

# **Blackened Honor**

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**A Low/Mid-Rank Adventure for  
Heroes of Rokugan: Champions of the Ivory Throne  
Month of the Rooster, 1341 (Early Fall)**

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Combat, Politics, Investigation, Funeral

A wise man once said, 'No one is truly dead, so long as their name is spoken'.

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

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

## Adventure Background and Summary

This module takes place very shortly after the events of the Battle of Kuda Mura (Gen Con '18 Battle Interactive) and addresses how the Lion handle their dead, and the dead in general. It will also settle the leadership of the Lion Clan. The events will occur between two locations: Shiro Matsu and the Hall of Ancestors.

The Lion, largely on the advice of the Ikoma Daimyo, are engaging in a bit of PR and have chosen to offer an open invitation to any veterans of the Battle, or kin of the lost, to attend the mass celebration of the honored dead. PCs will be in attendance as either veterans or friends of veterans at first and will have been given leave to attend but no formal orders.

The party will encounter the key NPC, Kitsu Isei, on the way to the Shiro, and will have to rescue him from bandits. Players should have met him, if briefly, so long as they played CIT00. His gratitude for their rescue will get them VIP access, and also give good reason for him to seek the PCs out for help after some finds that one of the dead to be honored, Matsu Toyotomi, is in fact guilty of the treason of disobedience to their Lord; they had gone to war, and died heroically, against direct orders. It will fall to Isei, as the Master of Ceremonies, to decide if the Matsu should be allowed to be honored in the Hall, and then to advise Matsu Yutsuko, the fallen man's Lord, of that decision. The PCs will be asked to research the Matsu's history, since Isei doesn't have the time.

While investigating (Part 2), PCs will have the chance to learn things which will help them later in convincing some of the influential dignitaries to speak out one way or another (Part 3). This information will also shift how strongly Isei will advise Yutsuko (and how strongly she will disagree with Akodo Shuhan, who is inclined to give the highest honors to one of the

men who fell in direct service to Shuhan's late father). This is calculated using GM Handout #2, which should be tallied before starting Part 3. A positive score results in Toyotomi ultimately being forgiven and his daisho resting in the Hall of Ancestors; a negative score will result in him, and his line, being stricken from the Matsu rolls, making his two children (and their spouses) ronin (unless the party thinks to go the Deathseeker route). This will be an uphill battle for anyone seeking the Compassionate result, as the Lion are predisposed to the Duty argument.

It is important to note that there are Scorpion Shenanigans™ occurring in this mod; any Scorpion PCs who are not Black Sheep should get to look at Player Handout #4 as soon as the mod hits Part 1. The Clan of Secrets is very aware that Akodo Shuhan is going to make a much weaker ruler than Matsu Yutsuko would; because of their spies, they also know that Shuhan is considering giving her the Championship. They learned of the issue of Toyotomi early on; they've dispatched an agent to do what they can to set up matters to make it easier for the PCs to make a case for Compassion (by placing a forgery that's bad on purpose to throw doubt on the most damning information). At those tables, there may be some (hopefully indirect) PVP; this is why no XP is based on one outcome or the other. There is, however, a small reward for Scorpion players if they manage to complete their task.

As part of the climax, if the PC's go about the more merciful path of letting the late Matsu be honored (or at least not staining his line forever), Akodo Shuhan, the new Akodo Daimyo, becomes Champion; this is the result the Scorpion want, since Shuhan is known for being 'soft'. If the party goes with the Hardline response, wherein Toyotomi is disgraced, he will give the Championship to Matsu Yutsuko. Scorpion PCs won't be punished, they just miss a shiny.

## 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.

- Ally or Sworn Enemy: Kitsu Isei
- Lost Love
- Disbeliever
- Noticed By or Ally or Sworn Enemy for the NPCs in Player Handout #2
- Scorpion PCs that don't have Black Sheep will get an assignment, so make sure you remember to give it to them (see Player Handout #4) once they hit the Shiro (Part 1)

### 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.

**The Glory Loss for this Module is .1**

### 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 roll for this module is 15.**

### 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 determined by the module. (Difficulties should range from 5-30, possibly higher for High Rank modules). 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.

**The TN for this roll is 15.**

### 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 Lion Clan, currently being led by Ikoma Shabiko until the formal swearing in of the new Lion Champion, has made a bold choice in honoring the dead from the Battle of Kuda Mura: They are making the formal state funeral public. PCs who are veterans, or friends of the fallen, have all been granted leave by their respective Lords to attend the occasion. Any other PCs should feel free to have their own reasons, such as the networking opportunities (many important personages are expected to attend) or simply the spectacle.

The PCs will meet up on the road at whatever point

makes sense for them; by the time the module starts, they have very nearly reached their destination (one of several inns in the city that surrounds and supports Shiro Matsu).

The last of summer's heat has beaten down oppressively for weeks, making for fast but dusty travel. The roads themselves have been quiet, save for the occasional passing wagon or team of workers, going about the business of starting the harvest for the year. The sounds of footfalls, both of man and beast, blend with the humming of late cicadas and the occasional cry of birds as they flock overhead, bound south for warm climes unknown.

As you draw near to your destination, the road winds among a series of low rolling hills.

PCs should now make an Investigation (Notice)/PER check (TN 20). If PCs have tech against Ambush, that should apply. Success means the party hears the fight before they ride around the corner into the middle of it; failure means that they find out there is a fight by catching arrows (3k1 damage). This is done on an individual basis, not group.

As you ride around the corner, you find yourself in the midst of a skirmish. A large, rough looking group of warriors has surrounded a single large wagon and its small guard. Not all the bodies you can see still move; there are fallen on both sides of the conflict, some clearly those of Lion ashigaru, others clearly those of the attacking band.

Near the driver's bench, two Lion samurai stand in furious defense of themselves and their cargo: A man with the red hair and robes of a Kitsu shugenja and a heavily armored warrior, already bleeding freely from several rents in their plate. Even as you watch, the armored Lion cuts down his latest opponent, only to drop to a knee as he takes a spear from the side.

As you charge, the last of the defending ashigaru falls and the attacking mob turns to you.

The party will have had time to ready weapons (If they made the Notice roll); if they are mounted, they will have no trouble reaching the combat the first round. There will be a few dozen members in the mob, but most of these will just break and run as soon as the party takes out enough of them (Either Party +1 for a Mid table or One per Combat Capable PC for Low tables).

Both defending samurai NPCs are wounded/hampered to start: The Yojimbo, Akodo Anami, is already into Injured and Isei is already out of Water spell slots. For Mid tables, both are totally out of Void points and, in Isei's case, Void spell slots. Generally, GMs should just have them as background, but stats are in the Appendix if needed.

### Mob

Simple peasants, trained enough that they might have been soldiers once. They will surrender if Intimidated (TN 20).

**Initiative:** 4k3

**Armor TN:** 23 (ashigaru)      **Reduction:** 1

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

**Attack:** 8k3 (Yari, Complex) 6k3 (Jitte, Complex)

**Damage:** 5k2 (Yari), 4k1 (Jitte)

Air 2      Earth 2      Fire 3      Water 3      Void 2

Ref 3      Sta 3

**Primary Skills:** Spear (yari) 5, Defense 3, Knives 3  
**Special Mechanics:** +1k0 Damage vs Mounted or Large opponents. +5 to Initiative on the first round. After Initiative is rolled at the beginning of a skirmish, you may take a Free Action to lower your Initiative score to match that of an ally who is also trained in this technique. If you and an ally with the same Initiative attack the same opponent, you each gain a +1k0 bonus on your attack roll for each such ally striking the same foe. The maximum number of bonus dice you can gain on a single attack roll is 2.

Once the fight has ended, Isei (and Anami, if he's still standing), will thank the PCs for their timely intervention. Isei will offer to use mundane healing on anyone who needs it (6k3) and will then ask for the 'pleasure of their company' the rest of the way to the Shiro. He won't volunteer what it is he's escorting, but he will answer readily enough if asked: This is a shipment of the effects of the fallen of the Battle of Kuda Mura destined for heirs at the Shiro.

## Part One: A Priest with a Problem

After escorting the Lion caravan safely into Shiro Matsu, the party is free to explore the support village, though not the actual castle itself. There are any number of inns and tea houses and geisha houses (very proper ones, with an emphasis on skilled storytellers and musicians) for players to amuse themselves with, as well as the usual gamut of temples...all Major Fortunes have a presence, with Bishamon of course

being the largest and most heavily patronized. Several minor Fortunes are also honored here: Emma-O (Fortune of Death), Hachiman (Fortune of Battle), and Megumi (Fortune of Heroic Guidance). Emma-O's shrine, notably, has a very high flow of traffic throughout the module, even in the wee hours of the morning.

Players should be given a little time to wander, which is primarily meant to allow for the gathering of rumors. While PCs do technically need to reserve lodging, don't let the players get too hung up on it, since they have an invitation coming.

### Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. A PC from the local clan may be granted a Free Raise on this roll (or certain Advantages may apply).

