

Sleepless Ones

Part 1 of 2

(or Something's Wrong in Kuda Mura, part 4 of 5)

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**A [Mid]-Rank Adventure for
Heroes of Rokugan: Champions of the Ivory Throne**

Month of Bayushi, 1342 (Season)

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[Tags: Investigation]

The Kaiu family daimyo requests your testimony as part of an inquest looking into the strange and blasphemous happenings in the Crab province of Kuda.

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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

Over the last several years, the players have encountered several troubling events within the Crab Province of Kuda. The intent of this module is to bring three of those events together as part of a cohesive story, with a follow-up module designed to tie up any loose ends and bring these happenings to a close.

So, what happened? Well, hear me out, here. Approximately 20 years ago, a group of Crab samurai were sent to investigate the disappearance of several dozen peasant pearl divers and their vessels. None of them had been known to dive anywhere near the Skull Tide or the Sea of Shadows, but there was some concern at the time that the Jigoku was attempting to increase its influence over the southern seas.

This eight-member team was partially made up of the witch hunter Kaiu Shingen, engineer Kaiu Engo, veteran scout Hiruma Kawakami, and young healer Yasuki Miko. Some of these characters should be familiar to those who have played the mods *Edict of Judgement*, *Remote Temple*, or *Exchange of Hostages*.

Joining them were the berserker, Hida Maizen, and a pair of twin Yasuki yoriki named Gen and Ren who were assigned to protect Engo and Miko. Eventually, a ronin boat-pilot by the name of Kouki was hired to take the investigations.

During the course of their investigation, they discovered that the missing pearl divers had begun harvesting oyster beds under the protection of a tribe of Ningyo. After fighting off (or possibly negotiating) with the Ningyo, the Crab soon found themselves in the possession of a large, black, naga pearl. Yes, this is THE Black Pearl, that in another existence would see the release of the Dark Naga and its attack on Rokugan.

The troubles in Kuda all lead back to this point. Each member of the team underwent some sort of psychic trauma as a result, with extreme paranoia being the primary symptom.

Kaiu Shingen was so consumed by paranoia that he gave in to the call of the Jogoku and summoned an Oni.

Kaiu Engo's paranoia led him to fill his own home with traps, and played part in his own fall to the Shadowlands Taint. While not readily apparent in the previous module, it also led to the death of his wife, the former Yasuki Miko.

Hiruma Kawakami spent years being questioned and ultimately tortured by the Kuni Witch Hunters, and then faking catatonia before escaping from the asylum/temple where he was being kept. During this time, the only person who was aware of his duplicity was his former betrothed, Yasuki Miko.

Hida Maizen has turned from a well-respected and dutiful samurai into a lay-about, trouble maker, and apparent opium addict. Maizen is the focus of this story.

The remaining members of the investigation team are somewhat expendable. In fact, the death of the twins is unavoidable, but this should be obvious to the players from the outset, since both are listed as casualties in the official report.

As the story unfolds, the players will have opportunities to take on the roles of the Crab delegation as they carry out their investigation, though seen through the dream-lens of a paranoid opium addict.

There are a few opportunities for combat in this mod, and quite dangerous combat, at that. Fighting can be avoided, but that's largely dependent on your players.

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.

- Miko's Notes from Exchange of Hostages
- Addiction to Opium or other drugs
- Wrath of the Kami: Water
- Touch or Cursed by Chikusudo or Sakakku

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 player-base 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

Due to the location and timing of the module immediately preceding this one, there is no Inactivity loss at the beginning of The Sleepless Ones, Pt 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** 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 of 20. Failure on this roll gives the ronin the Permanent Wound Disadvantage for the duration of the module. Koku may be spent on this roll to gain a Free Raise for every koku spent before the roll is made, or one Free Raise for every two koku spent after the roll is made.

Experience Expenditure

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

Introduction

PCs who have played any of the previous modules in this 'series' will have received an invitation to meet the Kaiu family daimyo at Kuda Mura, specifying a date and time for this meeting. Characters who did not participate in the earlier mods received the same invitation, only theirs were sent from the office of the Jade Champion.

It has been over two hours. Over two hours of sitting patiently while other samurai – some of whom arrived after you - are escorted into the Kaiu's court at Kuda Mura. Servants busy themselves clearing away small bowls of rice crackers and have not offered to refill your cups for what seems like most of the last hour.

A large wooden door, gleaming with brick-red lacquer, slides open, and one of the daimyo's many secretaries steps into the waiting room and bows deeply.

“We have arrived at the end of today's court. Please enjoy the hospitality of Kuda Mura's fine inn and tea houses until tomorrow morning, when Kaiu-sama once again makes time to hear your petitions. Good evening, and may the Kami bless you.”

If there are any Lion or Owl PCs at the table, double the time-frames listed above. Should the PCs confront any of the servants or the secretary, they will bow with the proper respect and apologize on behalf of their lord, while slowly backing out of the room. Continued or escalated belligerence will be met with silence, a closed door, and a pair of armed guards escorting the

PCs into the hallway. (If only this worked in real life, *Karen*.)

Rumors: Courtier (Gossip), Etiquette (Bureaucracy) or Commerce / Awareness

15 – Kuda Mura has been without a proper governor for nearly 2 years, since the retirement of Kaiu Yaeko. This has led to a backlog in the local court, and Kaiu Hiroya has stepped in personally to fill the gap

20 – Several of the samurai here are Merchant patrons, looking for the Governor’s office to do something about the rumors being spread about Kuda Province, as trade has been impacted, with even *more* business being conducted in the markets at Face of the East and Watchtower of the East.

30 -There have been multiple sightings of kumo spawn in and around the Shinomen Forest following the Great Sea Spider’s assault in the Empire’s coast.

As the party moves into the hallway and towards the castle’s exit, another secretary will motion to them, encouraging the PCs to follow him.

He introduces himself as Kaiu Chino. Chino is a slight man, wearing a modified forge-apron over his simple kimono and rounded cap in dark blue with gray trim. While they mimic the functionality of workshop gear, you are pretty sure the secretary’s outfit would immediately burst into flame if he stepped anywhere near a kiln.

“Please forgive the delay, and the abrupt dismissal. Kaiu-sama wishes to speak with you on an urgent matter, but the demands of court were particularly demanding today. He has requested you meet him in less formal surroundings. Follow me, if you would.”

Chino leads you through a series of short hallways to a several flights of stairs that eventually let out onto the castle’s third floor.

A wide chamber opens before you, decorated with finely carved and painted wooden samurai. On one wall hangs an ornate wooden diorama detailing the construction of the Kaiu Wall. As you watch, a ‘stone’ carved from polished cherry wood falls from a quarry wall onto a waiting sledge, which is then pulled by a team of oxen and pushed by goblin slaves. Stern mahogany and birch taskmasters raise their whips overhead as the sledge passes before bringing the lashes down on the goblins’ backs. Once at the base of the wall, an oaken samurai in formal shugenja robes reads from a pine scroll as the stone is lifted by

cleverly crafted cranes into its new position near the battlements.

