bar, should the PC's look for it, is also missing. One of the patients has taken it and is using it as a makeshift weapon.

As you dash through the first door after Raien, you very nearly trip over a pair of entwined bodies, writhing in combat. The girl passes them by, giving them not even a single sidelong glance before disappearing through a door at the far end of the hall.

Keeping up with her isn't hard, since she's only Water 2. It will require anyone who tries to do so to skip interceding in the brawl, however.

One combatant, currently on the bottom, would be lovely if her face was not slowly reddening. The other is a massive beast of a man and flecks of foaming spittle leave his mouth as he growls and tries to choke the life from the one beneath him. Both are dressed in the grey juban of the temple patient; neither seems interested in the new arrivals.

Further down the hall and around the corner, the man is still roaring defiance; crashing and other cries and

shouts indicate that more than one individual is involved in whatever is beyond.

It is of course possible to go by the brawlers; they won't react at all. One of them will flank the party during the fight in the next section if they are left alone, however; they should jump in on Round 2.

Attempting to interrupt the fight will lead to the male attacking immediately. The woman will try to pretend to be harmless unless a PC is already bleeding (Hurt or worse); if someone is, she will attack them as soon as she's free of the Grapple. {{For those using optional NPCs, these are Hida Barami and Hida Hida Houshun.}}

Init 6k3 Attack: 6k3 Jujitsu simple, ; Damage (Hands of Stone) 5k2, 1 Void ATN20 Reduction 3 **Wounds:** 15 (+0), 6 (+3), 6 (+5), 6 (+10), 6 (+15), 6(+20), 6 (Down, +40), 6 (Out)

If the PCs pause to investigate the room, they will find very little pleasant here. Most of what lines the walls is related to restraint: Three more Saps, a pair of Sasumata, and actual manacles on either poles or chains are stored on hooks or in racks on the walls.

There is also a rack with two bottles. A Medicine/INT or Craft: Poison/INT vs TN 20 will prove these to be an opium-based concoction. This can be forced on an NPC with a successful jujitsu (Improvised weapon)/DEX attack vs someone who is Down, Grappled, or Dazed. One raise must be called to get the potion down the patient's throat: it will knock them unconscious one round after being administered.

The Patient Hall

A single lit lantern at the far end of the hall throws light on the scene before you. Every door in the hall is flung wide, the former residents now swarming across the halls in a chaotic all-out brawl. Raien has already stumbled into combat with a number of patients, yelping as the first sap descends down on her, leaving her staggering sideways. Further down the hall, the man you had seen in the cage bellows defiance at the equally large man he is fighting. Even as you watch, the attacker roars and swings heavy length of dark wood, just missing Nakamura's skull: here, it seems, is the missing door bar, wielded by a Crab long since lost to reason.

Enemies are equal to (Party +1) at Mid tables; (Party - 1) for Low.

Raien spends Round 1 of the fight Dazed. She is fighting against (The total number of people in the party / 2, round down) patients 20' away. She is Fatigued and has one Void left.

Nakamura is fighting the other half of the (number of people in the party/2). One of these attackers will be the Berserker. That fight is 45' from the party. He is Fatigued and has two Void left.

Patients

Init 5k3

Attack: 6k3 knives complex; 6k3 Jujitsu (sap) complex: 1 void

Damage 4k1 knives; 3k2 Subdual sap. TN20 Reduction 1 **Wounds:** 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

Berserker Patient (Tets guy) LOAD BEARING BOSS

Init 6k3

Attack: Heavy Weapons 8k3 Complex 2 Void

Damage 7k3

Armor TN: 20 **Reduction:** 4

Wounds: 20 (+0), 8 (+3), 8 (+5), 8 (+10), 8 (+15), 8 (+20), 8 (Down, +40), 8 (Out)

Special : If he drops, the others will surrender/flee/collapse in terrified sobs

If Raien is down below, Nakamura will want to stay with her and keep her secure in his cell. It will take an argument with social rolls OR the use of a point of Connection to convince him that he should go with the party instead. If they stay, both Raien and Nakamura are Safe.

The Long Term Wing

You make your way back down dark corridors, the scents of blood and death seeming to chase you down the passage. Across the ritual chamber and on to the opposite corridor, where a woman can still be heard calling out, though much more faintly.

- IF the party unlocked Body #3: *Closer to hand is another sound; that of weeping, coming from the darkness that lays beyond the light of a slightly open doorway to the left.*

Once the group goes in and draws toward the back of the room, they will find the man who they had briefly seen run by at the back of the room. If you

are using the optional NPCs, the runner is Daidoji Arasu.