- 10: Every Clan has honored this occasion with at least one high-ranking representative. While most Champions, involved as they are in preparations for Winter Court, are not able to attend, many Family Daimyo have done so.
- 10: Rumors abound that the new Akodo Daimyo, Akodo Shuhan, will be making his first public appearance at the conclusion of the ceremonies. Not much is known about the eldest son of the fallen Akodo Shakato outside of his own Clan. His absence from the battlefield was, and remains, a subject of much debate among his kin.
- 15: There are more than a few persons missing from the festivities who many expected to appear. Most notably absent is Toturi Kazetora, the man some suspect is responsible for sending the Lion and Crab to war in the first place. The charitable claim he simply must be busy with his new role as Imperial Advisor; the more jaded wonder if he isn't under house arrest for his audacious suggestion to his brother.
- 15: There are some who suspect that this whole public ceremony is nothing more than a façade, an opportunity for the Lion to try and earn a bit of good will by showcasing their sorrows to make them appear to be less a villain than many are painting them to be.
- 15: Hida Arumi, widow of Hida Oturi, is reported to be in attendance for the festivities. Further, she has brought with her all three of the children she bore for her lost husband. All four are kept under heavy guard at all times, but glimpse now and then paint a picture of a genuinely grief-stricken woman and three rather bewildered young people, none of whom are older than twelve years of age.

- 20: Matsu Yutsuko, who had only recently put aside her mourning clothes for her mother, has not brought them out for her fallen Champion. She has, however, adopted the same white mourning band that common samurai wear in such circumstances.
- 25: While every Clan has sent, or at the very least granted leave to, samurai from all families, there are two Clans whose numbers are notably smaller than the rest: The Scorpion and the Owl.
- 25: Despite the fact that Akodo Shuhan has been Daimyo of his family for a month and more, he has not yet stepped forward to formally claim the Championship. Conjecture about his reasons runs rampant, but the two prevailing theories are that either he is afraid to take the role or he is simply waiting to make the announcement in a forum where no one (Yutsuko is named most often) can dispute his right to the post despite his youth.
- 30: It is a fact that Akodo Shuhan, while respected as a dutiful Clan Magistrate before his father's death, has never actually taken a life. According to rumor, this is not compassion but a shameful flaw: as a boy, Shuhan would faint at the sight of serious injury. Some whisper that this is still true.

### An Invitation

Sometime around evening, a runner from the Shiro will find the PCs (or several runners, if the party has split). They are summoned to the Shiro forthwith and should bring along all belongings from wherever they've left them: In return for their service to the Lion, the Lion have in turn decided that they deserve a higher class of accommodation within the Shiro itself.

It should be clear to anyone with any real amount of courtly training (Courtier 2+) that this is an honor well beyond what one would usually expect for saving someone, even so valuable a person as a pureblood Kitsu. With so many out-of-Clan dignitaries of high rank, rooms are few and to be given carefully; clearly, someone far up the command structure has pulled strings. The party will have to share a suite, but it is a very large one, more than able to accommodate any combination of player number/genders.

It will shortly become obvious who has made the request and why; as the party is finishing settling in, a knock on their door will reveal Isei, shepherded as always by Anami. The Kitsu will seem anxious, even upset, to anyone with more than two ranks of Courtier; the reason for this will become obvious as soon as the servants have brought tea and the basic pleasantries (and any thanks for the lodging) are out of the way.

“My friends, I confess that I have come to you tonight for more than just the pleasure of your company. I find myself again beset with troubles, though this time they are an issue of honor, not battle. I hope that you will consent to help me again, just as you helped me this afternoon.”

Anyone who chooses not to help will end the module at this point; they get 1 XP. Presuming they agree, Isei will \_\_\_\_\_ confide \_\_\_\_\_ further.

“In my role as Master of Ceremonies for this affair, it is my duty to see to the final cleansing of all of the effects that will be housed in the Hall of Ancestors. We compare the records of those who were in the units sent to the saya and wrappings of the swords. Not a difficult matter, merely time consuming, and something which should be a formality.”

Isei pauses, taking a sip of tea. “You might imagine my surprise, then, when I found a daisho that could not be matched to the rolls. I had to lean rather heavily on the Ikoma loremasters in residence to settle the identity of the owner of one particular set of weapons.” Another, longer sip of tea follows, then a large sigh. “It seems that they belonged to one Matsu Toyotomi. I have learned very little of him, but I know that he was part of the Second Matsu army, assigned to the guardianship of the Shiro.”

If the players were not at the GenCon 2018 Battle Interactive, you may need to explain at this point why the man’s assignment matters; simply put, the Matsu armies were expressly forbidden to participate in the Battle of Kuda Mura.

He looks around at each of you in turn, studying your expressions. “My duties do not allow me the time to investigate further, to learn more of how a Matsu came to be where no Matsu should, and how he died well enough to have his effects returned with the effects of heroes. I know only that I must decide for myself if I am willing to honor the man in the Hall and, if so, convince Matsu-dono to allow it.”

Isei at this point knows very little about Toyotomi, other than his name. He knows that Toyotomi was a local, and he knows that he was part of the local bushi contingent, though Isei isn’t certain which unit. If Akodo Anami has had good interactions with the PC’s, he can also add the information that if the man is like most of the local bushi, he’ll have been a patron of the Winking Tomcat at least once.

## Part Two: The Life and Death of Matsu Toyotomi

GM NOTE: The next two parts of the mod will consist of learning about Matsu Toyotomi, how he came to meet his end, and ultimately what his fate should be. If Matsu Yutsuko has her way, she will punish this betrayal of his Duty severely. If the PC’s decide, based on what they learn, that Toyotomi deserves a more Compassionate result and to be allowed to have his daisho rest in the Hall after all, then they will need to work toward that end.

If at any point the PC’s want to check their ‘score’ (as tracked on GM Handout #2), they can attempt a Courtier or Investigation/Void (essentially feeling out the undertones at the Shiro for a ‘feel’). Do not give them a definite number unless they press; only tell which side is prevailing.

### Investigations

At this point, the PCs have the next day to gather information. There is enough time for each person to do three different things. The information here will be useful in two ways: First, as reported to Kitsu Isei, it will inform his decisions on how to advise Matsu Yutsuko (so, if players don’t want one outcome or the other, they will need to conceal information lest it get tallied on GM Handout #2). Secondly, the information can be used in Part Three to influence the important people; The bonuses to rolls are summarized in GM Handout #1 (which is also a handy cheat sheet for what info is available).

The players, armed with what Isei has told them, begin with two obvious places to look (which will unlock more locations as people go).

- Records of recent service will be found at the **Local Barracks (Page 6)**. **Toyotomi’s Quarters (Page 7)** are also there.
- Akodo Anami, Isei’s yojimbo, will helpfully recommend the **Winking Tomcat (Page 7)** as a popular place for local bushi and a good place to ask around.

Information from those two places (if the PCs find it all) can lead to the following:

- The geisha house patroned by Toyotomi, the **Drifting Sakura (Page 7)**, home of his favorite, the shamisen player Manryu.

- **Bishamon Seido (Page 8)**, which is close enough to easily reach in a few hours, is where Toyotomi was supposed to retire
- Toyotomi's Former Nikutai, **Akodo Kameki (Page 8)**, who knows a lot about his past service and the 'challenges' during it
- **The Banner (Page 9)**, where the less fortunate (and the Deathseekers) go to drink.

There are also a few general rolls people might choose to make about the situation as a whole. TNs for these are 20 (15 at a Low table)

- **Lore: Law/INT:**
  - **If they know about Toyotomi being accepted as a monk:** Legally speaking, Toyotomi was not assigned to the Matsu armies when he went to the battlefield, which means he isn't exactly a traitor. He is, however, guilty of failing to report to the Brotherhood, but that's a matter for the priests to settle internally if they so choose, not a Lion problem.
  - **If they only know he was on the field:** A Matsu bushi, assigned to a Matsu unit, who chooses to go to a battlefield against direct orders, is guilty of insubordination, theft of arms, and the sin of Desire. Execution or Exile of the deceased, and his whole line, is the proper legal response.
- **Lore: Bushido/INT:**
  - **Pro Duty:** Toyotomi's choice to choose to follow his own wishes is an unforgivable breach of honor, even if it did result in a positive outcome. The ends do not justify the means if the means require defying a direct order.
  - **Pro Compassion:** Even the greatest act of dishonor can be redeemed in a final act of great honor and glory. Mortals are not meant to judge in such cases; Emma-O and the Lords of Death are the only proper arbiters of the ultimate honor, or dishonor, of a fallen samurai.
- **Lore: History (Lion) or Battle (Lion) or Lore: Pillowbooks (Lion)/INT:**
  - **Pro Duty:** Leadership, Akodo-kami's own text, explicitly says this of Duty: "Duty was the samurai's

soul, neglecting his duty a samurai would scar his soul. Fulfilling Duty was all or nothing, black or white, there were no grays. This was what it meant to be a samurai."

There is also a 'compromise' answer: the Deathseeker route.

