

Fires of the Heart

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

Month of the Dog, 1341 (Autumn)

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Investigation, Supernatural, Horror, Combat

A theatrical performance by a former Turquoise Champion promises to be an enlightening evening.

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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.

CONTENT WARNING: This module features depictions of suicide, both in a theatrical and realistic setting. Be advised.

Adventure Background and Summary

Early success brought the playwright Kakita Mokuami fame and glory throughout the Emerald Empire. A prodigy of the Kakita Artisan Academy, his seminal work *Falling Stars, Roaring River* rose to such prominence that he was named Turquoise Champion by Toturi VIII in 1307 IC. He lost the position a year later due to the Emperor's unexpected death. In the 30 years since, he has released a half dozen plays, all to critical acclaim. What Mokuami has not told anyone is the silent partner who has been helping him all these years, and who is tired of waiting in his shadow.

The PCs have been invited to attend the Bon Festival at the estate of Kakita Mokuami, located two hours outside Cold Wind City. The Bon Festival will take place over three days. The first night, they will have the opportunity to meet with Mokuami and his servant Dozo, and attend a performance of *Falling Stars, Roaring River*. At the climax of the play a seemingly minor accident strikes. This accident will only be the first of many.

The next day the festival is marked by small accidents and ill omens. This culminates during the Bon Odori celebration that evening, when the city playhouse catches on fire due to a lantern. A local monk, Kirei, will ask for the help of the PCs in investigating. A wealth of information is available in town, as well as a number of other witnesses that have seen strange things over the past few days.

By nightfall, the PCs will hopefully have realized that the problem is the unrestful ghost of Kakita Mokuami's great grandmother Kakita Sakanahime. If not, the ghost will appear at midnight and try to kill Kakita Mokuami, forcing the confrontation.

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. Please note if any PCs have the following Disadvantages:

- Haunted, Cursed by Realm: Gaki-Do, Disbeliever, Phobia (Fire)

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. Please read aloud the News from the Empire handout.

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. All PCs suffer a 3 point Glory loss for inactivity. This cannot reduce a PC's Glory Rank to less than their Insight Rank, and the Fame Advantage increases their Insight Rank by one for these purposes.

Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN on this Raw Earth Roll is 15. If a character is growing close to being Lost (Shadowlands Taint Rank 4.5+), it is recommended that the player have another PC ready to replace them.

Crafting

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

Preparation Techniques

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

Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. At the start of the module, a PC ronin must roll **Hunting (Survival) / Stamina** at TN 15. Failure on this roll gives the ronin the Permanent Wound Disadvantage for the duration of the module. Koku may be spent on this roll to gain a Free Raise for every koku spent before the roll is made, or one Free Raise for every two koku spent after the roll is made.

Experience Expenditure

Finally, the players should be given one last chance to spend any experience they wish before the module begins.

Introduction

Invitations to the estate of Kakita Mokuami are very prestigious; it is not every day one is invited to the home of a former Turquoise Champion. You have each been granted an invitation on behalf of your provincial daimyo as a reward (or punishment, depending) to attend the Bon Festival in Cold Wind City and view a performance of Kakita Mokuami's famed play, *Falling Stars, Roaring River*.

Mokuami's estate is located two hours outside of Cold Wind City in the Gyousha province in Crane lands. You arrive in the city in the afternoon, just as the celebrations for the Bon Festival are beginning, with a few hours to spare before you are expected at the performance of Kakita Mokuami's play.

Ronin are travelling with a Mantis merchant patron named Yoritomo Kanbe, escorting him and his goods to the city and will be paid 2 koku for their service once they reach the city at the start of the module, after which they are free to do as they wish.

Samui Kaze Toshi, the Cold Wind City, is named for the chilling breeze which sweeps down from the Spine of the World and out to the coast throughout the year. Today is no different, with a chill autumn wind filling the streets and docks of the sizable trading city.

Arriving by land or by sea, your papers are inspected by Daidoji magistrates in heavy armor and you are politely informed that the governor, Kakita Takekaze, is unavailable for appointments until the spring. They extend their welcome to travelers on legitimate business and send you on your way.

It is slightly past mid-day, and you are not expected at the local playhouse to take in a performance of Kakita Mokuami's famous play until early evening. The markets are filled with the last of the season's trade, along with many paper lanterns and prayer strips for the Bon Festival.

Peasants begin to parade throughout the city, singing songs, dancing, and monks strike bells calling together samurai and peasant alike to begin the veneration of the ancestors.

The PCs have about four hours to spend in Cold Wind City before they are expected to visit the local playhouse.

Markets and shops

Cold Wind City is a major port city, and nearly all goods in the Core Rules can be located here at a 50% mark-up. A successful Commerce (Appraisal) / Intelligence check at TN 20 can reduce the mark up by 10%, with Raises reducing it an additional 10% per successful Raise. While gifts for Mokuami are polite, they are not necessary.

There is a local tea shop, the Moonlit Lotus, that has a famous blend of tea and is serving any samurai customers for free throughout the festival. However, only appropriately fashionable samurai are allowed in. Ronin and any specifically shabby samurai are turned away at the door by a large bouncer. The proprietor is a dainty Kakita samurai, named Kakita

Akari. Anyone breaching Courtesy in her shop will be politely informed that they must apologize and leave or should find a champion by next winter to face her yojimbo (who is currently out of town).

The sake house in the city is doing exceptional business during the festival and is run by a smiling Daidoji man by the name of Daidoji Takenao. He is always ready with a joke or a helpful tidbit about the city. He is happy to tell anyone that wishes the local gossip so long as they keep buying sake (+10 on Gossip rolls).

Shrines

PCs wishing to pray can easily find space at the local Fortunist shrine. The shrines to Daikoku and Fokurokujin featuring prominently. There is also a shrine dedicated specifically to Suitengu. Any donations will be welcome and the PC will be given specially blessed prayer strips for the Bon Festival in gratitude.

The local shrine to Suitengu is preparing a ritual of sacrifice, where parishioners are expected to offer something that was important to their ancestors to the sea, by throwing it into the ocean.

The temple to Daikoku, as might be expected, houses both a shrine and a small gambling establishment. A number of well-to-do merchants and ronin are inside gambling at most hours of the day and night, it being a festival and all.

Festival

The Bon festival is just beginning as the samurai arrive in town. The festival opens with a large ceremonial bonfire, as peasants and samurai alike perform traditional dances around it in a circle.

Peasants and samurai from all over the province are dancing, singing, and otherwise engaging in a combination of merrymaking and reverence for the ancestors.

Though it is early in the afternoon, drinking has begun. The town doshin politely ignore any minor breeches, lest they disturb the veneration of the dead. PCs are free to engage in dancing, drinking, or otherwise sing songs about their ancestors in public. It is in fact expected, even of samurai. The Bon festival is a time to venerate the ancestors. Vendors sell a variety of delicious snacks and fried foods.