A man, clad in gray juban, sits with his back to a large chest, set between two dressers. White hair with a few inches of black at the root surrounds him and his burden in a wild tangle. Blue eyes, wet with tears, glare out at you from a bloodless white face.

Clutched in his arms, partially wreathed by the man's mane, is the delicate figure of the young healer monk, Fu. Her mouth is slightly open, as if in surprise, and a trickle of blood has flowed out and rolled down her left cheek. It has long since dried, but the puddle in which the two sit still glitters wetly in your light.

At this point, if he is with the party, Nakamura has to make another Willpower save.

- IF The party did not unlock Body #3: *At the far end of the hallway, a pair of lanterns glow from atop two massive black cabinets. In the shadows they cast, you can just make out two figures; one has white hair that seems almost to glow; the other, with its head buried against the shoulder of the other, is slender and shaking with silent tears. Strong pale arms are wrapped around the robed figure and bright blue eyes glare at you from out of the man's pale face as he watches you approach.*

If you are using the optional NPCs, this patient is Daidoji Arasu.

If the party tries to take Fu from him, dead or alive, the man attacks at once. If this happens, make Nishi Crippled when she's found.

If she is alive, he will vow to stay with her and protect her until the danger is past. He has 6k3 on social rules if there is an argument to be had. Refusing to allow him to go at least stay with her will result in him attacking.

Init 5k3 Attack: 6k3 Jujitsu; Damage 3k1 Complex. TN20 **Wounds:** 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

Patient Rooms and Hallway

Stretching out before you is nothing more than a long hall, similar to the one that runs outside the guest rooms on the floor above.

The only light in this hall is far down the hall. A lantern lies on the floor, the circle of illumination highlighting the protruding tongue and purpled visage of a strangled monk, his body crumpled to sit against the wall. Wide brown eyes with whites bled to red stare down the hall toward you, accusation still somehow clear in their lifeless depths.

All of the doors along the left side are open except for one in the middle. The body is just beyond the open door on the right.

To the right, not far from the fallen man, is a doorway. The darkness beyond is nearly complete, but the sound of Nishi's voice, rough and fading, finally chokes off in a gurgle.

The Treatment Room

The room you enter is a cluttered disarray, a hospital room turned battleground. One of the tables is half bent in; one of the large monks from the ritual rests half atop another, blood slowly running down the side of a dangling arm to drip into a steadily widening pool on the floor.

Further up the room, nearly lost in the shadows, Nishi struggles in the hold of a surprisingly delicate young man wearing the grey uniform of a patient.

Nishi at this point is Grappled and is one point into the Hurt wound rank. She has all of her spell slots but no Void left.

People should make an Investigation (Notice)/PER check here vs TN 40, trying to detect Kawakami as he moves in to use the moment of weakness to secure his kill.

IF someone spots him, his reaction will be based on his opinion of the PC in question.

- If Positive = Call off the attack, pick a person to pop up on all ninja and surprise with a question about if they are reinforcements. It is possible to use social skills to convince him to go back to his room.
- If Neutral = He will still use his first round to try and kill Nishi, against whom he still gets surprise. He will flee as soon as she's dead, or if it seems likely he'll be taken alive.
- If Hostile = He will still try to kill Nishi and will fight to the death, targeting based purely on tactical ability.

IF no one makes the roll, Kawakami is revealed when he gets a Sneak attack on Nishi at the top of the round. They are 40' from the party.

If Nishi survives and Kawakami is killed or restrained, she will be shocked if he is described to her. She will later tell the party that she had thought that patient catatonic; he had done no more than murmur and twitch for years.

Patient Rooms

If the party for some reason stops to look inside the open rooms before leaving:

The first room on the left has very little inside: A chest, a rolled futon, and a few scrolls upon the wall. On the floor beside the sleeping mat is a small doll, large black button eyes above an incongruously smiling face.

Inv(notice)/PER

- TN 15: The room has a faint coating of dust, indicating it hasn't seen use in a few months at least.
- TN 20: Strangely, the doll seems to be in almost pristine condition. {{If the optional NPCs are in use, this is the work of Yasuki Seisuke, who the party should find coming into this room as they come out. She will be calm and serene, unnaturally so, and will seize upon any Small individuals as if they are her own child. Attempts by that person to leave her will set her off into hysterics.}}

The next two rooms have similar furnishings, though with furnishings of larger stature. Both have small shelves with scrolls in them tucked away beside small tables and cushions; one seems to have been untenanted, given that the futon is still rolled.