If the idea of the Deathseeker order occurs to the players, they will need to see Akodo Megumi (Page 8), the unofficial chui of the local unit. She has the power to assist, if she can be convinced. Her aid takes two different flavors, depending on if the ultimate result is Duty or Compassion:

- **Duty:** If the party ends up with this path, the two adult children of Matsu Toyotomi will not be automatically exiled; they will instead be allowed to become Deathseekers.
- **Compassion:** With this result, Toyotomi himself is declared a Deathseeker posthumously. He will have that slight mark on his name, but he will be allowed to have his effects housed in the Hall.

## Information

For each location/individual, certain pieces of information that actually give bonuses later on in Part 3 will be found. These are indicated by letter after each section name. Some items will be listed multiple times.

### Local Barracks (A, C, E)

There are many military orders headquartered in and around Shiro Matsu. Finding the command post for the particular regiment in which the fallen Matsu Toyotomi served takes some asking around, but eventually you find yourself in the Northwestern Wall Tower, facing a middle-aged woman with a Matsu mon, grim expression, and folded arms.

The woman is Matsu Iyame, the Gunso on Duty. She has no idea why they are there but doesn't expect anything good to come from out of Clan guests at her desk and so is pre-defensive. If it's only Lion, she'll simply be curious.

If the party is up front about why they are there, (and mention they are there for Kitsu Isei) she will surrender the last known record of Toyotomi's service willingly enough (Item A). She will find the other records but won't mention them unless a) There is a

Lion in the party or b) the person doing the asking has some sort of Jade/Emerald Magistrate qualification on display.

If asked if she knows anything, personally, about Toyotomi, Iyame will admit to knowing him only briefly, but will suggest the party seek out his nikutai, **Akodo Kameki**, instead.

Requests to search his room will take some convincing; Either a Sincerity (AW) TN 20 (15 for low tables) to confirm that they aren't here to cause any trouble or a Courtier (Manipulation)/AW TN 25 (20 for low tables) to convince her that it's not in her pay grade to put up with this will work well.

### Toyotomi's Room (F, H)

If the party asks to see Toyotomi's room, she will put up a bit of resistance, arguing that the party has no legal jurisdiction (Unless someone in the party is in the Emerald Magistrate or Lion Clan Magistrate status path, in which case she'll just let them have access without an argument). It will take a Lore: Law/AW vs TN 20 (TN 15 for Low) to persuade her that there's no real legal protection afforded to the dead, especially when a Kitsu has made the request to investigate.

The chambers of Matsu Toyotomi reflect very little about the man who once dwelled within. The few pieces of furniture are utilitarian and fairly new, not heirlooms; they bear no decoration, though they are spotlessly clean underneath a thin layer of dust.

The room contains a rolled-up futon, a chest, an empty daisho stand, and a small desk. Players can search the room using Investigation (Search)/Per to find the following:

- TN 10: Based on the state of the walls, there has never been any sort of adornment on them.
- TN 15: The place where any Lion would be expected to keep their personal family shrine is barren; moreover, there are no faint marks of wear on the floor or smoothness to the wall that would indicate the regular removal of smoke stains that such a shrine would usually cause.
- TN 20: Underneath the futon, partially ground into the floor, are a few scraps of high-quality paper. (See GM Handout #1 Negative list item 2 for details). \*\*This will react to magic as if it was hidden.\*\*

Note that spell casting has not been permitted at this point; if a PC does use a spell to try and learn more, Matsu Iyame will react very poorly, resulting in the party being unceremoniously hustled out before they can learn anything else. Any further interactions between the offending PC and any Lion will be at an increased TN to reflect the rumor getting around very quickly about the 'rogue' priest. (TNs go up by 5).

### The Winking Tomcat (A, C, E\*, G\*, L\*)

This establishment is quite large and clearly quite popular. You can hear the sounds of those inside well before you can read the kanji painted above the door; voices, laughter, singing, and the faint noises of music all battle for supremacy as you push past a few young Lion and into the bar proper.

Inside, dozens of tables are full nearly to bursting with samurai. Most are Lion, though here and there some of those in the area for the funeral have staked out places for themselves. Directly across from the bar is a raised platform, currently being used as a stage. Three Ikoma currently stand atop it; one plays a shamisen, another a taiko, as the third bursts into a stirring rendition of the *Ballad of the Shattered Scales*.

A Lore: History (Lion or Naga), Lore: Nonhumans (Naga) or Perform (Music) /INT vs TN 20 will identify the ballad as a recounting of the tale of how Matsu Tsuko defended Lion lands from Naga incursion in 1127. Musicians who wish to join in need to make the appropriate perform skill for their instrument vs a TN 20 to avoid shaming themselves and earning the Ikoma's scorn; failing the roll will lose them .3 pips of Glory. Success gains them G4 (min. 1).

The bartender is an older man named Kitaki. The singer, Ikoma Koga, is in fact the patron of this establishment. He's heard a good amount about the late Toyotomi over the years and, seeing as he is Omoidasu, remembers everything he's heard. He's happy enough to talk about the man, so long as he thinks Toyotomi is still alive. \*As soon as he learns Toyotomi is dead, not off to be monk the way Koga expected, he'll clam up about the worse rumors out of respect for the dead, effectively removing items E, G, and L from the discussion.\* He is sufficiently skilled at being a courtier that any attempts to Social roll further information out of him will just send him back to the stage, after which he will pretend the PCs don't exist.

The exception to this is if the PCs performed with him successfully; Koga won't dish out the bad dirt himself,



but he will direct the PC(s) in question to a geisha named Manryu at the Drifting Sakura.

### The Drifting Sakura (D, E, G, I)

This small geisha house would be easily overlooked were it not for the singular beauty of its gardens. There is no obvious guard, only an elderly gentleman seated on a bench next to the door, casually scattering grain for a few birds.

This is a premium establishment, ordinarily accessed only by referral. Lion samurai of station (Status of 2 or higher) will be permitted in out of respect for that position; visiting samurai will need to be of Status 3+ before they will be permitted inside. Mentioning Ikoma Koga's name will also get the party access, though it will be more grudgingly give (all TN's go up by five). Social roll is TN 25, (TN 20 for Low) to get in without those two things.

Manryu is only easily available in Morning and Afternoon hours; going by at Evening will mean she is in the height of her demand and she would have to cancel an appointment to meet with the party. If it is evening of the first day the party can simply agree to a meeting the next day; the TN on a Courtier/AW or Commerce/AW to arrange a morning or afternoon meeting is 30 to start, with a free raise granted for every five koku 'gifted' to the house {This can be offered after the roll}.

Manryu, who is a rather lovely woman in her mid-twenties, knew Toyotomi rather well, since he was a regular for years. She is hesitant to speak of him one way or another, but will relax if questioned gently; Those who have Hero of the People or Seven Fortune's Blessing; Ebisu will have no problems with her, while others must make a Sincerity/ AW TN 25 (20 for Low tables) to prove that they won't get her in trouble with what they learn before she'll relax and tell what she knows.

Note that while she possesses mostly damning information, she will spin it as gently as possible; color your sharing of the information with the PCs accordingly.

### Bishamon Seido

The greatest of all the Temples to the Fortune of Strength in the Empire is a suitably impressive structure, nearly as martial in its construction as a fortress might be, despite its clear religious purpose. The brothers and sisters, one and all, still show

formidable physical conditioning, no matter what their ages.

The monks here are perfectly happy to listen to the PCs concerns and, when asked about Toyotomi, will share what they know, which isn't much: He applied for a posting after his retirement, and the abbot sent the acceptance out several months ago (This would have been a matter of days before Toyotomi would have had to go on the march to reach the Battle). None of them are particularly concerned that the man hasn't showed up yet: enough of them were samurai to know that sometimes arranging one's last affairs takes longer than one would expect.

If told the man is dead, and how he died, and then asked their opinion, the monks will offer up the view that, even as an initiate, Toyotomi was a servant of Bishamon-kami; where else should a servant of Bishamon die but in a war?

### Akodo Kameki (B, C, E, G, I)

Kameki is a nikutai and, as such, is on duty when the PCs go looking for him. His unit has been assigned to keeping watch in the heimen village, a duty which he doesn't much like but accepts as necessary. The arrival of curious outsiders is, at first, a welcome distraction.

Kameki, like most of Toyotomi's subordinates, idolized the man, under whom he had served his whole adult life. He has already heard about how Toyotomi died and is all too happy to tell the PCs of his former commanding officer's heroics: in the early stages of the battle, he was the sole member of Shakoto's personal guard to notice a Hiruma archer in a well-concealed blind. He took the arrow meant for his Champion and still fought on despite the injury, taking down three of the Crab in personal combat before succumbing.

He is aware of Toyotomi's bad habits, but always defaults back to 'but he was good to us!' to try and evade a negative answer. Kameki is especially aware of Toyotomi's drinking problem; Kameki was complicit in helping Toyotomi hide his state a time or two, so he is a bit anxious during this discussion (Courtier/PER or Investigation (Notice)/PER vs TN 20 to notice it); calling him on it will make him give up and tell everything he knows.