In the center of the room rests what at first appears to be another carving, this time of an older samurai seated on the floor and drawing on a pipe as he rests against the nearby table. Your first impressions turn out to be correct, as Kaiu Chino moves to the back of the room, and bows deeply as a different older man enters from an adjoining room, wiping his hands with a heavy cloth.

“Samurai-samas, Kaiu Hiro-“ Chino begins before being silenced by a raised hand from the Kaiu Daimyo.

“Kaiu Hiroya can introduce himself, Chino-san. Now hurry and fetch the scrolls I asked you to have ready. I only have an hour before I need to put the next coat of lacquer on O-Ushi-shiryo,” the jovial man says with a wink.

As mentioned, the Kaiu daimyo is older, nearly 60, and somewhat heavy-set. He is wearing a more functional version of Chino’s outfit, with various chisels in the apron pockets and wood shavings on his clothes and in his bristly beard.

“I am Kaiu Hiroya, as you are now aware. Welcome to my current home, and thank you for coming. If Chino has not apologized on my behalf, allow me to do so now. Court has been a little busier of late, you understand. Please, sit.” Hiroya commands, indicating the cushions surrounding the smoking man’s table.

“I mean, of course you understand. My niece’s ... sudden ... departure from Kuda Mura has left me in a bit of a predicament. Normally, I would simply name a successor, and that would be it, but my preferred candidates have all politely declined the offer. After the first of the lesser candidates refused, I learned that there are rumors that the province is cursed, and so I decided to look into the matter.”

“That’s where you come in,” he says, looking at the highest status PC that played more than one of the previous modules. “At least twice, possibly three times, some of your names have appeared in the official reports relating to strange or blasphemous events that have occurred within my family’s holdings in Kuda over the last 5 years.”

“While I believe this is merely coincidence, the fact that this is not the first time the others – my nephew Shingen, Engo with all the traps in his house – this is not the first time they show up in our records, nor is it

first time they were involved in something having to do with the Taint.”

Kaiu Chino re-enters the chamber, followed by a pair of servants carrying half a dozen scrolls. Most of them appear new, but one is at least a decade old.

Taking the scrolls, Hiroya distributes them to the PCS. These are summaries of the characters sent on the investigation 20 years ago.

“Approximately twenty years ago, seven Crab were sent to investigate the disappearance of an unusual number of peasant vessels near Earthquake Fish Bay. Of those seven, only 5 returned alive, and as far as we can tell, you’ve been involved in the deaths of at least two more, and the possible disappearance of a third.”

“Again, if it were just one such coincidence, I would not be overly concerned, but there are now too many coincidences for my comfort. I’ve been in touch with the Jade Champion’s office, and they agree that the matter should be looked into, and that you should be the ones to handle this investigation, largely because you are familiar, on some level, with several of the people involved, but also because you have proven yourselves to be skilled and capable samurai. I will make sure you have the proper permissions and approvals.”

The head of the Kaiu family is good with details in his craftsmanship, but has difficulty getting to the point when speaking. It will likely take some additional questions to get to the heart of the matter.

What, exactly, are you asking us to do?

Find one of the surviving members of the original investigation team, and convince them to tell you what really happened 20 years ago.

If you have the testimony from the original investigation, why do you need someone to look into it again?

“There are some... inconsistencies in the testimony, especially considering what has come to light recently. Additionally, Hida Maizen’s testimony is beyond vague, and we were never able to get Kawakami’s point of view.

Why not send another group of Crab to investigate?

“Since multiple clans have been involved in these matters already, the Jade Champion considers it best to have a more diverse group of investigators involved.”

Why isn’t there a Jade Magistrate involved?

(For tables without PCs on the Jade Magistrate Track): “The majority of the Jade Champion’s resources are still tied up in repairing the damage caused by the Great Kumo’s attack, and tracking down the multitude of spawn that were released.”

If someone asks this question at a table where there is a Jade PC, Hiroya will simply stare at the asking character and point to the Jade Magistrate or Yoriki.

Where should we begin?

“I am given to understand that one of the remaining investigators, Hida Maizen, has been stationed at Watchtower of the West, on the southern edge of the Hokufuu province. You might start there.

As the PCs finish their questions, they should also be looking for clues in the reports provided. Obviously, the next step in the investigation is to speak with Hida Maizen, but there is other information to be had as well. Give them a few minutes to look things over and discuss what they find before having them make the following rolls.

Lore: Law / Intelligence

TN 10 - Even though most of the investigation team was unable or ill-equipped to provide proper testimony about the events surrounding the disappearance of the pearl divers, three members provide similar stories, so the matter was considered closed.

Investigation (Notice) / Perception

TN 10 – While the testimony of Kaiu Engo seems to dote on his future wife and their protection, Yasuki Miko seems more concerned with Hiruma Kawakami’s well-being.

TN 20 – There seems to be a difference of opinion with regards to the deaths of the two Yasuki bodyguards.

Craft (Cartography) or Sailing (Navigation) / Intelligence

TN 20 – Kaiu Shingen’s testimony says they headed ‘near the Sea of Shadows’ while Hiruma Kawakami says they went to Yakamo’s Heart. While these statements are not completely contradictory, they don’t normally refer to the same place.

Lore: Crab or Lore: Nonhuman / Intelligence: (Lore: History +10 TN, Lore: Naga -5 TN)

TN 15: Hida Maizen’s brother Tsubasu mentioned an ancestor named Fubatsu. Hida Fubatsu is remembered as a master swordsmith, having created weapons that

rival the quality of most Kaiu and even some Asahina smiths.

TN 20: As stated, Fubatsu died defending a Naga temple from a blood speaker cult that had been hiding out deep in the Shinomen Forest.

TN 25: There is some evidence that the Naga held Fubatsu in high regard, even so far as suggesting he may have been the reincarnated spirit of one of their great leaders. (Successful **Lore: Naga** knows this to be true)

If any PC at the table recovered Miko's Journal from the mod Exchange of Hostages, read the following:

You've looked through Kaiu Miko's Journal maybe several times since you found it, and she had a true gift for understanding illnesses of the mind. Looking through her notes brings with it the surety that the Empire may have lost more than a talented healer. One evening, as you placed the bundle of papers back in its box, you heard and maybe even felt something moving inside the box lid.

After some careful searching, you are able to separate the silk liner from the inside of the lid, revealing a folded note.

*"Miko-san,
Thank you for your recent visit. The monks here should see fit to release me soon so that I may visit you and your new husband. I do understand why you have chosen the Kaiu. My heart still beats and my ears still hear, but my eyes and mind play tricks, and I would not want you tied to a madman, me or not. Keep safe, away from the Hiruma lands and the Wall, and raise up that army of children you used to speak of so fondly. Waiting,
Kawakami"*

Part One: A Wall is AWOL

The journey to Watchtower of the West is largely uneventful, but the inns along the way provide an excellent opportunity for the PCs to continue looking over the reports and working on a theory.

