

Musha Shugyo



武者修行

そよ風宮殿



KYUDEN SOYOKAZE



A Legend of the Five Rings RPG 4th Edition Fanzine



Foreword

Welcome to Kyuden Soyokaze! In this book you will find a completely new location that is designed to be easily integrated in any campaign, regardless or the chosen era of play. The Palace of the Gentle Breeze (Kyuden Soyokaze) is a perfect choice for an adventure or even a whole campaign that focuses on courtly affairs with a dash of mysticism.

This text was originally written to be published in the L5R RPG book titled “Book of Air.” This should explain its strong emphasis of that element in its themes and names. However, due to irreconcilable creative differences regarding the presentation of the text and maps in the book, I made the difficult choice to withdraw from the project and end my collaboration with AEG.

I did not want my work to be lost to the fans of the game, though, and it is as one fan among many that I now present to you Kyuden Soyokaze, the Palace of the Gentle Breeze. I hope that you will find it interesting and useful for your games.

I had help from friends and L5R playtesters while writing this text. In particular, David and Richard Whitney (the Kakita Seigi twins), Mathieu Brebouillet (Okuma), Charles Caswell III (Gandhius), and James Wagner (BleakRonin) who helped with feedback and stats for the numerous NPCs. I also need to thank Miwa Rochigneux who helped with the Japanese calligraphy found in this document. Finally, this text owes a lot to the diligent editing of my good friend Wendell Katerenchuk.

One last note: Thanks to Scott Stockton (Isawa Nazomitsu), who helped with the Japanese names, I am aware that the proper phrasing should be Soyokaze Kyuden. However, I decided to keep with the precedents AEG has set with locations such as Kyuden Bayushi, Kyuden Hida, Kyuden Otomo, etc.

Mikael “Otaku Mike” Brodu

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JAPANESE 17TH CENTURY PRINT

The Breeze before the Storm

Patches of dirty snow hidden in the shaded nooks and crannies of the land were slowly thawing under the pale morning sun. The ever-present gentle breeze after which Kyuden Soyokaze had been named was cold and humid today, carrying with it the last remnants of winter. Atop the wind chime tower, Doji Tadeno stood, alone and silent, high above the castle's gate below. This year's Winter Court was officially over, and the last remaining guests were leaving. Away from reproachful eyes, Tadeno allowed himself a long sigh of relief. He knew this moment of peace after months of hard work would not last. Soon enough, his duties as chamberlain would draw him back into the whirlwind of things that require his attention for the preparation of the next Winter Court. Summers always seemed to come and go so quickly.

Although Tadeno could not discern the words, he recognized the voice of the governor below, as he was thanking for the last time the Imperial guests who were the last to depart. What a success this had been: a cousin of the Emperor had accepted Otomo Ichigero's invitation to his court. Even though the Imperial had arrived late, his appearance had made quite the impression on the other courtiers. The governor's status back at the court of the Emperor was certain to be greatly improved. Ichigero had made no secret that his wish for the next Winter Court was to have one of the Emperor's siblings, or even the Emperor himself, as his honored guest. This victory was the result of months of negotiations from Tadeno. As the palanquin began its slow journey on muddy roads back to the capital city, the chamberlain was slightly bitter that his old friend the governor had not publicly associated him more closely to this achievement.

"Yours is a thankless job, Tadeno-sama," said someone behind Tadeno. Tadeno turned his head slightly to nod at Gyozen, his heimin assistant. The man's approach had been completely silent, but the old retainer had decades of experience at being inconspicuous and reading his master's mind..

"The chamberlain's duty is to serve his lord loyally to bring him success and glory. Even though I can not deny that I would like to be able to bring honor to the Crane through my deeds, it is not to be my fate." After a short

pause, a tired smile crept on Tadeno's thoughtful mien. "But tell me, old friend, what requires my attention. I am quite positive you did not climb these stairs just for the pleasure of the view you already know so well."

"Indeed, my lord. I have several things to report." As Gyozen spoke, Tadeno took mental notes of the tasks that were already accumulating on his shoulders: replenish the depleted food cellars, make the final accounting report of this Winter Court's expenses, talk with Yusuke, the governor's son, about his latest altercation with a servant, and prepare for the arrival of this season's first guest, a Phoenix shugenja coming to study the Whispering Caves and their mysterious prophecies.

When Gyozen finished his report, Tadeno took a final look at the landscape around the castle: the farmers tilling the fields in preparation to plant rice, the monks chanting their morning prayers in the Sasayakizaji monastery, and the bustling village of Natsukaze a short distance away. Watching the Imperial palanquin emerging on the opposite side of the village, Tadeno frowned: "Who is escorting the Emperor's cousin? I see only six bushi riding with him. I thought that Gokura would add six of his men to the convoy until it reaches the nearest city. The last thing we want is an Imperial being attacked by this dreadful Bizen and her bandits while under our protection." Gyozen seemed embarrassed. "I have transmitted your orders, Tadeno-sama, but it would appear that the Captain of the Guard has... well... forgotten them." Once again, the drunkard brother of the governor had failed him. Why Ichigero continued to tolerate his brother's incompetence, while being so demanding of Tadeno, he would never understand. "Send word to the stables to prepare six horses, and tell the Captain's second that I will meet him immediately to send extra riders to accompany the Imperial scion that just left."

Indeed, this respite had been short-lived. Time to get back to work, thought the chamberlain as he began his hurried walk down the stairs. His mind was already in motion to imagine an acceptable excuse that would explain why the castle guards did not depart at the same time as the palanquin.

History

A long time ago, before the fall of the Kami, human tribes were scattered over the land that would become Rokugan. They worshipped the Fortunes and the myriad Nature Kami populating the world. As they were traveling, a group of monks discovered the Whispering Caves and immediately recognized their mystical significance. They build a temple there and soon more monks gathered to meditate, hoping to glean some wisdom from Kaze-no-Kami (the Fortune of the Wind) and his servants the air kami. This place came to be known as Sasayakizaji, the Monastery of the Whispering Wind, named after the Whispering Caves that were so central to the monks' devotion and daily activities.

When Shinseism spread through the Empire, the temple saw a decrease in attendance, as many monks left to study the Tao in the few monasteries that had a copy of the sacred text. Eventually, a monk from the Order of the Thousand Fortunes, Tagaro, brought a copy of the Tao of Shinsei to the temple. The aging buildings were renovated, and once again monks came from all over Rokugan. This was the temple's golden age, an era of peace and pure research of enlightenment that lasted for centuries.

But as the Tao teaches, nothing is permanent. As the Great Clans expanded their territories, their respective borders eventually came to meet, and Fate decided the temple was, in addition to its religious importance, at a very strategic location. Over the following centuries, the land around the temple changed hands several times. Skirmishes and the occasional wars ended the serenity that the temple had enjoyed. Many peasants, injured and famished, flocked to the monastery in search of shelter. Often, a Grand Abbot would formally petition the warring daimyos and ask for a truce and a peaceful resolution to the conflict. Out of respect for the well-known monastery, such endeavors were usually successful, though the solutions were rarely permanent.

Fifty years ago, another such conflict erupted. This time, a young and impetuous general decided to use the holy ground as a hiding place for his men. His plan—to attack the enemy troops from their rear after they passed

the monastery—was a complete success. But the political backlash of such unashamed sacrilege led to his disgrace and eventual seppuku.

Back in the Court of the Emperor, a prominent courtier named Otomo Ibanu saw an opportunity to settle an old score. Ibanu was not satisfied with the death of the general; he wanted to force his nemesis, who hailed from the same clan, permanently out of the Imperial Court. Ibanu very convincingly argued that his nemesis' clan had made an unforgivable transgression, and they could not be trusted to never repeat it. Many agreed that something had to be done.

Doji Shoshiro, a young and ambitious courtier, also saw a chance to remove Ibanu from the court, and boldly took it. He argued that this man who had so eloquently defended the temple was the only one who should be given the honor of protecting it in person. Before Ibanu could react, many other courtiers agreed and offered their support to Shoshiro's position, for Ibanu had made quite a few enemies over the years. The Emperor concurred,

Location

Kyuden Soyokaze can be located almost anywhere in the Empire. However, it works best if the Gamemaster places it in a border area between two or more clans. The castle's peculiar features will also seem more believable if it is located somewhere that would be naturally windy, such as near the seashore, in the foothills of a mountain range, on a vast plain, or at the mouth of a long canyon or valley.

The chosen location will have a huge impact on the feel of Kyuden Soyokaze. The governor of a castle built amidst the hills where the Unicorn, Dragon and Lion lands meet would certainly have very different problems to deal with than if it had been located in the unaligned lands south of the Seikitsu Mountains, between Scorpion and Crane territory and in the shadows of the Wasp clan.

and decided that the land immediately around the monastery would become an Imperial protectorate with Ibanu as administrator.

Otomo Ibanu tried to escape this assignment that effectively ended his career at the Imperial Court, but to no avail. As a small victory, he managed to have Doji Shoshiro ordered to follow him as his *jijukan* (chamberlain). Their tumultuous relationship during their years together would become the stuff of legend, inspiring a few theatrical plays (including some humorous ones).

Ibanu had lost the prestige of his assignment at the Imperial Court, but he still had immense personal wealth, in addition to the vast resources at the disposal of the Imperial families. He made certain that everyone would be reminded of this fact. It took only two years to build the *tenshu* (main keep) of Kyuden Soyokaze, and two

more to complete the whole palace. Determined to take some sort of revenge on the monks he blamed for his fall from grace, he had the kyuden's wall built around the monastery, arguing it was the most effective way to protect them. It was meant to be a constant reminder to the monks that their independence was a thing of the past.

However, what should have been a source of constant strife between the monks and their administrators evolved into a symbiotic relationship. With the sudden prestige the presence of an Imperial scion brought, not only monks came to visit Sasayakaze-ji: many samurai also came in pilgrimage. The temple and the monastery benefited from an increased amount of donations, which in turn prompted new renovation and embellishment works. As the number of noble visitors increased, so was Ibanu's status. He would never again enjoy the same clout he had in the Emperor's court, but he soon found that his position allowed him to invite many famous courtiers, especially for his winter court, and keep abreast of political life back in the Capital. His guests were invariably delighted by his beautiful palace with its many wind chimes, the peaceful gardens of the monastery, and the mysteries of the Whispering Caves.

Today, the descendants of Ibanu and Shoshiro continue to administrate Kyuden Soyokaze. They benefit from the same virtuous circle, even if tradition seems to require some amount of tension between the governor and his chamberlain. In prosperity's wake, a small city was born, home to many artists and artisans. But prosperity is a double-edged blade, as the neighboring clans all look at this successful holding with unconcealed desire. They bide their time for a moment of weakness that will allow them to claim the Palace of the Gentle Breeze.

Secrets of...

Readers will find a few sidebars titled "Secrets of..." throughout this chapter. They are meant to offer Gamemasters more tools to customize this location, and keep their players guessing which option was chosen if they happen to have read the book too. Each sidebar will propose three levels of mystery and danger related to a specific topic, in increasing order of challenge: Novice, Experienced, and Legendary. Gamemasters are encouraged to choose the option that they feel will best suit the abilities of the party and provide a balanced challenge. They can even mix and match options for the ultimate customization.



The Stage

Kyuden Soyokaze encompasses three main locations: the Village of the Summer Wind (Natsukaze) and its surrounding fields and woods, the Temple of the Whispering Wind (Sasayakikaze-ji) and the Whispering Caves below, and of course the Palace of the Gentle Breeze itself. The domain under the governor's authority is a rough circle centered on the palace with a 3-mile radius, although not all border markers have been placed yet, and a few that were have been removed by unknown parties.

Kyuden Soyokaze

At any time but during winter, the average number of people in the palace is 130, with lord Ichigero and his family, the chamberlain lord Tadeno, 35 guards, 65 servants (attendants, cooks, maids, pages, etc.), and about 25 guests (courtiers with their aides and escorts). During the governor's Winter Court, the number of guests usually doubles and a dozen additional servants are brought in from the village.

The Palace of the Gentle Breeze conforms to a fairly standard design: it has four towers of various heights set in a roughly square layout, connected by stone walls, thus enclosing a central courtyard. The walls are white and the roof is covered with shiny glazed green tiles. The hewn stone walls used for the ground floors of all the buildings and ramparts are pierced with many narrow vertical openings. Although these could be used for defensive archery fire, their true purpose is to let light in. The kyuden is built on a thick stone foundation which elevates it in the traditional Rokugani fashion. As a result, what is noted as the first floor is actually 15 feet above the ground around the castle. Although its defenses are good enough to protect residents against common thieves or a small band of warriors, the kyuden would be no match for even a small army and it is not designed to withstand a true siege. The reason for this is twofold: first, Otomo Ibanu was accustomed to living in a comfortable mansion, not a stern fortress, and second, he thought the

Otomo name itself should be a strong enough deterrent against any attack.

The enclosed courtyard is laid out as a typical zen rock garden, with boulders and raked gravel, crisscrossed by stone steps pathways. It offers many places where to sit and talk, including a gazebo at the center of a small carp pond, but visitors who would prefer a more private location for their discussions usually go to the monastery's gardens. There is also a square kemari field located there, where it is sheltered from the wind. A few patches of green grass and small trees complete the scenery.

Kyuden Soyokaze's interior is richly decorated, but in a tasteful fashion, thanks in large part to the late Doji Shoshiro. All the shoji screens are made with first-rate paper and many are painted with scenes honoring the Emperors past and present. The furniture is crafted out of rare woods, and the many bronze handles and locks are engraved with golden highlights. The bed sheets, cushions and curtains are woven with fine embroidered silk and all futon mattresses are made of pearly white cotton. There are elegant works of art, mostly ink paintings and sculptures, in all the rooms open to visitors, as well as in many of the private areas. The goal is to remind the visitor that the Imperials' wealth is vast and can reach even such a remote location. Truthfully, however, most of the expensive furniture and ornaments date from the castle's construction, when Otomo Ibanu spared no expense to ensure it was up to his high standards. A large portion of Ibanu's money was used then and the succeeding governors have had to be much more careful with their budget. Shimada was very practical, but Ichigero's plans to restore his family's status are proving costly. It is a gambit that could very well ruin him and his heirs should he fail. Only the governor and the chamberlain know the exact details of the palace's finances, as Ichigero would never admit such a disadvantage to anyone else.