### Akodo Megumi

Megumi can be found in one of two places, depending on the time of day. During the morning and afternoon, she is found in or around the barracks, working with her units or engaging in solitary practice. During the

evening, she can be found at the Banner, a rather low-class drinking establishment favored by the local Ashigaru as much as by the disgraced or low ranking samurai.

**Daytime:** After asking around, someone is eventually able to lead you to a small outbuilding, set somewhat away from the rest. Inside, it is painfully simple, with white walls, plain floors and a total absence of the usual lists of heroes who once called the space home.

Perceptive players (Investigation (Notice)/ PER vs TN 25) may also note that the usual place where Bishamon would have a shrine is empty. Instead, in white-on-white lettering, Emma O's kanji is painted there instead.

Most of the space is an empty square, suitable for training kata or sparring. The south wall holds a few archery targets. The north holds wood and straw targets in various states of disrepair, as well as the room's only occupant: A dark-haired woman with her face painted white and sweat staining the dark brown of her unmarked kimono.

This is Akodo Megumi, Deathseeker. She won't be pleased if interrupted but will be happy enough to speak to the PCs if they let her finish her current round of practice. She will listen with quiet interest if the party tells her about the fallen samurai. If there are Lion in the party, she will be very careful to be strictly polite and deferential, showing no reaction to the potential fate that might befall the fallen samurai. If there are no Lion in the party speaking to her, however, she will allow a bit more of a reaction; there will be a brief flash of pity if anyone mentions the probability that the man and his heirs will be forever stricken from the Lion Clan rolls.

However sympathetic she might be, Megumi will not be easy to convince. As much as she pities the heirs of Toyotomi, she is all too conscious of the fact that living with the shame of being a Deathseeker, day in and day out, is part of the penance that buys ones kindred the right to keep their honor; in some ways, she resents the notion that Toyotomi would be permitted to skip that part of the ritual. Smooth talk can work: Courtier (Manipulation)/ AW or Temptation/AW vs TN 36 (or TN 41 for Mid), Dangerous Beauty applies for female PCs. If the PC's can't talk her around, she will accept a challenge of martial ability instead (though she won't suggest it). She won't risk harming anyone (or risk her own death being one so pointless) with direct combat; instead, they will contest to see who can demolish a dummy

first. Remember for this that boken are Ok1 weapons and use their own emphasis, NOT the katana emphasis.

**Dummy:** 50 HP; Reduction 5; TNtbH 15 (it's armored, base TN is actually 5).  
**Megumi:** Attack w/boken: 10k4 in Full Attack; damage: 4k1+6

## The Banner

You get more than a few sidelong looks as you make your way through the streets toward the Banner, but no one makes any effort to bar your path. Outside the bar itself, a large number of barrels have been set out with smaller barrels alongside to act as stools; most, though not quite all, of these places are taken by what appear to be heimen, all of whom watch you with wary interest as you move past.

Inside, the bar is redolent with the smells of strange brews, sweat, and frying oil. Soot-stained walls are brightened by dozens of banners in various states of disrepair and legibility; all are clearly the legacy of actual battlefields, going back at least a hundred years. The patrons inside are a mix of samurai and peasants, with the vast majority of the former being ronin, visiting Crab and Mantis, and, at one table in the corner under a white banner, Lion with white-painted faces.

The Banner is a very basic bar, with only two things that make it different than dozens of other places: the fact that they serve what is considered the best *age* (fried tofu) in Lion lands and the fact that they will let a soldier and his whole unit drink for free if they can bring home a new banner for the wall that was won in a Lion victory. It is notable (Investigation (notice)/PER vs TN 20) that the proprietor appeared to have expected the Lion to win the Battle of Kuda Mura...there is a notable gap on the wall that has yet to be filled.

The visiting Crab and Mantis are here for the food, not to cause trouble. The Lion, of course, are Deathseekers, here because this is one of the few bars that will serve them. Megumi is central, accompanied by Akodo Riku (M), Matsu Shigeru (M), Akodo Hana (F), and Matsu Otomi (M).

The bartender, Tomo, will remember Toyotomi. He came to the Banner infrequently, and only on serious benders (after the Winking Tomcat threw him out). The most recent visit was shortly after the news of Matsu Moshiko's kanshi was announced, along with

the new Daimyo's decree, to the soldiers of the Second Matsu army who made up the local guard.

### **If the party is here for Megumi:**

As before, Megumi will be quiet in the face of any Lion, but much more open with those outside the Clan. Already a few cups in, she will voice her pity for the children of Toyotomi (*"Those poor doomed bastards..."*) but will be quick to condemn the man himself (*"We all want to die well, not in our beds, but orders are orders. If you don't like them, you do what Mochiko-shiryō did. You don't just selfishly fuff off to do as you please. Even our ashigaru know better."*).

The suggestion that he become Deathseeker here will get a much darker reaction, egged on in no small part by the presence of other Deathseekers who are even more quick to condemn the dead man than Megumi is. A failed attempt at social persuasion of Akodo Megumi (Courtier (Manipulation)/ AW or Temptation/AW vs TN 36 (or TN 31 for Low, Dangerous Beauty applies for female PCs.) here will start a round of fisticuffs that will result in any involved parties (those who don't explicitly state they refuse to fight) being mildly injured (2d10) and put under house arrest for the rest of the day {They will always be let out in time for the funeral}.

If the favor is asked, not demanded, however, Megumi will agree to 'drink for it'. The bartender will bring out successions of shots of more and more dubious origins, and any interested PCs and Megumi will have to down them. The TN starts at 5 and goes up by 3 points each round; Each participant gets to roll Stamina and add their honor (rounded down). Seven Fortunes Blessing (Jurojin) applies here; using Jurojin's Balm (the spell) is an insult and will immediately start the brawl (see above).

Megumi rolls 4d10+6; it should be noted she is already a bit tipsy, so her first TN is actually 10.

### **Part 3: A Dinner Argument**

After a full day of asking around town, the PCs should have a fairly good idea of the kind of samurai that Matsu Toyotomi was and how he came to his ultimate end. They should have a good idea already how they're leaning (Duty/"Hang Traitors High" stance vs Compassionate/"But he died a hero!" stance).

If they return to their suites early, they will find an invitation to supper awaiting them. If they come in a bit late, servants will indicate that they need to make their way to the smaller banquet hall if they want to eat that night. Players can of course choose to ignore this,

but it would be a Minor Breach of Etiquette to do so (with the associated Honor loss).

The dining hall that you've been led to is large, though currently it is not overly full. A small platform hosts a table with the leaders of the Lion (minus the Kitsu daimyo) finishing their meals. Another long table has been set up as well, far larger than it needs to be for the current number of diners. Kitsu Isei, looking rather worn, awaits you at one end of the large table, a bit apart from the others, and waves you over as soon as he spies you in the entryway.

Isei will take this time to catch up with what the party has learned. The shugenja is clearly exhausted, with pale lips and dark circles around his eyes; if anyone mentions it, he will quickly change the subject after saying only that his duty has required a lot of odd hours that he'll catch up with after the ceremony has ended. He is also cagey about what, if anything, he has learned, and will say only that he is 'using the teachings of the Kitsu to learn more of important matters'.

This is also when players should have their PCs officially weigh in on their stance to be tallied on the sheet.

It is worth noting that Isei himself has no real opinion on the matter of the Matsu, and so will not coach the PCs in any way. If pressed to choose one way or another, he will display a certain inclination towards the Duty side of matters; he doesn't want to risk the high reputation of the Hall and those permitted to be honored there for someone who is so controversial.

GMS should take the current Tally at this point (GM Handout 2).

Once the PCs have had the chance to pass on their information, Isei goes off to report to Matsu Yutsuko. Assuming the players have been open about their investigations, she's already aware of the situation, as are the other Lion leaders. If not, it's more of a nasty surprise.

Isei takes a last bracing sip of his tea, then rises and approaches the platform. After an exchange of brief whispers with the honor guard, he is permitted to approach and kneels next to Matsu Yutsuko, murmuring to her for several minutes, during which her face settles into almost painfully neutral lines.

Isei sits back at last. Yutsuko does not move for a few moments more, but finally takes up her sake cup, draining it one long pull.

#### **If the score is zero or less (Duty):**

“So, priest. Your conclusion mirrors my own.” A look of grim satisfaction replaces neutrality for a moment. “A samurai who betrays his orders is a traitor, no matter how great his deeds.”

Akodo Shuhan, his eyes downcast, interjects. “That man died a hero, Matsu-san. Surely that must count for something.”

The Lady of the Matsu’s gaze swings sideways, and she sets her cup carefully back on the table.

“If it does, I am certain Emma-O will factor that in. But as his Lord, it is my responsibility to remind my Family, and the Clan, of just what Honor and Duty mean.”

Raising neither his gaze, nor his voice, Shuhan replies, “Just as I would expect from your mother’s daughter.”

Icy silence descends before Ikoma Shabiko, seemingly oblivious to the disturbance, turns to Yutsuko and pulls her into a discussion about plans for that winter’s courts. Shuhan frowns, and drinks his sake in silence.