Any PC who is Haunted and fails to venerate their ancestor here by dancing and singing suffers the Haunted penalty throughout the rest of the module.

Rumors

PCs looking for rumors may make a Courtier (Gossip) / Awareness at this time.

Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. Crane Clan PCs receive a free Raise on this roll. Additionally, PCs may spend Koku to gain a free Raise on this roll, at a rate of 3 Koku per Raise.

- 10: The local governor has been pushing back on the rise of fashions and cuisines inspired by Balishnimpur, and has increased his tariffs as a result
- 15: The governor's recent departure has more to do with a disagreement between him and the Daidoji Trading Council on the price of imports from Balishnimpur than his unexpected invitation to the Imperial Winter Court.
- 20: Many locals are interested in when Kakita Mokuami's next play will be coming out. Maybe it will be good enough for the Son of Heaven to elevate him to Turquoise Champion again.
- 25: I heard that Kakita Takekaze-sama, the governor, is actually working with the Trading Council to keep prices high and that their disagreement is all a ruse. But you didn't hear that from me.
- 30: The local Emerald Magistrate left town two days ago, along with her yoriki and the Crane magistrate. I heard they were going to hunt down a pirate ship.
- 35: The local abbot of the shrine to Fokurokujin, fortune of wisdom, was supposed to bless the opening of the Bon festival tonight, but he fell ill.

Part One: A play within a play

As afternoon draws to a close, the PCs are expected at the local playhouse to take in a performance. They arrive at the theater and are given excellent seats. The music soon begins.

Steady drum beats and the mournful notes of the shakuhachi cut through the air as a performer in robes and a mask walks through the highly ritualized steps to center stage. They sing the opening number of the play. It promises to be a tragedy, a heart-wrenching story of duty and loss.

Falling Stars, Roaring River tells the story of the last stand of Shiro no Yojin centuries ago, wherein an army of Lion samurai lay siege to the Crane forces there. It follows the wife of the Crane general and her fateful decision by the Crane noncombatants of the city to commit mass suicide rather than be captured by the Lion. One by one, they carry torches up to the high balcony of the governor's palace, and throw themselves to their deaths in the river below. The story is filled with a sense of inescapable dread, reaching a climax as the heroine convinces her children to leap from the balcony. She promises that their father will catch them and the younger child leads the elder by the hand off the balcony.

The heroine reads one final poem after both of her children have leapt to their deaths and she lifts her torch to join them. She turns to regard the audience, her voice carrying powerfully.

“The autumn fire burns,
And yet my song shall echo
Throughout the ashes!”

With that, the actor drops the torch, lighting her robes ablaze, and hurls herself from the front of the stage. A collective gasp goes through the crowd. The actress falls the short distance to the ground and lays there a moment before stagehands rush to smother the flames, then the actress and stage hands rush off. The music resumes, the coda swellings and the performance finishes.

PCs who succeed at an Investigation (Notice) / Perception at TN 20 will make note that the actress setting herself on fire caught the stagehands and other actors by surprise. A roll of 30 or higher will note that the actress nearly landed on Kakita Mokuami, whom the actress grabbed while the flames were being smothered. A successful Acting or Lore: Plays / Intelligence at TN 15 check will also note that the actress normally just leaps from the stage holding the torch.

After the production, PCs are welcome to mingle for in the courtyard as the lanterns for the Bon Festival begin to be lit, but they are expected shortly to travel to their accommodations at the estate of Kakita Mokuami.

PCs sensitive to the presence of spirits (Medium, Kitsu Shugenja, Toritaka Bushi) will feel ill at ease regardless of the merriment and celebration, likely due to the nature of the holiday.

Part Two: Met by Moonlight

Travel to the estate of Kakita Mokuami is a pleasant, if chilly affair. The crisp autumn breeze blows steadily out of the mountains, shaking the evergreen stalks of the bamboo trees. The rice paddies have been harvested, and most of the heimen have retreated in preparation for the festival. Several lanterns, unlit, shake in the steady breeze above the vacant paddies.

Lord Sun completes his descent behind the mountains just as the PCs reach the bamboo forest that surrounds the estate.

The estate of Kakita Mokuami rests upon one of the first foothills of the distant Spine of the World, surrounded by bamboo forest.

Lanterns mark the trail through the forest and sway in the evening breeze as they cast flickering shadows among the trees. The wind picks up as you make your way along the trail, making a mournful noise as it passes through the woods.

As you walk, a flickering light is occasionally visible, deeper into the woods. It appears briefly, shines dimly far into the trees, then disappears again. A few minutes later, it appears once more for a few moments and then disappears as the wind begins to pick up. Pulling your collars close against the suddenly chill breeze, you hurry along the road to the estate as the tree branches start to sway heavily in the autumn breeze. There is no further sign of the light or lantern deep in the forest.

After an hour of travel, a central house rises slightly above the profile of the stone walls, revealing a gentle architecture in a traditional Crane style.

The estate of Kakita Mokuami consists of three major buildings and two smaller structures. The central house rests in the heart of the estate, flanked on the east and the west by two smaller houses. The estate is at least three centuries old, and it has likely been a decade since any major renovations. While it would uncouth to call it anything but well-maintained, it is clearly seen better days.

The PCs are greeted at the gates of the country estate by the head household servant, Dozo. They are

escorted inside, where several servants offer to take their belongings to the guest quarters. Their horses will be taken to the stables to be watered and brushed; Dozo is very fond of horses. Dozo explains that the western building is the guest quarters, and the eastern building is Mokuami's theater, office, and workshop. He is pleasant and informative, and more than happy to make small talk. He will explain that the PCs will have enough time to change and bathe for dinner, then they will be summoned for the evening meal with their host. Dozo will not speak about the accident earlier, and if the subject is brought up, he will grow uncomfortable and attempt to change the subject.

If pressed by a PC through an appropriate Skill check (Dozo's Etiquette/Willpower is 5k2), he will admit that the actors are very superstitious and worried about the possibility of a haunting. He does not believe in such, and neither does his master.

Once the PCs have had time to change clothes and bathe, they are summoned to the dinner. It is held in the main house, and features a wide selection of traditional dishes prepared from local ingredients. Some fanciful produce has been imported from the Islands of Silk and Spice and Balishnimpur, but they are the exception to the rule.

As his guests, the PCs will be seated with Kakita Mokuami. He is a middle-aged, charismatic man with long white hair and the practiced cadence of a skilled public speaker. PCs have this time to mingle and speak amongst themselves, and Mokuami will be especially interested in any stories about their time abroad. He is a very skilled conversationalist, and will ask insightful questions about the PCs motivations and actions ("Why did you say that to the Governor?" "And what caused you to think of that?" "How did seeing an elephant for the first time make you feel?"). He accepts any gifts given, so long as they are not scandalous, with an easy, gracious manner.

