

# **In Search of Guidance**

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**A High-Rank Adventure for  
Heroes of Rokugan: Champions of the Ivory Throne**

Month of Shinjo, 1343 (Fall)

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Court, Intrigue, Balishnimpur

It is a time of reflection and change in the Empire, even in its farthest flung outpost. What samurai choose in this time will have repercussions that ripple across clans, as guidance is sought for a long standing question.

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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

The theme of this module is "consequence." The consequences of the decision centuries ago to invade the Ivory Kingdoms; the consequence, perhaps, of a system of government where a child can make a major military decision; and the consequence of the PCs being the ones to make that decision.

The PCs are envoys sent by their clans in order to decide the future of Balishnimpur within the Empire. They are not being sent alone, as each clan has a senior advisor, but they are the heart of the delegation--and it is made clear to them that they will be the ones driving the decision.

The basic outline of the module is as follows:

During Part One, the PCs will arrive in Balishnimpur, meet with the Governor, and begin attending what are essentially plenary sessions for determining the fate of the city. With three major factions having emerged, these are presented as three different sets of activities. The PCs have an opportunity to meet and greet with the different factions, as well as pursue normal Court activities at this time. Their choices here will give them points to assign to different causes.

While this is happening, the divisions between the factions are worsening. Kimetiko and Kezo are beginning to fracture, as are Bodhi and Jayesh.

During Part Two, the pressure begins to build. Kezo begins to act openly against Kimetiko, whether or not he is in first place. Unless they are in first place, the Kshatriyan faction under Jayesh begin to act out and agitate for open revolt. Increasing sessions become more hostile, and there are assaults and even murders. It is dangerously close to becoming a Court of Assassins.

But during this section, Bodhi also reveals that he has a trump card -- he has found a legitimate heir to the last Maharajah of the Ivory Kingdoms, a young woman named Aruna, who could unite the different factions. The only problem is that some of the more rabid members of the Kshatriyan faction calling themselves the Order of the Elephant have found out about her and are trying to find her. The PCs need to rescue her quickly.

After they have done so, however, Bayushi Kimetiko dies under mysterious circumstances, Jayesh is found comatose, Kezo is arrested, and the PCs have to discover what happened. The Rokugani blame the Kshatriyan faction and immediately begin seeking to arm, whether lawfully or unlawfully, and the Kshatriyans begin to do the same.

The truth is that Kimetiko discovered a group of Scorpion under her planning to kill Kezo and Jayesh--making it look like they killed Jayesh after he murdered the Ivory Magistrate. Kimetiko found out what was happening, attempted to stop them, and was accidentally killed. Now this group is scrambling, and is using the death of Kimetiko to try their plan anyway.

The Kshatriyan faction sees it the opposite, of course, knowing that Jayesh was invited into the Castle for a negotiation and was clearly then killed. Bodhi is losing control as a group calling itself the Order of the Elephant escalates for a full scale revolt against the Rokugani.

Things are spiraling out of control, and the PCs need to stop it. This involves keeping things from exploding until they can rescue the heir, and then convincing everyone of their favored solution.

In the end the PCs must find out what happened, defuse the tension, and convince the Court and people of their vision of the future. If not, the city will turn into more violence and another bleeding wound in an Empire that keeps finding more and more of those.

## 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. Check for the following advantages and disadvantages:

- Language (Ivindi)
- Ally or Sworn Enemy (any of the major NPCs)

### GM Notes

Magic is more difficult in the Ivory Kingdoms, as the spirits are not used to being spoken to. The TN for all spells is increased by 5 in Balishnimpur, and any magic outside the city requires calling a Raise for no effect. (These penalties are not cumulative.)

### News from the Empire

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

### Inactivity

Time passes, and though the PCs' deeds will earn them a reputation, the Empire is a large place and lasting fame is a long-term goal not easy to achieve. At the start of the module, each PC loses **2 points** of Glory. This cannot reduce a PC's Glory Rank to less than their Insight Rank, and the Fame Advantage

increases their Insight Rank by one for these purposes.

### Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** is **20**. Failure on this roll causes the PC to gain a point of the Shadowlands Taint. 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, any ronin PCs lose half of their koku. This cannot reduce their accumulated wealth below an amount of bu equal to their highest Skill.

### Experience Expenditure

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

## Introduction

The fate of a samurai often hangs on the most unexpected of choices, and not always their own.
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Centuries before your time, the Empire of Rokugan faced an aggressive act by a hostile foreign power. When it was revealed, the Empress--though only a child--decreed in open court that the Empire would invade their enemy in retaliation.

Out of the mouths of babes, truth is often found. Out of the mouth of the Empress, no matter how young, comes commands which may not be disobeyed. Invasion it was.

The second surprise, after the invasion's order itself, was how successful it was. Only the most optimistic strategists in the Empire believed that they could take AND keep AND hold the land of Balishnimpur, at least when they expressed their honest opinion in private.

But take the samurai did. And keep the samurai did. And hold the samurai have, for two centuries. But though it has been consumed, Balishnimpur has never been truly digested. It remains a heterogeneous chunk of an otherwise homogeneous Empire.

The time has come for that to change. The Empire of Rokugan once again faces an existential challenge, and it can ill afford to divert resources to continue occupying, colonizing, and pacifying Balishnimpur. The time has come to either make it Rokugani, or leave it be.

Or perhaps, as some have suggested, find a third path of harmony in these trying times.

Every clan, major and minor, has been asked to send representatives to Balishnimpur for a conference to decide the future of the city-state in the Empire.

It is an honor to be chosen. It is a trust, by your clan and the Empire, to be chosen. It is a danger to be chosen, both for the fact that there are those who will wish to impose their will by force; and because it means you are deciding the future of the Empire in a very real way, and all your faults and flaws may become writ large if you do not find a way forward.

Your clans have selected you to be the decision makers. You have been assigned senior advisors, but they are just that--advisors. With much of the Empire preparing for what will happen in the year to come, you have been given the status and position and duty

of deciding the future of a land of hundreds of thousands of people.

For centuries, the Empire has grappled with the consequences of the decision to invade. Now you will see what the consequences of your involvement will be.

Having found yourself outside of the city for a few days, you caught a boat back to Balishnimpur with your advisors.

### Journey, Preparations, and Initial Questions

The journey to Balishnimpur is short, because the PCs have likely done other modules in the region recently (if they're playing in order). The journey is an opportunity for the PCs to introduce themselves if they have not met, take care of any further preliminary preparations, and discuss the upcoming events.

While any samurai belonging to any clan, major or minor, has been sent by that clan to be a representative, Imperial, ronin or monk PCs have been invited (or hired) by the Ivindi Cultural Counsel Shosuro Nishinaka to accompany her unless they have a connection to another PC which is more interesting.

The PCs may very well have questions about what their purview/briefing/powers are here. The following are answers to questions they may have, which can either be given by the GM or by their advisor. They can also ask the Ivindi Cultural Expert they have been sent with, Shosuro Nishinaka.

- **What is our mission here?** The PC's mission is to help decide, on behalf of the clans and the Emperor, what to do with Balishnimpur going forward. Stabilizing the colony's government will make it much easier to pull the Imperial Legion assigned there back to help defend Rokugan from the Shadowlands invasion.
- **Who are we supposed to support?** There is no predetermined position from the clan's leadership that the PCs are expected to follow. This is an instance of the PCs being given a certain amount of (potentially unexpected) agency. Their clan wants them to make the best decision for the Empire, and gaining advantage

for the clan is a distant second as far as priorities are concerned.

- **What is our authority?** The PCs are the deciding votes for their clan, and as a group will have a major influence on what decision is made. Any PC with Status of 3 or more is **outright** the head of their clan's delegation.
- **What is our relationship to our Advisor?** The advisor is a Status 4 courtier who is there to provide the PCs with guidance, knowledge, and absolutely to not make a decision for them.
- **What is the political situation in the city?** It is known in the Empire that there are currently three different factions agitating for an outcome in Balishnimpur. The first, led by the guru Bodhi, seeks a completely independent Balishnimpur through peaceful means. The second, led by the Governor Bayushi Kimetiko, seeks to maintain outright Rokugani dominance as it has existed (and thus, of course, her own power). The third, led by Ivory Magistrate Tsuruchi Kezo, seeks a middle way of compromise--a blended government made up of Rokugani and Ivinda nobility in a representative chamber called the Sangiin or *House of Counsellors*.
- **What can we decide?** It is expected that the PCs will make a decision for one of the three main viewpoints. They can advance another viewpoint, although it will be more difficult and is more likely to be overruled.
- **Who can overrule us?** Ultimately their decision will be transmitted to the Imperial Advisor, Emerald Champion, and Emperor. Since the first has horrible PTSD and the second recently almost died, a lot will lie on the Emperor. If something truly out there is suggested, it may be that the Emperor simply decides what to do on his own; but it is also remembered that the Emperor has peculiar feelings, so who knows what will be too much for him.
- **Why us?** Because they are experienced or promising samurai who the clan believes can do an at least passable job, and who aren't currently needed to resolve all of the horrible things which have just recently happened or prepare for all the horrible things which are about to happen. In other words they are important, but not so important that if they horribly screw it up they can't be blamed.
- **Are we being set up?** Only a little. The Empire wants the PCs to succeed, and wants a future where Balishnimpur isn't causing them to send a lot of samurai and koku to deal with its

problems--whether that means setting it free, fully digesting it, or something in the middle.

But they are there a little bit because they can't afford to send someone with Status 7 right now, or lose that person if things go badly.

- **Why now?** The Empire has been invaded by an unprecedented force from the Shadowlands, under the command of the most existentially terrifying leader the Horde has ever had. The 11th Imperial Legion, called the "Ivory Legion", is the largest single Imperial Legion and there are many in the Empire clamoring for the return of those forces.

### Arriving in Balishnimpur

Most samurai have never traveled to the Empire's colony, for whom it remains more of an idea than a reality. But for those of you who have been here before, it is a familiar site--whether welcome or not.