Players may roll **Lore: History or Lore: Crab / Intelligence TN 15 (or other relevant skills at +5 TN)** to recall that this fortification is seen and often used as a catch-all for Crab samurai who have issues with authority, self-control problems, or just generally have never adapted to military life.

You reach Watchtower of the West around mid-afternoon. Approaching the main southern gate, you

find yourselves at the back of a large crowd of frustrated peasants and angry merchants. The mass of people parts in front of you, allowing you to approach the guard stationed at the entry, which is closed. Two men in Crab armor are seated around a low table nearby, swearing enthusiastically and throwing dice. It is clear that the men are aware of your presence, and just as clear that they don't care.

If a PC tries to get their attention, the two guards continue to focus on their games, at least until the one of the PCs starts to get belligerent or threaten violence. At that point, one of the men stands and grabs a tetsubo from where it leans against the wall.

"We're off-duty, [clan]-san. You and your friends will have to wait for next shift to show up."

"... if she shows up," the other man chuckles.

This leaves the PCs with a few options, of course. They can wait, which is fine, but means they'll have to deal with the occasional side-ways glance and chuckling from the gamblers, as well as pleas from the crowd of merchants to make the Crab open the gates.

Intimidation / Awareness or Strength TN 20:

Attempts to bully the guards are met with an equal amount of 'You wanna go?!' bravado, but the men will quickly back down, laughing and clapping the samurai on the shoulder before letting the PCs through the gate, and offering directions to their commander, Hida Kenzo.

Etiquette (Bureaucracy) / Awareness TN 30:

The guards are unimpressed by your travel papers, right up until you make it known you are here to interview their superior officer on behalf of the Kaiu family daimyo and the Jade Champion, at which point they grudgingly let you through.

Roll Glory, keep Awareness TN 30:

(Reduce the TN by 5 for each rank of Infamy the PCs possess.)

Failing the "Don't you know who I am?" tack results in both men laughing hysterically for several seconds, until one of them replies, "No."

A successful roll garners some small amount of recognition, but only enough to allow the PC to add their Status to the result of either of the above rolls or make a second attempt with the bonus.

Once the guards have been convinced or conjoled into letting the PCs through the gate, read the following:

"Fine, whatever." One of the guards says, clambering to his feet and opening the gate just long enough for

your group to pass, which restarts the shouting from the assembled merchants. “Kenzo-sama will be back at the barracks, in Watch Command. Just follow the main road towards the tower. Oh, and tell him sleepy-kun’s missed her shift again.”

You follow the guard’s instructions, and after passing through an oddly serene marketplace, locate the barracks for the 47th Legion. After checking your papers once more, a guard quickly leads you to the office of the Watch Commander, Hida Kenzo.

Kenzo is surprisingly young for someone at his rank, but his office is tidy, his nose is broken in all the right ways, and without saying a word, you can tell he expects the respect due someone a decade older.

“You’re the ones sent to talk to Maizen, yeah? Night Watch said you were arriving today. Surprised you didn’t meet her on the way in, actually. She’s supposed to be ...” Kenzo pauses while he looks through some notes on his desk. “Kobudai-san! Is Maizen still in her bunk?”

“Negative, Chui-sama.” responds a nearby guard with an unusually large forehead. “Watch log reports she left the barracks before dawn.”

“Fortunes curse that woman, if they haven’t already. Look, I’ll save us both some time and tell you she’s probably at O-ba Daitosuto’s tea house down near the Shadow Market. You two!” Kenzo commands, “Escort these visitors to the Crippled Crane.”

The Players may roll **Commerce or Lore: Crab / Intelligence at TN 20**, or another relevant skill at +5 TN to recall that the Shadow Market is the seedier of The Watchtower’s two better known marketplaces, infamous for providing goods and services not as readily available in other cities. It rests along the western base of the Watchtower, and spends most of the day in shadow. The Crab allow it to exist solely so they can keep some sort of handle on the vice that tends to appeal to the samurai stationed here.

A Quick Nap

As you work your way around the base of the watchtower, something strange tugs at the edges of your perception. Despite the bustle of an early afternoon market, several of the merchants have nodded off at their stalls, and an epidemic of yawns has made its way from one end of the street to the other and back multiple times.

Given the reputation of the samurai stationed at this city, you easily spot a few guards who have fallen asleep at their posts.

The PCs must make a **RAW Stamina** check to avoid succumbing to the fatigue effect.

TN 9 or less: The PC catches themselves against a market stall, yawning deeply and suddenly bleary-eyed. Perhaps there is time for a nap before looking for this Maizen person, but the character loses G8 for the public spectacle and is Fatigued until they find her. One of your escort fails this roll, and nearly collapses to the ground.

TN 10-14: The PC fights hard to resist yawning hugely in public, but is unable escape completely. They must roll **Etiquette / Reflexes TN 15** to hide it behind their sleeve or fan, or lose G7.

TN 15: While it would be nice to sit down for a moment and have restful bit of tea, there is a job to be done. No effect.

Whether the PCs ask around or simply keep walking until they see it, eventually they will come across the Crippled Crane Tea House.

Eventually, you find yourselves standing in front of a drab tea house with a sign showing a white-feathered crane leaning on a walking stick.

A ronin woman leans against the wall outside the door, deeply asleep, with a patch of orange silk over one eye and a rivulet of drool hanging from the corner of her mouth. Several loud snores escape from the unprotected door, chased outside by a stout old woman with dark, heavy bags under her eyes.

“Oh, welcome my lovelies! Please, please come in and let O-ba get you some tea.”

O-ba (Grandmother) Daitosuto, proprietress of this tea shop, appears to be in her early 60s, and waits patiently for the PCs to decide whether or not to follow her inside.

GM Note: O-ba (Grandmother) Daitosuto is a Tanuki spirit from Sakakku. PCs who have spiritual advantages, disadvantages or other abilities tied to Sakakku or Chikusudo should have any bonuses or penalties added secretly, unless they do something that unmasks her. She has an Earth of 5, which leaves her largely immune to the wave of fatigue affecting the market, as well as many other abilities.

Assuming the PCs agree to enter the tea house instead of just turning around and going home, continue reading. (If they do turn around and leave at this point, they not only get 2 XP, but also Cursed by Chikusudo and Noticed by Kaiu Hiroyo. Bonus!)

O-ba leads you into her establishment, wobbling a bit as she does. The Crippled Crane isn't very large as tea houses go, and the strong, acrid smell of smoke coming from the back rooms goes a long way to explaining how it has managed to make any money. This is especially true, as it appears that every patron in the common room has collapsed into sleep.

"Sorry the regulars aren't a very lively crowd, samas, but they all work so very hard, and I can't begrudge them a safe place to doze."

Have the players make another **RAW Stamina** roll, with the earlier TNs raised by 5. There are no social penalties for failing this time, but it should be more apparent something strange is going on.

"Please, take a seat, samas," she says quietly, "and let O-ba know how she can help you. Are you looking for tea, saki, or something ... stronger?"

O-ba will answer any questions she can, but here are some of the more likely ones. A Hantei-trained courtier will get more straightforward answers, without having to call her out for avoiding the questions.