#### **If the score is positive (Compassion):**

“I see.” Yutsuko picks up her sake cup, stares at it, and then sets it precisely where it had just been. “So, you believe that a man who defies his orders, a man who ignores the final wishes of a Daimyo written in her own blood, is such a fine example of a Lion that his story and effects should rest in the Hall?” Though her voice never rises in volume, it is rich with icy scorn.

Akodo Shuhan lifts his own cup and takes a swallow, savoring it, before setting it down and turning to his Clanmate. “I would have a man who served my father, our Champion, with the last of his life and breath receive the honor that those on the field say he is due. Doubt his actions as you will, but the testimony we have received is irrefutable. Must you duel the rest of my father’s honor guard before the Fortunes move you to a jot of Compassion towards your own kin? Or have you forgotten that Bushido calls for more than a single Virtue?”

Yutsuko’s eyes narrow to slits before her face returns to a neutral expression. Her lips white from the pressure of keeping them closed, the Lady of the Matsu turns her back to Shuhan, waving for a servant to come forward and refill her cup. Ikoma Shabiko,

after but a moment, copies her gesture before turning and engaging the young Akodo daimyo in a conversation about his plans for the coming Winter season.

## **The Other Guests**

All of those who observed this byplay will now set to conversing with each other about what they have just observed and, as more information spreads, begin to take clear sides. The PC’s will each get one chance to speak to a fellow diner at this point and change their viewpoint. If the PCs wish to assist each other, they may use Combined skill rolls, but this will count against the one NPC limit. It is important to remind the players at this point that this mod does not have a ‘good’ vs ‘bad’ ending; both conclusions are valid, and no one loses any XP either way.

### **The Hardliners**

Not speaking to these people will result in all of them speaking for Duty. Failing to convince them will also have that effect but will not make anything worse.

### **Iuchi Katachi**

The Jade Champion sits nearest the dais, a place well suited for one of such high rank. Though he is surrounded by people, many of whom are now loudly conversing, he seems distant from it all, his thoughts clearly elsewhere.

Katachi is present at the ceremonies in his role as Jade Champion, nothing more, nothing less. He wishes to oversee the laying to rest of so many souls so as to assure himself that there is no risk of any sort of supernatural uprising from angry spirits.

The loss of an entire Family of Unicorn, recent and painful, has left him feeling rather more militant than usual, and as such, the notion of violating a direct order is something sure to earn his ire and disdain. The fact that his brother was so instrumental in that loss is an exceptionally sore subject. If anyone brings up Katachi’s brother, that is a conversation ender at best. Etiquette/AW vs TN 30 to get away without repercussion; Failure will get him as a Sworn Enemy. Either will set him to permanently Negative Points.

Because Compassion is a virtue beloved of the Unicorn, even one hurting so badly as Katachi can be reminded of this. RP during attempts to persuade him that mention this Virtue in particular should be given a free raise.

### **Kaiu Okasha**

The Kaiu Family Daimyo, also current acting Regent for the Crab, sits in a place of honor opposite the Jade Champion. The fact that this places him almost directly 'under' Matsu Yutsuko, at least from a tactical standpoint, has not escaped the big bushi, who keeps glancing over every so often as if to reassure himself that she hasn't budged.

Okasha is a grizzled man in his late thirties who, as a general rule, dislikes people and suffers no fools. His own Family are a slight exception; Kaiu samurai get a free raise when trying to persuade him. Even with the Kaiu, however, he is terse, sarcastic, and actively petty when he can get away with it if it allows him to annoy someone who annoyed him first.

Unsurprisingly, Okasha thinks that anyone who betrays a direct order deserves no mercy whatsoever. Convincing him not to say so is a chore made easier only by pointing out that appeasing the dead man's spirit may prevent him from haunting Crab lands; like most good Crab, Okasha is quietly superstitious and wants no part of restless angry Lion roaming his Family's lands.

### **Ikoma Shabiko**

The Lord of the Ikoma's many years in court have served him well: though sat between two very angry bushi, he has not so much as spilled a drop of his tea since the whole display began. Now that peace has been at least marginally restored, he seems determined to make light of it all by way of small talk with absolutely anyone who will listen.

Shabiko is currently in deep mourning, having lost his son in the Battle. He is dressed head to toe in white (though it is extremely finely embroidered and tailored white) and has the red-rimmed, puffy eyes of one who has been crying. Still, he has a role to fill, one that is all the more important when the other two Daimyo present are fighting, and so he is perhaps the most eager to speak to the PCs out of the whole table.

Bringing up his son (especially if the PC in question was at the table where Ikoma Kantoku was defeated) will bring about actual tears; for anyone who isn't an Omoidasu this would be an unforgiveable breach of On. Since Shabiko is one, it is merely uncomfortable for everyone else. Politely ignoring him is expected, but not what Shabiko hopes for; if a PC instead shows proper respect for the grief with a bowed head or similar, that will earn them a free raise when trying to convince Shabiko of anything.

Shabiko starts out in quiet agreement with Yutsuko; in a Clan so internally unsteady, glamorizing someone who blatantly succumbed to the sin of Desire before abandoning their post seems like a very unwise precedent.

### **Matsu Yutsuko**

Yutsuko does remain present, but speaking with her is pointless (from a points perspective). Still, Players should be allowed if they wish to for RP reasons. Yutsuko's overall mindset will depend on if she's 'winning' or not; if Duty is in the Lead, she will be polite to the PCs and even thank them for their assistance in researching the matter.

If Compassion is winning, she will be much terser, though still polite; her words will be measured, clipped, and cold.

### **The Compassionate:**

Unlike the Hardliners, the Compassionate will not speak unless encouraged to do so by the PCs.

### **Shinjo Hazumi**

The Champion of the Unicorn, like Ikoma Shabiko, is dressed for deep mourning. She watched the exchange between Lion with a troubled expression before leaning to speak to Shiba Korishima beside her.

Hazumi will know the PCs, either from having met them in previous modules or by reputation. She will greet them with solemnity, clearly upset by the recent events in her Lands. Any mention of the Horiuchi, even in sympathy, by any other than a fellow Unicorn will cause further discussion to grow more difficult as Hazumi 'shuts down' a bit (Add +5 to the difficulty of the roll). Any Unicorn will gain a free raise when trying to persuade her opinion.

Note: She will NOT ever be flipped to Duty; at worst, she will remain Neutral.

### **Shiba Korishima**

The Champion of the Phoenix Clan seems very thoughtful after watching the Lion argue amongst themselves. Though she talks to Hazumi readily enough, her gaze continuously drifts back toward the two disagreeing Daimyo, studying each in turn.

Korishima is perhaps the most relieved of all those in the empire about the end of hostilities between the Lion and the Crab; having hoped to ally with both, and revering peace as all Phoenix do, she is all too happy to do things which will lead to further harmony. Forcing a Lord to publicly dishonor a family at the

start of a new Champion's reign is, in her way of thinking, starting on an ill omen, something she is happy to help the Lion avoid.

Those with Paragon (any) gain a free raise to convince her; Fellow Phoenix also get a free raise. Failure of Bushido will likewise make the difficulty go up by 10.

### **Akodo Shuhan**

Shuhan is almost painfully formal with the PCs; it is clear that he hasn't really adapted yet to the new high rank that he has been given and is using ritual formality to try and mask it, with only limited results. This uncertainty, and the fact that he himself was until very recently only a mid-ranking samurai, makes Shuhan inclined to be merciful; his soft-heartedness (a trait he tries to hide with limited success) is easy enough to play on for a skilled manipulator.

Any implication during arguments that the fallen Akodo Shakato might have been unwise in starting the war that led to Toyotomi's death will put Shuhan on the defensive; the TN immediately goes up by 10. Anyone who fought on the Lion side of the battle will gain a free raise.

Note: Shuhan will never be flipped from Compassion: At best, he will remain Neutral.

### **Kuni Yuzumi**

The Kuni Family Daimyo sits next to her Clanmate, her back turned unconsciously toward the nearest defensible corner. Her expression is nearly impossible to read through the paint and scarring, but for the skilled student of the court, it is clear that she is a bit bemused by the sudden outbreak of fuss.

Membership in a Taint-fighting organization (Jade office, Kuroiban, Inquisitors, Hare Clan, Moto Vindicators, and of course fellow Kuni) endears one to Yuzumi; so does being part of the group that chose to capture her sister Kuni Nadare in the war instead of killing her. Either of these gets you a free raise when trying to get her to speak up. Those who fought on the Crab side of the battle also get a Free raise.

Once everyone has had their chance to talk to people, the dinner breaks up.

## **Part Four: Endings and Beginnings**

The funeral takes place the following evening. PCs can use the morning and afternoon as they like, but don't let it drag on too long, since there is a lot of narrative left!

### **The Funeral**

As the sun begins its march toward the horizon, the samurai gather in the great parade ground before the stairs of the Hall of Ancestors. Hundreds of samurai have accepted the unprecedented invitation of the Lion, divided in allegiance yet unified, for this one evening, in shared grief and loss.