And yet as your ship docks and you step out onto the streets, it feels...different. There is a tension in the air that even the most controlled face of a samurai cannot hide. Something ripples just beneath the surface, ready to emerge at any moment. You step into a city-state that is holding its breath, waiting to see what happens next.

A samurai wearing the mon of an Ivory Magistrate waits at the end of the docks, and informs you that the Imperial Governor - Bayushi Kimetiko - requests your presence for dinner that evening, and has arranged rooms for you at the Governor's residence. With that she bows, and leaves you to your no doubt important business.

At this point the PCs are cut loose for a few hours with nothing to do besides wash the dirt away, so they are free to visit the city and do a couple of things. Some possible encounters to set the tone of the piece follow, and there are opportunities to get some useful information, but there isn't much that will be vital to the plot if it is missed. The focus of the story takes up at "The First Evening's Dinner" section.

### Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. A Scorpion or Mantis PC gains a Free Raise on this roll.

- 10: The tension in the city is because rumors have spread that the coming Conference will be deciding the future of Balishnimpur in the Empire.
- 15: The guru Bodhi is said to be leading the independence faction, for the moment with the support of the Kshatriya.
- 20: While it is unsurprising that Bayushi Kimetiko would be leading the faction that wants to maintain the status quo, given she is the Imperial Governor and stands to benefit, it is more surprising that the head of the Ivory Magistrates Tsuruchi Kezo is leading the 'Middle Way' faction.
- 25: There are rumors of a group calling themselves the Order of the Elephant who are seeking to have an influence on political events, although it is unknown to what end.
- 30: Rumors say that somewhere in the city a legitimate descendant of the last Maharajah is hiding, although no one knows who he is or where he could be. Or, importantly, what his impact on the political situation could be.

### **An Unfinished Shrine**

This is information for any PCs who wish to explore the Temples or Shrines of the city.

The last few centuries have seen an interesting melange of shrines and temples built in Balishnimpur. There remain a few devoted to the native gods of the region, but the colonizing Rokugani of course brought many from the land of the Thousand Fortunes. So it is unsurprising, even two centuries later, to see a new one being built here.

It is usually more obvious to whom the shrine will be dedicated, however. This one is clearly close to dedication, but all the appropriate religious symbols have been covered by silk cloth to remain hidden for the moment.

A young nun stands sweeping the porch clear of construction debris, humming to herself as she steps lightly about her task.

The monk's name is Hanatsu, and despite her youth she is going to be the abbot of this important Temple, although she has been instructed not to tell anyone to whom the temple is dedicated. She will happily discuss the Temple with respectful PCs, although she

will not under **any** circumstances reveal to which Kami the shrine is dedicated.

(It is dedicated to Toturi II, in her aspect of the Empress who liberated Balishnimpur. Again, she will NOT reveal this).

PCs may roll **Lore: Theology / Intelligence** to gain information about the shrine. Any Imperial PCs gain a Free Raise to this roll, although you should not tell them why. Treat this like a Gossip roll:

- **10:** It is clearly a Fortune shrine; it is not going to be dedicated to Shinsei.
- **20:** From the iconography you can see, it is not going to be made to one of the major Kami you're familiar with. It may be an ancestor shrine?
- **25:** It is definitely not to any of the Major or Minor Kami you're aware of, and is definitely an ancestral shrine.
- **45:** It is almost certainly an ancestor shrine, and almost certainly to one associated with the Sun.

If the PCs are suitably engaged or respectful to Hanatsu, they can coax information out of her with a **Courtier** or **Sincerity / Awareness** roll at **TN 30** to learn that she was born into the Seppun family, of a distinguished lineage going back to a hero of the Spirit War, but that she felt called to pursue religious life and became a monk. One year ago she was given the chance by the Governor, Bayushi Kimetiko, to come to Balishnimpur and lead a new major shrine. She is very grateful to the Governor for the opportunity to share her particular religious passion in such a setting.

### **Underworld**

This is for PCs who may wish to check in with their Underworld contacts, or seek Underworld knowledge of the political situation.

The roll for information is **Lore: Underworld + Awareness**. Again, treat this like a Gossip roll. Anyone who has allies with or has sponsored the Crimson Asura's gang (led by Ono-Ichi and Kuma) gains a free raise on this roll.

- **10:** The Underworld of Balishnimpur is not immune to the tension in the city. There have been two almost gang wars started out of

nervous energy, although they were both broken up.

- **15:** The Crimson Asura gang has been particularly active in the city recently. Given their traditional disinterest in politics, this has been of note.
- **20:** There is a new group in town who have been calling themselves the Order of the Elephant. They've been keeping a low profile, but moving into some spaces which have brought them into contact with some of the gangs in the city.
- **30:** Both the Order of the Elephant and the Crimson Asura have been roughing up young men and women in the city. There doesn't seem to be a particular reason why, however.
- **45:** There is a reason why. Both groups are looking for the rumored heir to the Maharajah, whom it seems no one knows particularly anything about.

PCs who have allies with the leaders of the Crimson Asura, or who have sponsored the gang, will receive a note after they make their roll or if they go looking for their allies.

*Big things happening. Can't meet yet, too hot. Keep an eye out for us, and we'll be in touch.*

*It's signed with a drawing of a big axe.*

### **I Don't Care About Politics, I'm Going Shopping**

This is for PCs who want to seek information using Commerce. The roll is **Commerce / Awareness** and is treated like a Gossip roll.

- **10:** The markets experienced a spike about a week ago, as if people were trying to make sure they had all the supplies they needed before the Conference.
- **15:** The spike resulted in profiteering and some minor shortages, which may only get worse as the Conference goes on.
- **20:** There is evidence the shortages were caused intentionally, as some of them were caused by bandit attacks.
- **30:** Rumor on the street is that the shortages are caused by pro-independence Ivindi, attempting to undermine Rokugani rule.
- **40:** The pro-Independence faction was helped along by some funding from pro 'Middle Way' sources, interested in undermining Kimetiko's

rule (if only to a point less than their bedfellows).

## **Part One: The Consequences of Falling**

Throughout this section, the PCs will be able to gain influence in the city, specifically aimed toward one of the three factions in dispute over the city's political fate. This influence will be instrumental in deciding the core issue of the module at the end, and is referred to as "Prestige"; a point of Prestige can be spent to gain a Free Raise on any Social Skill Roll with a member of the faction it is with, or at the end when arguing on behalf of that faction. Each PC earns their own Prestige, and must be an active participant in any roll they are used in, even if another PC is taking the lead.

When a PC earns Prestige, it is initially allied inherently with one of the three political factions: Kimetiko's Rokugani-dominance faction, Bhodi's Ivinda-independence faction, and Kezo's Middle Way. A PC may exchange two Prestige with any one faction for one "free" Prestige, that may be spent on rolls with any of the factions.

There is no actual requirement for the PCs to have a united vision for the city's future in this module, thus each PC tracks their Prestige separately. It is quite possible for them to all work together, however, which will potentially make the roll at the end almost trivial – this is entirely intentional. It is sometimes helpful to remind Rokugani that, whatever their differences, they are stronger together than at odds...

### **The First Evening's Dinner**

Traditionally, the Governor's palace has displayed a mix of Rokugani and Ivindi styles--what with it being formerly known as the Palace of the Raj of Balishnimpur. But tonight it is decorated in the highest of Rokugani court styles, every turn displaying traditional art and culture from the heart of the Empire.

This theme extends also to the human architecture, where every servant is dressed in impeccable Rokugani fashion--even those who are clearly Ivinda themselves. Except for the physical architecture that it cannot change, at least quickly or cheaply, there is

not a hint of the local style to be found in anything under the direct control of the local government.

It does not, at least, extend to the guests. As you enter you notice a sizable contingent of locals, including several you may recognize from previous journeys. The two leaders are formally introduced as the Guru Bodhi, and the Kshatriya Jayesh, and they each have a small retinue with them.

Present from the Ivory Magistracy are Tsuruchi Kezo, Chief of the Magistrates, and senior Magistrate Gennai Okusukai. They are keeping counsel mostly among themselves and a small group of other senior magistrates and supporters.

You are given a scant few moments to mingle before a herald announces the arrival of Bayushi Kimetiko, Imperial Governor, escorted by Otomo Kireko, Assistant to the Liaison for Interclan Affairs.

Kimetiko is dressed immaculately in fashions that the discerning recognize as what was being prepared for Winter Courts in Rokugan this year, and Kireko is not much different. Compared to this, the magistrates around the Tsuruchi are conspicuous for their inclusion of some form of local culture--a piece of jewelry, the fabric of a kosode or hakama, even a hairstyle. And the Ivinda stand out even more in their traditional garments.

The servants show you to your seats for dinner, the visual elements of the different factions providing stark contrasts that make each guest's affiliation clear to even the most casual observer.

The PCs are given high ranking seats, and thus have a great view of the political sniping going on between the three factions. It's not overt, but there is clearly a pointed tone to the conversation that even the Kshatriya Jayesh is attempting to keep under control for the time being.

The PCs have an opportunity to interact with these discussions, either to begin scoring points or to gather information.

**If the PCs wish to gather information**, they can pick a faction and roll **Courtier (Gossip) / Awareness** at a TN of 25, and Raises will gain additional information. Each faction only has so

much information they can be coerced into sharing at this point.

**If the PCs wish to begin scoring Prestige points**, they can choose a faction and make a **Sincerity / Awareness** roll at a **TN of 25**. If they succeed, they gain a point of Prestige with that faction. Raises can be called on this roll to gain one extra Prestige per Raise, but at this point any individual PC can get a maximum of two Prestige. If they want to take additional Raises to give some to other PCs, they may do so.

#### **Kimeteko's Information**

**Base:** Kimeteko is personally responsible for the decorations involved in the dinner, and the construction of the new Shrine; showing an amount of personal attention to these matters she isn't known for.

**One Raise:** Kimetiko is currently focusing on Tsuruchi Kezo in a charm offensive, because she sees him as more feasibly swayed to her side than either of the gaijin.

**Two Raises:** Part of the charm offensive has included the possibility of marriage.

#### **Kezo's Information**

**Base:** Kezo will admit that he did not start the 'Middle Way' group, and came to it a little bit later, but his support has been vital in keeping it going.