Why is everyone around here so tired?

"Most of the folks who work in the Shadow Market keep late hours, since most of our business occurs after the other markets are closed and samurai are off duty. Unfortunately, many of us don't have some one to watch over business during daylight hours, so we have to grab a nap when things are slow. (**Investigation (Interrogation) / Awareness TN 35** to realize this is a half-truth).

Do you know Hida Maizen?

"Of course, I do! Maizen-sama one of my favorite customers. In fact, I believe they are here now."

Why is Hida Maizen here?

"Some of the soldiers stationed here have seen things that make sleeping difficult, or dangerous. For Maizen-sama, I fear it's both. I do what I can to help them get the rest they need.

What do you mean by "something stronger than saki"?

"There are times when saki or even shochu are too weak to hold one's demons at bay. I have been granted a license to provide medicine to samurai who find themselves in need of something more." (This is true, and she will proudly offer a very old document signed by a long-dead Kuni daimyo as proof.)

"Why do some of us feel extra tired since we've been in the market today?"

"A yawn is contagious, my dears. Certainly, you've noticed that before?" (TN 25: O-ba has tried to dodge the question.)

If they haven't already done so, have each PC roll **Investigation (Interrogation) / Awareness:**

TN 25: O-ba Daitosuto knows more than she's letting on, but isn't trying to outright lie to you.

TN 30: Questions about Hida Maizen make her uncomfortable (if any have been asked).

If pressed on any of her omissions or dodges, O-ba will look sheepish, and confess to her belief that something else *is* going on.

"A year ago, I could count the number of sleeping patrons for the week on one hand, now there are days when I need both hands and some of my teeth." O-ba says with a gap-toothed grin.

When did this intensification start?

"Not too long after Maizen-sama started coming here. It's always worse when, well ... when Maizen can't sleep."

Can we talk to Maizen?

"You are welcome to try, [clan]-sama. I find it very difficult to stay awake when I'm in the same room where Maizen-sama is sleeping."

The Napping Crab

O-ba Daitosuto quietly slides open the dusty panel, revealing a samurai in the drab gray and blue kimono favored by the Crab stretched out on a pile of cushions, snoring softly. Thin tendrils of smoke drift lazily from incense burning on the small table in the corner, next to a small vial of an unknown liquid.

"Maizen-sama," Daitosuto calls softly. "Maizen-sama, these samurai wish to speak with you."

Slowly, Maizen lifts her head towards the sound of her name, strands of hair sticking to her damp forehead. Her deep brown eyes are unfocused and glazed, but

you find yourself unable to look away. Maizen blinks, and her eyes, green-gold and snake-like, draw you in.

The players must make a third Raw Stamina roll, this time at TN 35.

PCs who fail the roll slowly collapse to the floor, fast asleep, while sturdier players are left feeling drowsy, but awake.

“Well, help me make them comfortable, samas,” O-ba requests, “and then you may as well try to get some rest yourself. They may be napping for a while. At least asleep, you may have a better chance of actually talking to Maizen-sama.”

PCs who are still awake may attempt to revive their dozing comrades, who can roll **RAW Willpower TN 10** to wake back up, but not until after they’ve met Hida Maizen in her dream.

Part Two: Turning Dreams into Reality

A samurai in dark gray and dusty blue walks beside you, gazing down towards the docks lining Earthquake Fish Bay. Peering into the distance, the samurai turns towards you, one eye a deep brown, and the other a greenish gold. Clearly this is Hida Maizen, but the details ... Aside from the miss-matched eyes, there’s also a sharpness to the line of Maizen’s jaw, and a topknot in place of a fox tail.

“It appears we are nearly there, friends. Let us hurry.”

***GM Note: It’s a subtle change, but while in Maizen’s dream, they are more masculine in appearance and demeanor, but not fully male. As such, they should be referred to as they/them or simply Maizen whenever possible.

It is at this point that anyone who has been revived may wake up, and report what they have seen. It should become apparent that the PCs can conduct their interview by joining Maizen’s dream.

Awake PCs may try to rouse Maizen from her slumber, but she resists all but the most violent attempts, and even these only waken her for a few moments. A shugenja who attempts to commune with the kami in the room will find them lethargic as well, raising all casting TNs in the room by 5. Any kami who are summoned will find a way to indicate that there is

strong magic here, and can relay what is happening in the dream, as the PCs who are asleep experience it.

Sodan Senzo or other schools that specialize in the Spirit Realms will eventually become aware that there is an aura emanating from Maizen that is similar to that surrounding natives of Yume-do. They may also become aware that O-ba Daitosuto isn’t native to Ningen-do, either.

A shugenja may think to cast *Jurojin’s Balm* on Maizen in order to negate the effects of the opium, but the TN is +10 (for a total of +15). *Banish*-ing the spirits in the room will also work to revive Maizen. Finally, a Kitsu-trained shugenja may attempt to negate Maizen’s Inner Gift: Naga Bloodline or Touched by Yume-Do Advantages (She also has Dark Fate).

Should the PCs take this route, rather than joining Maizen in the dream, Move ahead to **Part 3B: An Overdose of Reality**.

“I’ve got some things that may help you find sleep, samurai-sama.” The old woman offers. “Would you like an herbal tincture, warm sake, or maybe something stronger?”

Choosing any of these will work for most samurai, and will not require them to roll. Those poor souls who suffer from an addiction to opium or other narcotics must roll **RAW Willpower TN 20** to resist taking up the woman’s offer of a small dose of Liquid Void.

Any player who takes this dangerous mixture of pure opium and alcohol will have no difficulty falling asleep, but may have their perceptions tested in other ways.

LIQUID VOID: While in Maizen’s dream, players who are under the effects of Liquid Void experience a nightmarish version of the events, with everything taking on a darker, more violent edge. Additionally, if the character spends Void to gain a bonus on a skill roll, that Void returns at the resolution of the roll, and increases the TN for resisting addiction by 1 for each Void spent in the fashion.

NOTE FOR GMS

From this point forward, until the conclusion of Part 3A, the PCs are experiencing the world as seen through Hida Maizen’s dreams and memories. Descriptions of events are intended to be alternately horrific and whimsical. Feel free to ramp up the detail, especially for PCs who choose to accept Daitosuto’s stronger elixirs.

Making Miyazaki Proud

Fresh salt air and the cries of gulls carry to you on the breeze as you approach Yasuki Yashiki. The crowds outside the castle part ahead of Hida Maizen, who strides purposefully into the home of Yasuki Kozin, the daimyo of the Crab's merchant family. Faint drumming can be heard as your party is quickly led passed several dozen samurai petitioners and into the main courtroom.

Perhaps most striking is the flatness of everything around you, almost as if you were moving through a stick puppet theater. The five of you appear normal, but somehow more, with crisp creases in your brightly patterned kimono.

Currently, there are 5 people in the group: Shingen, Engo, Miko, Kawakami and Maizen.