Some other topics of conversation might be:

- What kind of plays do you enjoy? Do you enjoy plays that teach lessons and have morals, or narrative plays?
- Performance skills or Artisan skills the PCs possess. Or, if no one possesses any Mokuami might ask a pointed question about why they don't feel the arts are important.

- What is your favorite part of Winter Court? Or, which Winter Court that you've attended in the past has been your favorite?

Mokuami will not bring up the festival itself, ancestors, or religion. He is quietly disdainful of religious observance and finds the bon festival a waste of time, but largely knows better than to say these things out loud.

If Mokuami is pressed about the accident earlier, he will wave it away, concluding that the actress simply missed her cue and clumsily dropped her torch. Mokuami seems completely unconcerned. If asked, her name was Hana and she is fine, though she will likely be dismissed from the production.

After dinner is concluded and an appropriate amount of socialization, Kakita Mokuami will excuse himself and retire to bed.

The PCs rooms are well appointed and spacious, and there are many household servants to see to any reasonable needs they have.

After the festivities of the evening, the night passes uneventfully, for most. Any PC with Cursed by Realm: Gaki-Do will find that their sleep is filled with the smell of smoke and dreams of embers and flames and will not regain void points from any source during the module.

Any PC with the Haunted flaw who did not participate in the Bon festivities the previous evening for their ancestor will also have terrible nightmares. Such PCs will not recover any Void Points until they have properly appeased their ancestors.

Part Three: O for a Muse of Fire

Breakfast is served that morning in the guest house, and the PCs are welcome to amuse themselves as they wish, enjoying the hospitality of Kakita Mokuami. The guest house holds a small shrine to the ancestors, an unused dojo and a variety of artistic workspace.

The east building holds an art studio and an extensive library; however, they are currently in the area cordoned off for Kakita Mokuami's work. If a PC decides to ignore the prohibition, the art studio contains a partially complete play and the library focuses around the history of theatre in Rokugan.

After breakfast, the PCs will be expected to return to Cold Wind City for the second day of the Bon festival. If asked, Kakita Mokuami intends to remain at his home and work on his next play. He apologizes for not travelling with them and explains that he is very nearly done with his next play, so he needs to work.

Travel back to Cold Wind City is easy, the day is bright, and the winds are calm.

Mid-Day

Once in the city, several musicians take turns playing the large drum set up in the courtyard, welcoming anyone who wishes to dance in honor of the Bon Festival.

Merchants swarm the area, selling festival treats of small fried dumplings and spiced melon.

Throughout the day, however, several small incidents occur to keep the PCs on edge. Use any of the suggestions below, or create your own to suit the situation.

- While taking a break from the dancing, a PC taking a sip of sake will discover that their drink has gone unpalatably bitter. A quick check of the bottle will show that the entire batch has been inexplicably spoiled.
- A PC investigating the theatre will get the feeling that they are being watched by a figure backstage. If they investigate, they discover an empty suit of armor, in the style of a Scorpion bushi, has been set up. The

moment they turn their back on it, however, one of the arms will come loose and crash to the ground.

- A sudden wind blows over a cart, sending cabbages rolling everywhere.
- A chill comes over you, causing a shiver even while you dance around the fire. Not even the proximity of the fire dispels the bone chilling cold, then it is gone as swiftly as it appears.
- An owl flies in the window of a tea house (or sake house) and knocks over the drinks on a table before hooting loudly at a PC, then flying off.

PCs may suspect a haunting, but such a suspicion is too early to reasonably investigate. Especially since it the Bon Festival, and any attempt to detect the presence of ghosts or spirits will confirm that indeed the ancestors are close at hand.

If a PC failed to properly venerate an ancestor yesterday (such as someone with Haunted), and so is dealing with an ancestor's wrath, they may attempt to rectify that by offering a traditional prayer and Bon Odori dance around the ceremonial fire. Doing so requires a Perform: Dance or Perform: Singing / Awareness roll at TN 25 to mollify the ancestor.

Early Evening

As evening begins to fall over Cold Wind City, the samurai and well to do peasants gather in the central plaza for one of the most anticipated traditions of the Bon festival, the lighting of lanterns. PCs are of course expected and encouraged to attend.

As the sun begins to set behind the Spine of the World mountains, monks from the shrine to Fokurokujin arrive in the central plaza.

The songs quiet and the monks wind their way through the crowd, handing out elaborate paper lanterns to peasant and samurai alike. The sounds of murmured prayer fill the square as the festivalgoers begin beseeching their ancestors for guidance and wish them well in the afterlife.

The monk reaches each of you, bows low, and hands you a lantern.

As the festival-goers finish their prayers, they light the lanterns, and lift them above their heads to let the wind take them.

A stream of flying lanterns floats lazily on the breeze out to sea as quiet settles over the second evening of the Bon Festival.

Each PC is handed a lantern by the monk. It is expected that they will pray to one of their ancestors (their choice), light the lantern, and then let it float out to sea.

If a player declines to light a lantern for one of their ancestors, they must make a Raw Void roll at TN 20. Failure results in the PC gaining the Haunted disadvantage for the next year, as their ancestors make their displeasure known.

Give each PC the chance to light a lantern, specify the ancestor they are praying to, and send it out to sea. This is a somber ritual in an otherwise joyous festival.

As the last lantern floats out to sea, the wind suddenly changes direction. A gust blows the hat off of a peasant's head and into the bonfire, and it is swiftly consumed by the flames.

Wafting gently on the wind, a handful of lanterns change direction and float lazily back into the city. They land gently on the roof of the playhouse, adjacent to the square where you are standing.

For a moment, the lanterns sit there. Then the flames touch the bamboo slat roof and in an eyeblink the playhouse is an inferno. Most of the celebrants scatter, fleeing the sudden blaze.

A group of peasants with buckets run up the street towards you, but they will not be enough to quench the blaze or even to stop it from spreading into the rest of the city.

At least one voice cries out for help from inside the building.

It is up to the PCs how they respond to this sudden emergency. They are not forced to assist. However, failing to do so is a Failure of Compassion, a D5 Honor loss. If a PC chooses (say, a courtier) they can help with menial tasks such as carrying water to avoid the Honor loss while not taking part in the active firefighting.

Fighting the fire occurs in three stages, and PCs may opt to fight the fire from outside or dive into the burning building to save the unknown occupant.

The Extinguish spell or other magic will reduce the severity but will fail to stop the fire (due to the influence of the goryo). All raises made in the same stage the spell is cast gain a Free Raise, multiple spells give additional raises.

Stage 1:

Outside: The blaze roars and threatens to engulf the front of the building and from there to the neighboring houses. PCs must roll Athletics or Engineering / Strength at TN 20. Any PCs that fail take 2k1 wounds. If no PC succeeds, the fire spreads and all Outside TN's increase by 5.