The great paired doors of the Hall part, allowing the egress of the funeral procession. The crowd falls into gradual silence as Kitsu Isei, as Master of Ceremonies, kneels at the base of the stairs. Several lesser priests join him with a swath of white silk stretching out between them, carefully marked with the kanji for each and every samurai lost in honorable battle listed in beautiful, proud strokes.

Note that at this point, if the score is in the positives, Matsu Toyotomi's name is listed at the far bottom right of the memorial scroll {{See Player Handout #3}}. If not, his name is absent.

Ikoma Shabiko now steps up from the crowd. "Samurai of Rokugan!" The elderly samurai's voice is strong and melodic, drifting effortlessly across the courtyard. "We are gathered here to celebrate those who have been blessed by Bishamon-kami with what many of us believe to be the greatest of fates: a clean death in valorous battle against worthy, honored foes." For a moment, he inclines his head toward the place in the crowd where the majority of the Crab have arrayed themselves, receiving curt nods in return. "Yes, for these dead, those who we will honor here and in tales and song for many years to come, the end is all that could be prayed for. Yet it is not for them that we have truly come here."

Sorrow enters Shabiko's voice for the first time, replacing pride. "For all that we honor the dead, it is truly for ourselves, the ones left behind, that we must truly sorrow."

The bowed head lifts, exposing a visage devastated by grief. Even those at the back of the crowd cannot mistake the swollen redness of eyes flooded by tears, nor the lines of pain etched deeply around the eyes and mouth of the aged samurai. "For those who do not know me, I am Ikoma Shabiko, Lord of the Ikoma and Omoidasu. It is my burden, and my gift, to give to my Clan the gift of sorrow, to feel and express what honor

denies to all others.” For only a moment, the trained voice breaks. ” I, who have given my eldest, my only son and heir, in this battle, who have given my Champion and hundreds of kin, can give no less than they. I offer to the Lion, and the Empire, my gifts, and my service. Give forth the names, now, of the honored dead, and I and those who serve me will give them the tears and cries and pain that each and every loss deserves.”

There is shift, then Akodo Shuhan rises, turning to face the crowd. “I offer the name of my father, Akodo Shakato, who died in honorable single combat. Let it be remembered that he did not die defeated!”

Shabiko, his arms turned upwards to the heavens, repeats the name as the first tear rolls down his cheek. Throughout the crowd, others of the Ikoma and those they train take up the cry. Isei, still on his knees, rings a small bell once.

At this point, anyone who isn't an Ikoma Omoidasu is required to maintain their On. This requires an Etiquette/Will roll vs TN 20; anyone with Lost Love suffers a -5 penalty to their roll. Failure to remain properly stoic causes a loss of .1 Honor.

Shuhan returns to his knees, and Yutsuko rises and turns. “I honor the fallen foe and name Hida Oturi.” Silk rustles as some in the crowd react to the surprise of this, even as Yutsuko bows to Hida Arumi and the three youngsters arrayed around her. “He was a strong leader and did not surrender the lands he was charged to protect.”

As Yutsuko returns to her knees, Shabiko extends his arms to the crowd. “You, who have come to honor your fallen, may now present their deeds to the assemblage.”

Any PC who lost friends or family in the Battle of Kuda Mura is free to speak here. Those who do so earn Glory (see the Rewards section). When everyone has had their chance to speak who wants to, Isei will conclude the ceremony.

When all others have fallen silent, Isei rises and faces the crowd. Gone are all the signs of the fatigue and uncertainty which have dogged him; gone is the slight hesitation when he speaks. In their place is a man revitalized, uplifted and changed by what he has seen. His red hair ripples and his golden eyes seem almost to glow as his voice, carrying as if aided by the kami

and Ancestors themselves, reaches each soul in the crowd.

“Though this has been a day of grief, let us all remember that there is much to rejoice in. As I walked between the realms, learning the last stories of the fallen, I learned that which should bring joy to all of Rokugan. Let me share this news here, with all of you, for the first time. I, Kitsu Isei, have found the soul of the Emperor that Was, The Illustrious Toturi IX!”

Waves of reactions, surprise and shock, stir through the crowd; Isei speaks on, uncaring. “Let it be known that He has found an exalted place in His next life, unfettered by any final penance or punishment inflicted by Emma-O and the Lords of Death!”

A second, louder round of reaction ripples through the crowd. Isei allows it to die down in its own time before extending his arms over the crowd in clear benediction. “Our hour of mourning is over. Let us return from this place of heroes and leave our grief behind!”

Like a sea parting, the crowd breaks before him as Isei, followed in turn by the other leaders of the Lion, leads the procession back off of temple grounds.

## Conclusion

At this point, all but the most important NPCs will break into clusters in tents and inns throughout the area between the Hall and Shiro Matsu, which looks almost like a festival gathering at this point. PCs can do this, if they want, but they can also (as friends of Isei) attend the banquet in the Shiro that is to be held that evening.

If absolutely no one goes to the feast, then this ends the mod; go straight to the reward section. Otherwise, read the speech that results from the overall total.

That evening, the notables guesting at or housing in Shiro Matsu gather in the stately great hall. Banners representing all four Families of the Lion hang from the rafters, the fine silk shimmering in the lights of hundreds of lamps and candles in sconces and chandeliers throughout the room. The meal begins soberly, but gradually lightens as sake flows and fine courses pass, one after another.

Finally, the last dishes are cleared away, and a hush spreads over the crowd. The Lion in attendance in

particular lean subtly forward at their places, eyes on the two samurai at the center of the head table.

Akodo Shuhan at last rises, gesturing that Matsu Yutsuko should join him. At another gesture, the Celestial Sword of the Lion is brought forth.

### **(DUTY VICTORY)**

With great humility, the Lord of the Akodo kneels, offering the Daisho formally over both arms. Though his head is bowed, his voice is clear. “Matsu Yutsuko, you have proved a woman of honor and dedication, as was your mother before you. She saw, as you do, the losses that would fall upon the Lion, and the Empire, if Lion and Crab went to war. She, and you, were proved right; there was only death, glorious though it was, to be found, and not victory. Such wisdom as you and your mother displayed should lead the Lion, so that the Akodo, and all others, may learn from such a fine example.”

For only a moment, Yutsuko stands unmoving, her shock at this clearly unexpected gesture freezing her in place. After a moment, however, she takes the blade in steady hands and, with proper ceremony, tucks it in at her waist.

### **(COMPASSION VICTORY)**

Akodo Shuhan accepts the blade reverently, examining the blade briefly before securing it at his waist.

“Your mother exercised her right as a samurai to protest the actions of her Lord, and this my father accepted. He accepted, too, your own refusal to join in the Battle, and to bend the knee, with patience and understanding. That ends now.”

Even as Yutsuko’s eyes narrow, the Lord of the Akodo speaks with soft, steely tones. “I am Akodo Shuhan, Daimyo of the Akodo, and here and now take up my birthright as Champion of the Lion. Will you kneel, or will the Matsu, for the first time, fail to serve as their own Founder promised?”

The hall seems to hold its breath as Yutsuko stands unmoving, for the space of several heartbeats. Then, in a single smooth gesture, the Lady of the Matsu kneels, bowing her head.

### **Banquet’s End**

Just before the end, after PCs have had the chance to react if they wish to the Lion’s actions, the new Lion

Champion will formally declare the end of hostilities with the Crab.

### **Compassion Victory**

If the Champion is Shuhan, the tone will be almost apologetic, especially when speaking to Oturi’s widow, Arumi. After speaking to her, Shuhan formally ends the banquet. As soon as it is socially permissible to do so, Matsu Yutsuko departs, taking the path opposite the one Shuhan uses.

The next day, the rumors are already stirring that Lady Matsu has ‘gone to survey the rest of her Holdings’, taking the Lion’s Pride with her.

### **Duty Victory**

If it is Yutsuko who becomes Champion, she will be carefully neutral in her reactions, but doesn’t quite have the courtly training to quite mask her lingering shock at the recent turn of events. She will end the mod as she exits with Kaiu Okasha to ‘discuss the formal details of the peace accord’.

**Without Megumi:** The next day, a rumor will run rampant through the Shiro as the PCs ready to depart: Just this dawn, Matsu Yutsuko, in her first formal act as Champion, formally exiled the heirs of Matsu Toyotomi from the Lion, striking them from the rolls of both Family and Clan. The fallen man’s daisho was ceremonially shattered, with the pieces consigned to the slag heap.

**With Megumi’s help:** Early in the morning of the next day, a small ceremony can be observed by the Shiro’s guest: A member of the Lion’s Pride, undergoing the rites to become a member of the Deathseeker order. Gossip indicates that another samurai had been extended the offer but chose to accept exile instead...

## **The End**

## **Rewards for Completing the Adventure**

Surviving the Module: +1 XP

Good Roleplaying: +1 XP

Successfully learned one thing during the investigation: +1 XP

Successfully spoke to one person during the investigation: +1 XP

Total Possible Experience: 4XP

### **Favors**



So long as the party doesn't allow Kitsu Isei to be killed in the initial fight, they will earn a Favor.