**One Raise:** Kezo is aware that he is the subject of a charm offensive, and is mostly amused by it.

**Two Raises:** Kezo's main goal is actually reducing Kimetiko's power, rather than having a particular stake in the outcome. Marriage is unlikely, but stranger things have happened.

#### **Bodhi's Information**

**Base:** Bodhi is delighted that the interests of the Kshatriya and his own followers align at this time. Unexpectedly delighted. Very unexpectedly delighted.

**One Raise:** At several points during the discussion, one of Bodhi's initiates passes him a message from the outside and he responds to it.

**Two Raises:** Bodhi is specifically interested in Rokugani legal points this evening, specifically those involving inheritance.

The PCs can also just talk. Everyone here is either interesting, or enough of a trained conversationalist to fake it. Bodhi will happily discuss the finer points of his theology with any inclined PCs, Jayesh will



discuss the arts of war with any PCs who wish, and Kimetiko and Kireko are everything one would expect out of trained courtiers. Even Tsuruchi Kezo can sparkle sufficiently in his field.

Once the PCs have had their fill of the social situation, the food will be done and the business can begin in earnest.

Bayushi Kimetiko stands to address the assembled court, offering a polite bow of greeting. "Samurai of Rokugan, and noble guests. It is my honor to have you here for the official Imperial Conference in the colonies," she proclaims, with a supremely pleased look and a pause for applause.

"As many of you know," she continues, "We are at something of a crossroads for the future of the Empire's Ivory treasure. Some wish to see it depart the protective bosom of the Empire," she notes, perhaps laying it on a little thick, "While others wish to see it remain where it has been for centuries. But we are honored to receive the Imperial delegation who will be making such a recommendation."

Another round of respectful applause, as everyone in the room gives your group meaningful looks.

"In order to present the...various viewpoints on the matter, this Conference will be structured somewhat uniquely. Each of the three leading viewpoints will put on a display, around which the usual activities of court will be structured. As Imperial Governor," she says, with a meaningful glance at the Tsuruchi, "mine will be presented first, tomorrow. It will be followed by Guru Bodhi's display, and then the Tsuruchi Kezo's display in the days following."

She allows each of the two men she mentioned to take a small bow or nod of agreement, before continuing. "It is our hope that after these displays, which will of course include discussions with our Imperial delegation, you will be able to offer true guidance to our Imperial master for the good of the Empire. Much weight is on your shoulders, samurai, and we thank you for your willingness to bear it."

And with that, dinner is over. If nothing else, the food was excellent.

## **Dedication**

Kimetiko's session is the dedication of a Shrine to Toturi II as Liberator of Balishnimpur. By declaring the spirit of a former Empress as the Celestial Patron of the city, her goal is to make it horrific to Rokugani to give it away.

Nestled in the heart of the city is a brand new shrine, so shiny that it might as well still be wrapped in silk. It is, in fact, still partially wrapped in silk--as all of the religious icons and imagery are covered by screens or silk wrappings for the moment. What is obvious from the visible portions, however, is that it is in the style of a traditional Rokugani shrine. Very traditional.

If no PC visited the Shrine during the down time at the beginning of the module, they can make those same rolls now--but the TNs are all five higher, due to the hustle and bustle.

After a certain amount of milling about, approaching overly ostentatious even for an Imperial Governor, Bayushi Kimetiko appears flanked by a young-ish woman with the shaved head and bare feet of a monk.

"Samurai of Rokugan and esteemed guests, we are gathered here today for a matter of extreme religious importance. For too long one of the most important spiritual guardians of these lands has been absent. Today, as Imperial Governor it is my distinct honor to remedy that. Abbot Hanatsu will join me in doing so," she says, gesturing to the younger woman.

She pulls an official looking scroll from her sleeve, and unrolls it. "On behalf of the Emperor, Toturi the Tenth, and the Imperial Shrine Authority, this shrine is to be consecrated to the divine Toturi II, Liberator of Balishnimpur!"

There is a genuinely stunned silence at the proclamation. In that poignant pause, the newly minted Abbot of the Shrine begins to perform the rituals of purification and consecration. But it is clear that she too was expecting a more positive reaction, and her movements are hesitant and off.

Any PC with training as a Shugenja, Monk, or Lore: Theology of 5 or higher can attempt to surreptitiously assist Hanatsu. This is a **Lore: Theology /**

**Awareness** roll at **TN 25**. If they succeed, they gain **H7**, and a Free Raise to use for the Kimetiko faction.

Alternatively, the same roll will allow a PC to attempt to sabotage Hanatsu as well, and they can gain a Free Raise with either the Middle Way or Bodhi factions instead. If multiple PCs want to try to perform opposite actions, then it is a contested action.

Regardless of whether with aplomb or in shame, Hanatsu does complete the proscribed forms and the Shrine is opened.

Some of the shine has gone out of Bayushi Kimetiko's polite smile by the time Hanatsu has completed the ritual, although whether it is directed at the Abbot or the crowd is impossible to tell. "The Governor's Mansion and this shrine will put on displays and contests of Rokugani culture and erudition today. I invite you all, please join us. And this afternoon we will host a tea and discussion for our Imperial delegation."

She exits with a refined flounce, any annoyance hidden politely behind her fan.

The competitions that are available during this session are: **Games: Shogi / Intelligence, Artisan: Poetry / Awareness, Games: Sadane / Awareness, and Iaijutsu / Void**. There are several contestants in all of these contests; the PC who rolls the highest wins, if they beat a basic TN of **35**.

Anyone who wins a competition (now or in any of the other two sessions) gains one Prestige with a faction of their choice, selected when they win and publicly declare their victory in support of the named faction.

Once the PCs have had time to try their hands and participate, the discussion session will begin.

You are brought by servants to the Imperial Governor. She has brought in a specialist to put on a traditional tea ceremony, and you all observe the pleasantries therein before eventually turning to business.

The discussion is less defined, as it is intended to be a frank (but polite) discussion of the merits of

Kimetiko's cause. During the discussion she will bring up the following points:

1. **Rokugan is a stabilizing influence in the Ivory Kingdoms, with the absence of the Maharajah.**
2. **Rokugani blood and treasure have been spent for centuries to maintain the peace and prosperity of Balishnimpur; and**
3. **With everything apparently happening in the Empire, it cannot afford to also focus on a withdrawal or transformation of the government in Balishnimpur at this time.**

The PCs are free to assist her in these points (or bring up their own in support), or refute them. Anyone doing so may make a **Courtier (Manipulation) / Awareness** roll at **TN 25** to earn a point of Prestige for their faction of choice. They may call Raises to earn additional Prestige, at one Raise per extra point for the first two. Earning a third additional point requires 4 Raises, and is the most that can be gained in this roll.

### **A Festival of Sight and Sound**

Bodhi's display comes next, and is specifically designed to display Ivinda culture. It is trying to do so in a way that makes it appear equal to Rokugan--not greater, not lesser--and worthy of self-government as a partner and friend.

The celebration of Rokugani culture now leads into one set aside for displays by the Guru Bodhi and the Kshatriyan delegation led by Jayesh. They too have set up their display in a religious site, this one the broad courtyard between two temples--one dedicated to Vishnu, and one dedicated to the goddess Saraswati (the Goddess of Music, Art, and Speech, among other things).

The display that you arrive at on the first day is as opposite from the Governor's as it could be. Colorful and expressive where the Rokugani display was restrained and elegant, there is nonetheless an equal sense of majesty and history behind it. While many would not recognize the specific symbology being used, it conveys a sense of importance to even the most ignorant Rokugani.

And that seems to be the point. Kshatriyan warriors practice elaborate forms, while a Priestess of

Saraswati proclaims an epic in both Ivindi and Rokugani. All of it is carefully cultivated to create the impression of a culture no less ancient, powerful, and indeed worthy, as that of the invaders.

PCs who want to can roll to get what amounts to a vibe check of the display. If they succeed at an **Investigation / Awareness** roll at **TN 30**, they get the sense of the tension bubbling beneath the surface. Right now the religious and Kshatriyan factions are working together, but the Kshatriyan nobility is not happy with the direction Bodhi has taken; they feel like it is demeaning to their culture to have to “prove” their worth, and many think they should be trying to take their country back instead.

After you have been given a chance to get your bearings, Bodhi and Jayesh step up to what is the main platform--where the Priestess had been declaiming moments before. “The blessings of the gods and the kami on all of you,” Bodhi begins, smiling. “In the centuries before the Empire came to the Ivory Kingdoms, our lands had but little interaction. Perhaps if there had been more, there would have been less distrust on both sides. For we are two lands of rich and ancient history, powerful wisdom, and much to teach one another,” The guru nods toward the governor, who keeps her face impassive.

Pressing on, Bodhi concludes with slightly forced heartiness, “Please, my friends, enjoy what our lands have to offer you, and the glimpse of what our people could be if we stood together as siblings, equal in dignity.”

The competitions for this portion are **Lore: Law / Intelligence, Kenjutsu / Agility, Performance: Oratory / Awareness**, and a special competition for eating spicy curry which uses **Etiquette / Stamina**. There are several contestants in all of these contests; the PC who rolls the highest wins, if they beat a basic TN of **35**. As before, victory earns a point of Prestige for a faction declared by the victor.

After a suitable opportunity to participate in the competitions, the discussion session with Bodhi will begin.

You are brought to a low table set in a shaded recess of the plaza, where Bodhi and Jayesh are waiting for

you with their small group of retainers. As you are brought over, they rise to greet you; Jayesh adopts the bow of a samurai, if stiffly, and Bodhi greets you with pressed palms in his culture’s traditional fashion.

“My friends,” Bodhi smiles warmly, “I hope your visit to our festival has been fruitful.” He pauses to look around the plaza, at the people openly celebrating their customs and the mix of people milling around.

“I love our culture, our people, and our land. But I do not hate yours. I meant what I said in my speech--that I wish we could have stood together as friends, as siblings, rather than it ever coming to war and conflict. The cult that brought us to blows deserves much condemnation for what it did to us.”