Finally, no description of the castle would be complete without a word on its soundscape. There is almost constantly a breeze that makes a soft rustling as it passes through the trees' branches and over the surrounding fields. But what really sets Kyuden Soyokaze apart are

the wind chimes: the monks of Sasayakikaze-ji developed the habit of hanging them everywhere in the temple and on the monastery's grounds to please the Air kami. The custom soon spread to the village and, even before the kyuden was completed, masons and carpenters were already installing wind chimes everywhere for good luck. The ubiquitous chimes produce a continuous soothing tinkle which, when combined with the chanting of the nearby monks, is sure to bring peace of mind to anyone listening to it on one of the castle's balcony. Residents are so accustomed to the sound that on the rare occasions when the wind stops, the silence quickly causes anxiety as everyone wonders what might have displeased Kaze-no-Kami.

The Gate Tower

Visitors enter the palace through this slender tower, after walking up a short flight of stairs. This building is also known as the belfry because of the giant wind chime at its top, and is the only one that is octagonal. It is four stories tall and rises higher than even the Tenshu.

A1 – RECEPTION AREA: The first things visitors notice when they enter this tower, even before the guards or the reception desk, are the four colossal pillar-statues. Nearly two stories tall, these figures do not represent any specific person or deity. They act as guardians of the gate, and as such they are tall noble warriors bearing the *mon* of the Imperial Guard. A stone column continues above each guardian's head to support the third floor. There are always two servants and two samurai in the room, the former to greet visitors, the latter to politely ask them to leave their weapons on one of the racks. Opposite the entrance is the door to the Honor Hall, by which VIPs may gain direct access. Other visitors are invited to take the door on the left, which leads them to the long lobby with a view on the courtyard.

A2 – WALKWAY: The second floor is hardly a floor at all. A narrow walkway runs along the walls of the tower, allowing sentries to watch visitors below, but mostly this level is empty space that gives the whole reception area a large volume in order to impress visitors with its stately decor. The situation has never presented itself, but the walkway would give a decisive advantage to defending archers should anyone try to forcefully enter the castle through the main gate.

A3 – WALKWAY: Unlike the walkway below, this one is open-sided and meant to allow sentries to watch the land surrounding the castle and any visitors as they approach the gate.

A4 – GUARDROOM: The castle guards have their living quarters in the barracks outside. This room is used by guards who have been assigned to the castle for the duration of their task, after which they return to the barracks. There are a few chests for personal effects and a closet with piles of thin futons.

A5 – ARMORY: This is where all the weapons used by the guards stationed in the kyuden are stored. Most of the weapons are either spears or bows with full quivers.

A6 – WIND CHIME: There is a tall octagonal belvedere at the top of the tower, with a giant wind chime dangling below its roof. The chime consists of a single tubular bronze bell, as tall as a man, through which passes a thin rope with a long paper banner hanging at the end. A bronze ball set on the rope gently strikes the bell whenever the banner swings in the wind. The giant wind chime was installed during Shimada's governorship, and was a gift from the monastery. The monks crafted the bell and blessed it so that it produces the same sound as a regular-sized chime, only slightly louder. It is a beautiful work of art, decorated with abstract swirling patterns representing the wind and the clouds. Whenever it rings, the patterns shift into a new design so that the bell never appears the same twice. The banner is adorned with delicate kanji letters spelling "Soul of Kyuden Soyokaze." During the New Year celebrations, fireworks are launched from around the belvedere to detonate high above the castle where they can be seen for miles around.

A7 – HONOR HALL: Whenever the governor wishes to offer a visitor an exceptional amount of deference, he is taken through the Honor Hall directly to the Tenshu. Despite its restricted access, this corridor looks like any other in the castle.

A8 – LOBBY: Most visitors are taken to the lobby where they will wait for a servant to guide them to the governor. The lobby has one side open to the courtyard delimited by a wooden balustrade with an opening in its middle where a couple of steps descend to the courtyard. The lobby is decorated with a dozen sculptures and is used as an art gallery for various works hung on the stone wall. Among the statues there is one of each of the governors, and a few emperors. The lobby connects the Gate Tower to the Small Tower.

The Tenshu (Main Keep)

The tenshu is by far the largest structure of the kyuden, with four stories and a large basement. It is the heart of the castle, where the governor and chamberlain have their private quarters, and where the governor's court is held.

B1 – GUARDROOM: This room faces the doors leading to the Honor Hall. There are always at least four bushi standing guard here, controlling access to the Honor Hall and the stairs going to the second floor. There are weapons handy on the walls and a low table in the middle where the guards sit when they are not patrolling or standing in the presence of guests.

B2 – SUMMER COURT: This is where the governor holds court from the middle of spring to the end of fall. Whenever the weather allows it, the heavy shoji screens on the courtyard side are removed so the room receives maximum illumination and some fresh air (especially important during hot summers), all the while offering a nice view of the garden. The ceiling's beams are lacquered black, and the squares in the grid they form are decorated in alternation with the Otomo family mon and the Emperor's chrysanthemum in golden hues. The white

Inner Walls

There are three types of wall in the castle. The most common is the traditional shoji screen, made of thick sheets of rice paper mounted either on both sides of a sturdy wooden frame (for heavy panels, two inches thick, often not movable), or between two light wooden frames (for light sliding panels and movable folding screens). Then there are two types of permanent wall. One is made of a mix of clay and rice straw spread on a light wicker or bamboo lattice that is then plastered to give it a smooth surface. Plastered walls are two to three inches thick. This type is used for most walls on the first and second floors, and some of the basement's walls. Finally, stone walls are used exclusively in the basement and for the exterior walls of the ground floors. They are built with packed dirt between two hewn stone walls, at least five feet thick.

plastered walls are painted with views of the landscape surrounding the castle as it is in summer, with extensive use of blues and greens. The governor, or the chamberlain when the governor is not available, sits on an elaborate wooden chair on a low red platform against the wall.

B3 – SERVANTS' QUARTERS: Most of these small rooms are inhabited by the castle's servants, although a few remain vacant in case the governor has too many guests, or for the rare unwanted guests to whom he wants to clearly indicate that they are not to overstay their welcome. The each room has plastered separation on three sides and a shoji screen that opens to the corridor. On occasion, a guest has requested a servant's room under the pretence of modesty, while in fact it is for the greater privacy these rooms offer compared to the better guestrooms that are walled entirely with shoji screens. Suzume Torihime is such a person.

B4 – GUARDROOM: The bushi in the tenshu's second guardroom keep watch on the gate leading to the connecting building between the main keep and the Chrysanthemum Tower, as well as on the stairs going to the second floor and the basement. The room is nearly identical to the other guardroom.

B5 – OTOMO GOKURA'S SUITE: The three adjacent rooms are the Captain of the Guard's quarters. Gokura spends a fair amount of time there, hiding to overindulge in sake. The office where he occasionally receives visitors is kept tidy by the servants, but they have almost renounced cleaning the bedroom and only visit it to remove the empty bottles and dirty clothes.

B6 – GYOZEN'S QUARTERS: This block is occupied by Gyozen and his family. One room holds all the kyuden's archives related to the castle's day-to-day heimin activities (such as the complete roster of the servants, food purchases for the kitchen, repairs, etc.), as they are maintained by Gyozen. By heimin standards, Gyozen's quarters are richly furnished, even if they would never be mistaken for a samurai's room.

B7 – PRIVATE ALCOVES: These rooms, walled with shoji panels, are reserved for courtiers who wish to discuss matters privately. Details of peace agreements or trade treaties are drafted here rather than in the governor's court. Each room contains only a low table, six flat square cushions, and a small cabinet filled with paper and supplies for calligraphy.

B8 – DINING AREA: This wide room, open on the courtyard side, is where the guests come to eat. It is also where banquets are served when the governor wishes to join his guests. The arrangement of the low square tables can be changed between every meal. They can be set in one or more rows, to form a U or square shape, or scattered over the room individually. With the exception of the persons invited to sit at the sides of the governor or chamberlain, guests are not assigned to any particular seat. This creates a quiet tension during official dinners, as each guest must find a seat that is both close enough to the governor to mingle with the powerful, yet not so close as to seem presuming. The seating process can take up to 20 minutes, during which courtiers bow and politely offer seats to each other, while edging towards the best seats for themselves. A proper execution of this subtle dance can gain one courtier much respect and praises for his mastery of etiquette, while a failure to find a seat adequate to one's status can destroy a courtier's hope to achieve anything meaningful during his stay in Kyuden Soyokaze. Tea is served here, but samurai who wish to perform a proper tea ceremony do so in the room that is dedicated to that purpose, on the second floor of the tenshu.

B9 – FOOD CELLAR: In this room is stored everything that is necessary to prepare meals in the adjacent kitchen. There is a large table at its center that is used to cut and prepare ingredients before they are brought to the cooks in the kitchen. The room's earthen floor is covered with baskets of vegetables and rice bags, and the shelves are filled with clean dishes and trays, barrels of sake and soy sauce, jars of pickled vegetable, salt and spices, and wooden boxes of tea and nori (dried seaweed).

B10 – KITCHEN: Every meal served in the castle is prepared in this room. Two large square stone fire pits are half buried in the middle of the earthen floor, which is two steps down from the dining area. Over them hang large iron pots almost always filled with broth and diced vegetables. Shelves are filled with knives, pots, pans, bowls, and bento boxes. Along the plastered separation wall are aligned narrow tables where the cooks prepare the food and give the final touches to the presentation of the dishes on their trays. A row of three brick wood-fired stoves along the opposite stone wall completes the kitchen's equipment. There is a thick wooden door piercing the stone wall. This back door, which is always guarded by two bushi outside, is used whenever fresh provisions are brought in to restock the stores. A large cistern above a firebox contains the water that will be heated for the baths and poured into the pools via pipes going through the stone wall between the two buildings.

Kushi, the chef, has worked in the kitchen almost all his life and he can cook anything. His winter specialty,

one that is the primary attraction for many visitors, is his soba noodles served with pickles, a thick sweet and spicy sauce, and a white radish clear broth. In summer, the *unagi* (grilled and seasoned eel) prepared by his wife Dashi is also quite successful. In the polite Rokugani society, food is a very precious neutral topic of conversation, so it is not surprising that all governors make sure they have the best chefs available in the area.

B11 - WINTER COURT: This large room occupies almost all the tenshu's second floor. It is also the most opulently decorated. All exposed wooden beams and posts are lacquered red. The squares in the grid formed by the ceiling beams are decorated with a checkered pattern of the Otomo family mon and the Emperor's chrysanthemum in black and silvery hues. The plastered walls are covered with cream-colored richly textured silken wallpaper, and on them are hung many *kakemono* (painted scrolls). Half of these paintings depict famous scenes involving Emperors of the past, and often feature prominently Imperial characters around the Son of Heaven. The other half are elegant calligraphic works from renowned masters. They are quotes from the Tao, the Emperor, or Dojikami, and they invariably praise the Celestial Order or serve as a reminder of the Otomo's position in that Order. The governor sits in a large red chair on a dais, between two white paper lanterns hung high. There are only two doors to enter the court: a small sliding door near the dais is reserved for the exclusive use of the governor (or chamberlain in his absence), while the much larger wooden door facing the governor's seat is used by everyone else. A savvy courtier may position himself behind one of the many support posts in the room to hide from another while talking to a third party, so that facial expressions and lips movement remain a mystery.

B12 - SIDE ALCOVE: There are five private alcoves on both sides of the winter court. They have plastered walls on three sides but are open to the court on one side. A movable four-panel folding shoji screen is placed at the entrance of the alcove to provide some privacy. It is possible to stretch the screen to close the alcove, but doing so is considered poor etiquette, as it would imply other courtiers are untrustworthy.

B13 - GUARDROOM: Another guardroom, from which the guards can monitor the stairs going to the floors above and below. There are always at least four guards posted here, but that number is doubled when the winter court is in session.

B14 - SHRINE: Pious samurai (or ones who wish to pretend to be) can come and pray in this public shrine. There are several statues placed on the altar, the largest and centermost being the Hantei, surrounded by the rest of the founding Kami. Smaller representations of the major Fortunes are lined in front of the altar. Praying samurai can plant incense sticks in one of the clay pots filled with sand that are placed on a low table. This room is used more frequently in winter, as people prefer to go to the nearby temple during the hot days of summer.

B15 - TEA ROOM: This block can be divided with shoji screens into up to four smaller rooms in accordance to the needs of the moment. A low table, cushions, and everything else necessary to perform a tea ceremony are available upon request. In stark contrast with the rest of the castle, the walls of the room are left plain white. The only decoration in the room is a single *kakemono* and its paired *ikebana* flower arrangement. These can be prepared by the palace's servants, but if the performer of the tea ceremony wishes to honor the participants, he may create the flower arrangement himself and choose the *kakemono* from his personal collection. Of course, doing so can do more harm than help if the display is poorly executed.

The room can also be used as the governor's office on the rare occasions when he needs to talk with a person whose status warrants greater deference (such as a relative of the Emperor or a Great Clan daimyo),

or to discuss sensitive topics (such as peace talks between neighboring clans or a trade agreement with a supplier of the castle). A desk and everything else necessary for the meeting are brought in, and relevant documents are temporarily taken down from the governor's private office.

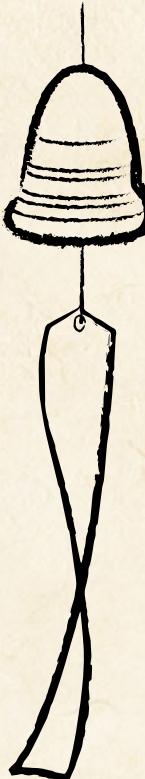
B16 - GUARDROOM: The four bushi in this guardroom can watch over the stairs going up and down, and assure the protection of the chamberlain and the guests with accommodations on this floor.

B17 - DOJIKADENO'S QUARTERS: Normally designed to accommodate a whole family, the chamberlain's suite seems too big for a lone man. Tadeno's office is set up in one of the rooms, while the children's bedroom has been repurposed as a personal library. The decoration is tasteful but old, as nothing has changed since his family left Kyuden Soyokaze.

B18 TO B25 - GUESTROOMS: Trusted guests of honor are lodged in these guestrooms, one floor below the governor's suite. If they have servants or aides, they are usually put in the Chrysanthemum Tower's first floor guestrooms. The shoji walls are sparsely decorated, but with exquisite taste.

A thick futon mattress and warm blankets are provided in an oak chest, and two other smaller chests equipped with steel locks are there for the guest to keep his valuables.