Maizen's kimono: Gray and Blue, large brick-red Hida Mon on the back

Shingen – Black and Dark Blue, white face-paint with a third eye in blood red on his forehead. It occasionally blinks or sheds bloody tears.

Engo – Blue Kimono, with a heavy smith's apron. Wears a hat shaped like a crab's claw.

Miko – Light blue kimono with wave patterns along the hem. Opium users may see large spiders or other sea monsters climbing out of the waves.

Kawakami – Simple Gray kimono with a cranberry red obi, legs wrapped to just below the knees. Rivulets of blood may occasionally be seen leaking from his ear.

Kozin sits on a raised dias, wearing bright blue and green silk painted with tiny squid and octopuses. PCs who are under the effects of Liquid Void may catch a quick glimpse of purple-hued tentacles squirming under the daimyo's robes.

Yasuki Gen and Yasuki Ren are standing near a door at the back of the courtroom. Gen wears white robes with a leaping blue carp, while Ren's outfit is similar

PCs who roll **Lore: History/ Intelligence TN 25, or Lore: Crab or Lore: Kolat TN 15** recall that Yasuki Kozin and his entire family were executed in 1335 for his ties to the Kolat.

"Thank you for coming, samurai," the daimyo intones. "You have been given a summary of your duty, but allow me to spell it out.

"Over the last 6 months, 8 separate crews of peasant pearl divers have gone missing, along with their vessels. Rumors indicate that these vessels were sailing dangerously close to the Sea of Shadows, but there are just as many indications showing they were diving further north."

"Find out what happened. Locate the wreckage of the boats. Do whatever needs to be done to ensure the safety of the Crabs interests in the area."

Kozin will answer questions, but since this is a dream, he can only provide answers that Maizen knows. If the players don't have questions, Maizen will seek the following information:

Why have we waited so long to find out what happened? Why wait after the first?

"Earthquake Fish Bay is usually fairly calm, but the open ocean is another matter. Any number of things can cause a boat to be lost. We started sending out your invitations after the fifth boat was lost."

Has anyone consulted the kami in regards to the missing vessels?

"This is why you are escorting Miko-san out beyond the bay. The local spirits are less interested in what happens out there."

While the players are asking questions, Maizen will look intently at the PC who best matches Kaiu Engo's skillset. Problem-focused, logical, and perhaps not the best in a fight. "**Engo-sama, don't you have a request?**"

Remind the players of the notes they were given earlier. There are tips to some of the actions that various members of the original party undertook. The PCs are not limited to these actions, but Maizen will prompt for some certain events.

In this instance, they are expecting Engo to ask about yoriki. Have the player roll **Courtier (Manipulation) / Awareness TN 20** to convince Kozin to send the Yasuki Twins along on the mission. If a player other than the one selected offers to make the roll instead, the TN goes up by 5.

Once all of the questions have been asked, Kozin dismisses the PCs to begin the investigation. There are several locations within Yasuki Yashiki that may have information.

Places of Interest:

The Docks

This is where Maizen went.

Courtier (Manipulation) / Awareness TN 20: PCs find **Kouki**.

“Heard they was headed out to the Skull Tide. Seems like they got the suicides they was lookin’ for.”

Kouki can be persuaded to take the PCs out to sea, provided they give assurance she will not be taking her ‘papa’s’ boat into the Sea of Shadows.

Kouki is a small woman, but her sleeveless kimono reveals the strong arms of a sailor. On her back, an image of Amaterasu offering a blessing to a kneeling woman has been masterfully embroidered on orange silk, and is the only ornamentation on her otherwise drab outfit. The Liquid Void may instead cause a user to see the kneeling woman committing jigai, with blood splattering the outstretched hand of the former Lady Sun.

The Harbor Master

Investigation (Search) / Perception or Sailing (Navigation) / Perception TN 20: No one ever records a voyage into the Sea of Shadows, though it is not unheard of for smugglers to take risky ‘short cuts.’ None of the missing vessels reported any trips outside of the usual shipping lanes.

Smuggler’s Den

Lore: Underworld / Awareness TN 20: A tall woman with long, black hair and yellow, wolf-like eyes tells Kawakami that the place they are looking for is about 2 miles off the coast, almost due east of the city. (Maizen was not here, and is just repeating what Kawakami was told.)

Pearl Market

After responding to a few questions with non-committal answers, one of the merchants will ask the lead PC if they would like to ‘make a purchase?’

Commerce / Awareness TN 30 (reduce TN by 5 per koku “spent”): PC is handed a pearl wrapped in a piece of paper containing the navigational coordinates of the dive sight.

Former Shrine of Hirohiko

The shrine has become something of a gathering place for old sailors, full of cheap sake, tall tales, and ones that got away. None of the old men present really know what the Pearl Divers were up to, but all agree that only the stupid sailors go near the Sea of Shadows.

Meditation / Void TN 20, then Divination / Void TN 15

Eclipsed Sphere. crab trap. 7 crab. 5 crab Escape. 2 crabs on Sand. (Yes, I know what it means. No, I won’t tell you.)

Once the PCs have gathered the information, they should be able to convince Kouki to chart a course for the secret oyster beds. Additionally, Kouki becomes another option for PCs to emulate for the remainder of this mod.

‘Kouki’ must roll **Sailing (Navigation) / Agility TN 25** in order to set the boat on the proper heading. Failure means the underwater portion of the module below takes place at night, which may drastically impact combat opportunities.

During the journey, Hida Maizen approaches Yasuki Miko.

“Miko-sama? Do you hear anything?”

Someone should roll RAW Perception TN 5 for Miko, but she doesn’t hear anything.

“What about your ... friend? Wushu?”

The friendly kami’s name is Washi, and in the unusual event that there are 8 players at the table Washi can be puppeted by the party. At this point in time, Washi has not yet become a murderous kansan.

Washi has the following abilities:

Splash: 3k3 Slam Attack; 3k1 damage. A successful hit allows Engulf attempt.

Engulf: Contested Water (3k3) or target begins Drowning. This has no effect on aquatic creatures.

Call Big Brother: Can add Water (3) to Miko’s Water for casting commune or importune spells.

Washi indicates that it knows what Maizen is hearing; something is calling out to Maizen.

It is midafternoon (or late evening) when your small boat finally arrives at the location described. A small kelp forest grows around a single point of oyster-covered rock extending maybe 10 feet out of the water.

“I can hear it louder now. Calling me from.. down.. there.” Maizen says, pointing to the base of the spire.

Kouki isn’t sure how deep the water is here, but once the boat is secure, time has come for Miko to summon the kami of the ocean to help in the investigation. She can do the basic commune, but will have to call an additional 2 raises in order to get the attention of such a powerful spirit.

Possible Questions:

What happened to the divers?

The waves cry back: “They fed our stolen children, and in turn fed yours. Their blood fueled a dozen frenzies.”

What lies at the base of this rock?

Tendrils of sea spray slither around your ankles and pull at your sleeves. “The maker of drowned men and render of life. An old child. A clever child.”