“But it is time for that to change. Your Empire has spent so much money and time, and so many lives, seeking a balance which cannot fundamentally be maintained. It must be that we come together as equals, or else I am afraid that it will become much worse before it becomes any better.”

Once again, this is more abstract. Bodhi is the more subtle of the two, and Jayesh the more active, but for the moment their points are the same.

1. **Rokugan cannot afford to continue sending blood and treasure to Balishnimpur, because it is already affecting the Empire negatively and will only do so more in the future.**
2. **The Empire is a destabilizing force in the region, in that as long as a part of the Ivory Kingdoms are held by outsiders the factions cannot reach a compromise to begin rebuilding their own lands.**
3. **It is unjust to the Ivinda people to force them to continue to live under the will of another, the same as the Rokugani have thrown off anyone who has ever attempted to invade them.**

As before, PCs can support or undermine these arguments to gain Free Raises for their faction. They may roll **Courtier (Manipulation) / Awareness** at **TN 25** to earn a Prestige for their faction of choice. The first two Raises each earn an additional Prestige for their chosen faction, but it takes 4 Raises to earn 3 (the maximum).

## **The Middle Way** **(or, Year Five: Time for a Wedding)**

After the displays put on by Bayushi Kimetiko and by Bodhi and Jayesh, the chance is given to Tsuruchi Kezo to make the argument for his Middle Way. And he is choosing to frame it around a wedding, between a member of the Kshatriyan nobility and a Rokugani daimyo's relative.

The previous centuries of colonization have provided some opportunities for the melding of Rokugani and Ivindi culture, but rarely at this high a level. After the Rokugani culture on display at the Governor's new temple and the local delights offered by the Guru, Tsuruchi Kezo has stepped forward to deliver his vision of a blended future.

Tsuruchi Yusuke, the son of Tsuruchi Momotaru, daimyo of the Tsuruchi family, is in need of a noteworthy marriage, and an arrangement has been made with the daughter of an Ivinda noble of equivalent stature. Their union will bring contacts and trade between the two families, and be the first opportunity for the nobility of both lands to see what it would be like to be related to one another.

The wedding is a blend of the customs of both lands, and features blessings by members of both religious communities. The poor couple to be is forced to change into two separate sets of wedding clothes, conforming to each set of cultural expectations. And yet at the end, after they have changed back into the garb which they are most comfortable in, they both look happy. And so do their families.

After the ceremonies have been completed, Tsuruchi Kezo steps to the front of the assemblage. "Honored guests," he greets, "Thank you for your attendance at the first such wedding between Rokugani and Ivinda nobility. May it not be the last."

He pauses, considering the crowd. "It may surprise you to know I agree with many things which have been said both by Bayushi Kimetiko-sama and by Bodhi-sensei. Rokugan has done much good for these lands, and has an investment here. And the Ivinda people are our worthy siblings of ancient lineage. That is why it is my hope that going forward we can form a government that represents both of our people fully."

He holds up a cup of sake to the couple. "May our lands know peace, our people friendship, and our future joy."

The competitions that are available during this session are: **Athletics / Stamina, Lore: Theology / Intelligence, Artisan: Painting / Awareness, and Kyujutsu / Reflexes.** Tsuruchi Yusuke was the runner-up at the Topaz Championship last year, so a variety of events help display some of his prowess; Vayu, the bride, has a similar breadth of interests and talents, giving some hope that the two will make a promising match. There are several contestants in all of these contests; the PC who rolls the highest wins, if they beat a basic TN of **35**.

Once again the PCs have a chance to participate in competitions, before they are summoned to the discussion period with Tsuruchi Kezo.

Tsuruchi Kezo is seated comfortably at a table with a mix of Rokugani and Ivinda delegates. He wears a formal kimono cut out of local fabrics, every stitch a clear symbol of his position. He rises and bows politely when you approach, gesturing for you to sit and sending servants to offer you a variety of different refreshments both local and imported.

"I ask that you forgive me, because I am going to be blunt. Rokugan has made many mistakes in our time here," Kezo begins, "And some of them will be very difficult to fix. But fix them we must, because I don't see any other way forward. The fact that I think many of us can agree with points raised both by the Governor and by Bodhi-sensei shows us that the way forward must be a middle way between the two of them."

He sits, and gestures. "I look forward to hearing what you have to say on the matter."

Kezo's points, unsurprisingly, are a mixture of the two other viewpoints.

1. **Rokugan has spent a lot of money and blood in these lands, and there is an obligation in that. But it cannot afford to do so meaninglessly, or without a solid plan for the future.**
2. **One of the major issues is the wholesale grafting of Rokugani power structures on a**

**people unused to them. If it is to succeed, it must be a mixture of the two.**

Kezo has one less discussion point than the others, and that should become apparent to the PCs. He has the viewpoint which is likely to be the most sympathetic to players, but he isn't as dedicated to his cause as the other two leaders. This is because he is primarily doing it to minimize the influence of Kimetiko, rather than because he is completely committed to it. PCs can discover this by rolling their **Investigation (Interrogation) / Awareness** vs. Kezo's **Sincerity / Awareness** roll of 8k5.

## Part Two: Train of Consequences

Three days of displays have passed, and the PCs have likely amassed a variety of Free Raises for their different factions. How things proceed in this section will be slightly different based on the factions that they have favored.

After the three days of cultural displays, an even more intense period of discussion, argument, and negotiation begins. Everyone knows that with the preliminaries done, these next few days will decide the future of Balishnimpur; and there is almost no one involved who doesn't have a desire to influence that outcome.

At this point the GM should have the players total the Prestige they have collected for each faction. This represents which faction or factions are "winning" at this point. It changes the feel of the court going forward, although it will not change how things proceed overall.

### If the Kimetiko faction is winning:

When you visit the Governor's mansion, things seem to be running very smoothly indeed. Kimetiko and her advisors meet with you whenever you wish, and coordinate effortlessly. As you look around the city you see more kimono, and the Temple of Toturi II is incredibly popular. Kezo, and Bodhi and Jayesh are, unsurprisingly, less effervescent. All of them seem increasingly tense, and when you have had the chance to interact with the Ivinda they seem tense and increasingly fractured.

### If the Bodhi/Jayesh faction is winning:

As the days pass, the streets fill more and more with Ivinda wearing their heritage proudly. Services at the Shrine of Toturi II are limited, while those of the Ivinda faith overflow. The Governor is increasingly harder to get time with as she spends all her time meeting with the influential to try to win them to her side, while Tsuruchi Kezo appears annoyed but not particularly desperate.

### If the Middle Way faction is winning:

Tsuruchi Kezo spends the next few days being almost omnipresent in the city, both attending services at the Shrine of Toturi II and frequenting meetings with the local Ivinda leadership. Meanwhile Bayushi Kimetiko, Bodhi, and Jayesh all seeming increasingly harried in their appearances with you and one another, as they try to shore up their support--or at least not lose any more ground.

It is in this environment, regardless of how it is going, that the party is approached by Bodhi.

The note arrives surreptitiously in your rooms while you are out in the city. It is written in a simple, straightforward Rokugani script, and is signed by Guru Bodhi.

"My friends,

I apologize for the nature of this note. But I need a meeting with you most quickly. Please meet me at the Temple of Vishnu as soon as you can.

Bodhi."

Any PC with Bodhi as an Ally can automatically confirm that the handwriting is authentic. If no one can do so, they can roll **Calligraphy / Intelligence** at **TN 30** to confirm it based on the notes and letters which have been going around the last few weeks.

If a PC chooses not to go, they can take 2 XP and leave the module. If all PCs choose not to go, then in a week there are horrible riots and they're evacuated out on a ship as the city begins to burn and lose H -20 and G -20. But they do get the 2 XP.

As you arrive at the Temple, you can quickly identify Bodhi and a small group of his acolytes waiting for you with torches. The mood is one of concern, agitation, and near desperation. As soon as he sees you, Bodhi comes up to you and quickly bows.

“My friends, I am so sorry for the urgency of this, but I must ask a tremendous favor from you. Please, follow me.”

He leads the PCs to a small house near the Temple, apparently used by some of his followers. He sits down, and immediately pulls out a pair of scrolls which he begins to unfurl.

“When the Maharajah of the Ivory Kingdoms was killed, it left our nation in disarray. It is one of the things that your Empire has taken advantage of in remaining in Balishnimpur, which is neither here nor there,” he explains. “It was not just that the Maharajah was killed, but that his whole family was as well. Or so we thought.”

He points to one of the scrolls, which is written in Ivindi but appears to be a genealogical chart. “His youngest brother had married a woman beneath his station, and left the Royal family. Under our law he was still an heir to the Maharajah, however, even if he was automatically in last place. It was believed that he hadn’t had any children, but that wasn’t true.”

Bodhi looks up with desperation in his eyes. “I found her, samurai. A legitimate descendant of the Maharajah. Someone who could unite the Ivory Kingdoms, and offer a chance for genuine peace with Rokugan--no matter what course that takes. But she is in danger.”

He takes the second scroll and holds it out to you. It is a painting, several years old, of a pretty young woman with dark hair and eyes. “Her name is Aruna. I had her in a safehouse in the country, away from the city, but she was taken by a group calling themselves the Order of the Elephant.”

He pulls out a third scroll, and holds it out to you. “I don’t know where they are exactly, but I know broadly where. Please, samurai, you have to rescue her and save the Ivory Kingdoms.”

PCs who played Tomb of Shinsei may well recognize Aruna as the wandering kshatriya they could have met at the village near the temple.

It is entirely possible that the PCs will not want to do this. And that is a viable option, in that it will ensure that there is not any kind of stable leadership in the rest of the Ivory Kingdoms--which could be beneficial to Rokugan. If they don’t want to rescue an innocent young woman and help restore stability to a nation their ancestors helped wreck, they can make that choice. Skip to Part Three, and know that anything they do will be much harder.

The reason they can continue the module turning Bodhi down but not if they refuse to see him is because if they refuse to go after Aruna they are actively choosing the fate of the Ivory Kingdoms, which is the whole point of the module.

### A Rescue Operation

If they choose to go after Aruna, Bodhi will give them the area he thinks she is being held in. It will take about one and a half days to get there, for a total of three days travel time.