Inside: The building has begun to fill with smoke, and the air is growing very warm. Searching requires an Investigation (Search) / Stamina roll at TN 20. Failure causes 3k2 wounds.

Stage 2:

Outside: The front of the building collapses in a shower of beams, bamboo slats, and cherry siding. Everyone working outside must get out of the way of the falling flaming debris. PCs must roll Defense / Reflexes at TN 20. Failure causes 4k2 wounds.

Inside: The sound of coughing and wheezing leads you into a back room. An old man is trapped beneath a collapsed costume closet. Lifting the wooden dresser off of him requires a Raw Strength roll at TN 20. If the PC fails, they can repeat the roll, but each time they do they suffer 1k1 wounds from the heat. They can flee the building at any time.

Stage 3:

Outside: The building creaks and groans as the fire gnaws away at the structure's central supports. Your efforts to douse and contain the fire become ever more fevered as fatigue becomes as much your foe as the heat. Athletics / Stamina, at TN 25 (including any incurred Wound Penalties) to avoid collapsing from heat exhaustion while preventing the fire from leaping to the next building over, and giving your compatriots inside time to escape.

Inside: Having rescued the old man from the wreckage, you must escape the building, now filled almost entirely with smoke. Nearly blind, blinking away tears, you feel your way through the theater, searching increasingly desperately for the exit as the flames intensify. Investigation (Search) or Hunting / Perception at TN 25. Failure results in 4k3 wounds

from smoke inhalation before you escape the building. After you escape, a pair of peasants bustle the monk off to the local healer, disappearing in the chaotic aftermath of the fire.

If the PCs fail to retrieve the monk Kirei from inside the building:

As the fire finally gutters out, a fallen beam shifts slightly, and you can hear a cough. A group of peasants dig frantically, but eventually put a grievously injured monk from the wreckage. He wheezes loudly, and the peasants rapidly carry him off to the local doctor.

If any PC would die inside the burning building, they miraculously survive at the Crippled wound rank and are also pulled out by the peasants.

If no PC helps outside or all PCs fail the final roll: *The flames leap to the next building and soon the entire district is aflame. The citizens of Cold Wind City flee the blaze screaming, and the chaos lasts long into the night before the combination of the fire gangs, city magistrates, and Crane military contain the blaze.*

Part Four: By the Pricking of my Thumbs...

That evening, as the city settles into a weary, or perhaps wary, rest, a letter reaches you. A small peasant girl runs up, bearing a note from a monk.

“Samurai-sans. I thank you all for your efforts earlier today. I realize how this sounds, but I think I saw something inside the theater. Something that set the fire. Please come speak with me at the temple.

-Kirei, servant of Fokurokujin”

The temple to Fokurokujin is a spacious shrine, though it is currently empty with lanterns throwing low light throughout. An old peasant woman bends over an equally old man in a short bed, administering herbs and tending to his wounds.

He coughs loudly, and beckons to you, though the woman tries to stop him. “Samurai-sans! Samurai-sans! Thank you for coming.”

He pauses and coughs, earning a stern look from the medic, “I ... I realize how this sounds. But I saw something, in the fire. I followed it into the theater.

That fire, it wasn't natural. I saw it. It started the fire. It fanned the flames. A woman. An old woman wreathed in flame. I think I saw a ghost!”

The PCs likely have some questions for Kirei. He will do his best to answer, though he is suffering from smoke inhalation and a variety of cuts and scrapes. If the PCs failed to pull him from the theater, he also has broken ribs.

Who are you: “I have been a monk in this temple since I was a young boy. I usually just tend to the temple and help parishioners with their problems.”

What do you see: “An old woman, thin, with white hair, a gaunt face, long fingers, and no feet. Floating, just a bit above the doorstep of the theater. She floated inside, so I followed her. Then she touched the walls and the fire started. I followed her into the dressing room... but she was gone. And then the dresser fell on me.”

Have you seen anything like this before: “No, no I haven't. Maybe there are records about similar occurrences?”

Why might this have happened: “It is the Bon festival, so the ancestors are unusually active. Perhaps something associated with the playhouse?”
Did anyone have something against the playhouse: “I... I don't know. It's been here for the past hundred years, and especially since Kakita Mokuami was named Turquoise champion 30 years ago.

Could you have been mistaken: “No, samurai, no, I am quite sure it was a ghost. It had no feet and floated and disappeared and everything. I saw it put its hand on the wall and then everything burst into flame!”

Once the samurai are done questioning the monk, he concludes with a plea. “Please, samurai-san. If there is an angry ghost plaguing the Bon festival, our town is surely in danger. I tried to tell the guards and they just laughed. I realize you are guests here, and that you are under no obligation, but please, please help me. Before the ghost decides to burn something else.”

Where do you recommend looking? “*cough* I'm sorry, Samurai-sama, but I'm not sure. Maybe the playhouse? Or asking around town, maybe someone else saw something strange. Or checking the

governor's genealogy records for suspicious deaths? Maybe some of the monks at the other shrine felt a disturbance."

Due to the lateness of the night and the events of the day, the town is largely shut down. The trip back to Kakita Mokuami's house is swift, and the investigation can proceed in earnest in the morning. Kakita Mokuami himself is already asleep and even if the PCs elect to disturb him, he waves the fire off as a freak accident.

If the PCs elect not to assist with the investigation, proceed to the fight at the end of Part Seven. Their third day at the festival is uneventful, until the ghost suddenly manifests during the night at the estate of Kakita Mokuami.

Investigation

The Governor's Library

The governor maintains a significant genealogy library, and under normal circumstances getting access would be simple. However, he is out of town and his guards are under instructions to allow no visitors.

Talking your way past the guard is difficult, requiring an Etiquette (Bureaucracy) / Awareness roll at TN 30 or Courtier (Manipulation) / Awareness at TN 35. Alternatively, Forgery / Awareness at TN 15 could craft a suitable pass. Alternatively, a bribe of 5 koku could convince him to look the other way.

Once the PCs have convinced the guards to allow them in, the library contains an extensive collection of scrolls concerning the genealogy of the town's residents, specializing in the notable personages. Quite a few scrolls are dedicated to Kakita Mokuami, as he was a former Turquoise champion. The other highly notable residents of the city from the past century are Daidoji Kagekaze, winner for three years running of the weapons competition at Shiro Daidoji, Kakita Kuriko, priest of the kami, Kakita Sakanahime, Turquoise champion and artist, and Doji Nobusa, 6th governor of the city of Balishnimpur. All are related to Kakita Mokuami in some fashion. If a PC wishes to spend a few hours researching these people, they can learn the following:

- Daidoji Kagekaze was an exceptional swordswoman and was said to have the fastest draw in the empire.