B26 - BRIDGE: A door leads to the bridge connecting the tenshu to the Chrysanthemum Tower. This spacious wooden bridge is the most sophisticated structure of the otherwise fairly classic castle: the flat deck is supported by a wide arch which two feet are anchored in the flanking towers. Painted white to better blend with the kyuden's walls, it is also designed to appear as aerial and light as possible and give the observers standing in its center the impression that they are hovering over Kyuden Soyokaze, 30' above the ground, buoyed by the constant breeze. The bridge provides the honored guests lodged in the Chrysanthemum Tower with convenient access to the



The Small Tower

The smallest of the square towers, this building is also the shortest with only two stories. It was officially named the Tower of Mind and Body by Ibanu, but that quickly fell out of usage to be replaced by its current nickname.

C1 – LIBRARY: This room holds a large number of bound tomes and several scrolls on various topics. Most of the books are light reading such as pillow books, epics, famous plays or poetry. They are perfect reading material for a courtier who needs to quickly find a discussion topic at court, or simply wants to relax in the adjoining veranda. A small section of the library houses medical treatises, for use by the healer in the infirmary.

C2 – LOUNGE VERANDA: This room, open on two sides to the courtyard whenever the weather permits, is furnished with a few low tables and seating cushions. People usually use the area for reading or playing games of go or shogi, or even for meditation. On occasion, someone recovering from a minor injury or sickness will sit here and relax, a short distance away from the infirmary.

C3 – INFIRMARY: Whenever a guest gets hurt or feels sick, he comes to the castle's infirmary. Old Sebasu is the best heimin healer in Ichigero's service and he treats patients for fevers, bellyaches and the odd cut or bruise. Serious injuries, which are very rare in Kyuden Soyokaze, are not treated in the castle's infirmary. Instead, such patients are sent to the barracks' infirmary, which is better equipped for surgery, and offers the added benefit of sparing any squeamish courtiers the embarrassment of listening to cries of pain, or even worse, having others hear one's own cries. To Ichigero's great annoyance, the castle does not have a permanent shugenja retainer, so whenever an ailment of seemingly mystical origins appears, he must rely on the monks or the goodwill of a shugenja guest.

C4 – STORAGE: Sebasu keeps all his herbs, ointments and potions in jars and boxes on the many shelves here. He even has a few antidotes for the most common poisons stored in a locked metal box.

C5 – DOJO: The training area occupies most of the second floor. The dojo is equipped with everything necessary to practice kenjutsu and martial kata, but it is rarely used for such activity. Instead, it is used as a classroom for the children of the governor and those of guests who come with their own. One wall is lined with racks of wooden swords and kendo equipment; another is adorned with a large blackboard.

C6 – SENSEI'S ROOM: Currently occupied by Otomo Oshorin. The room feels cramped; with a low writing desk, a folded futon in a corner, chests with Oshorin's personal effects, piles of books and scrolls, there is not much space left to even walk.

C7 – SUPPLY ROOM: Everything that could be useful for training or learning is kept here.

tenshu and the winter court one floor below. There are two guards posted there, one at each end of the bridge.

B27 TO B31 – OTOMO ICHIGERO'S SUITE: The whole upper floor of the tenshu is reserved for the governor and his family.

B27 – MAIN ROOM: When the governor is not presiding over an official dinner, he and his family are served their meals in this room. In addition to the standard low table, cushions and chests, there is a large closet containing the governor's family shrine, set against a wall.

B28 – OFFICE: The governor's personal office is in this room. There is a wide writing desk with a calligraphy set and shelves filled with scrolls and paper, as well as boxes containing small items like the governor's seal and the imperial decree that installed Ibanu in Kyuden Soyokaze, personal correspondence with many influential courtiers, and also all the records pertaining to the castle and its domain (finances and production, population numbers, births and deaths, etc.)

B29 – ICHIGERO'S BEDROOM: The walls of the governor's bedroom are lined with chests and dressers in which are stored Ichigero's personal possessions and his family heirlooms, such as his rarely used daisho and a gilded fan the Emperor gave to his great-great-grandfather.

B30 – YUSUKE'S BEDROOM: Despite the maids' best efforts, it seems this room will never be tidy. It is Yusuke's sanctum, and despite all his boasts and attempts to appear fearless and manly, one of his shelves is filled with childhood toys. He does not play with them anymore, but he refuses to get rid of them.

B31 – YUKIMI'S BEDROOM: Yukimi's room could be mistaken as being unused. It is always clean, the futon folded in a chest, the tatami mats left bare. Yukimi has few cherished possessions, which are all kept safe in a big chestnut dresser. That is where she keeps her grandmother's diary.

Corridors and Balconies

The rings of corridor circling every floor of the palace are meant to give the guards fast and easy access to any point of the castle and facilitate their watch over both its interior and close vicinity outside. On all ground floors, the exterior wall is made of hewn stone, and thus ventilation and light comes in from many very narrow windows, too small to allow human passage. On all second floors, the exterior walls are thick plastered clay, pierced with many square slatted windows that can be closed with a wooden sliding shutter. Again, no one can pass through these windows. Finally, wherever the castle has third and fourth floors of the castle, the exterior walls are made of movable heavy shoji screens. These screens are typically slid open, except on the coldest days or during storms, offering patrolling guards and visitors an unobstructed view of the surrounding landscape.

C8 - WALKWAY: This is the passage connecting the Small Tower to the Chrysanthemum Tower. It is open on the courtyard side, which can be accessed walking down a few steps.

The Chrysanthemum Tower

Three stories tall, this building is an extension of the tenshu, to which it is connected on the first floor through the dining area and third floor via the bridge. The guest rooms located on the top floor are reserved for the most important visitors.

D1 - HALL OF RHETORIC: This large room is where poets and orators of all sorts come to deliver the fruits of their work. Whenever a contest involving a spoken art is organized, it takes place in the Hall of Rhetoric. Whenever the weather allows it, the room is open to the courtyard. A square stage is located in the corner adjoining to the courtyard, large enough for up to four or five people performing together. The plastered walls of the Hall are decorated with hung scrolls featuring excerpts of the famous pieces of contemporary poetry that have premiered in Kyuden Soyokaze, as well as some much older classics. Note that music and songs are performed in the theater, one floor above.

D2 - GUARDROOM: Slightly larger than other similar rooms in the castle, this guardroom is always staffed with at least six bushi. They keep watch over the stairs going up, while being close to the baths and the guestrooms.

D3 AND D4 - BATHS AND OFURO: The castle's noble inhabitants and guests come to the baths to clean themselves and then, if time permits, to relax in the hot water of the pool. There is one room for men on the left (D4) and another for women on the right (D3). In each, a dozen people can wash up simultaneously, sitting on low wooden stools, while the oversized *ofuro*-a long rectangular teak wood tub four feet deep and lined with submerged benches-can comfortably accommodate up to eight people. Before entering the *ofuro*, bathers will first scrub themselves thoroughly clean using a rough cloth and water drawn with ladles or small square buckets from large wooden buckets. Sitting in the hot water is done only after one has washed oneself; doing otherwise is extremely poor manners and offensive to the other guests. Cleaning oneself is normally done quickly, with little time for conversation, for the water is often quite cold. The water in the pool, however, is warmed in the late afternoon in a large cistern located in the kitchen, on the other side of the wall. Sitting in the hot pool is also usually a silent affair in which one meditates on the events of the day or simply just relaxes, oblivious to what anyone else in the room could be doing.

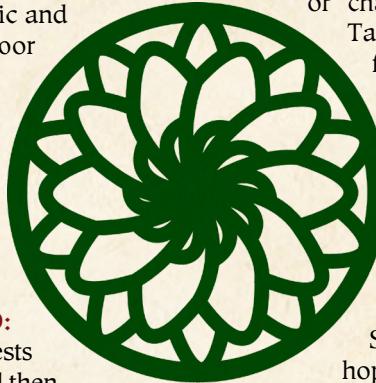
D5 AND D6 - CHANGING ROOMS: Samurai coming to the baths leave their clothes in this room, on one of the many shelves. There is always at least one servant in

each changing room whose task is to help guests dress or undress, provide towels and cleaning kits, and watch over the personal effects left here in their care.

D7 - SERVICE AREA: Towels and everything necessary for washing oneself, as well as the tools for cleaning the baths, are kept in this small room. Servants also pass through this area to enter the baths when water buckets need to be refilled, if an elderly guest requests assistance, or when more towels are needed. On occasion, some samurai enjoy a cup of warm sake while soaking in the hot water, and this is also brought in from this room.

D8 TO D17 - GUESTROOMS: In the kyuden's subtle hierarchy of guestrooms, these are for the least of the guests, or the retinue of guests lodged elsewhere in the castle. The rooms are not very different from the rest; the sparse furniture is of good quality and the futons clean and fresh smelling. But unlike in other guestrooms, in these it is not unusual that up to three or four people share one room.

D18 - ART GALLERY: This room is used to exhibit the castle's finest art pieces by famous masters. There are dozens of paintings and several sculptures. Most are gifts from guests, or pieces purchased by the governor or chamberlain, but a few are from Otomo Tadahiro, a brother of the governor and famous artist. The collection is updated and reorganized every year before winter court and movable inner walls permit much flexibility in the presentation of the artworks. It is important that there is always at least one new piece of great quality to be the focus of the exhibition every year, and many artists from Natsukaze and beyond come to Kyuden Soyokaze with samples of their best work, hoping one will be chosen as the gallery's main feature and their name become a frequent topic of discussion during winter court.



D19 - THEATER: Rokugani theaters are usually their own building in a large city, or belong to a travelling troupe that will assemble it wherever they stop for a show. Thus, Kyuden Soyokaze's theater, located within the castle, is already an oddity. Further, instead of having a permanent troupe of actors, the theater is open to anyone and any genre (Kabuki, Noh, marionettes, etc.) as long as the performers can pass the selection process. Some troupes are sent to the kyuden by trusted connections of the governor, and do not need to be tested. Others will have to present their show to Doji Tadeno and Otomo Oshorin. If the chamberlain and sensei agree that the show is of sufficient quality, they will ask for final approval from the governor. The seating area (lines of silken cushions on the finest tatami mats) can accommodate an audience of up to two dozen people. During most of the year, there is one show every other month, but during winter court, the chamberlain works hard to ensure there is at least one show every two weeks, and more often if possible. If the show requires music, the musicians are placed in front of the stage or on its sides.

D20 - STAGE: The actors put their costumes and makeup on in a corner of the stage or behind the painted curtains that are often used as background during a performance.

D21 - GUARDROOM: When the governor decides a guest deserves the privilege of staying on the Chrysanthemum Tower's top floor, there are always at least six guards posted there to protect the honored guest and his retinue. Otherwise, only two guards are present, mostly watching over the stairs and the door to the bridge.

D22 - GUESTROOMS OF HONOR: Only guests deemed the most prestigious or deserving of deference by the governor are allowed to use these guestrooms. Typically, the guests are visiting members of the Imperial families, or important daimyos of the Great Clans. For someone as important as a member of the Emperor's direct family, or the Emperor himself, the whole floor would be used. But usually the guest does not require such a vast space and only make use of some of the rooms. It is rare than more than one honored guest is in the kyuden, but when it happens, they share the floor. The layout and functions of each room varies with each guest, but there is always at least a semi-public room for receiving visitors and a bedroom for the VIP, and then quarters for his retainers, or even possibly a private room dedicated to the tea ceremony.

The Basement

There are several cellars and storage rooms located below the tenshu. They are connected by corridors of hewn stone with walls covered with white niter. The castle's cats have free access to the basement, where they help keep the vermin away.

E1 - WELL: A deep well has been dug in the center of this small room. It is a long descent for the bucket to reach the water, some 30 or 40 feet down. It was necessary to dig that deep because the water would otherwise leak into the many cracks connected to the Whispering Caves network. The servants call it the moaning well because the wind sometimes blows through the stones, producing a long moaning sigh as it reverberates from the depths of the well. Unruly children are told to behave, or else the moaning ghost will crawl out of the well and snatch them. Wide wooden barrels line the walls, always kept filled with water until it is needed in the kitchen or in the baths.

E2 - GRANARY: This wide room holds all the rice collected as taxes from the governor's domain. Half will be sent to the Emperor when the tax collector comes, the rest will be kept for consumption in the kyuden but paid for in gold koku to the Emperor.

E3 - GRANARY: The room at the back of the rice granary holds all the other cereals collected by the governor for the castle. Mostly barley, there are also some sacks of buckwheat and sesame seeds.

E4 - SALT CELLAR: in this room can be found blocks of salt and lines of casks filled with salted fish, soy sauce, and fish sauce. Wooden chests and earthen jars line the walls on high shelves, all filled with various spices (coriander, ginger, pepper, dried ground chili, wasabi, etc.).

E5 - CELLARS: These wide rooms are where the vegetables are kept. Only when winter approaches are the cellars filled to maximum capacity. Onions and garlic cloves hang from the rafters, while carrots, parsnips, beetroots, daikon radish, potatoes, and leeks fill the shelves. In the middle are placed bags of sweet red beans and crates of apples, pears and dried fruits.

E6 - CELLAR: Every kind of vegetable or fish that can be pickled is found here, in wooden casks. Jars filled with nori (edible dried sea weed) and honey are also stored here.

E7 - SAKE CELLAR: The walls of this room are lined with shelves on which rest wooden casks of fine sake.

E8 - TEA CELLAR: Sacks and chests of tea fill the room. Some of it is brought from elsewhere, but most the tea is the produced locally.

E9 - HOLDING CELL: In the history of Kyuden Soyokaze, this cell has been used only once, over 40 years ago, when a mercenary impersonating a samurai attempted to assassinate the first governor. Otomo Ibanu knew, but could never prove, that the man had been sent by a neighboring clan. The assassin was held only a few days, until his execution.

E10 - STORAGE: Behind the locked oaken doors of this room are kept the possessions of the governor and his family that are seldom used anymore, as well as art pieces that are rotated out of the gallery. Things kept here tend to be big or of relatively low value (at least in the eyes of the Otomo), like old kimonos or mementos collected by previous governors.

E11 - VAULTS: The access to the vault is always guarded by one bushi, and only the governor has the key to open the iron gate. Behind the gate, the corridor

Secrets of the Vault

NOVICE: The hidden door opens into a small room, which holds a hidden stash of gold.