### Honor

If there are any Honor gains beyond those already mentioned in the module, they go here. Using the Rank-based system as specified in the Campaign Primer makes a useful shorthand.

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

For helping Isei, PCs earn G5. If they RP a eulogy, they also gain an additional G7 (once, no matter how many people honored).

### Allies and Enemies

PC's gain Kitsu Isei as an Ally at Inf 3/ Dev 1. If they already have him, his devotion goes up by 1.

### Other Awards/Penalties

If Duty wins, PCs gain "Noticed by: Matsu Yutsuko".

If Compassion wins, PCs gain "Noticed by: Akodo Shuhan".

If Compassion wins, any Scorpion PCs gain "Noticed by: Shosuro Ninbe". If the PC already has this, erase it and replace with Ally: Shosuro Ninbe (Influence 4/Devotion 1).

### GM Reporting

- 1) Was Matsu Toyotomi allowed to be honored in the Hall of Ancestors (Compassion victory)?
- 2) Was Matsu Toyotomi named a Deathseeker?
- 3) Were there Scorpion PCs at the table?

Please include in 'notes' if you have at least one Scorpion player whether they succeeded or failed in their orders.

*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

### Kitsu Isei

NOTE: If any PC's have him as an Ally, they get free points because his Influence is now 3.

Kitsu Isei is a very gifted Soden-Senzo who, like many of his kind have before him, struggles both with his gift and the responsibility it imparts. The constant voices of the shiryō are something he has learned to deal with over the years, but it does tend to leave him both distracted and a little shy around actual living people. He regularly stammers when talking to strangers, though this eases as he gets to know folk. It was the choice of the new Akodo Daimyo, Akodo Shuhan, that he serve as the Master of Ceremonies for this event, a responsibility that Isei takes very seriously indeed.

**School/Rank:** Kitsu Shugenja 3/Sodan Senzo 1

**Initiative:** 6k4

**Armor TN:** 20 **Reduction:** None

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

Air 3 Earth 2 Fire 3 Water 5 Void 4

Honor: 6.5 Status: 5.0 Glory: 4

**Primary Skills:** Spellcraft 5, Medicine 3, Defense 5, Lore: History 5, Lore: Spirit Realms 7, Calligraphy 3, Etiquette 5, Sincerity 5, Meditation 5, Courtier 3

**Advantages/Disadvantages:** Ally: Akodo Shuhan (Inf 4/ Dev 2), Ally: Akodo Anami (Inf 1/Dev 4), Prodigy, Dark Fate

**Special Mechanics:** Affinity Water; Deficiency Fire. Sodan Senzo tech: Spell Casting Roll (as though casting a Water Spell) against a target's Willpower x 5; on success learn all spiritual ADV/DIS. Spend a void to turn off an ADV for 5 rounds. Also gain a free raise on Battle spells.

**Spells (italics indicates innate, \* indicates a Battle spell):** *Path to Inner Peace*, Regrow the Wounds, *Armor of Earth\**, Force of Will\*, Stand Against the Waves\*, Ebb and Flow of Battle\*, Extinguish

### Akodo Anami

Akodo Anami is Kitsu Isei's yojimbo, a post that Anami has held for the last five years. Anami is a few years older than his charge and completely devoted to the priest's welfare. While some yojimbo see their charges merely as objects to be protected at best or hindrances from being sent to actual battle at worst, Anami considers his post to be a great blessing; holy men and women of the pure blood, such as Isei, are unique treasures of the Clan and worth more than a dozen bushi, much less one of such small standing as Anami. Moreover, Anami feels a strong, soul-deep tie to Isei, something that began the moment the two were introduced. He has never asked Isei if he feels the same, considering it irrelevant: He, Anami, feels the bond, and that is enough.

**School/Rank:** Akodo Bushi 2

**Initiative:** 5k3

**Armor TN:** 20 (30 in armor)

**Reduction:** 5

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

**Attack:** 8k3 (Katana, Complex), 6k3 (Kyujutsu, Complex)

**Damage:** 7k2 (Katana), 3k1 (Willow Leaf arrows)

Air 2 Earth 3 Fire 3 Water 3 Void 3  
Ref 3

Honor: 6.5 Status: 2.0 Glory: 2

**Primary Skills:** Battle (Mass Combat) 3, Kenjutsu (katana) 5, Iaijutsu 3, Defense 1, Kyujutsu 3, Sincerity 3, Investigation 5

**Advantages/Disadvantages:** Ally: Kitsu Isei (Inf 3/ Dev 2); Kharmic Tie: Kitsu Isei (3 points); Leadership;

**Special Mechanics:** Akodo 1: Ignore armor TN OR get a free raise; +1k0 to first attack vs enemy in skirmish OR against an enemy that raised an attack against you. Akodo 2: Add +6 to one roll/round (not damage, and not in Center stance).

## **Player Handout #1: News From the Empire**

Honored Samurai!

Finally, war has come to an end and the Samurai of the Lion return home. The gambit to delay engagement to Kuda Mura where they could force the Crab to stand and fight was bold. And costly for both. But it was the Crab who stood firm, and though they gave up ground, it can still be said that Kuda Mura has never fallen to any enemy.

This victory came at high cost to both clans, though. One of course must note the heavy losses that both Crab and Lion alike took. But perhaps the worst losses for both was when Akodo Shakato and Hida Oturi met in personal combat. With their honor guard standing back, they each stood against each other... and both of their blows rang true.

The Lion have not announced, officially, who the new Clan Champion of the Lion will be, but one must presume that Akodo Shuhan, the son of Shakato, will take the mantle. On the side of the Crab, Hida Oturi's children are all too young to take the mantle, with but one old enough to even have started training in the Hida traditions. In the interim, the three daimyo of the Yasuki, Hiruma, and Kaiu have opted to split responsibilities as opposed to declaring a formal regent. Oturi's wife, Arumi, is also stepping up to assist where she can.

Of course, the war is not the only thing to have come out of this summer. I wish I could say that it was a joy to announce Toturi Kazetora as the Imperial Advisor... but there have been complications. Kazetora's first offer of advice, offered in the middle of open court, was that our Beloved Emperor, Toturi X retire and allow another to take the mantle of Regent. Such a suggestion borders on blasphemy, of course, but it is this one's concern that Toturi-dono might be taking Kazetora's suggestion seriously!

There is but one thing that is for certain. We now live in interesting times.

-Otomo Yusuke

## Player Handout #2: List of NPCs

The following individuals are in attendance for the Funeral and will have an impact on Matsu Yutsuko's choice (either due to direct advice, from other Lion, or as a motivator for political reasons (possible enemies/allies). Those marked with a D are pre-disposed to Duty; those with C are pre-disposed to Compassion. The Duty people WILL speak, regardless of whether you ask them to or not; Compassionate people (except Shuhan) need to be convinced.

Moving an opinion one slot (Pro to neutral, neutral to Negative) takes a Courtier (Manipulation)/AW roll vs the TN (indicated in NPC entry). Moving two slots requires the roll to be made with two raises. If an NPC has another option for persuasion, it will be reflected in their entry.

Note that these TNs are for Mid-level tables: All TNs should be dropped by 5 for Low tables.

Each player will have time to speak to only one NPC.

**Matsu Yutsuko-D:** Status 7. The Matsu Family Daimyo is a fairly young samurai and has only just given up the formal mourning garb she wore to honor her mother's death, a death that took place just a year ago to protest the war that took so many lives. She shows little emotion publicly, but her general demeanor is that of a samurai actively trying to move past an unfortunate year and into a more productive, happy lifestyle. YUTSUKO WILL NOT CHANGE HER STANCE. She's listed because she IS there.

**Ikoma Shabiko-D:** Status 7. Artisan (any)/AW can be used. TN 30. The Ikoma Family Daimyo is a man in a difficult position; He must play host, welcome-wagon, mediator, and master of ceremonies for the funeral, all while suffering greatly from the grief of his eldest son, Ikoma Kantoku, falling in battle. As Omoidasu, he has been able to indulge this, and the physical signs of sorrow seem to have aged him decades in a matter of weeks. Still, he is determined to honor the fallen properly, and will try to a way to meet any of the grieved to offer his School's unique form of relief.

**Akodo Shuhan-C:** Status 7. Lore: History or Lore: Law/AW can be used. TN 40. The one-time Clan Magistrate and heir presumptive to the Akodo Family, Shuhan is the late Champion's son. Shuhan has never been a 'public' person, and his views on his father's last choices remain known only to himself and his close companions. He seems to be using this gathering as a chance to engage more with the 'common man', and so is much more available than he would usually be.

**Kuni Yuzumi-C:** Status 7. Spellcraft/AW can be used. TN 30 (drop the TN by 10 for anyone who engaged at the table against Nadare at the battle interactive(Heavy Engaged Lion, round 2). The Kuni Family Daimyo is a strange person to see at a public funeral for the enemy, and this is not too surprising, since her attendance at the funeral is largely coincidence; she is actually here to open negotiations for the release of her sister Nadare who was taken hostage during the war.