- Kakita Sakanahime was an exceptionally prolific playwright and wrote over 20 plays in her life.
- Doji Nobusa lived in Cold Wind Village since she was a child and was universally acclaimed governor by its citizens at age 19.
- Kakita Kuriko was one of the most powerful priests of her era and was exceptionally skilled with fire magic.
- Daidoji Kagekaze was killed in a fateful duel 53 years ago when for the first time ever she hesitated.
- Kakita Sakanahime died on her estate 90 years ago, a few miles outside of town.
- Doji Nobusa was killed by a rampaging elephant 72 years ago in a freak accident.
- Kakita Kuriko died in a fire near the center of town 50 years ago, the cause of which was unknown.

The Temple to Suitengu

The temple to Suitengu is almost empty, except for a single old monk. If asked, his name is Unabara, and he has just arrived in town. Any Disbelievers or other PCs specifically sensitive to the presence of Spirits will be exceedingly uncomfortable in the temple.

Before answering questions from the PCs, he will politely request that they offer something to Suitengu, by throwing a cherished possession or something associated with one of their ancestors into the ocean.

- If the PCs describe the ghost: "Sounds like a lost soul. Souls that Emma-O judges worthy of punishment may wander Ningen-do until whatever ties them to the world is complete."
- Do you know who that might be: "No. I have only just arrived in town. I am sorry."
- Do you know anything about the fire yesterday: "Something was wrong about it, something unnatural. Burnt too hot and too fast. Calm fire doesn't burn like that, only angry fire."
- Do you know who Kakita Kuriko was: "<the monk chuckles> Yes, I have heard that story. A cautionary tale that one. Priests who

speaking with the Fire kami really should learn how to ask them to **Stop** burning.”

- Do you know who Kakita Sakanahime was: “She was a famous artist, if I recall. I think I read one of her plays once. Why do you ask?”
- Why might Kakita Sakanahime or Kakita Kuriko be a ghost: “Well, what did she do in life? What might cause such a spirit to linger in Ningen-do?”
- Who are you: “I am a monk of Suitengu. Just passing through town.” (This is a lie, Deceit at TN 40)

Unabara is in fact a spirit himself but will not reveal this to the PCs. He knows that an angry ghost burnt down the playhouse, but out of a sense of professional courtesy won't tell the PCs.

If a PC sacrifices a particularly valuable or important possession to the sea (without specific prompting from Unabara), he may let on that he heard one of the workers talk about an odd door in the wreckage of the playhouse; a basement of some kind.

The Temple to Daikoku

The temple to Daikoku is in fact largely a gambling edifice, filled with well-to-do merchants, Daidoji, Mantis, and one Yasuki. Nobody inside will confess to any knowledge of the fire, ghosts, or any supernatural happenings at all.

They will however be happy to gamble with the PCs. Games: Fortunes and Winds is the predominant game, played with Awareness. Over an hour or so of gambling, a PC will net one koku for making a TN 20, with an additional koku for every 3 they beat the TN by (23 for 2 koku, 26 for 3 koku, etc). Failure to make the TN costs the PC a koku.

Once the PCs finish gambling, the Yasuki will be 'escorted' out of the temple, and he will be heard drunkenly muttering about 'Twice now it burnt down. Silly Crane and their combustible play houses ... or maybe ghosts are theater critics now.'

The Temple to Fokurokujin

Kirei is still recovering, and the healer will insist he not be bothered. If the PCs are insistent, they will be allowed to see him, and he appears to be in much better shape than last night. He will be able to answer questions but won't have anything new.

If the PCs are really at loggerheads, he might be able to ask some questions based on what they've already learned to point them in the right direction.

The abbot is recovering from an illness so is also indisposed but a particularly persistent PC might require his presence. Doing so is mildly dishonorable, as he is a sick old monk, and causes a D7 honor loss for violating Courtesy. He is a very old man and is Kakita Mokuami's grandfather. He avoids mentioning his prior samurai life but is quite proud of his grandson.

- If the PCs describe the ghost: “That sounds like two women I once knew, Kakita Sakanahime and Kakita Kuriko. But why would either of them be a ghost?”
- Who was Kakita Sakanahime: “A playwright, very famous. Must run in the family, her great grandson is as well. Very similar writing style.”
- How Kakita Sakanahime die: “I don't know. It was all kept very quiet.”
- Who was Kakita Kuriko: “A priest of the kami, very powerful. Once day a blaze sprung up in the middle of town. She tried to rescue some trapped children from the playhouse but died inside.”
- What do you know about the playhouse: “It was built, oh, about 50 years ago. After the previous playhouse burnt down.”
- How did the old playhouse burn down: “Nobody knows. Probably a lantern got knocked over or someone wasn't careful with an open flame. You know how these things are. Right tragedy, a local priest of the kami died trying to rescue some children from inside, Kakita Kuriko.”
- What do you know about Kakita Mokuami: “Oh, quite talented. I've seen some of his plays, they're excellent. Very classical style. Which when you're my age is something you appreciate.”

The Playhouse

The playhouse is currently a soggy, smoldering mass of destroyed wood and timbers. Presuming the PCs managed to contain the fire, the plaza smells of smoke and the building is surrounded by exhausted and mildly injured but ultimately relieved peasants. If not, the entire district of town has burnt down, the fire finally having exhausted itself when it ran into

the natural firebreak created by the walls between the older entertainment district and the more modern merchant district.

Searching the wreckage for clues requires an Investigation (Search) / Perception.

- TN 15: Despite appearances, the fire started inside the play house and spread from there to the roof.
- TN 20: There are footprints scorched black into the wood of the playhouse.
- TN 25: There are scorch marks on the back of the dresser that was atop Kirei that look suspiciously like hand prints
- TN 30: A copy of Kakita Mokuami's masterwork, *Falling Stars, Roaring River* was left strangely untouched by the fire, except the kanji for his name was burnt off the cover.
- TN 45: The playhouse has a basement, old and covered in wreckage.

Alternatively, if the players have a technique that allows them to do so, they may commune or otherwise summon the ancestors. As it is the Bon festival and the ancestors are unusually active, this is easier than usual and the answers the ancestors provide are clearer. They can confirm an unrestful spirit started the fire because she was displeased with the actions of her descendent. They do not know who the spirit was or why she is displeased. They do know that she has been unrestful since her death but has only been stirred to active malice recently.

The Playhouse Basement

Most in the city aren't aware the playhouse has a basement. It is a leftover from the prior playhouse, sealed up accidentally after the current playhouse was built. Locating it requires either the hint from Unabara or locating it in the section above.

You pull open the cellar-like door and descend the old wooden stairs which creak underfoot. The air smells of smoke and ash covers the floor.

The walls are lined with shelves, full of scrolls. In the dim light, a figure in full red and black armor waits for you at the bottom of the stairs with a face like a skull, bedecked in a snarling mempo, sword at its side.

The creature does not move an inch or react at all to your presence. As your eyes adjust to the dim, you realize it is a costume stand; a dummy holding up a

costume. Behind it are many other costumes, most heavily damaged by smoke and age.