EXPERIENCED: Behind the locked door, there is a narrow tunnel with earthen walls that goes on for 400 yards, until it ends with a concealed trap door hidden in a thicket. This is a secret passage built to allow escape from the kyuden should it be lost to an enemy.

LEGENDARY: After a few yards of man-made stone tunnel, the passage opens into a section of the Whispering Caves that is not accessible from the sinkhole. This cave goes down and down to a vast network of humid grottoes that have never been fully explored. It might even lead to ancient ruins (see the Secrets of the Whispering Caves sidebar).

turns right and narrows. Six deep and narrow cells are found there, holding the most valuable possessions of the governor's household. The first of the cells, in particular, contains four heavy oaken chests reinforced with steel. They all used to be filled with golden koku, but now only one is. The fourth cell holds fine carpets from the Burning Sands, although they have started to rot. At the back of the room, behind a rolled carpet, there is a hidden door the existence of which is known only by the governor and the chamberlain.

The Palace's Walls and the Barracks

A hewn stone wall topped with green glazed tiles, 6 feet high and 2 feet thick at its base, surrounds both the Kyuden and the monastery. It is pierced by a single gate that is watched over by the guards in the adjacent barracks. The wall is more symbolic than a true defensive feature, although it is smooth enough that climbing it is difficult without tools. There are eight watch posts placed at regular intervals along the wall. At each post, the wall bends around a square wooden platform that is wide enough to have a two guards standing and looking over.

Nestled in an angle of the wall, the barracks are made of the same stone. They consist of four squat buildings.

1 – STABLES: All twelve horses of the governor's household are kept in the barracks' stables, along with the horses brought by guests, up to a maximum of twenty. If the stables are full, additional horses are left in the care of the nearby village's stables. All the riding apparel and tools necessary for the horses' care are kept in an adjacent shed.

2 – MAIN BARRACKS: This long building is where most of the palace's guards are quartered. One half consists of 10 austere rooms, each shared by four bushi, while the other half is divided between the indoor training area, the small mess hall, and the infirmary.

3 – CAPTAIN'S QUARTERS AND AVIARY: This square building with a flat roof is where the Captain of the Guard used to dwell. However, a few years after Otomo Gokura took the job, he moved into the castle. The building was left empty until recently, when Seppun Tenbin, the second in command, made it his own with the governor's approval. Hunting falcons and messenger pigeons are kept in a wooden hut built on the roof, which can be accessed via a flight of stairs on the building's side.

4 – CORNER TOWER: The roofed observation deck built at the wall's corner is the closest thing to an actual turret on the wall. Right below the platform is located the castle's main armory.

5 – ARCHERY RANGE: Behind the barracks are the training grounds, but the guards rarely practice there anymore. Instead, shooting targets have been installed, which can be used by anyone in the castle. Most often, the archers are the kyuden's guards at practice, but the range is also used whenever the governor organizes

a kyujutsu contest to entertain his guests. Quite a few monks of the Order of the Wind also practice archery as a meditation method and can be seen firing blunt training arrows while blindfolded.



The Temple and Monastery

Sasayakikaze-ji, the Temple of the Whispering Wind, is a complex of long structures connected to each other by roofed passages. The temple, shrines and monastery have all been erected near the mouth of the sinkhole. The entrances to the Whispering Caves are located at its bottom.

6 – SINKHOLE: If the Fortunes had not sunk the ground here, men might have never known the Whispering Caves and their wonders. The sinkhole is a nearly perfectly circular depression almost 40 yards in diameter and 20 yards deep. When it rains, a shallow pool forms at the center of the sinkhole, but it is slowly drained away through cracks in the stone floor. Its rocky white walls have been smoothed by countless centuries of exposure to the elements. The flat bottom was cleared of rubble by the first generation of monks who settled here and is now covered with a fine green moss. The five entrances to the Caves are found near the bottom of the sinkhole, marked by a tall torii arch painted red. Four of the Caves are not wide or high enough to allow people to walk more than a dozen yards inside before the passage becomes too narrow or is blocked by some ancient collapse. In these, marble altars have been placed, and they are covered by centuries of melted candle wax, the ceiling black with soot. In the past, some monks tried to crawl deeper into these Caves, but many were injured in the attempt. Before any one could die in the Caves and threaten their sanctity with their irretrievable corpse, further exploration was strictly forbidden.

The last Cave has wide entrance but a ceiling so low that one must walk hunched to enter. The entrance leads to a large cavern with hundreds of stalactites and stalagmites. A dozen narrow passages continue on from this room, but they are also closed to further exploration. Unlike the other Caves, no man-made structure or items (such as altars or light sources) have ever been permanently installed inside. Up to 50 people could sit in the darkness between the natural stone pillars, but rarely more than a couple people are found meditating here at any time. This Cave's torii arch is the biggest, with a hundred blessed white paper strips tied to a thick rope hung between its two feet. Twelve copper wind chimes

also hang below the arch, always tinkling even when there is seemingly no wind.

The only way to access the bottom of the sinkhole is down a switchback staircase built between the tall pillars that support the part of the temple built jutting out over the sinkhole.

7 – MAIN TEMPLE: Between the monks' quarters and the main hall is located the largest of the three buildings. A long windy hall crosses the temple in its length, flanked on both sides by smaller rooms. The temple's Grand Abbot, O-Fuujin, dwells in one of these, while another holds the temple's collection of holy texts. The rest are used to fulfill the needs of the moment, sometimes as studies for younger monks, sometimes as meditation rooms. Dozens of little bronze bells swing under the hall's ceiling, chiming with every breeze. An extension of the building, in line with the hall, was constructed over the edge of the sinkhole. One half rests on the ground and the other half juts out over the hole, supported by tall posts standing on the sinkhole's bottom. There is a small shrine placed in front of the top end of the switchback staircase that grants access to the Whispering Caves. Pilgrims and monks pray and purify themselves at the shrine before they take the stairs down to the Caves.

8 – INNER SANCTUM: At the end of the long hall is located the temple's inner sanctum, the Shrine to Kaze-no-Kami. Unlike the rest of the temple, this part is not walled, although it is roofed. Three concentric octagonal colonnades enclose the Shrine proper. The two outermost colonnades form a covered corridor with hundreds of small iron wind chimes dangling under the rafters, while the innermost ring of much taller columns supports a steep octagonal roof 30 feet tall at its apex. All columns are painted light blue with golden curves and spirals depicting ornamental clouds. Both roofs are covered with shining sky-blue tiles. At the center of the structure is a 10-foot tall statue of Kaze-no-Kami. Seated on a throne of white clouds, the plump Fortune looks down on visitors with a stern expression, his round cheeks inflated as if he were about to blow air from his mouth on them. He holds a wicker fan in his left hand and an uncorked spherical clay bottle in his right. Right behind the imposing statue, there are two smaller representations of Kaze-no-Kami in his wrathful aspects. The two smaller statues are placed side by side, but back to back with the larger one. The one on the left represents the typhoons and hurricanes that often plague Rokugan; it is a muscular man with grey skin and two white horns, dressed only with a tiger skin, standing atop a hurricane vortex and roaring with a fearsome, angry expression. The one on the right represents the common cold and other ailments that are often carried by the wind; this is an old and frail looking man with long white hair and blue skin who sits cross-legged on a grey cloud. Devout pilgrims are careful to burn incense and bring offerings to all three statues, although the largest Kaze-no-Kami

Secrets of the Whispering Caves

NOVICE: There are many old stories and peasant superstitions about what might dwell in the caves, but none of them are true. The Caves are a complex network of natural tunnels carved by water run-off over millennia. Some of them are connected to the surface via cave mouths or sinkholes, and the frequent winds find their way into them, creating numerous sibilant and whistling noises that echo and reverberate until they sound like whispers. This unique environment is naturally attractive to the playful Air kami, which enjoy the many nooks and crannies of the Caves. Occasionally, a confluence of them shares their secrets with the most pious humans that meditate here. Most such confidences are just riddles or nonsense, some are echoes of past events, but a few are real insights into the future.

EXPERIENCED: Far beneath the natural caves lie the ruins of an ancient city. Before Man, before even the Nezumi and Naga, there was a thriving civilization built by five races: the Ningyo, the Zokujin, the Kenku, the Kitsu and the Trolls. One of their cities, the City of Night, rests beneath the Seikitsu Mountains, but it is not their only creation. A much smaller city used to be in the area where Kyuden Soyokaze is now. It was home to the Kenku and their Temple of Wind. It is mostly lost to time, but cave-ins have opened a few narrow passages between the caves and the city's remaining ruins. A few structures have survived including the Temple made of an iridescent green and purple substance called night crystal, and its precious treasure the Crystal Pinwheel. It is the Pinwheel that attracts so many Air kami, like moths to a flame, and it is from the Pinwheel that they hear the prophecies and riddles that they repeat to the meditating humans. Night crystal is a potent substance in itself, and the Pinwheel, with its prophetic and communication-enabling abilities, is a powerful relic.

LEGENDARY: The Five Races were adept at opening portals to the other Spirit Realms and exploring them. When they opened a passage to Jigoku, however, it nearly annihilated them. One such early attempt happened in the Temple of Wind, and it has since been forever Tainted, even though the Crystal Pinwheel has remained pure. Following this disastrous experiment, the city was abandoned, but not guardians left behind to ensure the corruption would not escape the crystal prison built around the site of the collapsed portal. Unfortunately, the Five Races' knowledge of the Taint was very limited. Like a hideous wound left untreated, it festered. It eventually weakened the seal placed on the passage, allowing Evil kansen to find their way into Ningen-do and lure humans into depravity and sin. One day, if nothing is done to prevent it, the portal will be ripped wide open, the prison destroyed, and all sorts of monstrous oni will be unleashed in the world, right at the heart of the Empire. The portal is a 10-foot wide circle hovering above the ground, so it is too small for the biggest and strongest Oni, but even human-sized Tainted monsters are a real danger if too many of them are allowed to pass. This is what the Air kami are trying to warn the pious samurai of. Will their cryptic messages be understood in time?

The Death of Kaze-no-Kami

During his assault on Tengoku in 1159-1160, the dark god Fu Leng killed several celestial beings with Emma-O's spear. Among them was Kaze-no-Kami. If the chosen era of play is after that event, the monks of the Order of the Wind are facing a theological crisis. Most continue to worship Kaze-no-Kami, convinced that such a primeval force of Nature cannot be truly killed, and that it will reappear like the wind after a lull. Some transfer their devotion to lesser Fortunes, such as Tamon, Jikoku, Zocho and Komoku, the Fortunes of the four cardinal winds. A few are even convinced that Kaze-no-Kami will be reincarnated in a human, and they travel the land looking for signs, searching for that holy being.

depiction always gets the lion's share. It is customary to come pay one's respect to Kaze-no-Kami and ask for his blessing before entering the Whispering Caves, at least for the first time.

9 – MONKS' QUARTERS: This building has plastered walls pierced with many slatted windows. The rooms in which the monks sleep are actually one long hall separated by shoji screens. Everyone, whether an Order of the Wind monk or a samurai guest, gets the same modest accommodation: a thin futon and a coarse blanket. Up to 90 people could sleep here, although the permanent monk population rarely exceeds 70, all members of the Order of the Wind.

10 – MAIN HALL: This building looks exactly like the monks' quarters, but there are fewer shoji screens inside, making for larger rooms. The monks perform communal prayers and meditation in the main hall, and they also gather here to work together (weaving baskets or copying the Tao) and eat.

11 – KITCHEN: This wooden building with an earthen floor is attached to the main hall. The monastery possesses some meager food reserves that are stored here, mostly rice and vegetables from their own gardens, but without the daily alms from the faithful, the monks would never have enough to sustain themselves.

12 – GUEST HOUSE: Before Otomo Ibanu had the monastery encircled by a stone wall, sick or injured peasants of the nearby villages would come to the monks for help. This was the house in which they were received and treated. After Kyuden Soyokaze's completion, Ibanu forbid these people to come too close to the castle and asked the monks to go to visit the sick instead. The building was left unused for a few years, until the growing stream of pilgrims forced the monks to refurbish it and turn it into a secondary guesthouse. Up to six guests can be lodged here, although they should not expect better accommodation than the monk's quarters. The sole advantage here is the increased privacy.

13 – LATRINES.

14 – VEGETABLE PATCH: The monastery's private vegetable garden, cultivated by the monks.

15 – GARDENS: The monastery's gardens are spread over an area roughly equivalent to that of Kyuden Soyokaze itself. It used to be much smaller, but when the palace was built, Otomo Ibanu asked that the monks expand it to the wall for the benefit of his guests. The gardens are laid out according to the contemplative tradition, as a miniature representation of the world: narrow streams for the rivers, a pond for the sea, boulders for the mountains, flowers and trees for the forests, and so on. They offer plenty of shade during summer, and many spots ideal for sitting and chatting. A lot of courtiers in need of privacy come to the temple's gardens to talk, although few do so during winter.

The Town (Natsukaze)

For the longest time, Natsukaze was an unremarkable small village with nothing but farmers' huts. Local nobility enjoyed its tea production, but its fame never reached very far. Thanks to the nearby monastery, Natsukaze occasionally saw pilgrims coming through, but they were mostly monks. They did not bring much to the village aside from some news of the rest of the Empire.

The monks and the villagers enjoyed a close-knit relationship. With roughly one monk for every two villagers, the monastic community would never have been able to survive solely from the collected alms. To earn their sustenance, the monks worked in the fields alongside the farmers, offered them whatever limited medical care they could, and oversaw all the religious activities and festivals. In return, the villagers shared everything they have with the monks. Even if it was not much, it was more than enough.

The arrival of Otomo Ibanu and the construction of Kyuden Soyokaze has not damaged the special bond between the village and the monastery, despite the many visitors and the wealth they brought. In the last 50 years, the number of villagers has steadily increased, but the bulk of the new population is made of settlers who arrived in the wake of the Imperial governor.

The current population is almost 500. Two-thirds of them are farmers, the rest are artists, craftsmen, merchants, or work in the few service businesses that have blossomed in Natsukaze. The artisans were the first to come, as they were originally hired for the kyuden's construction, but soon afterwards an inn and a tea house opened. As often happens in Rokugan, the various social groups segregated themselves and four districts with very different flavors naturally emerged. The districts are named after the four winds: artists, artisans and craftsmen live in Tamon (Northern wind); farmers live in the largest district, Jikoku (Eastern wind); the small eta district is named Zocho (Southern wind); and finally all businesses are in Komoku (Western wind).