Kawakami's room

The last room appears, at first glance, to be unused as well. The futon roll still shows blankets in its folds, however, and it sits ever so slightly off center, listing slightly to the left.

Inv(search)/PER

- TN 10: A flagstone has been pulled out and is tucked behind the futon, with the stone itself wrapped inside. It reveals a cubby only a foot square.

- TN 15: There is old blood along the edges of the hollow; whoever pried this out dug in with their bare hands over a very long time.
- TN 20: Part of one corner of the loose stone is uneven; it seems that someone might have worked that piece off.

The closed room

When your footsteps stop outside the door, a voice sounds from within it. "Go away" He sounds strangely calm for a man in earshot of such violence. "Unless, of course, you have my medicine..."

Inside is an unnaturally pale man with dark hair cropped short. He has eyes that are an unnatural hue of green that glow faintly in the pitch dark; he also wears an armband on his left arm with a symbol on it. Lore: Crab Clan or Lore: Law INT vs TN 20 will reveal that this is the badge of a lawfully and legally Tainted individual, currently in the books and treatment of the Kuni family. {{If you are using the optional NPCs, this is Kuni Makoto}}

IF, for some reason, all of the named NPCs are dead, he will break free and run amok in a Tainted revel at some point (Please mention in the notes).

Conclusion

After the fighting is over, the remaining monks spring into recovery efforts. IF Nishi is dead, Fu leads; if both are dead, a very anxious old man called Chu does so. Medicine is dispensed as needed and people can get the sleep they weren't able to get before. Survivors are all deeply shocked, yet somehow grimly unsurprised; this has not been the first such event in the history of the Order, nor is it likely to be the last.

If everyone is alive, Nishi will personally thank the PCs and pray Jizo's blessing upon them. She will also give over a map, showing you how to reach Maemikake from here.

If somehow the party managed to kill no patients this blessing will grant the PCs the Jizo's Grace cert (A one-time use blessing that allows the individual to act as if they are unwounded for a single round despite any wound, poison, or disease penalties.)

After another few days on the road, the party will of finally get to their destination.

If Hida Kiyomara is still alive, she will take it from the gate, sparing the party the necessity of meeting her Lord.

If she is dead, there will be an uncomfortable meeting with Yasuki Chokin. He is just as greedy and odious as one would expect a high-ranking Yasuki Merchant Patron to be (Think if Jaba the Hutt was a person) and PCs will have the choice of taking on a Minor Obligation to him or else gaining him as a Sworn Enemy.

If Hida Nakamaru is still alive, the party will hear rumors in a week or so that he has returned to service, this time in the Fourth Army. He is expected to take the field against the Lion in the spring. If he dies, there will be no rumors at all.

If all of the named NPCs die, there will be rumors a month or so after the fact that the temple has been condemned and Jizo's anger seems to be adding to the number of afflicted among the Crab.

The End

Rewards for Completing the Adventure

Surviving the Module: +1 XP

Good Roleplaying: +1 XP

Keeping at least three Allied Named NPCs alive: +1 XP

Delivering the full cargo to its destination: +1 XP

Total Possible Experience: 4

Favors

Successfully keeping Nakamaru alive and sane earns one Favor.

Honor

If the party manages not to kill any of the patients, gain H8.

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.

Glory

Gain G6 for saving Hida Nakamaru.

Gain G4 for saving Nishi.

Gain I5 if both die.

Allies and Enemies

If he is saved first and lives, Gain Hida Nakamaru as an Ally of Devotion 1/ Influence 2. If anyone has unspent Connections to Hida Nakamura, this adds a rank of Devotion.

If she is saved first and lives, Nishi becomes an ally of Devotion 2/1 Influence.

Other Awards/Penalties

Awarded if the party manages to keep all of the 'good' NPCs alive:

Cert: Jizo's Grace: At some point in the future, the blessed individual may call on Jizo's favor. This allows the individual to act as if they have no penalties from either wounds or poison or disease for one round.

Awarded if some of the Kiyomara dies in the cart chase: Either Minor Obligation: Yasuki Chokin or (if cargo is also missing) Sworn Enemy: Yasuki Chokin.