**Kaiu Okasha-D:** Status 7. Crafting (any)/AW can be used. TN 40. The Kaiu Family Daimyo is present to represent the Crab Clan, since at this time there isn't a formal Champion to do so. His usual sarcasm is even more biting than usual these days and it is clear that this whole event is a formality he is eager to see the back of.

**Shiba Korishima-C:** Any Lore can be used (but not Sage). TN 25. The Champion of the Phoenix is present out of respect for both Clans who participated in the Battle. Her situation is more than a little awkward, seeing as she both opposed the fight and had hoped to unify with both participating Clans prior to the unfortunate late turn in discussions. Already known for being approachable and friendly, Korishima is trying to be even more so to see if perhaps the dream of alliance can rise from the ashes....

**Shinjo Hazumi-C:** Status 8. Horsemanship/AW can be used. TN 35. The Champion of the Unicorn, Shinjo Reborn, arrived amidst some fanfare and much confusion, as it had previously been presumed that, as a neutral party in the fight, she would have no interest. Sources close to her indicate that this is not merely a pleasure visit, however; Hazumi remembers all too well that the previous point of agreement, that turned to conflict, was the hope of the Lion and the Crab to unite against the Unicorn. If that situation is going to rise again, she plans to be prepared.

**Iuchi Katachai-D:** Status 9. Lore: Shadowlands or Spellcraft/AW can be used. TN 40. The Jade Champion's presence at this event is something of a surprise. His reasons remain his own, but his careful attention to the procedures of ritual cleansing and the rites themselves are overt enough to be the cause of some rumor.

## **Player Handout #3: The Honored Dead**

The Lion, never ones to stint in either honors or praise for the nobly fallen, have ensured that only the finest of materials were used in the recording of the final deeds of the fallen of Kuda Mura. Bold strokes of a master's brush proudly marked out the kanji for each samurai lost.

### Those who fell in personal combat with the Champion of the Crab, Hida Oturi:

- Akodo Gatsuro
- Kitsu Zetsubou
- Ikoma Diyama
- Yoritomo Kenichiro
- Tsuruchi Kota
- Toku Lu-ii

### One who fell in personal combat with the Champion of the Lion, Akodo Shakato:

- Bayushi Utahime

### Those who fell as true samurai, shoulder to shoulder with their brothers

- Toritaka Kwaidan
- Hida Yudai
- Hida Kimiko
- Huda Saito
- Hida Reo
- Hiruma Matsura
- Shinjo Psindu

## Player Handout #4: SCORPION MISSION

The time has come for a new Champion to be chosen for the Lion. Scorpion Leadership has decided that ensuring that the Akodo Daimyo becomes champion at this uncertain time is an excellent opportunity, given his rather questionable military history and reputation, and so have dispatched forces to see to the matter. No less an individual than Shosuro Ninbe has come to the funeral, and it is from them (via dead drops and deliberately disturbing reverse pickpocketing) that these orders originate.

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*“Cousins,*

*It is the will of the Clan that disharmony continues to haunt the Lion Clan. We were gifted an opportunity to further the rift between the Matsu and the Akodo when one of ours in the field identified a disobedient Matsu among the honorably fallen. Our intelligence about the fallen is sparse, but it is clear that he was, if nothing else, disobeying his Lord’s orders to be there. It is also clear that the man died heroically, which is something we hope to use.*

*It is our belief that the Akodo Daimyo, who is known rather more for Compassion than pure pursuit of Duty, will push for the man to be honored despite his defection, based on the nature of his death. Whatever your personal beliefs on the matter might be, we ask that you further his views and do what you can to promote them when this comes to light, as it surely will: it will infuriate Matsu Yutsuko, driving a further wedge between Akodo and Matsu while giving the Lion a weak leader at the helm.*

*If you should find yourself in the company of Allied samurai, the Unicorn in particular, utilize their assistance; it is after all in their best interests that the Lion stay too busy to seek war again any time soon, given that the Unicorn are such fine, obvious targets.*

*One point of caution: It is not the will of the Clan that the Crab suffer further losses or distractions from their primary duty. Sow discord as you may, but do not involve the Sons of Hida.*

*}}Chop of Shosuro Ninbe}}”*

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## GM Handout #1: The History of Matsu Toyotomi

The following are the pieces of evidence/testimony to be gathered during the Investigation portion of the mod. Each piece has a number for both Duty and Compassion; this reflects the mechanical bonus the information has when trying to convince NPCs to lean one way or another. Special considerations, if needed, are under 'notes'.

Info	Duty	Compassion	Notes
<b>A:</b> Toyotomi had actually been formally discharged by his Lord from duty mere weeks before the Battle of Kuda Mura. He had been meant to go and join religious orders in retirement, but chose to use his 'masterless' state to fight in defense of his kin instead.		+5	If PCs have talked to the monks at Bishamon Seido, the Compassion gets a bump to +5
<b>B:</b> Toyotomi fell in a glorious act of self-sacrifice; in the early stages of the battle, he was the sole member of Shakoto's personal guard to notice a Hiruma archer in a well-concealed blind. He took the arrow meant for his Champion and still fought on despite the injury, taking down three of the Crab in personal combat before succumbing.		+10	
<b>C:</b> Toyotomi earned the rank of Gunso many years ago and has declined promotions since out of genuine attachment to his troops. He claims to be content only when he can remember the names of all of his juniors.		+3	
<b>D:</b> Toyotomi's second child, Matsu Himeko, is part of the Lion's Pride; surely it would not be worth the loss of such an elite warrior to shame a man who did, after all, die in service to the Lion as a samurai should.		+5	
<b>E:</b> This is not the first time that Toyotomi has had issues with authority; the barrack ledgers for the Guard report at least three instances where Toyotomi was disciplined for arguing publicly with a superior about minor matters and one instance of reporting to duty while intoxicated, for which he was flogged.	+3		
<b>F:</b> A letter, with the chop of Matsu Yutsuko's karo, was found torn and crumpled in Toyotomi's quarters. Though not all of the missive is legible, it clearly shows that Toyotomi begged his Daimyo for the chance to go to war and was denied. It also notes that a broken heart is not sufficient grounds for a blood debt. {{{Note, this document is a fake with a forged seal: INV (Notice)/PER of TN 25 is required to identify it as such}}	+10		Presenting the fact it's forged will lower the Duty value of the information here and the slot below by 5 (It's a deliberate attempt to diminish the impact of the most damning information)
<b>G:</b> As a young man, Toyotomi was involved in a brief but torrid love triangle. The young woman ultimately chose to favor another, a Kaiu, and Toyotomi was known to vehemently despise the Kaiu Family, and the Crab Clan by extension, ever since.	+10		If the forgery (above) is revealed, drop value by 5.
<b>H:</b> The Lion are expected to show proper piety in regards to the Fortunes and their Ancestors. Toyotomi seems to have ignored the latter; there is no sign of any family shrine or similar relics to honor the dead in his chamber at all.	+5		
<b>I:</b> Toyotomi cared for very few people; his late wife and his two children, for whom he was at best an absentee father, were not among them.	+3		

## GM Handout #2: The Fate of Matsu Toyotomi

PLEASE USE PENCIL ON THIS FORM!!!!

The ultimate choice of if Toyotomi is permitted to have his daisho and tale enshrined in the Hall of Ancestors will ultimately depend upon the Players getting enough influence and information to end with a positive score in the table below. Some information/people will result in Negative points, so players may have to be careful in who they choose to influence and how. Any result of 0 or higher counts as a 'win' for the Compassionate side; negative results in the Duty stance winning.

Information/Influence	NPC/Source	Value	Total
Starting Stance		Low Table: -1 Mid Table: -3	
Important people who urge Compassion	Shinjo Hazumi, Shiba Korishima, Akodo Shuhan, Kuni Yuzumi, Monks	+1 per individual. They must be convinced, except for Shuhan, who is already convinced.	
Important people who urge Duty	Iuchi Katachai, Kaiu Okasha, Ikoma Shabiko	-1 per individual NOT convinced (even if they aren't spoken to).	
Convincing Akodo Megumi (Via RP or winning a spar/drinking contest) to posthumously swear Toyotomi into the order of Deathseekers.	Akodo Megumi	+3	
Providing at least three pieces of positive evidence/advice to Kitsu Isei	See GM Handout #1	+2	
Providing at least three pieces of negative evidence/advice to Kitsu Isei	See GM Handout #1	-2	
Keep Akodo Anami (Isei's yojimbo) alive and ask for his support	Akodo Anami	+/- 1 (He leans toward the -1, since bushido does dictate Toyotomi be branded a traitor, but will change his opinion if someone who fought at his side to protect Isei asks him to.)	
Akodo Anami dies	Akodo Anami	-2, as his loss leaves Isei in a dark frame to begin with.	
Trying to use the Tao as an argument for Compassion with any Lion	PC effort	Any time a PC tries to use the Tao to influence a Lion, -1.	
PC Advice	PC effort	+/- 1 per PC	