The village is traversed by a narrow stream called the Raven, though the origins of the name have been lost to time. Before the creation of Kyuden Soyokaze's Imperial protectorate, this river was often considered the default boundary between the neighboring clans. A small bridge crosses the Raven in the center of the town.

16 - PINWHEEL INN: This inn was founded 45 years ago, with funds from a Unicorn samurai patron. The current manager is Manobu, a jolly giant with a barrel of a belly and a long mustache. Some joke that he may have Crab blood in him. His wife and children help run the inn, which has been in his family's care since its construction. The Pinwheel inn is a sturdy two-story building, all stone and wood, with enough rooms to accommodate up to 10 guests. It also possesses the largest stables in the town, which allows the inn to receive the governor's guests' horses whenever the kyuden's stables are full.

17 - THE WAVING WILLOW TEA HOUSE: The Waving Willow is the first tea house that opened in Natsukaze. It is a small and old building that has been run by Yutsuko for the last 20 years. Yutsuko is a woman in her late forties, with a composure and impeccable taste that would often make people forget her humble peasant origins. The service is excellent, even if the decor and



the tea are nothing extraordinary. But few come for the tea, in any case, for the Waving Willow's real attraction are the geisha lodged in the larger building at the back. There, in one of the dozen private rooms, samurai tired of the court can discreetly enjoy the companionship of a geisha expertly trained in the arts of conversation and music. There are rumors that customers vetted by regular patrons can order "butterfly tea," a special brew which liberates the mind of the drinker, thanks to potent hallucinogens extracted from *asagao* (morning glory) seeds. Yutsuko claims the recipe is her own, but in truth the beverage is produced by Bayushi Shurato, with whom she shares the profits of this addictive drug.

Samurai of every clan, great and minor, have at some point been rumored to be the patron behind the Waving Willow, but the secret truth is that it was Otomo Ibanu himself who sponsored it. He knew that such an establishment was necessary to provide a civilized distraction for his guests, for the rural town had otherwise none to offer. Ibanu also did not want to part with his favorite concubine, a geisha named Yanagi, and made sure she would have a home in Natsukaze. Yutsuko is Yanagi's daughter, although Yanagi never revealed her father's identity to Yutsuko.

18 - THE FALLING LEAF TEA HOUSE: Bayushi Shurato is the owner of the Falling Leaf, but even though he lives on the second floor of the large house, he is seldom seen there. Instead, he walks the streets of the Tamon district to chat with artists, or visit the governor's court. Customers of the Falling Leaf can drink the best tea in town, while admiring the establishment's exhibition of sculptures and paintings. The main room doubles as an art gallery in which many of the local artists have a piece of their work on display. Predictably, most the customers of the Falling Leaf are the very same artists. On the few occasions when guests of the kyuden come to enjoy a cup of tea away from the rest of the court, the local artists politely compete for their attention, hoping to gain the favor of a new patron.

19 - THE THEATER: What the villagers call the theater should more aptly be named a public stage. It is a 15-by 10-foot wooden platform on which anyone can step and perform, at any time of the day (and sometimes the night when a drunk decides to improvise poetry). Troupes wishing to perform for the governor usually must first pass an audition here with Doji Tadeno and Otomo Oshorin.

20 - THE PROUD PEACOCK SAKE HOUSE: Rumor has it that the sake house was named after a jab from the Crab owner at Otomo Ibanu, for it took him years before Ibanu would relent and allow a sake house to open in his town. Eventually, pragmatism won over elegance and the monks' wishes. Run by the brawny Goto, the Proud Peacock is a boisterous singularity in the otherwise refined Komoku district, and the favored haunt of many bushi stationed at the kyuden. Unsurprisingly, Otomo Gokura is also a frequent sight. If drinking sake (with or without moderation) is not sufficient to provide a good time, a small room in the back offers trusted patrons a few gambling opportunities at the game of Fortunes and Winds.

The Actors

Like the paint on the canvas, the people the players will encounter while visiting Kyuden Soyokaze are what will really bring the castle to life. They are presented below, in a roughly hierarchical order. Their complete stats for the 4th Edition of L5R RPG will be found in Appendix I (NPCs), where they will be listed in alphabetical order.

Resident Characters

OTOMO ICHIGERO, Governor, the Hawk (37)

Ichigero grew up listening to the stories his aunt, Sakiko, told him about his grandfather Ibanu. Sakiko had a lot of respect and love for her father Ibanu, and she grew up in the Imperial City with him, where it seemed she would be his successor in the Emperor's court. When the whole family was relocated to Kyuden Soyokaze, she was even more bitter than Ibanu. She barely had a taste of what it was to mingle with the most powerful people of the Empire, second to none but the Emperor. When she saw that her brother Shimada was content with his medi-

ocre life in this Fortunes forsaken place, she took upon herself to educate Ichigero to become a proper Otomo. As a result, Ichigero often had disagreements with his father, as they saw each other as failures, although for vastly different reasons. Out of filial devotion and duty, he resigned himself to stay in Kyuden Soyokaze and administrate it when Shimada retired, but he swore that his descendants will one day return to their proper place at the Emperor's side. He has great plans for his son Yusuke.

Ichigero is a good administrator and a perfect host. His training allows him to perfectly hide his resentment for being here. Besides his close family, only his chamberlain and childhood friend, Doji Tadeno, knows of Ichigero's true feelings. Ichigero is determined to make the most out of his current situation, and to rebuild a powerful network of contacts and allies in the Imperial Capital to his son's benefit. To that end, the number of invitations to prominent figures has increased, and to his great pleasure, most reply positively and come. It is very important for his plans that everything runs as smoothly as possible and that his guests are pampered, which is why he is putting a lot of pressure on Tadeno, and why their relationship is now very strained.

Ichigero only has honeyed words for his guests, but should they prove useless to his plans, he will politely ignore them until they are gone. Anyone who is in no position to help Ichigero, especially those of lower stations, should be wary of provoking his ire, for he can prove to be as deadly an enemy as his grandfather was.

Otomo Ibanu's Family Tree

- Otomo Ibanu and Otomo Mikohime had three children: Tomaru, Sakiko, and Shimada.
- Shimada married Asahina Junko and had four children: Ichigero, Gokura, Tadahiro and Yamashi.
- Ichigero married Seppun Sumiko and had two children (twins): Yusuke and Yukimi.

The governor has been, in order of succession, Otomo Ibanu, Otomo Shimada, and Otomo Ichigero. When Ichigero will retire, his plan is for Yukimi to succeed him, and Yusuke to return to the Imperial City.

DOJI TADENO, Chamberlain (36)

Tadeno and Ichigero grew up together in Kyuden Soyokaze and they were as brothers. In his tens, Tadeno was sent to study with his Daidoji cousins of the Trade Council and be prepared for his duties as jijukan (chamberlain). When Tadeno returned to the castle after his gempukku, he did not recognize his friend. Gone was

The Other Members of Ibanu's Family

- **Otomo Tomaru** fell in love with a Unicorn samurai-ko and left against his father's orders. Ibanu forsook his son and little is known of his whereabouts. It is rumored that he eventually married the Unicorn woman and took her name.

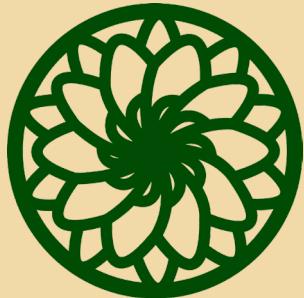
- **Otomo Sakiko** married Otomo Rujin, and moved back to the Capital with him. However, Rujin was taken by a fever before they could have a child, and the widowed Sakiko had to return to Kyuden Soyokaze. She took an active part in Ichigero's education. She passed away a few years ago.

- **Otomo (Asahina) Junko** could hear the kami, but they rarely listened to her prayers. Considered expendable by the Crane, she was married to Shimada in a political move that they thought cost little to them. Nevertheless, she quickly came to love Shimada and her new home. She spent countless hours listening to the kami in the Whispering Caves. Junko kept a diary where she recorded all she heard there that may contain interesting prophecies. She bequeathed the diary to her grand-daughter Yukimi and passed away peacefully in her sleep that very night, a few months ago.

- **Otomo Tadahiro** trained as an artisan with the Kakita and he is now a famous sculptor, always traveling in search of inspiration. He frequently visits Kyuden Soyokaze and quite a few of the castle's ornate decorations are his. He has not married.

- **Otomo Yamashi** trained with the Seppun when his ability to speak with the kami was discovered. He is now a member of the Seppun Hidden Guard in the Imperial City. He married Seppun Toshika, a fellow Seppun shugenja, and made his mother very proud of him.

- **Otomo (Seppun) Sumiko** was married to Ichigero as a part of his plan to restore his family's status. Shimada knew of Ichigero's ambition, but when his son swore to him that he was in love with Sumiko, Shimada agreed to use whatever political pull he still had to ensure his son's happiness. Sumiko was depressed, however, as she loved another one. After two miscarriages, she eventually gave birth to twins, but died in childbirth. Shimada's role in Sumiko's tragic marriage and death is one regret that still weighs on his heart and taints his relationship with his son Ichigero.



The Duties of the Chamberlain

In many ways, the *jijukan* (chamberlain) is to the local lord what the *hatamoto* is to the *daimyo*; it is simply a matter of the scale of the estate being administered. The *hatamoto* assists his *daimyo* in governing all the lands and samurai families under his banner (at the very least, a whole province), while the *jijukan* helps the castle's lord run his much smaller holdings and domain (usually a single castle or a mansion in a small city or valuable village). One of the most striking differences is that the *jijukan* often has to handle the bookkeeping of the castle's expenses himself, when the *hatamoto* rarely deals with such unpleasant things directly. While the *hatamoto*'s name is famous within his own clan and often beyond, the chamberlain's renown is much more local and limited to the samurai and *heimin* who live under the lord's authority. Still, among those, the *jijukan*'s status is often almost as important as the lord's.

A *karo*'s duties are very similar to a *jijukan*'s, but while it is expected of the *karo* to be able to assist his lord in matters of war, a *jijukan* has almost no expertise in this area, as he is more focused on administrative tasks and politics. Secondly, a *jijukan* could be (and often is) a literate *heimin*, while a *karo* is always a samurai. Nevertheless, in common usage the two terms are often interchangeable (when the person is a samurai), which explains why the title *jijukan* appears so rarely.

the carefree boy who would climb in trees and hide in the forbidden tunnels of the Whispering Caves with him. Instead he found a man determined to accrue political power by any means necessary and become everything Ichigero's father was not. There is still a brotherly bond between Tadeno and Ichigero, but it is tested every day by Ichigero's demands for impossible perfection. For his friend, and out of duty, Tadeno does his best to meet the exacting standards. On rare occasions, when they are alone together, they talk and reminisce. Then, a genuine smile creeps back on Ichigero's face, giving Tadeno hope that his old friend is still there, somewhere.

Tadeno is well organized and very efficient. Still, with all the guests that keep coming and going, with all the activities that Ichigero wants to have in the Kyuden and that he must supervise, he rarely has a moment to spare. He will always be as courteous as he can, given his busy schedule, but he will cut short trivial discussions. Regardless, Tadeno is the man to talk to when one needs to know what is happening in Kyuden Soyokaze.

Tadeno has three children, aged from 8 to 14. They are, along with their mother, living in Crane lands where they receive their education. Tadeno did not have a happy marriage, and agreed to let his family move back to his wife's land where they should have a better chance at a good position after their *gempukku* than if they had stayed in Kyuden Soyokaze.

OTOMO YUSUKE, Son of the Governor, the Raven (18)

While his father Ichigero is scheming quietly to restore his family's influence, young Yusuke craves to wield the power that is his birthright. He is as determined, eager and ambitious as he is brash and spoiled. It is only because he is frequently reminded by his father and sensei to present a better face that his tempestuous nature has not already cost him any hope for greatness. To keep a tight leash on his son, Ichigero has arranged for a private Otomo sensei to teach him the skills of a courtier in Kyuden Soyokaze.

Yusuke is a smart man, but he is hot-blooded, and sometimes he reacts faster than he thinks. Even though he has enough training to appear as cajoling and hospitable as his father, he must work hard to keep control of his emotions when something angers him. The castle's servants know well to keep away from Yusuke when he is in a bad mood, for he has beaten many of them for absurd reasons when it happens, away from guests' eyes and ears of course.

Yusuke is a regular patron of the Waving Willow tea house, where he often drinks their infamous butterfly tea to relax, a fact that has not escaped Bayushi Shurato's notice.

OTOMO YUKIMI, Daughter of the Governor, the Dove (18)

With all her father's attention focused on Yusuke's future, Yukimi is often left to her own devices. She inherited many of her mother's traits, and has a kind heart. She used to be oblivious to her family's schemes, but lately she finds her patience wearing thin regarding her impulsive brother's behavior. She has always been closer to her grandparents than to her father and brother, and she keeps visiting her grandfather at the temple everyday. In a way, she is glad that she has been chosen to stay and administrate Kyuden Soyokaze when Ichigero eventually retires. She likes the simplicity and relative quiet of the existence here, as she spends most of her time away from the castle's bustling activity, preferring to stroll through the Zen gardens of the Monastery. It is what she has known all her life, and unlike her brother, she does not feel like she is missing anything. She is patiently waiting for her father to deem Yusuke ready, so that he can leave and her life returns to a more quiet routine.

A few months ago, her grandmother Junko gave Yukimi her diary, which contains all the secrets the air kami whispered to her in the Caves and that she collected over the years. Junko told her that she thought there was a grand pattern in the kami's whispers, and even though she had spent her life studying them, she could not understand it. Junko gave her diary, kissed Yukimi fondly, and told her to make good use of it. That very night, Junko passed away. Since then, Yukimi has kept the diary secure in a locked box, but she has not dared to read it.

Secrets of Otomo Junko's Diary

What did Otomo Junko record in her diary?

NOVICE: The diary is a collection of unconnected gibberish, riddles, and seemingly prophetic sentences. There is no grand pattern, just the delusions of a woman with an inferiority complex.

EXPERIENCED: There is no world shattering prophecy in the diary, but it is a detailed exploration of the Air kami's nature. Studying it thoroughly provides interesting insights into this particular element. Many shugenja and scholars would be interested to read this valuable diary. At the Gamemaster's discretion, characters who dedicate a significant amount of time to understanding the diary may gain some extra Experience Points, or even a free Advantage such as Elemental Blessing (Air) or Enlightened.