GM Reporting

- 1) Which, if any, Allied NPCs have died (Nakamaru, Kiyomara, Nishi, Fu, and Raien all count)?
- 2) Did Hiruma Kawakami escape?
- 3) Did the party successfully deliver the whole cargo to Chokin?

The GM must report this information by (date three months after release) for it to have storyline effect

Appendix #1: NPCs

If any NPCs require statblocks not listed elsewhere in the module

Hida Kiyomara

This matronly woman is of the ‘pleasantly plump’ variety, though there is ample muscle beneath the padding of pleasant living. In her early thirties, the big woman enjoys the fact that her posting with her current Lord, a Yasuki, means she has less time on the Wall and more time guarding either his estate, his goods, or his person on rotation with a few other bushi.

This trip she jokingly refers to as ‘the result of having drawn the short straw’.

A clear morning person, Kiyomara likes nothing more than to start days with a meal of her own making and a pot of tea; the exercises she dutifully follows with are, by contrast, something to be endured, not enjoyed. Though she is capable, she is not a particularly eager bushi.

School/Rank: Hida Bushi 2

Initiative: 4k2

Armor TN: 15 (25 in armor) **Reduction:** 2 (7 in armor)

Wounds: 15 (+0), 6 (+3), 6 (+5), 6 (+10), 6 (+15), 6(+20), 6 (Down, +40), 6 (Out)

Attack: 6k3 (Katana, Complex)

Damage: 6k2 (Katana)

Air	Earth	Fire	Water	Void
3	3	3	3	3

Honor: 3.5 Status: 2.5 Glory: 2.0

Primary Skills: Kenjutsu 5, Heavy Weapons 3, Craft (cooking): 5, Animal Handling 3

Advantages/Disadvantages: not all NPCs need either
Special Mechanics: if there are any special considerations, like specific Techniques, worth making note of

Significant Dice Pools: if the NPC is likely to be called on to roll for specific tasks, like dueling or social resistance rolls

Fu

A slight young woman, Fu is a temple-born monk who has never lived anywhere but here. Her exact parentage is a mystery, but it is generally understood that she is an unclaimed bastard of a samurai and a heimen.

For all her youth, Fu is well-regarded in the order. Nishi has been training her personally for the last five years and fully intends that the girl take over once she

passes on. Though painfully shy with strangers, Fu is steadfast in her knowledge of the healing arts and can be quite commanding if someone’s health is on the line.

School/Rank: Thousand Fortunes Monk 1

Initiative: 3k2

Armor TN: 15 **Reduction:**-

Wounds: 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

Attack: 6k3 (Bare hands, Complex)

Damage: 6k2 (Katana)

Air	Earth	Fire	Water	Void
3	2	3	2	3

Honor: 3.5 Status: 2.5 Glory: 2.0

Primary Skills: Jujutsu 3, Lore: Theology 5, Medicine (Wound Treatment, Psychology) 5, Calligraphy 1

Advantages/Disadvantages: Paragon (Compassion), Small

Kiho: Air Fist, Fire’s Fleeting Speed, Ride the Water Dragon, Song of the World

Special Mechanics: If the optional NPCs are used for patients, Daidoji Arasu has Kharmic Tie to her.

Hiruma Kawakami

Hiruma Kawakami was once a hero, in the way a Hiruma should be: without fanfare or renown. For nearly fifteen years, he served his Clan, penetrating as far into the Shadowlands as any of his generation. He claims to have seen the City of Bones itself, though this only in whispers or shrieks in his sleep.

Kawakami found one of the Lost and while his body survived, his sanity was destroyed.

To honor his former service, and out of a need to know what the man had learned, the leaders of the time agreed that treatment must be attempted. Kawakami was slipped away to the Temple in secrecy, with a false funeral held to allay any curiosity about where he might have gone. The Kuni were given instructions to heal him or, barring that, use what art they could to learn what was needed of Kawakami’s final report.

The Kuni, ever obedient to their Lords, tried first treatment and then, when it failed, turned to darker means. This left Kawakami broken, it seemed, rendered silent and catatonic, murmuring at times under his breath but never stirring or opening his eyes.

This was two decades ago. Now, a withered man of fifty lies curled in his cell on his mat, limbs twitching now and then and ever-muttering, the Kuni and monks have long since discounted him as anything more than a shell to be tended to and pitied. Only Nishi remains of those who served here at the time of his torment and she, new to the Order herself and still learning to manage without sight, was never involved, though she well knows of both the orders and their completion.