That presents an initial problem: They are the Imperial delegation in the Ivory Kingdoms. They can’t just disappear completely, or bad things will happen.

If the PCs don’t think about this, they will face additional difficulties when they return to the city.

If they do begin discussing this, Bodhi will beg them to keep their mission a secret.

In order to give an excuse that the authorities will believe for why they are leaving the city they will need to succeed at a **Courtier** or **Sincerity / Awareness** roll at **TN 40**. Any relevant Emphases can apply. If they fail this roll, their departure is unavoidably a dereliction of duty and they will lose H2 Honor for going through with the mission.

If the PCs tell the truth, they get an automatic four Free Raises to the roll. But doing so will also add a squad of Bayushi assassins to the final confrontation of Part 2.

Once the PCs have either taken care of an excuse for why they are going to be gone or have forgotten to, they can leave the next morning--Bodhi warning them that it will be very difficult (all Tracking Rolls are at +15 TN) if they try to go at night.

Bodhi told you that he suspects they've gone into the hill country a few days out of the city. As you make your way toward the hills, the first thing that you notice is that the oppressive heat you associate with the Ivory Kingdoms is growing even worse. Your clothes stick to you, and the going is very rough.

Eventually you do find your way to the base of the foothills, and are able to begin attempting to track your quarry.

In order to make their way to the compound where Aruna is being held, they will need to make a series of paired rolls. **Regardless of how they roll, they will make it; these are just to determine if they do so with exhaustion.** Every PC must roll.

The first set of rolls is **Hunting (Tracking) / Perception** at **TN 20**. Then they must make a **Stamina** roll at either **TN 15** (if they succeeded at the Hunting roll) or **TN 20** if they did not. A PC may make Raises on the first roll to give either themselves or others a Free Raise on the second.

The second set of rolls is **Athletics (Climbing) / Agility** at **TN 25**, and then **Stamina** at **TN 20** (if they succeeded) or **TN 25** if they did not. They may make Raises on the first roll to help with the second.

The final set of rolls is another **Hunting (Tracking) / Perception** at **TN 30** followed by **Stamina** at **TN 25** or **30**. Again, they may make raises on the first to give them Free Raises on the second.

Any PC who failed any of the Stamina rolls arrives at the compound with **One level of Fatigue**. If they failed all three, they arrive with **Two levels of Fatigue**, increasing the TN penalty from the Condition to +10.

After nearly a day and a half of making your way through hot terrain, hiking and climbing miserably, you find the compound you believe Aruna is being held in.

It is a small collection of buildings, apparently a nobleman's country estate from the look of it; or at least, it used to be. Now it does live up to the name 'compound', and there are patrols of men combing through the countryside to make sure that no one disturbs their plans. Like, say, a heavily armed group of samurai.

From here the PCs can proceed however they want, whether through a stealth approach or a more direct one. The stealth approach minimizes fighting but relies on a series of skill rolls, while the direct route minimizes non-combat Skill Rolls but maximizes the combat difficulty.

### **The Stealth Route**

If any PCs utilize the Stealth Route, the whole party loses D2 for being willing to put up with stealth and murder. Additionally, remember the TN penalties that apply for wearing armor for these rolls.

PCs wishing to attempt a stealth infiltration and exfiltration will first need to scout the path. This requires an initial **Stealth (Sneaking) / Agility** roll at **TN 20** to avoid the outer guard, who fortunately have gotten arrogant and stick to well-trod paths.

The compound is composed of several outbuildings and a small manor house, all of which are patrolled--but intermittently. A skilled group of infiltrators could pick their way through the patrols and into the manor house. Since the house is the most guarded, it is likely that she is being held there.

The entire party does not have to choose the stealth route. PCs who do not wish to will have to either wait, or activate the 'Blended Route' below.

Failure on any of these rolls triggers an emergency roll to avoid detection of **Stealth (Sneaking) / Reflexes** at **TN 40**. Failure on that roll triggers 'The Direct Approach', but only one PC has to succeed at it.

The first roll to make it to the building is a **Stealth (Sneaking) / Agility** roll at **TN 25**.

Moving quickly and expertly, you weave through the outbuildings and evade the guards patrolling them. You pull up at the back wall, one story beneath what

you decided is the best ingress point. Sharing a quick glance, you begin to climb.

The second roll is **Athletics (Climbing) / Strength** roll at **TN 20**.

With strong legs and sure hands, you climb up the building and quickly enter through the window. You find yourself in what was once a guest bedroom, but has now clearly been turned into a holding pen. A small Ivinda family is clearly being held here, a mother and two sisters. One of the sisters, a young woman in her early twenties, is clearly Aruna--a few years older than the painting you saw, and as surprised to find you there as you are to have found her so quickly.

The only things distracting from this brilliant moment of competence are the four guards at the door, idly chatting and at the moment completely unaware of your presence.

The PCs have a chance to assassinate the guards without fighting them. But in order to do so they will need to succeed at the following rolls:

**Stealth (Sneaking) / Agility** at **TN 25**, followed by a **Any Weapon skill (any specific emphasis) / Agility (or Reflex for a Bow)** at **TN 45**.

Any guard who they succeed against is killed immediately, while any who they did not succeed against immediately falls into initiative. There are four of the "Order of the Elephant Guards" (see their stats in Appendix #1).

If the PCs do not kill the guards within two Turns, then they will be able to raise an alarm that will summon 4 more guards in the next turn. At that point the alarm is raised generally, and the group will proceed to the 'Blended Route'.

If the PCs succeed, they can continue.

The family looks on in both relief and horror as you make such short work of their captors. The woman you identify as Aruna steps forward tentatively, and speaks in somewhat fluent Rokugani.

"Thank you for rescuing us. Did Bodhi send you?" Aruna asks, as she quickly grabs some of the papers

the guards left behind. She grabs a bow, slings a quiver over her shoulder, and begins leading her family to follow you.

Assuming the PCs answer in the affirmative, the family will agree to follow them on the way out--where they make the same rolls they made coming in, but in reverse. They will also all need to make the rolls at **+5 TN** due to transporting the three freed prisoners with them.

### The Direct Route

If the PCs all take this route and survive, they gain H7 and G9 for assaulting a fortified enemy compound directly.

If the PCs decide to directly assault the compound, it is a much more straightforward proposition. They will immediately enter initiative, and be faced with two waves of enemies to triumph.

The first wave consists of the guards, and a lieutenant leading them.

As you stride into the compound in a martial rush, the guards are caught...well...off-guard at first. They are surprised to see anyone so boldly striding into a fortified position, although they get over their shock rather quickly. Matching your battle cries with their own they engage you, led by a man issuing commands like a seasoned gunso or chui.

There are a number of "Order of the Elephant Guards" equal to the number of PCs, and one "Ivinda Heavy Elite" commander. Once that wave is done, one of the leaders of the Order of the Elephant steps out with some of his guards to try to stop this assault directly.

With the guards put down, the leadership inside the manor decides that it needs to come handle the situation directly. A man steps out of the compound wearing an ornamental elephant mask and wielding an enormous war axe, and charges you with his guards roaring in rage around him.

Patanjali Dhamyatali is the descendant of one of the leaders of the Balishnimpur defense when the Empire invaded; he has two Ivinda Heavy Elites and a



number of regular Guards equal to the number of PCs.

If the PCs were honest about what they were doing, there are five additional Bayushi Bushi coming to fight--three of which will attack the PCs, and two of which will attack the Ivinda. They are dressed in Ivinda clothing, but wield katana.

Assuming the PCs are victorious, the rest of the Order will flee and they can enter the manor.

The manor house has seen better days, having been turned into the regional headquarters of an armed resistance group. You make your ways past the barricade on the front door by going in through a side door, and begin searching the house. You collect some papers which may be of interest, but find what you are looking for when you search one of the guest bedrooms.

Inside are a small family of Ivinda women, a mother and two daughters. One you recognize immediately as Aruna, a few years older than the painting you were shown but the same woman clear as day. She looks up in surprise, and then begins speaking in somewhat fluent Rokugani.

“Are you here to rescue us? Did Bodhi send you?” She asks eagerly, grabbing some papers left by the guards when they fled. She grabs a bow, slings a quiver over her shoulder, and begins leading her family to follow you.

### **The Blended Route**

If the PCs want to try a mixed approach, some of them assaulting the compound directly to provide a distraction for those sneaking in, it gives a mix of both paths.

The sneaking group have to make the same rolls, but they get a +10 to the total of their Stealth rolls. And the fighting PCs have to make the same fight, except when they get to the Elephant Mask he is missing as many guards as the PCs assassinate.

The party loses Honor the same as the Stealth Route, but gains as much Glory as the Direct Route.

### **Discussing with Aruna**

After the battle is done and the PCs evacuate with Aruna and her family, they begin to make their way back to Balishnimpur. That evening when they camp, they will have an opportunity to really meet and discuss matters with Aruna.

With Aruna and her family following you gratefully, you begin to make your way back to Balishnimpur proper. That evening when you make camp, Aruna helps you set up whatever fire you decide to make and helps prepare the evening's rations. For someone born into a royal lineage, she has practiced hands at these more domestic tasks as well.

After you have all had a chance to eat, she has apparently mustered up the courage to ask you some questions that she has been thinking about since her rescue.

“Samurai, I am very grateful for your rescue of myself and my family. Whatever that turns out to mean, I am in your debt.”

She looks at her family. “I know what I represent. My family has been in hiding since the fall of the Maharajah, and when my father passed I became the only heir to our dynasty. If I am given a base of power and a way to do it, I can bring stability to the Ivory Kingdoms.”

She looks at you directly, almost challengingly. “That represents an opportunity for your Empire, but also a threat. So I have to ask...why did you rescue me?”

Aruna is genuinely curious about the answer to this question. She isn't going to fight the samurai unless they answer something truly shocking like ‘We need to kill you where people can see you die.’ But she does want to take a measure of the people who have saved her.