The costumes here predate the current playhouse; most are 60-80 years old. They have suffered smoke damage from having the playhouse burnt down around them twice.

Searching the room is not easy, as the scrolls are both old and have suffered significant damage from heat and smoke.

Investigation (Search) / Perception:

- TN 10: The scrolls are all plays.
- TN 15: The author of most of the plays is Kakita Sakanahime.
- TN 20: Most of the plays are tragedies, usually with a moral or other social commentary.
- TN 25: Underneath a large stack of in-progress notes is a play titled *Falling Stars, Roaring River*, written by Kakita Sakanahime.

If a player asks, the version of *Falling Stars, Roaring River* is exceptionally similar to the one written by Kakita Mokuami, though there are some subtle differences.

The Market or the Sake House

The peasants are wary, and the combination of the fire and the ongoing Bon Festival have only put the city more on edge. Locating someone willing to speak with the PCs requires a Courtier (Gossip) or Investigation (Interrogation) / Awareness roll at TN 25. Bribes can reduce the TN by 5 per 1 koku spent. Success locates a shifty and nervous merchant who is currently drinking in the Sake House and will admit he was in the area of the fire and saw the monk enter the theater.

- Did you see a ghost: "Well, I try not to cause problems, so, well, you know, I ... maybe? I saw him follow someone in. I wouldn't know if it was a ghost."
- Tell me about the person: "She was real pretty. Long white hair. Thin. uhh I don't mean to imply nothing, samurai-sama. I didn't mean it like that."

- Was she on fire: “Well, she may have been glowing a bit, yeah.”
- Have you ever seen her before: “No, definitely not. She does look a lot like that Kakita that come to town every week or two when the playhouse is open though. Kakita Megumi? His sister maybe.”
- Did you mean Kakita Mokuami? “Yeah! Sorry, I am bad with names.”

The Teahouse

If the PCs did not contain the fire, the Teahouse will have burnt down and cannot be investigated. If a PC offended her earlier, Akari will not permit them to enter.

Kakita Akari is politely brewing and serving tea to a small clientele, many of whom are clearly rattled. If asked about the fire or the monk Kirei, she will politely state she knows nothing about either of those things.

If the PCs describe the ghostly woman, she will look thoughtful, tapping her fan on her chin, then politely inform the PCs that their description reminds her of a classic story of an unquiet spirit that was not properly venerated during the Bon Festival appearing to take vengeance on her descendants. Alternatively, ghosts sometimes appear when they die with something unfinished or otherwise incomplete and can be put to rest by resolving whatever conflict ties them to ningen-do.

Akari does not know anything specific about the ghost, the fire, or the haunting.

If Akari is asked about Kakita Mokuami’s plays, she will note that she enjoys them; they are a very classical style and she has always found them quite like Kakita Sakanahime’s classics.

Leaving Town

Once the PCs complete their investigation, hopefully having realized that the ghost is related in some fashion to Kakita Mokuami, they will likely journey back to his estate. As they leave town, the monk Kirei, will catch up to them, sitting in a cart.

“Greetings Samurai! Did you figure out who the ghost was? Or why it burned down the playhouse?”

If they answer in the negative, Kirei will thank them anyway, and return to the temple. If they answer in the affirmative, his face will brighten up, “May I accompany you, Samurai-sama? I may be able to assist, I am somewhat knowledgeable in matters of spirits and ghosts. A monk of the fortune of knowledge can be handy to have around...” The PCs are free to refuse his aid, otherwise he will accompany them to Kakita Mokuami’s estate.

Part Five: A fellow of infinite jest

The road back to Kakita Mokuami’s house is empty, devoid of any living soul. A dense fog rolls in off the ocean, enveloping the road, the farms, and the forest. The wind whistles through the bamboo, and you can hear the trees shake and leaves rustle, invisible in the fog. Your lanterns are single floating points of light in a sea of grey mist and haze. The disembodied noises of the forest grow loud as you make your way to Kakita Mokuami’s estate, then they cease as you pass the stone boundary, as does the edge of the fog.

Dozo greets you at the gate, and ushers you inside. Kakita Mokuami is sitting on a pillow, writing away, with a cheerful grin on his face. “Oh, good evening Samurai! Welcome back. Unseasonably cool weather we seem to be having, but I’m sure it will pass soon. How was your day? Dinner will be ready soon.”

He seems entirely untroubled by any of the events which have occurred over the last few days.

If the PCs have brought the monk Kirei with them, Kirei will remain outside. He was not invited after all, so it would be rude to go inside.

At this point the PCs can either confront Kakita Mokuami with what they suspect, attempt to put the ghost to rest themselves, or they can ignore the problem. If the PCs ignore the problem, the ghost will manifest at midnight (see Part Seven) and attack. If they attempt to put it to rest themselves, see Part Seven. If the PCs are completely at loggerheads, Kirei might suggest attempting to banish the ghost.

What’s going on: 30 years ago Kakita Mokuami found a collection of unpublished plays written by his ancestor Kakita Sakanahime. Not being a particularly moral or devout man, he decided to edit the plays and

then publish them as his own. Because is not a devout man, and so has not made any offerings to his ancestors. Put together, these things have caused Kakita Sakanahime to seek vengeance.

Confronting Kakita Mokuami with his misdeeds can be as direct or indirect as the PCs desire. Mokuami is vaguely aware that what he is doing is wrong, but he reasons that no one is being hurt by his plagiarism and ancestors' spirits don't really care about the mortal realm, despite all the religious mumbo-jumbo suggesting they do.

Give the PCs a chance to make their arguments, and once they have done so, a successful Courtier (Manipulation) / Awareness or Intimidation (Control) / Willpower at TN 35 will convince Mokuami to admit his misdeeds. Confronting him with the evidence of his burnt play from the playhouse, knowledge (or suspicion) of his plagiarism, or the name of the ancestor (Kakita Sakanahime) will lower the TN by 5, each. The evidence from the basement will lower the TN by 10.

If the PCs are unable to convince Kakita Mokuami to admit his misdeeds, they can either attempt to banish the ghost themselves (or with Kirei's help), or they can they simply ignore the problem. Either way, proceed to Part Seven.

If Kakita Mokuami admits his misdeeds:

Kakita Mokuami takes a sip of his tea, a deep line creasing his forehead.

"I guess it would be best to start at the beginning, wouldn't it? Decades ago, while I was browsing my family's library, I stumbled across a stack of old scrolls. Plays, never published. Most finished, they were better than anything I could have written. They just needed a little touching up. "

"So, I edited the first one, and released it with my name on it. And it was just so good. Too good. I tried to write something else, something of my own. But no matter how hard I tried, I could not write anything as moving as *Falling Stars*. I tried for two years, but nothing came."

"I couldn't just release a bad play. Not after *Faling Stars*. Everyone expected me to create something amazing. I went back to the scrolls, touched up the next play, and released it. After that, well, you know how the pressure is; you succeed once and then you must keep succeeding. There's no going back. I didn't have a choice! It wasn't hurting anyone; it

wasn't illegal."