All the while, Kawakami has waited. Though his mind is broken and his understanding of reality is completely severed from fact, he still remembers what he was taught. He observes those who tend him, his 'jailers'. He counts every step, every turn, every feature of every room he has seen in the long years of his 'residence' here and has, over the years, learned the layout of most of the Undertemple. He has waited for a single change, something unexpected and unplanned for, to allow him to do what he has prepared for years to do: Escape, and take down as many of the Jailers as he can along his way.

School/Rank: Hiruma Scout 4

Initiative: 7k3

Armor TN: 20 **Reduction:** 0

Wounds: 15 (+0), 6 (+3), 6 (+5), 6 (+10), 6 (+15), 6(+20), 6 (Down, +40), 6 (Out)

Attack: 8k3 (Unarmed, Complex)

Damage: 4k1 (Unarmed)

Air	Earth	Fire	Water	Void
3	3	5	4	3

Honor: 3.0 Status: 0.5 Glory: 0

Primary Skills: Stealth 7, Craft: Traps 5, Kenjutsu 5, Knives 5, Defense 3, Acting 5, Jiu-jitsu 3, Etiquette 3, Courtier 1, Intimidation 3, Hunting (Tracking) 5, Investigation (Search, Notice) 7, Sleight of Hand 5

Advantages/Disadvantages: Wary, Silent, Forbidden Knowledge: City of Bones, The Lost, Precise Memory

Special Mechanics: Maddness: Kawakami is quite insane. He is unable to differentiate reality from hallucinations and is paranoid to an outstanding degree. Any attempts to engage him with Social skills suffer a -15 penalty; failure results in immediate violence.

Hida Nakamaru

This bushi is a credit to both Family and Training. Not quite thirty, Nakamaru has reached the stage of his life where strength, youthful energy and enthusiasm combine with age and experience to make a warrior worthy of respect. Even the greatest of warriors are still human, however, and like so many warriors of equal or even greater prowess, Nakamaru has lost the battle of Will against the demons he has seen, both in Ningen-Do and as dark projections in Yume-Do.

His treatment is currently of paramount importance: he is a gifted commander and his presence will be of great use on the battlefield when the Lion come in Spring.

NOTE At the start of this module, he will be in the last day of the three day deprivation cycle. He is both less paranoid and more Fatigued, and should suffer from that Condition throughout any combat he might enter.

School/Rank: Hida Bushi 4

Initiative: 6k3+5

Armor TN: 20 **Reduction:** 4

Wounds: 20 (+0), 8 (+3), 8 (+5), 8 (+10), 8 (+15), 8 (+20), 8 (Down, +40), 8 (Out)

Attack: 7k4 (Fists, Complex)

Damage: 5k4

Air	Earth	Fire	Water	Void
3	4	3	3 (STR 4)	3

Honor: 4.0 Status: 5.0 Glory: 3.0

Primary Skills: Jiu-jitsu 3, Heavy Weapons 7, Defense 3, Investigation 3, Athletics 3, Lore: Shadowlands 3, Battle 5, Iaijutsu 3, Kenjutsu 5

Advantages/Disadvantages: Leadership, Status (Chui, 2nd Crab army, 1st legion)

Special Mechanics: if there are any special considerations, like specific Techniques, worth making note of

Significant Dice Pools: Each death he observes (either in person or if the body is found later) should send him back down the path of his madness again. He should roll a raw Willpower check vs. TN 10 + (2 * number of dead) and, on failure, will effectively become catatonic. **Players can expend their Connection with him if they earned it in Part #3 to allow him to retroactively succeed.** If he ultimately fails, however, he will be executed at dawn, by prior order. If his cousin is alive, she will do the deed; if not, the Order will ask a PC.

Hida Raien

Hida Raien is the cousin of Hida Nakamaru, related through his father and her mother. She is the only living family he has who has the knowledge of him the Kuni deem necessary for successful recovery of his faculties.

Just past gempukku, Raien is as brave as her cousin but not near his equal in fighting prowess. Though her dedication to protect is as great as any Crab's, she simply isn't skilled enough to stand up against foes of real skill.