This is also an opportunity for the PCs to discuss the state of things with Aruna, and get a sense of her. She is an educated woman who is also skilled in the traditional arts of the Kshatriya, including warfare; she killed four of the men who came to kidnap them, and expected to take down several more when they finally came to kill her and her family. She is also serious and passionate about her people, and knows that she represents the last best hope for peace and stability.

Aruna is willing to consider any of the three viewpoints currently going around in the city, although she obviously has her preferences. She would like, in order:

1. **Independence for Balishnimpur;**
2. **The Middle Way; or**
3. **Rokugani Control**

She also has information that can come out in the conversation with the PCs:

1. **The Order of the Elephant is a group of Kshatriyan traditionalists who are pushing back against Jayesh for working with Bodhi on his plans, and who also are opposed to Aruna taking the throne (on account of being a woman). They didn't kill her outright because their leader was waiting for an opportunity of instability to marry her, and claim the throne for his future (no doubt definitely going to be) sons.**
2. **The Rokugani have, as Tsuruch Kezo indicated, been something of a mixed blessing to the Ivory Kingdoms. Balishnimpur has been stable compared to the rest of the Kingdoms, but it is also a rallying point for a number of truly terrible groups as well. Like the Order of the Elephant.**
3. **She is willing to tolerate a continued Rokugani presence if they will support her gaining the throne, although it will have to be a blended House of Counselors like Kezo is pushing for. She WILL take continued Rokugani control in return for support, but she will warn the PCs that this cannot go on for more than another generation before things get truly bad.**

The tone of this discussion should be similar to the discussion sessions from Part I. Aruna will emphasize the beauty of her culture, the importance of a stable Ivory Kingdoms to Rokugan's future, and generally reveal herself to be a shrewd political thinker.

If the PCs know what route they want to take in terms of the city's future, they can convince her at this point. It is a **Courtier or Sincerity / Awareness** roll, and the TN depends on what they're convincing her of.

1. Convince her to lead an independent Balishnimpur and Ivory Kingdoms: No roll.
2. Convince her to accept a blended rule of Balishnimpur: **TN 35.**
3. Convince her to accept Rokugani control of Balishnimpur in any form: **TN 50.**

### **Returning to the City**

Not having to follow any trails or worry about your own, it is much easier to return to the city of Balishnimpur. As soon as you arrive at the gates a guard recognizes you and runs over to you in a panic, bowing frantically.

"Sama, you have to come with me immediately. Otomo Kireko-sama is looking for you. We thought you'd been killed too!"

With that ominous statement the guard leads you immediately and directly to the palace. The streets are filled with the citizenry milling about, the murmur of thousands of concerned and frightened voices filling the air. When you are finally brought to the mansion you aren't even given the opportunity to wash the road off before Otomo Kireko storms into the room, her face a mask of anger.

"Thank the Kami. I don't know what you were doing, samas, but you picked a terrible time to do it. Kimetiko-sama is dead, Jayesh is unconscious, and the guards have arrested Tsuruchi Kezo for the crime. I can place you in charge of the city, or at least as much of it as will listen to you."

"Congratulations on your promotion," she sighs. "We've left things as we found them for you to investigate."

## **Part Three: No More Consequences**

The receiving room is a mess. The body of Bayushi Kimetiko has been removed for funeral rites, but everything else has been left as it was. And from the splashes of blood on the ground, it is clear that she wasn't the only one who suffered in the room.

"There was a huge commotion, and when we came in we found Kimetiko-sama dead and Jayesh

unconscious. A group of Ivinda were fleeing, but they somehow got out of the palace ahead of us,” Kireko explains as you enter the room.

“We found Kezo-san’s sash in here, the only thing that we could really put together, so Kimetiko’s guards arrested him. That caused the Ivory Magistrates to withdraw to their compound, and we haven’t been able to get in. An hour later, a riot started in the docks led by Ivinda dockworkers, which the Guards went and put down.”

Kireko shakes her head. “Everyone is arming, including the Ivinda, and no one is listening to me. But you were out of the city when this happened, and your clans gave you the authority to determine the result of the Conference. If you call everyone together I think they’ll listen, but you’re going to need to have something to say that can stop a riot.”

From this point the PCs essentially have the ability to end the module at any time. If they call the different factions together the factions will come, but the roll to avert the riot and impose their will on the future will be easier the more things they solve.

They can broadly solve these issues in any order they wish, although solving the murder first will help with several of the other tasks.

### **Solving the Murder**

The most obvious thing in front of the PCs is the murder.

The answer is that Bayushi Kimetiko found a conspiracy of Bayushi dressed as Ivinda trying to murder Jayesh and frame it on another Ivindi faction, for the purpose of destabilizing things and necessitating a Rokugani crack down and an end to the discussions. When Kimetiko found this she tried to stop them, and they killed her.

With Jayesh unconscious and his guards dead, and Kimetiko dead, the Bayushi fled--which is how the Ivindi knew how to evade guards in the palace. The captain of Kimetiko’s guard is in on it

The relevant pieces of information to solve the murder, along with the rolls to learn them, are:

1. The assassins evaded guards and escaped, which implies that they’re either familiar with the layout or the guards didn’t want to catch them or both. **Investigation / Perception** at TN 30, or **Battle / Perception** at TN 25.
2. The wounds were made with katana and using Rokugani techniques, not native ones. **Must ask to see one of the bodies. Kenjutsu / Perception** at TN 45, **Investigation / Perception** at TN 40, or either **Medicine** or **Lore: Anatomy / Perception** at TN 30.
3. From the blood splashes and damage to the room, it’s clear that there were essentially two phases to this fight: A group of people were fighting, and then a second person or group of people intruded. **Battle / Perception** at TN 25, or **Investigation / Perception** at TN 30.
4. The sash that was recovered on scene is brand new, as in ‘has never been worn’, indicating that it is a plant. **Investigation / Perception** at TN 30 or **Craft: Tailoring / Perception** at TN 15.
5. While nearly all of the tracks show an attempt to get out of the palace and back to the streets, there is one set leading toward the guard barracks. **Investigation (Notice) / Perception** at TN 45.

As a final Hail Mary, any of the above information will be revealed to anyone who beats a **Perception (Notice) / Investigation** at TN 60 on a single roll.

Assuming the PCs get all of the information, they will almost certainly understand it was guards who did it rather than Ivinda. If they miss the last part, they will likely think it is an inside job and could be a servant or a guard.

Armed with this knowledge, the PCs have a couple of options for how to proceed. They can either move directly to confront the guards, which falls under the ‘Solve the Guard Problem’ section below, or they can attempt to solve the problem another way. Some options for this include:

- Finding one of the servants who observed the whole incident and getting them to testify.
- Kireko will tell them one of the guards didn’t make it back to the barracks before they were locked down, and might talk. **Hunting (Tracking) / Perception** at TN 30 to find him, and **Intimidation / Awareness or Willpower** at TN 30 to get the information.

### **Solving the Guard Problem**

Immediately after the murders, the Bayushi guard were called on to put down a riot in the city. After that they locked down and began preparing for the potential of a violent uprising in the city. This has left the palace largely undefended, and represents one of the potential flashpoints of violence that you need to deal with.

The guard barracks is a low building attached to the palace, and as you approach it you are confronted with guards blocking the way with spears. They look like veterans who mean business, and they bar your passage.

The PCs first have to gain entrance to the Barracks to confront the Captain of the Guard. They have a couple of ways they can do this: Through convincing, through intimidation, or through murder.

Convincing or intimidation require the PCs to talk to the guards, and then roll **Courtier (Manipulation) or Sincerity / Awareness** at **TN 35** or **Intimidation / Willpower** at the same TN, with a Free Raise for good roleplay.

Murder requires the PCs to fight the two guards, and then the wave of guards with the Captain which come out after them. The guards can all use the “Bayushi Assassin Squad” stats, and there will be a number equal to the PCs with Tsukage; they will surrender as soon as Tatsuda is slain.

If the PCs chose to simply murder the guards, then the remaining guards will surrender to their authority. Inside they find the evidence necessary to show that the guards were behind the assassination of the Governor (albeit accidentally), and the section is wrapped up. But they will not get the bonus at the end.

If the PCs make their way in without murder, then they have an opportunity to take care of the root of the problem.

Suitably convinced or intimidated, the guards recognize your authority and turn to escort you into the guard barracks. After several tense moments of explanation by your new escort, you are allowed into what has clearly become a command center for a war.

Laid out on the table are several maps of the city, with potential troop movements sketched out on them. A large man with the mon of the Bayushi on his armor is planning, and looks up in anger when you are shown in.

“Shigetora, I thought I told you no outsiders! We’re about to go to war in the city, and we can’t be wasting any more time with courtiers and Imperial delegations!” The guard Captain snaps.

Once again the PCs have a couple of options for how to proceed. The captain, Bayushi Tsukage, will not back down even if they roll Courtier or Intimidation and blow it out of the water. He is backed into a corner, and he knows it. He is going to pray his Iaijutsu will carry him through the day.

But the PCs can undermine his confidence, and make him not put everything he has into the duel. If the PCs confront him with what they know, they can make a contested **Courtier (Manipulation) or Intimidation / Awareness** versus **9k5**. Whether they succeed at the roll or not, he will challenge them to an Iaijutsu duel; but if they succeed, he will not spend Void during any phase of the duel (including if it turns into a skirmish).

If the PCs do not have anyone capable of dueling, the second in command of the Guard will have a change of heart and stand for the PCs. As long as the PCs succeeded at the roll above he will win outright; if not, they will have a karmic strike and both die.

Bayushi Tsukage falls to the floor with wide eyes staring up at his killer. He gasps for several moments before he manages to find words. “I didn’t want...our sacrifices...to be for nothing,” he manages to say, foaming blood staining his lips as he passes from this life into the judgment of the Fortunes.

Four of the remaining guards confirm what you suspected, that they were the ones behind the murder. They did not intend to kill Bayushi Kimetiko, however; they were trying to keep her in power. They had arranged a meeting with Jayesh and some of the other top level Kshatriya, under the pretext of a meeting with the governor; they were going to kill Jayesh. They were in the process of doing so when Kimetiko discovered them and tried to stop them, and they accidentally killed her while trying to stop her.