LEGENDARY: An in-depth study of the diary's older entries may reveal disturbing similarities with recent past events, suggesting that the newer entries might actually be prophecies. The actual prophecy or prophecies contained in the diary's pages are left to the Gamemaster's discretion, or he may decide to tie the diary to the Legendary secret of the Whispering Caves, in which case the diary gives hints and warnings regarding the dangerous spread of the Shadowlands Taint and the imminent breach of the seal far below the Caves.

OTOMO OSHORIN, Otomo Courtier Sensei (41)

Oshorin's father, Hifuro, was one of Otomo Ibanu's protégés when he was still in the Imperial Court. Before he left, Ibanu gave instructions to ensure that Hifuro would become a prominent Courtier. Hifuro grew to be a major player, but he never really repaid his debt to Ibanu: always the practical Otomo, he did not want to risk his own position on behalf of someone who was now almost a nobody. When the aging Hifuro learned that Ibanu's grandson needed a private teacher, he felt that it was time to unburden his conscience and help. He sent his youngest son, Oshorin, to become Yusuke's teacher.

Oshorin is the archetypal Otomo, to the point of bordering on cliché. It is probably the reason why, despite great opportunities, he never really succeeded in the Imperial Court: he was too predictable. Age has brought him wisdom and understanding of his mistakes, but it is too late for him to shine. Instead, he teaches Yusuke all the Otomo techniques, and tries his best to share with him his experiences at the court of the Emperor. It is no simple task, as Yusuke is a difficult student with a short attention span, but Oshorin is convinced he can still be made into a great courtier if he can learn to focus his energy. Oshorin has wasted all the chances his father gave him, and now he will do all he can to prevent Yusuke from making the same mistakes.

Oshorin likes to study new visitors for some time before he really starts interacting with them. He tries to identify who among them would make useful targets for Yusuke's training. At first, he also taught Yukimi, but he quickly decided she was not made of what it takes to master the Otomo techniques.

OTOMO GOKURA, Captain of the Guard (35)

Gokura is Ichigero's younger brother. Like his elder brother, Gokura enjoys sparring, although he prefers actual combat to verbal joust. After training with the most elite Seppun samurai, he hoped to join the Imperial Legions and gain honor and glory carrying out the Emperor's will. Ichigero had other plans for him, however. A year after he became Kyuden Soyokaze's governor, Ichigero recalled Gokura. The old captain of the guard was too much a man after their father Shimada, and Ichigero wanted a younger man, someone he could fully trust. Gokura grudgingly returned to the Castle of the Gentle Breeze, hoping this would be a temporary setback for his career.

Fifteen years later, Gokura is still in Kyuden Soyokaze. His weight has doubled and he knows that it is too late to hope for glory on the battlefield. The honor guard that is stationed at the castle is well trained in etiquette, but has never been tested in battle. Lately, Gokura's already considerable penchant for drinking has taken a bad turn, and it is not a rare sight to find him thoroughly drunk when off-duty. In this state, multiple thoughts cross his mind in a jumble: to retire early and join his father as a monk, to run away seeking some last shot at glory as a ronin, or just to continue getting drunk and embarrassing Ichigero. The latter option always seems to win out of sheer inertia. As a result, the position of Captain of the Guard has become mostly honorific, and it is Seppun Tenbin, the eager second-in-command, who takes care of the day-to-day running of the castle's small military force.

In his moments of clarity, Gokura is ashamed of what he has become, but he seems to lack the strength of will to do anything real about it. When he meets new visitors, he always seeks out the bushi among them, asking them to recount the great battles they have been part of, showing both admiration and jealousy. Sometimes, Gokura even challenges a visiting bushi to a friendly bout in the dojo. Such invitation is nearly impossible to refuse but it puts the accompanying courtiers in a delicate situation. Even though most bushi could easily defeat Gokura, humiliating the Captain of the Guard is not something any visitor wishes to do.

Ichigero is not certain what to do with his brother. He has not yet found an exit strategy for his brother that Gokura would accept and that would not risk exposing his shameful behavior to too many. For now Ichigero seems content leaving him alone and he deals directly with Seppun Tenbin when needed. Gokura knows to preserve appearances whenever he must be present at an official function, but Ichigero dreads the day his brother will lose his last shreds of self-respect and self-control, and ruin his reputation and plans.

SEPPUN TENBIN, Ambitious Soldier (22)

Tenbin was the first in his class when he passed his gempukku at 16. He possesses both great martial skills and a brilliant tactical mind. He is very handsome and a single smile from him makes women blush. Evidently, such an abundance of gifts provokes jealousy. Five years ago, when Otomo Ichigero was searching for someone to assist his failing brother at Kyuden Soyokaze, one of Tenbin's enemies had relatives pull strings to have him assigned to the Castle of the Gentle Breeze. Ichigero was ecstatic to gain someone so talented and promising, but Tenbin was furious. Not only did he wind up in what looks like a dead end for his military career, but he has to serve under an inept and alcoholic captain. Quickly, Tenbin took initiatives, got noticed by Ichigero, and in all but name took over the position of Captain of the Guard.

Whenever important dignitaries visit, Tenbin will find a way to tag along, to befriend them, and to have them remember him when they leave. He is subtle about it, as it would appear dishonorable to wish to abandon his lord for personal glory, but he is slowly building a network of friends in high places. One day, one of them will remember Tenbin and see what a waste of talent it is to leave him in Kyuden Soyokaze. Tenbin waits for that day, performing exemplary duty for everyone to see until then. Should troublemakers come to Kyuden Soyokaze's doorstep, such as bandits or unwelcome creatures roaming the land, Tenbin will be the one leading the party going after them.



GYOZEN, Soul of the Palace (58)

The wizened Gyozen is the oldest servant of Kyuden Soyokaze. He was born before the castle was built, and he was just 8 when Otomo Ibanu arrived in Natsukaze, his home village. Ibanu, in need of literate servants, ordered a few children to be sent to the temple where they would learn their letters. Gyozen was the best student and demonstrated a sharp mind. He was quickly assigned as the assistant of the chamberlain's first aide and eventually succeeded him. For over 35 years now, Gyozen has been the top ranking heimin in the castle's household. He has served under Ibanu, Shimada, and now, Ichigero, serving both the lord of the castle and his chamberlain as efficiently and diligently as he could. Gyozen is still quite healthy and active for his old age, a gift from Jurojin that he attributes to his strong devotion to the Celestial Order and the Fortunes. He passes on the orders given to him by the governor and his chamberlain to the palace's servants and coordinates their work, always with a kind word and an encouragement to do the best job possible. For the longest time, he was the governor's scribe as well, but due to his worsening eyesight, he had to relinquish this honor to an assistant he personally groomed, his grand-daughter Mirei. He is loved by all, even Ichigero, who often calls him Ojisan (grandfather). Even though he is not a samurai, he receives from the local people the same amount of respect as the chamberlain.

O-FUUJIN, Grand Abbot of Sasayakikaze-ji (52)

In what feels to him like another life, O-Fuujin went by the name of Asako Tsuyade. His destiny was to become an emissary of the Phoenix in the courts of the Empire, or so he was told. In truth, Tsuyade had great doubts about his future. Like the wind, he would often decide to go one way, with a forcefulness that hid his lack of a real sense of purpose, only to suddenly stop his efforts, or reverse course and try himself at something completely different. He was lost. Searching for answers, he found a reference to the Whispering Cave in the Asako libraries. The scroll described the Caves as a place where one could listen to the kami, where they would guide the faithful with their prophecies.

Tsuyade became obsessed by the Whispering Caves, and the day before his gempukku, he secretly left his school and traveled all the way to the Monastery of the Whispering Wind. When Tsuyade arrived, a monk welcomed him and told him he had been expected. Perplexed, Tsuyade asked: "I did not give you my name, how do you know I am the one you are waiting for?" To which the monk replied: "The wind told me." Tsuyade felt vindicated and more than ever was certain he would finally have the answers to his questions. Immediately, he asked to see the Whispering Caves. The monk took him down, and at their entrance, told him that only through deep meditation he would have a chance to hear the kami. Tsuyade sat in the windy darkness and tried to focus as best as he could. He desperately needed to hear the kami's prophecy to know what to do with his life.

But he heard nothing. He came back the next day, and the day after, and so on for months, doing nothing but meditating in the Caves. At first he was extremely frustrated. He would often ask the few other monks in the Caves "Did you hear that?" when it was nothing but the wind, and invariably his question would be answered by silence. Little by little, the routine of the daily meditation and the life as a monk became a rewarding experience by itself. Frustration was being replaced by serenity, until one day the same monk who had welcomed Tsuyade asked him, as he was returning from the Caves, if he had the answers to all his questions. Tsuyade replied, "Yes." Smiling, the monk said, "So the wind talked to you, then?" to which Tsuyade answered with a grin, "No." The next day, Tsuyade was officially ordained into the brotherhood of Sasayakikaze-ji and he took as his own the nickname that the other monks had given him: O-Fuujin. As the years passed, O-Fuujin became even more peaceful and wise. With seniority came greater responsibilities at the temple, until he became Grand Abbot 7 years ago.

The whimsical nature of the young Tsuyade has not completely disappeared in the older O-Fuujin. He still enjoys surprising young monks with an incongruous remark or an unexpected eccentric action, but it is always to teach them something. Even though there are very few monks left who remember his arrival 37 years ago, everybody knows O-Fuujin's story—though he never revealed his clan of origin to anyone. He often uses his life experience to explain how nobody should wait for the universe to give them a path to be blindly followed, but rather how they should be open to all the paths laid in front of them and choose for themselves which to walk.

O-Fuujin became a fast friend of Otomo Shimada when he was the governor, and nothing changed after Shimada joined the Order of the Wind. His relationship with Otomo Ichigero is more complicated, however. Ichigero rarely visits the temple or the Caves, but he expects O-Fuujin to welcome his guests with all the deference they deserve. O-Fuujin gladly obliges, always happy to have a chance to impart some wisdom to the Empire's ruling class, as long as Ichigero does not attempt to meddle with the monastery's internal affairs.

SHIMADA, Retired Governor, Monk (58)

Until fifteen years ago, Shimada was the governor of Kyuden Soyokaze. He arrived with his father Otomo Ibanu when he was only 8 and quickly embraced the rural life, to Ibanu's great disappointment. While most of his family was only thinking of finding a way out of this imposed exile from the Imperial court, Shimada fell in love with the land. He often tells the tale of his first visit to the Whispering Caves, how the kami talked to the child he was, and how it changed his life. Ibanu was not impressed, but with his other children being a widowed daughter and a wayward son, he had little choice upon retirement but to appoint Shimada governor.

Shimada was a just and benevolent governor; under his rule, the peasantry prospered and were as happy as people of their station could be. Despite all his efforts, he

knew that his son Ichigero's rule would be quite different. So, when it was time for him to retire, he chose to become a monk at Sasayakikaze-ji. Even more significantly, he kept his name as a monk. The message was clear to Ichigero: his father may not be the governor anymore, but he was far from removed from the local political board. Ichigero simply added the affront to the long list of his father's failures.

As a monk, Shimada feels even freer than he was as a governor. When he retired, he was offered the position of Grand Abbot of the temple, but he declined out of respect for his friend O-Fuujin. Nonetheless, even though he is by all accounts a simple monk like any other at the temple, everybody knows who he was and he receives an enormous amount of respect and deference from monks, peasants and samurai alike. He can go where he pleases, say what he has on his mind without regard for the subterfuge that normally comes with the polite Rokugani mores. He feels even less concerned by the samurai facade of appropriateness since his dear wife Junko passed away. Whenever he enters the governor's court, Shimada can sense his son's alarm at the prospect of his father starting to talk and shaming him.

Shimada can often be seen within the castle, playing go, meditating, or conversing with the inhabitants, whether they are samurai or heimin. He still feels very much at home even though his living quarters are now in the temple. Shimada enjoys a very strong relationship with his grand-daughter Yukimi and he guides her to become the kind of ruler his son failed to be. His grandfatherly presence is loved by almost everyone in Kyuden Soyokaze, and even his son must acknowledge that quite a few of his invited guests come because they enjoy Shimada's company.

Shimada is an old man, and his health is showing his age, but he still has all his wits. Delivering kind words to all he meets, he walks slowly through the corridors of the Kyuden or the temple. Bent like a gnarled old tree, he is always accompanied by a younger monk or a heimin helper.

RAIJIN, Troubled Monk (36)

Raijin has lived his whole life in the temple, as it is where he was found when he was just a newborn. He knows nothing of his parents, but he is convinced that the dark and violent figure he often sees in his recurring nightmares is his father. For as long as he can remember, he had troubled sleep and cruel urges, but thanks to his training at the temple and the peaceful life he lived, he was able to keep his emotions under control. Still he could feel a festering wound eating at his soul, never truly understanding what it was, even though the temple monks seemed to recognize the symptoms but avoided discussing the subject.

Five years ago, a new voice came to Raijin in his dreams, claiming to be his mother. He was ready to dismiss it as another twist of his tormented nights, but the voice continued to talk to him while he was awake. The presence became so haunting that he thought he would

lose his mind, when the Air kami finally offered their help in the Whispering Caves.

But nothing was what it seemed to be. Raijin's nightmares were caused by the mild Taint he was born with (inherited from his Lost father), the haunting spirit was the mad ghost of Seppun Sumiko, the governor's dead wife, desperately looking for her lost children in the wrong places, and the Air kami were actually malevolent kansen eager to push Raijin further into Jigoku's embrace. The kansen revealed all these truths over the years, one by one, each time in exchange for a part of Raijin's soul, until the Taint was finally so strong that he stopped fighting its influence and accepted it. Hatred blossomed in his heart: for the father who had damned him, for the mother who had abandoned him, for the monks who lied to him, and soon for the whole universe that had treated him so unfairly.

Raijin stays at the temple because he has nowhere else to be, but he secretly hates them all: the peasants, monks and samurai that live in the place he used to think of as home. His dreams are still violent, but he is now their main protagonist. In them, he destroys the temple and kills everyone in it. The kansen continue to encourage him down this road, granting him powers, and also suggesting targets such as Isawa Fujiko, Bayushi Shurato, or even Otomo Yusuke. These people are ripe for the kind of chaos and bloodshed that would thrill the kansen. As Raijin discreetly investigates their hidden desires and shameful secrets, he comes closer to his goal.