School/Rank: Hida Bushi 1

Initiative: 3k2

Armor TN: 15 (25 in armor) **Reduction:** (5 in armor)

Wounds: 10 (+0), 4 (+3), 4 (+5), 4 (+10), 4 (+15), 4 (+20), 4 (Down, +40), 4 (Out)

Attack: 6k3 (Tetsubo, Complex)

Damage: 7k3 (Tetsubo)

Air	Earth	Fire	Water	Void
2	3	2 (3 AGI)	2 (STR 3)	2

Honor: 3.5 Status: 1.0 Glory: 1.0

Primary Skills: Heavy Weapons 3, Defense 1, Kenjutsu 3

Advantages/Disadvantages: NA

Special Mechanics: if there are any special considerations, like specific Techniques, worth making note of

Significant Dice Pools: if the NPC is likely to be called on to roll for specific tasks, like dueling or social resistance rolls

(Kuni) Nishi

Kuni Nishi is offputting, as most of the Kuni are. White dominates her appearance; Hair, paint, and even eyes, clouded in her old age. She wears soft gray, but it serves only to blend against the stone walls Ian Setsu temple making it all too easy for her to come upon others unaware.

She serves as the leader of the small cadre of Monks and Kuni shugenja that serves both the temple and it's 'guests'. Nishi is officially retired and has been since her sight was lost to a head injury when she was in her late twenties. Now nearly seventy years of age, her overall health has begun to deteriorate, leaving her much less hale than old Earth shugenja tend to be. The kami still hear her, but the amount of prayers at her command are severely limited since she can no longer read many of the prayers she once used.

School/Rank: Kuni Shugenja 3

Initiative: 6k3

Armor TN: 20 **Reduction:** 0

Wounds: 20 (+0), 8 (+3), 8 (+5), 8 (+10), 8 (+15), 8 (+20), 8 (Down, +40), 8 (Out)

Attack: NA (Spells only)

Air	Earth	Fire	Water	Void
3	4	3 (INT 4)	2	3

Honor: 2.5 Status: 0.5 Glory: 3.0

Primary Skills: Medicine (Psychology) 7, Lore: Shadowlands 5, Stealth 3, Defense: 1, Jujitsu 1

Advantages/Disadvantages: Blind; Way of the Land (Ian Setsu); Permanent Wound, Disturbing Countenance, Silent

Spells: All of Nishi's spells are innate: She knows only the following: Jade Strike, Path to Inner Peace, Symbol of Earth, Rejuvenating Vapors, Purge the Taint, and Force of Will

Kiho: Earth Needs No Eyes

Special Mechanics: Reforge the Mind (Earth 6, Kharmic) - A Kiho known to only the strongest and oldest of the Order of Solace. The Monk must make a contested Void roll against the target (who may choose to fail) in the last hours of a three-day ritual. On success, the monk binds their own focus and Will to that of their target, allowing them to support the afflicted as they combat their own inner demons. The target may select one Mental Disadvantage, with a cost of (Target Willpower + Monk Willpower) or less: This Disadvantage is permanently expunged if the target can endure the full three-day ritual. Mechanically, success is calculated by a raw Earth roll vs a TN of 5 x Disadvantage cost. The target can use their own Earth or that of the Monk, whichever is higher.

Failure will render both Monk and target Fatigued; this ritual can be attempted only once per Disadvantage (per target). In the case of Disadvantages with levels of severity, failure will also increase the level by one if possible.

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

PLEASE be mindful of audience sensitivities when dictating the actions of the inmates.

Appendix A: Patient List

This list may be used at the GM's discretion to provide possible personalities and motivations and patterns for the other patients in residence besides Kawakami. **They may be used to replace all or any of the number of 'extra' opponents that PCs should encounter, to a total of (Party Members (Inc. NPC) -1) for Low mods and (Party Members (Inc. NPC) +1) for Mid mods.** Use these to add flavor if anyone goes to the patient block before Part 4.

Not all opponents are inherently violent; some are just meant to be a bit creepy.

If you have a player who had a relative who went missing in the Shadowlands or Crab lands in general, feel free to insert that lost NPC here.

All those below should still use the 'Patient' statblock from Part 4.

Daidoji Arasu (M): One of the many Iron Warriors to undertake a year on the Wall, Arasu served less than three weeks before seeing his first real action. The first Oni Arasu ever saw was large, bestial, and comprised mostly of teeth. Beings larger than himself tend to trigger very violent reactions in the Crane, which is why the smallest and youngest member of the Order, a girl of 14 named Fu, tends him. He is kept alive solely because his family will not accept the dishonor of an execution, yet refuses to take on the chore for themselves. Members of his School can, with a good IC approach, attempt to sway him with a Courtier/AW vs TN 30 to sepuoku and may act as his second for H7. Any attempt at Intimidation will cause him to attack.