Feeling that this worked for Kimetiko's cause if not her safety, they fled to prompt the anti-Ivinda sentiment and fracturing they had hoped for.

With that they turn themselves over to you, either for execution or (if allowed) seppuku.

### Ending the Module

With the murder solved and the guards dealt with, the remaining factions are willing to come together to put things out in the open and solve the issues in the city. Due to the mistrust involved at this moment, however, they are only willing to do so in public.

The plaza between the Temples of Vishnu and Saraswati is once again filled with the populace of the city. Before it was with a mixture of curiosity and tension; now the tension remains, but it is filled with terror as well.

You are the first of the notables to arrive, followed by Otomo Kireko representing what remains of the local Imperial government beside you. Bodhi arrives a few minutes later, escorted by a mixture of his acolytes and Kshatriyan guards. Apparently those divisions are currently on hold, at least for the time being. Finally Tsuruchi Kezo arrives escorted by some of his Ivory Magistrates.

With everyone arrived, all eyes and attention turn to you. The Imperial bureaucracy has give you the duty to explain to the city what has happened. And, then, what will happen.

This is the final roleplaying opportunity, and the culminating Social Rolls that the PCs have been saving up for.

The PCs are first called on to present information on what happened in the palace. In order for the crowd and assemblage to accept what happened, the PCs will have to pass a **Sincerity (Honesty) / Awareness** roll at **TN 60**. They get a Free Raise for good roleplay, and can also add a **Free Raise by spending Prestige they accumulated through the module—but that means they will not have it on the final roll**. This roll may be made cooperatively, but any PC that wishes to assist must speak publicly and succeed at the same roll with a TN of **30** or they do not help and they lose L2 Glory.

Assuming they succeed at the roll, the crowd will accept what happened and the PCs will earn one Prestige that can be used for any viewpoint.

If they don't succeed the roll, then the final TN for the next section will be +10.

Otomo Kireko, acting as Mistress of Ceremonies, stands up after you have presented your case to the city about the assault in the palace. "Thank you, samas, for your investigation. But that is not the main reason we are here. You were sent here to decide the future of the city, and have been given ample opportunity to gather information. Please announce your reasoning and your decision."

Now the PCs make their case to the city and announce their decision for the future. This is highly dependant on how the PCs choose to present themselves to the city.

If they have brought Aruna along and have already convinced her to support them, she gives them two Free Raises for whatever viewpoint they convinced her of.

The PCs do not have to agree, and can present different viewpoints and attempt to convince the city to take their side.

The final roll to convince the city to accept their decision is, again, either **Courtier (Rhetoric)** or **Sincerity (Honesty) / Awareness**. Again, this can be made cooperatively with the same caveat as the previous roll. The TNs are as follows:

- To convince the city to accept continued Rokugani control: **TN 100**
- To convince the city to support the Middle Way: **TN 90**
- To convince the city to support Ivinda independence: **TN 75**

Even full independence requires a roll because there is a sizable population of Rokugani in the city who need to be convinced as well; there is no easy way out.

If there are PCs on more than one side of the issue, whichever succeeds at their TN by the largest margin is the one that succeeds overall.

The PCs can use any Prestige that they gathered through the rest of the module to support their viewpoint, as long as they declared it was for that viewpoint or it was neutral. If they want to convert Prestige to use for a different viewpoint, they can do so at a rate of **2:1**.

The following add or subtract from the final rolls:

**Add:**

- Whatever side Aruna is supporting gets two Free Raises.
- If the PCs successfully resolved the situation with the guards without murder, whichever PC fought the Iaijutsu duel gets a Free Raise for their viewpoint. If an NPC fought for them, it is a wash because it counts for all of them.
- Whichever PC won the most competitions gets an additional Free Raise for their viewpoint.

**Subtract:**

- If the PCs did not participate in any contests, the **TN** is increased by 10.
- If the PCs did not rescue Aruna, the **TN** is increased by 10.

The PCs will also need to decide what to do with Aruna. The options are:

1. Nothing (mandatory if they didn't rescue her)
2. Name her the Rani of Balishnimpur under either an independent or blended government.
3. Support her as the Maharani of the Ivory Kingdoms, either under Rokugani control, or leading an independent or blended government.

If no PC can succeed to convince the city to support any of the options, Balishnimpur explodes into factional violence. The Imperial families hustle the PCs and what samurai leadership they can salvage out of the city, but critically, the Ivory Legion will not be returned to the Empire.

## Conclusion

## Imperial Control

The days after your decision pass in a blur. As the Imperial delegation it is up to you to reconstitute the Imperial Government and return the city to power. Otomo Kireko is appointed as acting Governor, a position she rises to admirably even as she knows it will not last--the Governorship will once again become a political pawn between the clans.

There is some lingering resistance from the Order of the Elephant, but enough of the city supports the decision you made that they don't have as many places to hide as they would like. They are flushed out of the city, although they flee into the neighboring kingdoms. They will be one of the continuing problems facing the Rokugani government in the future, but while that is your consequence it will not be your problem--you will be going home. So will a large part of the 11th Imperial Legion, but most of the Ivory Legion will remain in Balishnimpur for the foreseeable future.

If the PCs choose to support Aruna as Maharani of the Ivory Kingdoms, add:

With your proclamation that an heir to the Maharajah is alive and support for Aruna, she is quickly recognized as Maharani within Balishnimpur. While this is a powerful step toward returning the Ivory Kingdoms to stability, it is undermined by the fact that she is largely seen as a Rokugani puppet. Nonetheless there is at least one claimant to the throne, and she is indebted to the Empire for her rescue.

Regardless of Aruna's fate, continue:

Finally your time in Balishnimpur has passed and it is time for you to return to the Empire proper. The Imperial banner still flies in front of the Governor's Palace, and Rokugani law still rules in the streets. Still, you cannot shake the feeling that the people who said it were right: There is a fundamental instability with the way things are being left. What will that represent for the future of the Empire? What will the consequences of your choices be?

## The Middle Way

The days after your decision pass in a blur. As the Imperial delegation in a city suddenly lacking a stable government, it falls to you to begin the process of transition to a mixed Ivinda/Rokugani government.

Otomo Kireko is first appointed as acting Governor, and she rises to the position admirably even if she understands she may not hold the position for long. When Jayesh finally reawakens from his wounds, he is appointed the head of the Ivinda delegation as is proper for a Kshatriya--with Bodhi as his spiritual advisor.

The days are difficult at first, as some control is returned to a people who have not gotten to exercise it in centuries; and as some is ceded by a people who have never been particularly good at letting things go.

If Aruna is installed as the Rani of Balishnimpur:

Aruna is crowned as the Rani of Balishnimpur a few days later, the ultimate authority to whom Jayesh reports. While this places her in a position equal to the Emperor in theory, it will take time for that authority to be more than nominal. Still, the young woman quickly establishes herself as a force to be reckoned with and an important symbol for her people, and it is clear that her future may take her beyond this more limited role.

If Aruna is supported as the Maharani of the Ivory Kingdoms:

With the support of both the Imperial government and the Kshatriya in the city under Jayesh, Aruna is crowned as Maharani of the Ivory Kingdoms before you depart. While it is clear that she is Empress of an Empire consisting of one city-state for now, she quickly establishes herself in the role and becomes an important symbol for her people. Her popularity begins to spread quickly in the neighboring Kingdoms, for while some point out she is the Rokugani supported candidate she also bears significant Kshatriya support that even the hardliners will find difficult to refute.

Regardless of Aruna's fate, continue:

Finally your time in Balishnimpur has passed, and it is time for you to return to the Empire proper, along with most of the 11th Imperial Legion. The Imperial banner still flies in front of the Governor's palace, but it has been joined once more by the old standard of the Raj of Balishnimpur. For some it is a sign of

pride, and for others a sign of fatal compromise. You cannot help but be nervous about the stability of such a compromise, untested and unique in the Empire. What will it represent for the future of Rokugan? What will the consequences of your choices be?

## Independence

The days after your decision pass in a blur. As the Imperial delegation in a city suddenly lacking a stable government, it falls to you to perform a unique act in the history of the Empire: The peaceable transfer of a section of Rokugan to a foreign power, even if it is the one that previously owned it.

If the PCs did not rescue Aruna or did not support her in any role:

Lacking other candidates supported by the departing Rokugani, Jayesh is crowned as the Raj of Balishnimpur. Though he is hotheaded, his grudging admiration for the samurai does make the transition easier than it could be. It also bodes well for future relations with Balishnimpur. But it does nothing to restore stability to the Ivory Kingdoms, as Jayesh has no ability to claim the throne of the Maharajah by blood, and not nearly enough of a military to claim it by force.

If the PCs supported Aruna to be the Rani of Balishnimpur:

With her royal lineage, it is easy for the city to accept and embrace Aruna as Maharani. She is crowned before you leave, and quickly settles into the role. Indebted to Rokugan for her rescue and disposed to good relations, it gives the Empire an inroad in the region. And yet it is certain that in the coming years she will push her claim into the rest of the region; whether that will bring stability or further instability remains to be seen. But there is no doubt the talented young woman becomes quickly important to her people, and that her future is wider than a single Raj.

If the PCs supported Aruna to be the Maharani of the Ivory Kingdoms:

With her royal lineage and the support of both the Vedics and Kshatriya within Balishnimpur, Aruna is crowned as Maharani of the Ivory Kingdoms before you depart. In gratitude for his support and opposition to her former captors, she installs Jayesh as Raj of Balishnimpur. Indebted to Rokugan for her

rescue and disposed to good relations, the Empire has a strong inroad into the region. And yet her claim to the throne will take time and effort, and it remains to be seen whether it will be a force for stability or further instability--and how much Rokugan might be called on to support their claimant for the throne. But there is no doubt that the talented young woman, an important symbol for her people, will press her destiny soon.

Regardless of Aruna's fate, continue:

Finally your time in Balishnimpur has passed, and it is time for you to depart, along with the entire 11th Imperial Legion. For the first time in two centuries no Imperial banner flies in front of the Palace in the city, for it has been replaced with the symbols representing the old Raj of Balishnimpur. While the Empire has been freed from its commitments and will no longer send money or people to support Balishnimpur, you cannot help but wonder if you made the correct decision. What would Toturi II, or your ancestors, think about the last Rokugani leaving a land they fought so fiercely to keep?