Mokuami takes another sip of his tea, preparing himself before continuing.

"I have never been much of an observant man, and I certainly never believed in ghosts. There's one play left. I never released it because it's not complete. The last scene was unfinished. I tried a couple times to come up with an ending, but none of them were good enough. If something has tied this ghost to ningen-do, this play seems as likely as anything?"

There is nothing strictly criminal about what Kakita Mokuami has done, though it is highly dishonorable

If the PCs attempt to finish the play, proceed to Part Six. Otherwise, as before, they can do nothing, or attempt to banish the ghost directly, either of which lead to the appropriate section of Part Seven.

If a PC suggests Mokuami commits seppuku, he rebuffs the idea, unless the PCs threaten to out him for his plagiarism. If they threaten him to expose him, he will grudgingly agree to commit seppuku once the ghost is banished and he has received permission from his lord.

Part Six: The Play's the Thing

Kakita Mokuami leads you into the eastern building of his estate. Through a well-appointed entrance room, he guides you into a room that resembles a pair of massive hallways. Along the walls of this hallway are rows upon rows of scroll racks. The air is thick with the smell of aged paper, well-tended.

With trembling hands, Kakita Mokuami retrieves a set of scrolls from the shelves. "This is Kakita Sakanahime's final play. It is incomplete, but it was a masterpiece in the making. A tragedy about the folly of Desire."

Kakita Mokuami lays out the aged paper scrolls containing the script of the play upon the table. A sudden chill breeze blows through the library, and Mokuami shivers.

"The sequence of events in this play is fairly straight forward, as best as I can tell. There are four characters; a Kakita woman who is engaged to an

Bayushi and an Utaku woman who is engaged to a Akodo. There is an opening song, followed by a game of riddles. There is a confrontation in a dojo between the Bayushi and the Akodo. There are a pair of dances, which show that the Utaku harbors feelings for the Bayushi. The Utaku disguises herself as the Kakita, and meets the Bayushi in the garden. The bayushi sees through the disguise and rejects her. She casts off her disguise and both leave. The Akodo finds her discarded disguise then stalks off.”

He pauses for breath. “The Akodo challenges the Bayushi to a duel and kills him.”

The final scene, the unfinished scene, is the remaining three characters in front of the Bayushi’s funeral pyre. Beyond that all three characters are in it, I know nothing. How should I end the play, samurai?”

He glances up at you, and his eyes for the first time betray fear and true doubt.

Kakita Mokuami allows the PCs to review the script of the unfinished play if they wish.

It contains the following information (specifics are left to the GM):

- There are four characters: A Crane woman (Kakita), a Unicorn woman (Utaku), a Scorpion man (Bayushi), and a Lion man (Akodo). The Kakita and the Bayushi are engaged, as are the Utaku and the Akodo. The Kakita and the Utaku are friends, however the Akodo and the Bayushi are rivals.
- The play is clearly intended to be a tragedy and shows that acting on the sin of Desire causes terrible consequences.
- The intro scenes establish that the characters know each other, and that the Utaku harbors feelings for the Bayushi.
- The middle scenes describe the Utaku surreptitiously acting on her desires but being rejected by the Bayushi. The Akodo finds evidence that something untoward is occurring, and leaps to the conclusion that it’s the Scorpion’s fault.
- The final scenes are a duel wherein the Akodo kills the Bayushi, blaming him for inappropriate behavior, and the unfinished finale.

This is largely a roleplaying challenge for the PCs. GMs are encouraged to allow PCs to improvise details and dialogue in this scene.

Once the PCs have decided on the form of the final scene, putting together a fitting end for the play requires a roll of either Artisan: Playwright, Acting, Perform: Storytelling, or Perform: Oratory / Awareness at TN 35. Free raises should be awarded as follows: 1 for making the end a tragedy. 1 for having at least one other character die. 1 for having either the Utaku show remorse or the Kakita publicly blame the Utaku.

Whether they pass or fail the roll to compose the scene does not affect the success or failure of the module; only the critical reception of the play afterwards. The goryo’s fetter is satisfied regardless of the quality of the work.

With the play completed, Kakita Mokuami runs his hands over the finished scroll.

“I suppose it’s not as easy as just writing an ending. We’ll need to publish it, with her name. And do ... uhh... something to... honor her? I suppose? I apologize, I am not very good at rituals. Something to venerate the spirit, yes?”

Mokuami looks unsure of the particulars of making offerings to his ancestors but begins to clear a space in the entryway for the ritual.

At this point, if Kirei has travelled with the PCs, it would behoove them to fetch him, as he is significantly better than Kakita Mokuami at making entreaties to ancestors. Failing that, any PC Shugenja or anyone with at least one rank in Lore: Theology can correct his shoddy ritual.

Proceed to the Part Seven.

Part Seven: Something Wicked This Way Comes

Putting the spirit to rest:

Placing the completed play at the center of the circle, Kakita Mokuami begins to intone the words of veneration. Soon, a ghostly figure of a woman with long white hair appears in the air, looking content and pleased.

The appearance of the ghost shocks Kakita Mokuami, his face plainly betraying his fright. He stops the prayers, pauses for a moment to gawk at the ghost,

then attempts to resume with a stutter. He slurs the words terribly. The ghost's expression changes from peace to rage, and she reaches for her descendent with long fingers. Small motes of fire in the shape of lanterns wink into existence in the hall, cackling gleefully as they surround the assembled samurai with obvious murderous intent.

Kakita Sakanahime is pleased with her play, but she is angered by her grandson's many sins and his failures to pray properly. She will attack the PCs, expending her anger, but when defeated will disappear with a look of contentment on her face.

Fear 2

The PCs must face Kakita Sakanahime no Goryo plus one Fire of Gaki-do for each combat-capable PC.

Exorcism:

If the monk Kirei travelled with the PCs, his assistance would be helpful in completing the exorcism.

Having decided to exorcise the spirit, you find a suitable location on the grounds of Kakita Mokuami's estate to prepare your circle. The large practice theater in his workshop serves as an excellent venue, it has more than enough open space for your ritual, and is old enough that it might have stood in the time of his offended ancestors.

You begin to draw your circle...

Drawing a properly circle of exorcism is difficult but possible. It requires a Lore: Theology or Lore: Ghosts roll at TN 30. Kirei provides two free raises, and using any artifact of the ghost (such as the burnt copy of the play) provides one free raise.

If the PCs fail, they can retry once at TN 35. If they fail again, they must either convince Mokuami to repent (see Part Six) or simply resign themselves to doing nothing.

Success:

You gather around your circle, and begin to speak the ancient incantations. You offer praise to the ancestors, the celestial heavens, and you beseech Emma-O to compel the unrestful spirit to appear before you to answer for its presence in the mortal realm.