TRIGGERS: Large characters (Attack on sight), harm to his 'charge' (his nurse). Fellow Crane will be targeted last.

Kuni Makoto (M): A Kuni who is barely a patient at all. He is not mad so much as Tainted and affected by night terrors that make him violent at times. He stays here voluntarily, sharing his knowledge of herblore with the Order and surprisingly pleasant singing voice with his fellows. His Taint has reached a stage where it affects his appearance, leaving him completely hairless and possessed of eerily glittering green eyes. Under the watchful eyes of the Order, he takes his Jade Petal Tea regularly, just as he has done for the last ten years. If violence comes, he is likely to help where and if he is able. If he can't get his medication by a certain point, however, his dose will wear off and he may well Fall and turn on the party.

TRIGGERS: Any further Taint-inflicting damage, Taint disadvantage (if 1.0 or higher)

Yasuki Himiko (F): This woman has the white hair and frail bone structure of the aged, despite having unlined skin. She breathes, takes small amounts of food and drink, but otherwise does not move or act. The Order still does not know how she was so afflicted, but watches over her carefully in the hopes that something she murmurs may lead them to understanding and, perhaps, a cure. The only real consensus is that some sort of ghost must have been involved. She is, in fact, being slowly drained of life by a type of gaki which, disturbed, may leave it's current 'host' to attack the offenders.

TRIGGERS: Toritaka or Kitsu school techs that allow the viewing of ghostly/spirit-y matters.

Hida Barami (F): This is the most recent and, thus, the most deceptively dangerous of the inmates besides Kawakami. She has fallen to the grip of Toshigoku and kills sheerly for the joy and thrill of it all. She is able to appear sane and even sympathetic for a time but the sight and scent of blood or easy prey will rouse her to a killing bloodlust in very short order. She is being kept here because she hasn't yet had her 'deep treatment'; her temperament was never stellar even before the bloodlust took over and no close friends have yet stepped forward.

TRIGGERS: Cursed by the Realm (Toshigoku), Permanent Wound, Missing Limb, or any physical Weaknesses, anyone who is into Nicked or higher Wound rank.

Kaiu Tamiko (F): The youngest of the ‘patients’ at thirteen. Working with a repair crew in the infamous tunnels beneath the wall, she was caught in a collapse and left trapped in a small corner of the tunnel in the pitch black for three days. With proper lights and soothing company, the young woman is calm and even friendly, albeit incredibly shy. Her remarkable talents with engineering, even in theory, are the reason the Clan has kept her here. Without the light, or if confined in any way or in a small space, the madness rears up in full force and she turns into a wailing, shrieking ball of fists and teeth until she can be sedated or faints.

TRIGGERS: Darkness, Confined Spaces, Restraint.

Hida Hoshoun (M): A berserker who lost control of the rage after invoking it one time too many. Kept dosed regularly with a particular mixture of Kuni Makoto’s (Patient #2) making, he appears sleepy and slow. Any interruption in his medication sends him back into full fury again, attacking anyone and anything he sees. The only reason he hasn’t been executed yet after the last round of treatment failed is they are waiting for the final sign off on his papers.

TRIGGERS: Running out of medication.

Hiruma Ogoe (M): A much younger and less accomplished scout than Kawakami. Actually making progress in his treatments, which largely involves being subjected to repeated cold soakings to counteract the extreme hyperactivity and anxiety which is considered to be an excess of Fire by the Order’s members. When he has an episode, he regularly begins to bang on whatever is nearby, counting under his breath. Disruption of his routines can lead to violence.

TRIGGERS: Fire Kami/Fire Magic ramps up the stress factors.

Yasuki Seisuke (F): The only patient not driven mad by some sort of trauma or mishap. She is a distant second or third cousin to the current Daimyo. Currently suffering from what the Kuni call an excess of Water (post-partum depression) after the birth of a son rather too soon after the child before. Improving daily, this patient is also expected to make a full recovery; sights and sounds of horrors will make her panic, though she will try to help, especially if anyone reminds her of her family she misses so badly.

TRIGGERS: Protective of those who are Small; Courtier who served recently enough to be known to others who frequent Yasuki Yashiki.