**The End**



## Rewards for Completing the Adventure

Surviving the Module:	1 XP
Good Roleplaying:	1 XP
Earning at least one Prestige for a faction:	1 XP
Choosing a path for Balishnimpur:	1 XP
Total Possible Experience:	4 XP

### Favors

If the PCs chose a path for Balishnimpur and succeeded on the roll, they gain one Favor.

If the PCs install Aruna as the Maharani of the Ivory Kingdoms, they gain an additional Favor.

### Honor

H9 if they chose to keep Balishnimpur in Rokugan.  
H8 if they chose the middle path. H7 if they chose to give it full independence. Sometimes the right thing and the honorable thing are not the same thing.

### Glory

G10. You decided the fate of a city-state.

### Allies and Enemies

If the PCs chose one faction, they gain that faction's leader (that survived) as an Ally (Influence 3/Devotion 1). If they also put the Maharajah's heir on the throne, they gain her as an Ally (Influence 4/Devotion 1).

### GM Reporting

1. Did the PCs convince the city to accept continued Rokugani control?
2. Did the PCs convince the city to accept the Middle Way?
3. Did the PCs convince the city to accept total independence from Rokugan?
4. Did the PCs install Aruna as the Rani of Balishnimpur?
5. Did the PCs support Aruna as the Maharani of the Ivory Kingdoms?

**GM must report this information BEFORE (2/12/2022) for it to have storyline effect**

## Appendix #1: NPCs

### Order of the Elephant Guards

Air 2 Earth 3 Fire 3 Water 3 Void 3  
 Reflexes 3  
 Integrity 5.2 Status N/A Glory N/A  
**Initiative:** 5k3 **Attack:** 9k3-5  
 (Khanda, Complex)  
**Armor TN:** 30 **Damage:** 6k2  
 (Khanda)  
**Reduction:** 5 (Light Armor and Shield)  
**Wounds:** 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39  
 (+15), 45 (+20), 51 (Down, +40), 57  
 (Out), 58 (Dead)

**School/Rank:** Kshatriya Warrior 2

**Techniques:** *Strength of Indra:* adds +1k0 to School  
 Weapon Skills; Willpower is one higher when  
 resisting Fear

*The Ward of Vishnu:* when carrying a shield, can use  
 Simple Action to make Contested Defense / Agility  
 against one opponent's [Weapon Skill] / Agility; if  
 successful, opponent must make three Raises to strike  
 him

**Skills:** Archery 2, Athletics 3, Battle 3, Defense 2,  
 Etiquette 1, Hand-to-Hand 3, Horsemanship 2,  
 Investigation (Notice) 3, Knives 1, Lore: Theology 2,  
 Spears 1, Swordsmanship (Khanda) 5

### Ivinda Heavy Elite

Air 3 Earth 4 Fire 3 Water 3 Void 3  
 Agility 4 Strength 5  
 Integrity 5.3 Status N/A Glory N/A  
**Initiative:** 7k3 **Attack:** 9k4 (Mace,  
 Complex or Simple in  
 Full Attack)  
**Armor TN:** 30 **Damage:** 8k3 (Mace)  
 or 10k5 (w/Rank 4)  
**Reduction:** 5 (Light Armor and Shield) 10 in Full  
 Attack  
**Wounds:** 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52  
 (+15), 60 (+20), 68 (Down, +40), 76  
 (Out), 77 (Dead)

**School/Rank:** Paschim Warrior 4

**Techniques:** *The Virtue of Might:* +1k0 to damage  
 with Heavy Weapons; ignore penalty for carrying a  
 shield on attacks

*Fury's Shield:* double Reduction provided by armor  
 and shield while in Full Attack Stance

*Wrath will not Abide:* Simple Action attacks while in  
 Full Attack Stance

*Fury's Blade:* may apply bonus from Full Attack to  
 damage rolls instead of attack rolls

**Skills:** Archery 2, Athletics 3, Battle 4, Defense 4,  
 Etiquette 4, Hand-to-Hand 5, Heavy Weapons (Mace)  
 5, Horsemanship 3, Investigation (Notice) 4, Lore:  
 Theology 2, Swordsmanship 4

**Note:** The Ivinda Heavy Elite has a charm that grants  
 resistance to Conditional effects; if any Condition is  
 applied to him during combat, it ends after one Turn  
 and he is immune to that Condition for the rest of the  
 combat.

### Patanjali Dhamayanti, War Leader of the Order of the Elephant

Air 4 Earth 4 Fire 4 Water 4 Void 5  
 Willpower 5  
 Integrity 7.2 Status N/A Glory N/A  
**Initiative:** 9k4+5 **Attack:** 10k6e (war  
 axe, Simple)  
**Armor TN:** 30 (Light **Damage:** 8k3m (war  
 Armor) axe)  
**Reduction:** 5  
**Wounds:** 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52  
 (+15), 60 (+20), 68 (Down, +40), 76  
 (Dead)

**School/Rank:** Duahl Warrior 5

**Techniques:** *Divine Insight:* +5 to Armor TN during  
 Center Stance and to bonus from Center Stance; +1k1  
 to Athletics

*Divine Strength:* may spend Void to add +1k1 to  
 damage; if outnumbered, recover one Void Point  
 when taking the Center Stance

*Divine Retribution:* may make Simple Action melee  
 attacks

*The Gods Protect Me:* when assuming the Center  
 Stance, may spend a Void Point to add +20 to Armor  
 TN for the Round; cannot be done during a duel

*The Gods Guide My Hand:* once per skirmish, may  
 spend a Void Point to gain +4k1 to attack rolls for  
 one Round

**Skills:** Athletics 5, Battle 5, Courtier 4, Defense 5,  
 Etiquette 5, Intimidation 4, Hand-to-Hand 5, Heavy  
 Weapons (War Axe) 8, Lore: Theology (Ivinda) 7,  
 Swordsmanship (Talwar) 6

**Advantages:** Quick, Strength of the Earth

**Note:** Patanjali has the equivalent of a kata that  
 prevents his Rings and Traits from being altered by  
 other characters' effects.



## Bayushi Assassin Squad

Loyal servants of the Governor; they will not be taken alive but will retreat if necessary.

Air 3 Earth 3 Fire 4 Water 3 Void 3  
Reflexes 4

Honor 2.1 Status 3.0 Glory 1.2

**Initiative:** 9k5 **Attack:** 10k4e  
(Katana, Simple)

**Armor TN:** 30/35 **Damage:** 7k2m  
(Katana)

**Reduction:** 3

**Wounds:** 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Out), 58 (Dead)

**School/Rank:** Bayushi Bushi 4

**Techniques:** *The Way of the Scorpion:* +1k1 to Initiative Rolls. +5 to Armor TN against any opponent with lower Initiative.

*Pincers and Tail:* Free Raise for any Maneuver.

*Strike at the Tail:* When assuming a Stance at the start of Turn, may choose a target within 30'. If successfully hit them during that Turn, the target is Fatigued as if he had gone without rest for 24 hours. During the Reactions Stage, an affected opponent may attempt an Earth Ring roll against a TN of 25 to negate the effects of this Technique. If he fails, the effects of this Technique end during the next Reactions Stage (the second Reactions Stage after he was struck).

*Strike From Above, Strike From Below:* May make melee attacks as a Simple Action.

**Skills:** Courtier (Manipulation) 3, Defense 4, Etiquette 3, Iaijutsu 4, Kenjutsu (Katana) 7, Sincerity 4, Stealth (Sneaking) 5

Athletics 5, Investigation (Notice) 4, Jiu-jutsu 3, Kyujutsu 5

## Bayushi Tatsuda

Captain of the Guard in Balishnimpur

Air 5 Earth 4 Fire 5 Water 4 Void 4

Honor 1.9 Status 5.0 Glory 5.4

**Initiative:** 10k6+5 **Attack:** 10k6e (Katana, Simple)

**Armor TN:** 35

**Damage:** 8k2m  
(Katana)

**Reduction:** 3 (Light Armor)

**Wounds:** x5 (+0), x2 (+3), x2 (+5), x2 (+10), x2 (+15), x2 (+20), x2 (Down, +40), x2 (Dead)

**School/Rank:** Bayushi Bushi 5/Scorpion Elite Guard  
(Insight Rank 6)

**Techniques:** *The Way of the Scorpion:* +1k1 to Initiative Rolls. +5 to Armor TN against any opponent with lower Initiative.

*Pincers and Tail:* Free Raise for any Maneuver.

*The Eyes of My Enemy* – You may attack as a Simple Action when targeting a Crane samurai. When fighting a Skirmish against a Crane samurai, as a Simple Action you may spend a Void Point to prevent that samurai from using his School Techniques for his next two Turns. (This Technique cannot be used in iaijutsu duels.)

*Strike From Above, Strike From Below:* May make melee attacks as a Simple Action.

*The Pincers Hold, the Tail Strikes:* Once per encounter, may spend a Void Point as a Complex Action to attack opponent with a melee weapon. If the attack is successful, the target is Stunned. During the Reactions Stage, an affected opponent may attempt an Earth Ring roll against a TN equal to the amount of damage dealt to end the Stun effect. If he fails or does not attempt this roll, the Stun effect ends during the next Reactions Stage (the second Reactions Stage after he was struck).

**Skills:** Battle 5, Courtier (Manipulation) 4, Defense 4, Etiquette 3, Iaijutsu (Assessment, Focus) 7, Kenjutsu (Katana) 7, Sincerity 4

Athletics 4, Calligraphy 3, Engineering 2, Horsemanship 2, Hunting 1, Intimidation 4, Investigation 4, Jiu-jutsu 3, Kyujutsu 5, Lore: Crane 4, Lore: Ivory Kingdoms 3, Lore: Heraldry, Stealth 4

**Advantages/Disadvantages:** Leadership, Heart of Vengeance: Crane / Dark Secret, Sworn Enemy (Doji Makibesu)