Visiting Characters

BAYUSHI SHURATO, Art Connoisseur with a Dark Secret (36)

Shurato owns the Falling Leaf, a tea house doubling as an art gallery for young artists in Natsukaze. As a result, he is a frequent sight in the governor's court. His mask covers the lower part of his face, starting right under his eyes. It is painted black and white, with the same pattern that could be seen on the face of a kabuki actor, with the addition of two straight vertical red stripes under both eyes. Shurato has an extensive knowledge of art in various forms, yet his agreeable manners ensure that he is never pedantic about it, and it is always a pleasure to talk art with him, even for people usually less interested in the topic. He is always looking out for new talents, painters and sculptors in particular, and will often purchase pieces from young artists to help them launch their careers. In the 15 years since his unexpected arrival in Natsukaze, he has managed to charm everyone and make them forget that he was a Scorpion. Not even Otomo Ichigero has figured out Shurato's true purpose.

25 years ago, Shurato was fostered in a Seppun family. The young boy, who was then known as Itori, grew up with Sumiko who he considered as his sister and best friend, at first. Even though neither acted upon their feel-

ings, it became apparent to them as they became adults that the affection they had for each other was something beyond fraternal love. But then, Sumiko was betrothed to Ichigero, and she was taken from Shurato. They continued to exchange many letters afterwards, and Shurato was acutely aware of Sumiko's depression. When he finally decided to visit her, it was too late: she had already passed away. He swore to avenge her death and focused his anger towards the person he blames for the tragedy: Otomo Ichigero. He sold all his possessions and bought a house in Natsukaze, moved in and converted it into a tea house. Shurato is a calculating and patient man. He never would be satisfied with simply killing Ichigero; he wants to utterly destroy him and everything he has built. When he arrived, he saw that Ichigero was trying to restore his family's status in the major courts of the Empire, and it looked like he had the skills to succeed. Shurato resolved to wait until Ichigero would be very close to success, and then he would ruin his name, destroy his reputation, and force him into a dishonorable death. While Ichigero seemed difficult to corner, the same could not be said of his son Yusuke. It did not take long for Shurato to find a way to exploit this weakness and make Yusuke addicted to butterfly tea. Through the son, Shurato plans to take down the father.

DOJI MOGEN, Representative of the Crane (20)

Despite Doji Tadeno's position as the chamberlain, the Crane Clan wants to affirm its support and deference to the Imperial families by assigning an official envoy to Kyuden Soyokaze. However, the job is not one that is much sought after, and it was difficult to find candidates until Mogen spontaneously expressed interest. Doji Mogen first came to Kyuden Soyokaze as a teenager with his father, the year before his gempukku. He was very interested in the Whispering Caves, in the Noh troupe, and in the work of the various artisans living in Natsukaze, just as it was expected of him according to his training. But someone else was more fascinating than all the other wonders the castle had to offer: Otomo Yukimi. Mogen has been madly in love with the governor's daughter since his eyes set on her for the first time. Unfortunately, a marriage has already been arranged with an Crane maiden, and it has only been delayed until now because of Mogen's remote assignment. The maiden's parents are reluctant to see their daughter married to a man who apparently lacks ambition, and they are waiting for Mogen to move on to a more prestigious job. This suits Mogen perfectly, and even though his family is pressing him to come back, he is determined to stay near the object of his passion. Of course, he has always acted properly and he has never expressed his feelings to Yukimi, so the young woman has no clue about them and she does not seem particularly interested in Mogen.

Mogen's good senses are not completely impaired by his unrequited love. He is still a delightful guest and he shows great potential as a courtier. He is soft-spoken but knows how to be heard, and he strives to bring honor to his clan—if only so that Yukimi finally notices him.

Where are the Guests' Rooms?

- **Bayushi Shurato** resides on the second floor of his tea house, the Falling Leaf, in Natsukaze.
- **Doji Mogen** is in guestroom B21
- **Ide Li-Xing** is in guestroom D14
- **Ikoma Kagure** is in guestroom B19
- **Oppai** and the rest of the troupe are lodged in guestroom D8
- **Isawa Fujiko** is in guestroom B23
- **Kakita Eiken** is in guestroom D13
- The **Kakita Seigi** twins share the guestroom B20
- **Kitsuki Yamaso** is in guestroom D15
- **Miya Momiji** is using a single section of the honor guestroom D22
- **Shiba Tokiden** is in guestroom B22
- **Soshi Jyomon** is in guestroom D17
- **Suzume Torihime** is in guestroom B3b
- **Togashi Torao** is lodged in the monastery
- **Tsuruchi Atsuka** has a room at the Pinwheel inn, in Natsukaze
- **Yasuki Kurokage** is in guestroom D9
- **Yoritomo Aoi** and her mother **Okana** share the guestroom D11

IDE LI-XING, Caravan Master and Trader of Exotic Goods (22)

Li-Xing was born into the Utaku family, but she never wanted to become a warrior. She felt little affinity with the Battle Maidens, as she has always been a social and rather talkative person. When it was time for her to truly begin the training that would define the rest of her life, Li-Xing's mother recognized her strengths and limitations. She also saw that her daughter shared many traits with her late father, Tomaru (formerly Otomo). She sent Li-Xing to study with their Ide cousins; a choice that Li-Xing will forever be grateful for to her mother. Unsurprisingly, the combination of her natural social graces, great beauty and friendly demeanor allowed Li-Xing to become one of the best Ide diplomats of her generation. But it is with commerce and trade negotiations that she excels, when her strong-willed Otomo heritage resurfaces. Many a Yasuki trader or a Yoritomo merchant captain have found her to be their match despite her relatively young age.

Li-Xing has been put in charge of a small trade caravan and she has quickly refocused it to take advantage of its modest size. She specializes in small items of high value, most of them of exotic origins. She also trades precious stones and jewelry, antiquities, rare books and also a few delicacies such as fine sake, spices or tea. Xi-Ling came to Kyuden Soyokaze hoping to find customers for her high-end wares, but she was pleasantly surprised to discover Natsukaze's unique blend of tea and is now in competition with Yasuki Kurokage to secure this year's production.



Learning of Li-Xing's current location, her mother finally told her of her father's lineage in a letter. Li-Xing reacted calmly to the news: she never knew Tomaru because he had passed away when she was little, but she was intrigued. Along with her trading endeavors, she now attempts to subtly build a more genuine connection with her cousins in the castle, something that would go further than simple civility. There would be no benefit in revealing her descent here, for Tomaru had been disavowed, so she intends to keep it a secret. However, old Shimada begins to have suspicions, as Li-Xing reminds him a lot of his long-lost brother.

IKOMA KAGURE, Noh Actor and Troupe Leader (27)

Kagure's troupe, the *Painted Lions*, has received quite a few accolades for its many representations across the Empire, even from the Crane. They have performed for the lords of all the great clans, but Kagure's true ambition is to play in front of the Emperor himself. So it was with great excitement that Kagure accepted Ichigero's invitation to Kyuden Soyokaze. It will be his troupe's first performance to a member of the Imperial families and Kagure plans to make the most of it to advance his career.

Although Kagure claims to also write and direct every one of the troupe's plays, in reality he is a much better actor than a playwright. It is Oppai, his beautiful heimin assistant, who actually wrote all the troupe's biggest successes. Most assume Kagure keeps her around for her amazing looks, as many samurai are quick to dismiss the wits of a female peasant, and he lets them think so rather than admit the truth.

But Kagure is in trouble: Oppai, who he knows was passionately in love with him since they met, shows signs that she might walk out the *Painted Lions*. As she grew as an artist and as her character matured, she started to realize her true potential. When her youthful romantic innocence dissipated, she eventually faced the truth and accepted that her love will never be reciprocated in any

official way. She has poured her experiences into her writing, infusing the Noh plays with tales of tragic love that are particularly well suited for the medium.

Kagure knows that without Oppai, his career will stall and his dreams will remain out of reach. He tries to woo Oppai to stay with him, but he is in a difficult position: in order to continue exploiting her talent, he must profess her his love and admiration while making promises that, soon, he will tell the world of her skills. Yet, it can not be too obvious or his forbidden affair with a heimin will shame him. But if he is too subtle, Oppai will see through his deception and leave him. She is already toying with the idea of joining with the handsome Kakita Eiken, oblivious to the fact she would probably find herself in the exact same position a few years later.

Kagure is attractive, flamboyant and arrogant. He knows how to use all of this to be a great actor, but had his troupe not been so successful, his vanity would have had him relegated to a much less glamorous life. He has much to lose if Oppai leaves him, and he knows it.

ISAWA FUJKO, Fascinated by the Whispering Caves (39)

Fujiko is an Air Tensai sensei at Shiro Isawa. But since a student reported the experiences he had in the Whispering Caves while he visited them, she wanted to see for herself this mysterious place. Fujiko never trained as a courtier and she is not particularly pretty; some might say that she is too tall and gaunt. But it did not matter to her and it was not very difficult to obtain an invitation for "research purpose" to Kyuden Soyokaze.

She is rarely seen at court. Most of her waking hours are spent in the Whispering Caves, where she attempts to understand what could possibly compel the Air kami to gather in these dark and narrow tunnels. She has heard of the many tales of the kami delivering prophecies to the devout, but even though she can perceive their undeniable presence, they have not talked to her yet. Fujiko is a proud woman, and every time another person leaves the caves claiming the kami spoke to them, she becomes angrier and more impatient. Under the pretense of her studies, she interviews every such person who will agree to answer her questions. Even though she asks a little about the topic of the kami's whisper, she is mostly interested in what the person did, how he or she coerced the kami to deliver a message, for she can not conceive that the kami would chose to speak to non-shugenja, monks, or even peasants, rather than her.

She recently heard rumors about the late Junko's diary, and even though Yukimi was elusive when the subject was broached, Fujiko is now convinced that the governor's daughter has the diary. She does not wish to bring shame to her family and clan, but it seems such a waste that such a valuable resource be entrusted to a teenager who will never command the kami. Fujiko's

growing desire to take the diary for herself is slowly overcoming her good senses, and soon she will hatch a plan to steal it, hopefully in a way that would not expose her duplicity.

KAKITA EIKEN, Struggling Artist (24)

Eiken is the youngest of six brothers and sisters in a very successful family. All his siblings have already gained some recognition, either as bushi, duelists or courtiers. Eiken, unfortunately, does not seem as promising as them, and even though his parents are being patient about this, he feels like he needs to do something to be worthy as the rest of the family. Eiken was not especially talented for either the martial curriculum or for the courtly life, but his teachers detected the potential for a great wordsmith, and thus it was decided that Eiken would become one of the famous Crane artisans. He studied poetry, rhetoric, and dramatic storytelling, but so far he has produced only passable works. With Ikoma Kagure present in the castle, Eiken is hoping to glean some writing tips, but the Lion artist has politely evaded all such requests.

Eiken has come to Kyuden Soyokaze in search of inspiration, as he believes the peculiar history of the place is worthy of a play. Ichigero has requested the chance to see the first draft, and Eiken could not refuse his gracious host. The governor has not offered feedback, which Eiken takes as a bad sign. Indeed, Ichigero thinks the depiction of events is not sufficiently flattering for his grand-father and he is considering his options to either have the playwright convinced to play along or be politely asked to leave.

KAKITA SEIGI, Mischievous Twins (21)

The Kakita Seigi twins are an eccentric pair at court. The two brothers are identical twins and their appearance and mannerisms are so strikingly similar, even their parents had trouble telling them apart from an early age. In a vain attempt to provide the twins with separate identities, their parents decided to send one twin to train as a Kakita duelist and the other as a Doji courtier. As incorrigible pranksters, the two would occasionally switch places and see how long it would take their sensei to figure out that they were teaching the wrong twin. At their gempukku, it became even more exasperating when the twins chose the same name.

The Crane grudgingly recognized that the twins' ability to unsettle people could be a powerful weapon in courts, one that is traditionally wielded by the Scorpion. They decided to let them continue their games and refine their skills before they would be put to use. In the meantime, the twins have been assigned to Doji Mogen as his aides, as the Crane leadership prefers to keep them away from the main courts for a little while longer. The arrival of the two twins has been bewildering to the entire court. No one is quite ever sure if they are talking to a deadly Kakita duelist or a vivacious Doji-trained courtier, and many opt to discuss history with them, another of the twins' shared passion, to stay in safe territory.

KITSUKI YAMASO, Magistrate on a Trail (27)

Even though Yamaso has the skills required to be a proper courtier, she is not in Kyuden Soyokaze to advance her clan's agenda at the governor's court. She is tracking her quarry, an elusive thief who stole precious jewelry from a wealthy Dragon merchant. Yamaso knows neither the thief's appearance nor even gender, for he is a master of disguise. But she has been able to follow him to the castle, and Yamaso is convinced the thief is posing as one of the noble guests.

Yamaso wishes to neither shame her host Otomo Ichigero nor offer insult to any of the other innocent guests, and thus she has not told anyone that a criminal is hiding in their midst, right under their noses. She keeps her true purpose in Kyuden Soyokaze secret, pretending to be just another courtier enjoying the castle's hospitality, while discreetly continuing her investigation. To her great surprise and slight annoyance, it would seem that many of the guests have secrets of their own, which is going to hinder her efforts at finding the thief.

MIYA MOMIJI, Avaricious Imperial Cartographer (27)

Momiji has a difficult job: she must establish accurate maps of the Empire, even though the clans' borders keep moving. Because the Imperial maps have strength of law, many powerful and competing individuals often approach the cartographer to convince her that their claims, on a patch of farmland or a mine for instance, are legitimate and should be recognized as such by the Imperial maps. Momiji has no problem about this; she has accepted it as a part of the political game, and she is more than willing to be convinced, in exchange for favors or financial gains.

Predictably, when she came to Kyuden Soyokaze, a place with such a charged history, she found herself literally besieged by diplomats and generals trying to entreat her sympathy to their cause. Who among the assembled courtiers will attempt to sway her will depend entirely of the location the Gamemaster chooses for the Palace of the Gentle Breeze. Neighboring clans are certain to take this opportunity to try and reclaim the castle. Even the governor, who is not particularly attached to Kyuden Soyokaze, will defend his family's right to hold on to this domain because not doing so would make him appear weak and undermine his status.

SHIBA TOKIDEN, Conflicted Yojimbo (35)

Tokiden has been Fujiko's yojimbo for almost all his adult life. Despite Fujiko's sometimes difficult temper, he liked the tranquil days he had back home. As a sensei, Fujiko rarely traveled and never was exposed to any real danger, thus Tokiden had an easy life and was lucky enough to be able to go home to his wife and children every night.