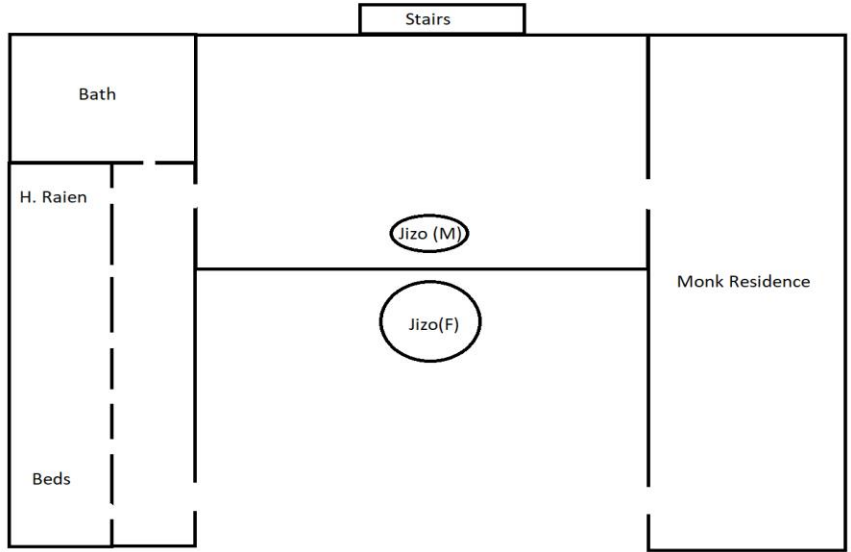
Seppun Roteki (M): Part of the ill-fated group who ventured out to the Shadowlands to seek and avenge the last Emperor somehow. Unfit for it, his mind snapped under the pressure and he spends most of his time sobbing or screaming. Violent only when pushed to flight or fight with no real flight option or when faced with a horror he can’t accept (Nishi can’t go near him for this reason).

TRIGGERS: Dead ends or tight spaces, Fear effects, Disturbing Countenance

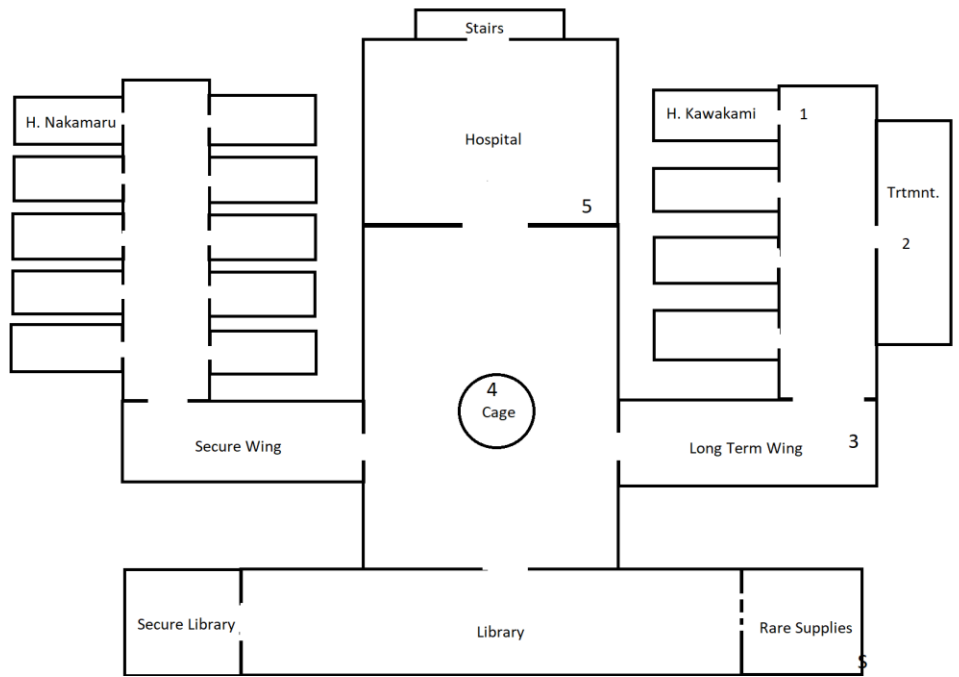
Toritaka Nasamiki (F): Another who appears sane most of the time, but who loses all control if provoked. Has embraced all of the family superstition as fact to the point of ridiculous paranoia. Even a hint that something might be an omen, a trick, or a spell sets her off into immediate violence at the thing seeming most likely to be actually a malicious spirit. Not always aggro toward a person; often, this will result in violence against objects.

TRIGGERS: Divination practices, ritual items like lanterns or visibly worn wards or protections.

Appendix B: Map (With Bedlam Locations)



Floor 1



Floor B