Basically, any questions will be answered in a vague and mildly terrifying way. Feel free to make the descriptions extra dark for the opium users.

According to the reports, it is at this point that Yasuki Miko petitions the kami for help in their investigation. By casting Commune, praying to the kami for at least half an hour, and making a suitable offering, Miko is able to convince the kami to allow the entire party to travel unimpeded along the sea floor. Essentially, this will be a modified version of *Open the Waves*, which asks the water kami to hold themselves away from an area to allow safe travel.

Miko should roll **Spellcraft (Importune) / Water** (adding Washi’s Water to her own), making the **TN 40** before any raises. Failure results in rumbling laughter from the Sea, and Maizen screaming.

“NO! NO! NO! Miko can’t fail! Do it again!”

There’s a strange pause.

Miko should make the Spellcraft roll again, but failure here shakes Maizen from her slumber, and taking the PCS back to reality with her. PCs can use their own Luck or other Rerolls to have Miko try again, but may not use Honor Rolls in this instance. If failure persists, skip ahead to **Part 3B: An Overdose of Reality**.

Part Three A: The Octopus’ Garden

The waters part before you, leaving *The Taiyaki* perched precariously at the edge of a wall of sea water. Fish, crab, and other creatures scuttle and flop about on the sea floor, fifty feet below.

“A caution, children,” warns the spirit of Water. “For each of mine you take, I will demand one of yours.”

Kouki grabs another length of rope and throws one end over the side, after tying the other end firmly to a railing.

As each of you descend the rope, you can see fish of all shapes and sizes swimming up to the supernatural wall, but most of them turn away before passing through into open air. Stalks of seaweed up to 50 feet tall sway in the current.

At the bottom of the rope, the silt is slick, and a horrendous stench, like a thousand years of rotting fish, is released with each step.

Characters with **Wrath of the Kami: Water** must make **three Athletics or Defense / Reflexes TN 20** rolls, as fish with large, bulbous heads leap at them from the watery wall during the descent. Failing one of the rolls means they let go of the rope, with damage dependent on how many rolls were made before falling. Failing on the first roll does 3k3 damage, failing the second means 3k2, and making all but the last roll means 3k1 damage.

The PCs should make a RAW Stamina roll TN 20 or be forced to vomit, and becoming Dazed for the next 10 minutes.

The terrain is considered hazardous, and requires careful movement. Sharp-edged oyster shells and the remains of several boats litter the sea bed, and these last allow for something more solid to walk on.

Have the PCs make **Investigation (Notice or Search) / Perception** rolls as they maneuver through the muck.

TN 15: Mixed in among the debris are the skeletal remains of several individuals, some covered in what appears to be tiny worms.

TN 20: There are maybe a dozen oyster baskets scattered throughout the area, but there are no oysters in any of them.

TN 25: You can just make out a box or chest of some kind nestled into a small cave near the base of the stone spire.

TN 40: As you look at some of the items just on the other side of the barrier, you catch a slight movement from inside the kelp forest. (Wary bonus applies)

A player who makes this last roll has just enough time to shout a warning to the rest of the group before one of them is snatched up by a cleverly disguised tentacle.

This combat should be nasty, but PCs are PCs.

If no PC makes the roll above, the Ancient Octopus will get a couple of hits in before the PCs can react.

Seemingly out of nowhere, a mass of kelp whips into the open air, quickly followed by a second. Looking around, the PCs see the rough terrain around the base of the spire soften and shift, transforming from razor sharp shellfish into the billowing and scarred dome of an enormous octopus.

Ancient Octopus

An angry cephalopod larger than most houses.

Air 4 Earth 6 Fire 4 Water 5

Initiative: 5k4 **Attack:**9k4 (4/round)
Armor TN: 25 (Body) 4 **Damage:**5k5 (Slam)
Armor TN: 40 (Tentacles) **3k3 (Bite)**

Reduction: 5

Wounds: Body: 130 **Each Tentacle:** 60
(will fight until death)

Skills: Tentacle (Slam, Grapple) 5

Special Abilities: Expert Camouflage, Rend

During Combat: On round one, the body of the beast will scuttle into the wall of water, which acts as a Wall of Air, knocking aside ranged attacks and raising the Base Armor TN to 35.

Rend – After hitting a target with 2 slam attacks in the same round, the octopus will try to rip the target apart. Roll damage as normal, but the target can attempt an Athletics/ Strength roll with TN equal to the damage being dealt by the second attack. Failing this roll by 10 or more results in the loss of a limb. Failing by 30 or more results in the character being torn asunder, and all characters within line of sight must roll against Fear 3.

***During the fight, if a shugenja attempts to cast a Water spell, the words “Stolen Children” echo like thunder through the trench, and the water level rises by a foot, making the entire trench hazardous terrain.

The two Yasuki should be the Octopus’ first targets, as they are expected to die, and also because they are defending the octopus’ true target, Yasuki Miko. Each time one dies, have the PCs roll RAW Void.

TN 20: For a brief second, you see an image of Hiruma Kawakami standing behind the yoriki, pulling a knife across their throat.

If any of the other members of the original investigation team die (Shingen, Engo, etc.), Maizen will again scream out, “NO! NO! NO!” and the scene

will reset itself, with one of the Yasuki falling dead instead. Should you run out of Yojimbo before you run out of dead PCs, the scene resets again, with Yasuki Miko losing a leg below the knee.

In either case, the PC pretending to be the dead character will be forced out of the dream, and back into the waking world, where O-ba Daitosuto waits with some fresh tea and a bowl of rice crackers.

At the end of combat, proceed to the Conclusion that best matches the number of dead Yasuki.

Part Three B: Overdose of Reality

This section of the mod is a short cut to what actually happened. Somehow, the PCs either awakened Maizen from her dream, or found some other way to get her to answer questions directly, rather than going all the way through the dream themselves.

Here’s what really happened. Use this information to answer any questions the PCs ask. When it comes time to discuss how the Yasuki die or the Naga chest, Maizen will attempt to lie, but she is bad at it.

GM Notes: Back in Ningen-do, Maizen reverts to She/Her pronouns

Everything up to Yasuki Miko’s prayer to the kami is truth, or as close to it as 20-year old memories will allow. The fight with the Ancient Octopus wasn’t as deadly as the original reports made it seem, and everyone survived.

Maizen heard the Naga Chest calling her, and pointed it out to the others. Kawakami grabbed the chest and opened it, revealing a large pearl, dark purple and pulsing strangely.

“What is it?” Engo asked.

“I ... I don’t like it, Kawakami-san, please close the lid,” Miko implores.

“One of the Naga Pearls,” Shingen guesses. “Powerful Magic. We must take it for study.”

“It wants to go home,” Kawakami and Maizen say simultaneously.

“We must take this back to Yasuki Yashiki,” Gen states, matter-of-factly. “This beast murdered dozens of our people, and Kozin-sama must be made aware.”

“We argued among ourselves for several long moments, with each of us making our case. Engo and

Miko eventually sided with Kawakami and me, mostly because of his cowardice and her infatuation. After several more rounds of arguments, Shingen finally joined our side, stating simply, 'It needs to be studied.'