The doors to the theatre suddenly slam close, as if blown by a strong gust, though no breeze disturbs you. The air turns warm, then hot, heat radiating from the circle in your midst.

A moment later, a woman appears, floating in the air before you, with small burning lanterns hovering around her feet. She turns to you, and the burning lanterns spring to life, the flames taking on a life of their own.

With a screech, the ghostly Crane woman bursts from the circle and attacks you, while the tiny blazing lanterns lunge towards you, clearly intending to light you afire.

Fear 3

Kakita Sakanahime no Goryo attacks, along with one Fire of Gaki-Do for each combat-capable PC plus one extra.

When she is defeated, she disappears, never to be seen again.

Doing nothing:

Having decided that there is clearly nothing more to be done, Kakita Mokuami, and his guests, all retire to their quarters for the evening.

The night is quiet and peaceful. No animal noises disturb your sleep, nor do any unusual dreams. Until suddenly you are jolted from your sleeps by a cry.

"FIRE!"

You spring from your beds, and realize that the estate is ablaze. You rush from your rooms, grabbing whatever is at hand, and are confronted by an amazing sight. Though the front room of the house is not yet on fire, floating ominously in the foyer is a translucent woman with white hair, the blue kimono of the Crane, and a look of malice on her face. At her feet, if she had feet, Kakita Mokuami quivers in abject terror.

The ghost turns towards you, shrieks, and lunges towards you. From the doorway, a group of tiny, floating, burning lanterns cavort into the entry way, bob up and down lazily for a moment, then follow the enraged ghost. The lanterns seem to laugh and giggle as they streak towards you, looking to set you alight.

Fear 4

Kakita Sakanahime no Goryo attacks, along with one Fire of Gaki-Do for each combat-capable PC plus two extras.

When she is defeated, she disappears, never to be seen again, and the flames engulfing the estate vanish.

Kakita Sakanahime no Goryo

An angry dead crane woman.

School/Rank: Kakita Artisan 4

Initiative: 8k4

Armor TN: 25

Reduction: 0

Wounds: 78 (Dead)

Attack: 8k4 (Ghostly Touch, Complex)

Damage: 7k2

Air	Earth	Fire	Water	Void
4	4	4	3	4*

Honor: 0.0 Status: 0.0 Glory: 0.0

* Kakia Sakanahime has no void points

Special Mechanics:

Spirit: Kakita Sakanahime takes half damage from attacks which are not Jade, Crystal, Obsidian, Nemuranai, or specifically bypass the Spirit characteristic.

Insubstantial: Kakita Sakanahime cannot be Grappled or Entangled.

Ghostly Touch: If Kakita Sakanahime successfully attacks an opponent and deals more than 20 damage, they lose a Void Point. If they have no void points to lose, they instead take 2k2 additional damage which ignores all Reduction.

Sakanahime's attacks ignore TN bonus from Armor.

If half or more the table is Rank 3, Sakanahime can attack as a Simple action.

Fire of Gaki-do

A tiny ghostly paper lantern engulfed in flame

Initiative: 6k3

Armor TN: 25

Reduction: 0

Wounds: 52 (Dead)

Attack: 6k4 (Burning Wish, Complex)

Damage: 5k2

Air	Earth	Fire	Water	Void
3	3	4	2	0

Honor: 0.0 Status: 0.0 Glory: 0.0

Primary Skills:

Special Mechanics:

Insubstantial: The Fires of Gaki-do cannot be Grappled or Entangled.

Burning Wish: The Fires of Gaki-do are composed largely of fire. If their target is specifically flammable for some reason, it is possible their attacks will set it alight.

If half or more the table is Rank 3, the Fires of Gaki-do can attack as a Simple action.

If the PCs flee, she will take out her rage on the estate, burning it to the ground, but will not pursue.

Conclusion

If the PCs finished the play and banished the ghost: Kakita Mokuami is confused but relieved. He is extremely thankful for the PCs assistance and promises to publish the play right away. Furthermore, if he was not convinced to commit seppuku he intends to retire in the spring once his lord returns from winter court. If he was convinced to commit seppuku, he does so after obtaining his lord's permission in the spring.

If the PCs did not finish the play but ritually banished the ghost: Kakita Mokuami is confused and somewhat angry that the PCs have undertaken a religious ritual in his home without his permission. However, he is thankful that they have banished an unquiet spirit. He thanks them courteously, and bids them safe travels in the morning.

If the PCs did not finish the play or ritually banish the ghost but stopped the ghost from burning the house: Kakita Mokuami is confused and frightened but is extremely thankful to the PCs for their assistance in dealing with this strange and mysterious occurrence. Mokuami is at a loss to explain what happened but wishes the PCs well in the morning and dismisses them.

If the PCs fled:

Kakita Mokuami is not pleased with his estate being burned down. He politely but firmly bids the PCs a good day and wishes them well on their way away from the festival. Soon, rumors begin to dog the PCs of indiscretions they committed in unrelated courts. All PCs suffer a L -5 glory loss.

The End

Rewards for Completing the Adventure

Surviving the Module: 1 XP
Good Roleplaying: 1 XP
Agreeing to help Kirei the monk: 1 XP
Dealing with the ghost: 1 XP

Total Possible Experience: 4 XP

Favors

If the PC successfully fought the fire, they receive 1 Favor.

Honor

Honor gains are listed in the module. PCs they fought the fire or went in to the burning playhouse gain H7 for Compassion.

Glory

If the PCs successfully stopped the fire, they gain G6.
If the PCs released Kakita Sakanahime's final play, they gain G8.

Allies and Enemies

None.

Other Awards/Penalties

If a PC offended Kakita Akari and did not apologize, the gain Obligation (Duel Kakita Akari's Champion).

GM Reporting

1. Did Kakita Mokuami commit seppuku?
2. Was Kakita Sakanahime no goryo laid to rest or otherwise banished?
3. Was the fire stopped from burning down the city?
4. Was Kakita Sakanahime's final play successfully completed (composition roll passed) and released?

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

Appendix #1: NPCs

Kakita Mokuami

A former Turquoise Champion, he is an older Crane with dyed white hair and a haggard look.

School/Rank: Kakita Artisan 4

Initiative: 8k4

Armor TN: 25 **Reduction:** 0

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

Attack: 2k2 (Wakizashi, Complex)

Damage: 4k2

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

Honor: 5.0 Status: 4.5 Glory: 6.5

Primary Skills: Artisan: Poetry 5*, Etiquette (Courtesy) 5, Courtier (Rhetoric) 5, Perform: Puppeteering 3*, Acting 3, Artisan: Playwright 2

Advantages/Disadvantages: Fame, Disbeliever, Haunted, Dark Secret (Plagiarism)

Special Mechanics: Skills marked * are his chosen Kakita Artisan Skills

Player Handout #1: News From the Empire

TBD