The twins, now alone in their desire to hand the Pearl over to the proper authorities, drew their weapons, accusing us of treason and blasphemy. Apparently expecting this conclusion, Kawakami had snuck around the siblings, and slit Gen's throat from behind.

Ren screamed as the Hiruma dove his knife into her throat.

"We have what we came for," he concludes. "Let us return. Or you can remain here with these heroes."

On the journey back, we discussed what happened, and set up a story for our reports. Engo promised Kouki a large, regular sum of koku in exchange for her silence on the matter. Miko was too shocked at the whole affair to do anything but agree.

Upon our arrival back to Yasuki Yashiki, Kawakami took the Naga Chest and hid it somewhere, while the rest of us immediately reported to the daimyo.

I have no idea what Kawakami did with the chest, or the pearl. Last I knew, Kawakami was comatose in a temple somewhere near Kuni lands.

Most nights, I sleep very little, if at all. Sometimes, though, I can hear it calling to me again, from somewhere far to the east. Those are the times I come here, and sleep.

Conclusion

Option 1: Both Yasuki Yojimbo are Dead.

With the creature defeated, the group makes it back to the rope with just enough time left to clamber back on board the boat before the trench closes back up beneath you.

"You have claimed my child," the waves rumble, "just as she has claimed two of yours. My demands are fulfilled.

The remainder of journey back to Yasuki Yashiki is uneventful, and you slowly find yourselves blinking awake, back in the Crippled Crane.

Wait! What about the chest that was in the cave?

I don't know what you are talking about. (Investigation (Interrogation) / Intelligence TN 25 – she's lying.)

If the PCs press (Courtier (manipulation) /or Intimidation / Awareness TN 25), Maizen will eventually break down and tell the PCs what really happened. (See Part 3B).

Option 2: One or both Twins survive

As you climb back aboard the boat, Maizen will start rocking back and forth, clutching their shoulders and chanting, "NO NO NO NO NO!"

You are now awake, in the back room of the Crippled Crane. Someone, probably O-ba, has propped you up on soft cushions around a table, and set out bowls of thin broth.

Shaking slightly, Hida Maizen looks around the room, pausing to examine each of your faces through heavily-lidded brown eyes.

"Who are you?" she asks.

Allow the players to introduce themselves, and explain their mission. Maizen will be somewhat upset that they are bringing this up after so long, and direct them to read the reports.

**GM Note: back in Ningen-do, Maizen will revert to She/Her pronouns

She will re-iterate her story as laid out in her dream, but will not mention the chest, or the naga pearl.

As in Part 3B, PCs will need to press the issue until she breaks, at which point she will divulge the whole affair.

Unfortunately, there's not much more that can be done at this point. She doesn't know where Hiruma Kawakami took the chest 20 years ago, or where he or the pearl are now.

The PCs return to Kuda Mura, and are asked to give their reports to Kaiu Chino, as Hiroyo is back at Kaiu Kabe.

"I will make sure Kaiu-sama is made aware of what happened. I know you will soon be headed to your various courts for winter, but be aware that Kaiu-sama

might reach out to you at any time to finish up what you have started here.”

To Be Continued ...

Rewards for Completing the Adventure

Surviving the Module: 1xp
Good Roleplaying: 1xp

Killing the Ancient Octopus: 1xp
Uncovering what really happened at sea: 1xp
Total Possible Experience: 4xp

Favors: 1 favor

Glory & Honor

No Glory or Honor gained.

Allies and Enemies

Ally : Hida Maizen 1/1

Any PC who is Touched -or- Cursed by either Chikusudo or Sakkaku finds that exactly half of their koku has turned into shiny, coiled up millipedes and other, similar bugs. Clan samurai start their next mod with half of their normal koku., while ronin start with half of whatever they had at the finale of this module.

Research Summary: Kaiu Shingen

Born: 1304, Hakufuu Province
Executed: 1341, Kuda Province

Duty: Former Witch Hunter. Stricken from school records.

Legal status: Convicted of multiple murders, permitted blasphemy to go unpunished in Crab Lands, kept a creature of Jigoku captive in Crab lands without proper authority. Petition to have name from family records pending.

Relatives of note: Kaiu Hiroyo, Kaiu family Daimyo (uncle), Kaiu Yaeko, former Governor of Kuda Province (cousin), Kaiu Atsumori (Father, Deceased), Kaiu Susumo (Mother, former governor of Hukufuu province, deceased)

Shingens's stricken Report on the Missing Pearl Divers (Abridged)

“After speaking with some of the local peasantry, we tracked the missing divers to an area outside of Earthquake Fish Bay, in the direction of the Sea of Shadows ... With the assistance of Yasuki Miko-san and the benevolence of the kami of the ocean, we were able to continue the search under water. ... we located an enormous minion of Jigoku in the midst of a number of destroyed vessels. ... appeared to be a natural creature, corrupted by the Taint and imbued with blasphemous strength ... During the ensuing battle, our twinned guardians gave their lives defending their charges, but the fiend was destroyed.”

Posthumous Interviews

“The student was exceptionally skilled in the identification and apprehension of tsukai, He became less reliable in recent years, however. It is a shame his knowledge could not be used to train future hunters, but we are also glad that his weakness will not be spread to others.” – Kuni Daisatsu, Sensei

“Shingen was abrupt, unafraid to speak his mind, but certain in his beliefs. In quiet moments, he enjoyed playing a flute that my sister gave him for his gempukku. He passed up a chance to work with the Jade Magistrates in order to focus on his duty to the clan, and whatever caused him to give in to his paranoia took a real asset from us. I can only hope that my grand-nephew can look past his father's failure and become just as skilled.” - Kaiu Hiroyo, Family Daimyo

“My cousin was a bit brash, but always had the best interests of the clan in mind. His wife was not as happy with his focus on his duty, but I am not surprised. It is my failure that his decent into madness went unnoticed and I have presented myself to my uncle to clear the family honor, but he has refused, saying the clan cannot afford to lose anyone else to Shingen's blasphemy, especially now that we face war with the Lion.” – Kaiu Yaeko, former Governor of Kuda Province.

“My husband had his duty, and he was mine. To think that fool had hidden such a foul creature so near his son ... I really have no more to say... “– Kaiu Ryoko, Shingen's wife.

Research Summary: Kouki

Born: Unknown
Died: Presumed alive as of Fall, 1340

Duties: None. Owns a small sailing vessel named *The Taiyaki*

Legal Status: Ronin. Several fines for Vagrancy, Improper Travel Papers, Shoplifting Pastry, and Disorderly Conduct. On Magistrate watchlist.

Relatives of Note: None

Kouki's Report on the Missing Pearl Divers (Interview)

“Took'em out there, to Amaterasu's Sea I did, and then young Yasuki-sama called up the water and made a big trench for us to walk about in. We walked along the bottom of the sea, all mud and surprised fish flappin' about, and then a great beast of a thing attacked us. Kaiu-sama – the mean one – was screamin' about 'beasts of Jigoku' and 'fiend from the pit' while Hiruma-sama just said we needta kill it. Feel bad about the bodyguards, but if Kaiu-sama – the puppy-dog – hadn't brought them along, we woulda been dead for sure.”

Research Summary: Kaiu Engo

Born: 1299, Kuda Province

Died: 1341, Kuda Province

Duty: Engineer - Siege Weapons, Infiltration Deterrents

Legal Status: Official cause of death listed as 'Victim of Bog Hag'

Relatives of Note: Kaiu (formerly Yasuki) Miko (wife, deceased), Kaiu Nakasu (son, deceased)

Engo's Report on the Missing Pearl Divers (Abridged)

“,, persuaded Yasuki-sama to allow me to accompany Yasuki Miko on her mission at sea. Her father agreed, on the condition that two Yojimbo accompany us... After learning of the probably diving site, I persuaded the ronin Kouki to take us out on her vessel, the *Taiyaki*. ... Miko-san's purity and piety convinced the water kami to allow us safe passage underwater ... We eventually came upon what Shingen-san declared to be a 'foul beast of Jigoku'. We all fought bravely, but our yojimbo gave their lives defending us. The creature was vanquished, but at extreme cost.”

Posthumous Interview

“He spent a lot of time working in his house, and even more-so after Miko died. When the Imperial Auditor came to inquire after his strange expenses, I was forced to ask him why his house was so strongly defended. He claimed that the weapon designs he was working on made him an obvious target for spies. I should have seen his madness for what it was, rather than casting it off as an old man's eccentricity. If I had acted then, young Nakasu might still be with us.” – Kaiu Yaeko, former Daimyo of Kuda Province

“I had little experience with Engo-san. His designs are brilliant, however, and we are still using his notes to continue enhancing our war machines.” – Kaiu Hiroyo, Family Daimyo

Research Summary: Kaiu (Yasuki) Miko

Born: 1302, Yasuki Yashiki

Died: 1326, Kuda Province

Duty: Shugenja (Isawa-trained), Healer, specializing in mental trauma

Legal Status: Deceased, Cause of death listed as “Mechanical Failure, Accidental”

Relatives of note: Kaiu Engo (husband, deceased), Kaiu Nakasu (son, deceased), Yasuki (Isawa) Kamoro (aunt, deceased)

Miko's Report on the Missing Pearl Divers (Abridged)

“I was honored to be given an opportunity to assist Kawakami-sama and Shingen-san on a mission at sea. Engo-san somehow managed to get permission to come along, as well, bringing the honorable Yasuki Ren and her brother, Yasuki Gen. Kawakami-sama has been deeply affected by his time south of the Wall, and I am equally concerned. ... Washi-kun was exceptionally helpful in my pleas to the ocean for assistance, and shielded us from drowning for most of the journey to the oyster bed. ... The tainted horror we faced was more fearful in its tenacity than it was to look upon, but Kawakami-sama says the most innocent creatures can harbor the darkest secrets. The loss of the twins rests heavily upon me, and I can only hope they are well-rewarded for their bravery.

Posthumous Interview

“Miko was exceptionally talented, and spent most of her time working with the poor souls living in the hospital at a shrine to Jizo near the Kuni provinces. From the reports I was given, her work with the patients there was extraordinary, especially with those who seemed beyond the reach of even Jizo herself. I can only theorize, but I believe her absence may have led to the uprising that took place there several years ago.” – Kaiu Yaeko, former governor of Kuda Province

Research Summary: Hida Maizen

Born: 1305, Juuin Province

Died: Still serving the Clan

Duties: Assigned to 47th Crab Legion at Watchtower of the West

Legal Status:

Early Career: Several commendations for Courage and performance on the Wall, in line for promotion to Gunso

Current: Several disciplinary actions for Dereliction of Duty, Intoxication while on Duty, etc. resulting in punitive assignment at Watchtower of the West.

Relatives of Note: Hida Fubatsu (great-grandfather, master craftsman)

Maizen's Report on the Missing Pearl Divers (Transcript)

“Whatever Shingen said, or Engo.”

“We need more than that, Maizen-san.”

“What do you mean, you need more? Are you calling my friends liars?!”

-Interview Ends-

Disciplinary Interviews

“I knew Maizen-san when I was coming up, and firmly believed that one day I would be serving under her command. Seeing her decline and even having to sign her transfer orders to Watchtower of Waste was heartbreaking. Hopefully her time there will give her a chance to pull things together, but for now, I'm just happy she's not putting my men in danger.” Hida Ozuka, Chui – Hida 3rd Army

“Shortly after she returned from Yasuki lands, she started drinking pretty heavily, and had difficulty sleeping. She complained of nightmares and said the sochu chased them away. Our great-grandfather, Hida Fubatsu, was a true hero and masterful weapons-crafter, and died defending a Naga Temple from a Blood Speaker cult. It is a shame to see her fall victim to her own demons, rather than combating the true evils that face us all.” Hida Tsubatsu – Maizen's brother and Clan Historian

Research Report: Hiruma Kawakami

Born: 1296, Ienikaeru Province

Died: Unknown. Presumed 1341

Duty: Scout, Infiltrator, Sapper

Legal Status: Turned over to Kuni family for treatment at Jizo Shrine, Missing following a riot at the asylum, presumed dead

Relatives of note: None

Kawakami's Report on the Missing Pearl Divers

“We found a beast in Yakamo's Heart, and killed it. We lost the two yojimbo to their own actions.”

Note from the Kuni Archives: It is believed that Kawakami knows more about what happened near the Sea of Shadows, but we were unable to get any firm details. When questioned by Kuni Sabotai, Kawakami refused to give any solid answers about the beast they fought, nor its exact location. A tragic accident during one such interrogation left Kawakami in a catatonic state. Only in the care of Kaiu Miko did he show any signs of improvement, and that ended upon her death.

**Statement from Hiruma Chisoko, Kawakami's Chui -Kawakami-san's reports were always accurate, do the smallest detail, but he saw something on his last deployment that must have spooked him pretty bad. I sent him to Yasuki Yashiki to take a break, and see if the married life held any interest for him, but he came back even more broken. I hope that his mind went somewhere nice when it left him.”

Research Report: Yasuki Gen and Yasuki Ren

Born: 1304 (Friendly Traveler Village)

Died: 1322 (killed by creature of Jigoku near Sea of Shadows)

Post-mortem interview:

“Gen was prompt, and an ideal samurai. His sister, however, was a little less concerned with the formality of her position as court yojimbo to Yasuki Kozin. They were extremely loyal to their lord, and would not let duty to their charges interfere with their duty to him.” – Yasuki Kosei (deceased)– former Commander of Yasuki Kozin’s personal guard.

****Addendum****

As of the time of this inquiry, there is no evidence or testimony suggesting these two samurai knew anything or were in anyway involved in the former Yasuki daimyo’s dealings with the nefarious Kolat. – Kaiu Chino – Hatamoto’s Assistant to Kaiu Hiroyo.