All of this changed when Fujiko became obsessed with the Whispering Caves and took him with her to Kyuden Soyokaze. Now Tokiden misses his family, and his patience grows thinner at the same rate Fujiko's does. He has seen his charge's moral failings become more and more exposed as her frustration with the Caves increased, and now she seems dangerously fixated on some diary. On one hand, he would like nothing more than be allowed to return home, but his sense of duty demands of him that he protects his charge and his clan from dishonor. He can not let Fujiko's rising madness risk bringing shame to the Phoenix, yet he must remain loyal to her. Even though Tokiden is not a paragon of honor, he finds himself in a difficult position and dreads the time when he will have to choose between loyalty to Fujiko and loyalty to the Phoenix.

While Fujiko is in the Caves, Tokiden spends a lot of time meditating and praying in the temple. He found a sympathetic ear in the person of the monk Raijin, and in a moment of weakness, confessed to Raijin what troubled him. Raijin has sworn to keep his secret, but now Tokiden is wondering if there is something odd about the monk.

SOSHI JYOMON, Meddling Shugenja (27)

Jyomon is a meddlesome man. He enjoys nothing more than seeding chaos and distrust among others, and his lord lets him as long as it weakens the enemies of the Scorpion. Jyomon was on his way to the Imperial City when he stopped at the Castle of the Gentle Breeze. He did not think he would spend more than a night as a guest of the governor, but then he discovered the Whispering Caves, and was fascinated by the possibilities. He has had a lot of fun planting false prophecies in the ears of the pious. For a shugenja, it is a simple matter to entreat an Air kami to carry his thoughts to another person, and if that unfortunate target is meditating in the Caves, he will likely believe the message to be a gift of Kaze-no-Kami.

So far, Jyomon has only created inconsequential prophecies ("you will become sick the next time you eat fish," or "the color blue is a bad omen for you"), testing how effective they could be. He has refrained from using this tactic too often since records indicate that real prophecies are still a somewhat rare occurrence. But Jyomon is now thinking of doing something more far-reaching. He is just waiting for the perfect opportunity, and the frustrated Isawa Fujiko might just be it.

SUZUME TORIHIME, Thief on the Run (24)

Torihime hates her clan, the Sparrow, and she has always been jealous of other richer clans. That her clansmen embrace poverty as a badge of honor is infuriating to her. Torihime never saw the honor in that, and in fact, in not much anything. When she passed her gempukku (barely), she chose to be called Torihime (Bird Princess) hoping that it would change her fortune, but she was soon disappointed. To escape a life of hard labor and poverty, she worked on the one skill of the Sparrow

Secrets of the Puzzle Box

What is in the Dragon merchant's box?

NOVICE: The box contains an assortment of gems and golden jewelry worth several hundred koku.

EXPERIENCED: The box contains secret book-keeping records that show the merchant has been evading taxes for years. The merchant has hired an assassin to find the thief first and kill her.

LEGENDARY: The box contains nothing of monetary value, but a collection of letters written in cipher, a seal that does not belong to any known family, and a strange piece of crystal. It does not mean anything to Torihime, but some magistrates might recognize these items as designating their owner as a high ranking Kolat. Kolat assassins are on the thief's track to eliminate all incriminating evidence.

that other clans seem to appreciate: storytelling. Well aware of the Sparrow's reputation as sometimes boring and pedantic, she tried to amuse the courtiers with witty stories rather than longwinded parables of bushido and honor. Torihime travelled from court to court, offering her services as a poet and raconteur to entertain the guests, in return for sustenance and a bed. She soon was quite successful and began to receive invitations.

But mingling with Rokugan's elite only reminded Torihime of all she did not have. The progression from telling stories to telling lies was quite natural. She began stealing baubles and small valuable items, honing a second set of skills, until she was an even better thief than an entertainer. If magistrates were getting too close to her, she used her charm and talent to spin a tale to divert them on another imaginary trail. Who would suspect one of the honorable Sparrow to be a thief?

But Torihime may have become overconfident, and she did not foresee that a Kitsuki magistrate would pursue her after she brazenly stole a metal puzzle box from a wealthy Dragon merchant. On the run, she is keeping a low profile at the governor's court, and she stays in a room at the temple rather than in the castle. But how long can she resist the urge to steal, especially when Ide Li-Xing's caravan is loaded with so many valuables?

TOGASHI TORAO, Wandering Philosopher (44)

Torao likes to talk, and indeed he seems to have an opinion on absolutely everything—an opinion that he must share with an audience. The Dragon monk fancies himself a brilliant philosopher, but in truth most people find him boring. Worst of all, Torao often takes controversial stances (although nothing blatantly blasphemous or insulting towards the Imperial institution), seemingly for no other reason than to enjoy the offended reaction of the persons he is talking with.

In the minds of most people, Dragon monks are generally expected to blurt out inscrutable riddles and nonsensical phrases. Torao is doing his best to disappoint such expectations with clearly reasoned, albeit mildly offensive arguments. For the time being, he seems to have a lot of fun with the guests of Kyuden Soyokaze, while he enjoys the monastery's hospitality. He has become fast friends with O-Fuujin. No one knows when Torao will decide to go preach his peculiar take on enlightenment somewhere else, but the governor is losing his patience with the monk.

TSURUCHI ATSUKA, Bounty Hunter (29)

Atsuka is a dour man, a loner, but what he lacks in social skills, he more than makes up for with his aptitude as a bounty hunter. He recently learned of the bounty on Bizen, the elusive female leader of a gang of marauders plaguing the region for some time, and so he decided to come after her. Atsuka is rarely at court, as he spends most of his time on his horse tracking Bizen. When he is in the castle, it is mostly to ask newly-arrived guests if they have been attacked or if they have seen anything strange on their way, any clue that might help him catch Bizen. Atsuka rents a room in the Pinwheel Inn rather than ask for the governor's hospitality.

Atsuka is keeping an eye on Kitsuki Yamaso. He finds it strange that this woman, who clearly has the demeanor of an investigator in his experienced eyes, would simply be on some sort of pilgrimage. Atsuka thinks Yamaso is lying, and that she is in fact also here for the bounty on Bizen. So, he finds himself spending more time than he would like at court, observing who Yamaso is talking to, trying to understand what angle the Dragon is working. This way, he hopes to be able to beat the competition for the bounty.

YASUKI KUROKAGE, Sophisticated Tea Merchant (32)

Kurokage is not the typical Yasuki. While most of his cousins are ruthless merchants, trading anything that might profit the Crab, Kurokage prefers to buy and sell only the finest teas in Rokugan. This exclusivity gains him the scorn of most Yasuki, who often call him a Crane in a dark blue kimono, but it puts Kurokage exactly where he wants to be: in the more sophisticated circles of the Rokugani commerce. Utterly loyal to the Crab, Kurokage nonetheless aspires to elevate himself above the crude customs of his clan and embrace the more refined aspects of civilized life. His is a difficult path, one where he gets little support from his family while he must fend for himself in circles traditionally controlled by the Crane or the Phoenix.

But like any Crab knows well, adversity breeds strength. Through the years, Kurokage has developed quite a reputation. His eccentric Yasuki persona proved to be a clever advertising tool in the small world of tea connoisseurs, and word of mouth combined with a real talent for finding fine teas have assured his success.

Kurokage also sells jade petal tea provided by the Kuni family. Even though he does not widely advertise this product, potential buyers sometimes inquire about it, and he is always happy to help. This allows the Kuni to monitor some samurai that would rather die than be seen in the company of the distasteful witchhunters.

Kurokage is in Kyuden Soyokaze for both business and pleasure. His primary objective is to investigate Natsukaze's tea production, while keeping his attention on Ide Li-Xing, another merchant and potential competitor. But while in the castle, he also intends to mingle with other courtiers, chat about topics such as poetry or theater, and simply enjoy the company of other cultured samurai.

YORITOMO AOI, Young Courtier in Training (17)

Aoi and her mother, Okana, were invited to Kyuden Soyokaze after Aoi's father accepted a favor in exchange for the debt owed to him by a Crane merchant. Okana is a courtier with some experience in the Mantis palaces, but she always dreamed of seeing more of the mainland's courts. She took this chance eagerly, and is determined to use it to its full potential, training her daughter at the same time.

Aoi feels, literally, like a fish out of water. Until now, she had never left the Mantis islands, and she never really wanted to. She imagines that every other courtier in the castle is looking down on her, mocking her for her origins, and she would like nothing more than to just run away and hide somewhere. In truth, most other courtiers simply ignore her, for she is so shy as to be barely noticeable. However, Okana will not let her daughter waste this opportunity, and she keeps pushing her to be more confident and active in court. It is a difficult task, but Aoi is a dutiful girl, and she strives to please her mother, regardless of how much it costs her. And as if the challenge was not hard enough, Okana has just noticed that Aoi seems even more distracted when she is in the presence of the dark and impulsive Otomo Yusuke, the governor's son. She is left wondering if leaving the islands was not a bad idea after all.

Outsiders

ARASHII, Mysterious Monk (Age Unknown)

There is one monk in the temple that everyone around knows, yet if they are asked to describe him, they can only provide a vague physical description, and simply are at a loss to tell anything about his personality. By all accounts, he is average in everything, although all agree that he is a quiet man that keeps to himself and seldom talks to anyone. This is Arashii and he is no man: he is a member of the ancient immortal Kenku race. His true appearance is that of humanoid raven, but he has the power to disguise himself as a human. It is in that form that he chose to live near the Whispering Caves a long time ago.

Secrets of Arashii

Why is Arashii living with the monks?

NOVICE: Arashii has been a lonely and secretive character for too long. He yearns for some sense of kinship with the numerous Air kami present in the Caves. Men also fascinate him and he might decide to teach his kenjutsu techniques to a worthy student, one who would be shrewd enough to see through his disguise.

EXPERIENCED: Arashii is the last guardian of the Temple of Wind and its precious artifact. The others were killed, died of sickness, or simply walked away from a duty that seemed futile. His honor not only demands that he stays, but also that he ensures the continued protection of the ruins even if something should happen to him. To that end, he recently started to furtively appear in his true form, spreading rumors of Kenku sightings, hoping to attract samurai looking for a Kenku sensei. Should they prove worthy, he will reveal his secrets and entrust them the guardianship of the Temple of Wind in return for teaching them his kenjutsu techniques.

LEGENDARY: This option is similar to the one above, but Arashii has also become concerned that something is terribly amiss in the ruins. He needs to find a way to return to the Temple of Wind and see for himself if the seal is still intact (see the Secret of the Whispering Caves Legendary option). He will accept to teach his secret techniques only to those who will help him.

BIZEN, Ronin Bandit (21)

Fifty years ago, the general who ordered his troops to enter the Temple of the Whispering Wind was disgraced and forced into seppuku. But the shame was so great that even his sacrificial death was not enough to protect his family. His wife and children were cast out of the clan, condemned to live as ronins, and everyone expected them to disappear and die somewhere in the wilderness. They did disappear, but some survived.

Bizen is the granddaughter of the general, and his spirit haunts her, urging her to avenge him. She was raised in hardship, and her whole family is now scattered over the Empire. As far as Bizen knows, she might be the last of her line. Although she never learned the ancestral technique of her family, the spirit of the dead general influences her fighting style. A perceptive character might recognize the style and discover Bizen's shameful ancestry. With a burning hatred of the Imperial families, and the Otomo in particular, she has come back to take revenge on Ibanu's descendants. Since Ichigero rarely leaves the castle, Bizen is reduced to terrorizing his lands and disrupting the peasants' work with her band of thugs, but the spirit is frustrated and impatient. Will he ever be at peace, even

if Ichigero and his family are all dead? Bizen hopes so, for she longs to be rid of him and finally start living her own life.

THE WHITE LADY, The Wailing Ghost

The death of Lady Sumiko in childbirth was a terrible misfortune, if not completely unexpected due to her frail health. But the real tragedy is what happened to her after her death: already devastated by two previous miscarriages, she died believing her twins perished with her, and her sorrow was such that her soul was not able to move on to Meido. Trapped in Ningen-do, her spirit lingered unseen for years in the castle and its vicinity, confused and mad with grief she did not comprehend. In time, she started remembering fragments of her previous life, and the loss of her children became her anchor, turning her into an Ubume, a wailing ghost.

The White Lady rarely manifests herself, but when she does, it is either near young children or people in deep psychological distress (in these instances, she is attracted to tormented souls that echo her own anguish). Since there are very rarely children in the castle, she usually appears in the village. Her translucent legless figure floats about, dressed in a lambent white shroud with a cowl that keeps her gaunt face in permanent darkness. Wailing and moaning unintelligible words, she tries to take and hold babies in her arms. On the few occasions she was able to spirit away children left unattended, they soon died of starvation despite her attempts to breastfeed them, further destroying Sumiko's sanity with the reinforced sense of loss.

If the White Lady's despair is allowed to worsen, it will eventually turn into anger, exposing her to the risk of being touched by the Realm of Hunger and becoming a terrible gaki, one who will feed upon the life force of infants.



Stories & Complications

This section, more than anything else before, is for the Gamemaster's eyes only. It offers tips for using this location, and ideas for adventures.

The Way to Kyuden Soyokaze

For anything to happen in Kyuden Soyokaze, the PCs must find their way to it first. If it is the beginning of a campaign, then the Gamemaster can use this location as the starting point, where the PCs will hone their skills before adventuring further. But in most cases, Kyuden Soyokaze will need to be integrated into the Gamemaster's campaign. Here are a few ideas to lure the PCs to the Palace of the Gentle Breeze:

- A roof for the night.** The palace may turn out to be a convenient way station on the path of the party. This is a very easy way to bring the characters there, but conversely, whatever happens there risks feeling like an unwelcome delay, and they may decide to skip the adventure the Gamemaster had planned for them. Use this option only if the story set in the palace is short or with a fast tempo.

- Subtle pressuring.** If most of the PCs are from one of the neighboring clans, they could be sent as representatives whose task is to remind the governor how fragile is his hold on this place, how easy it would be to blockade the castle and cut it from the rest of the Empire.

- Pilgrimage.** The party visits Sasayakikaze-ji temple for spiritual guidance, or maybe seek an answer in the Whispering Caves to a mystery related to the larger plot of the Gamemaster's campaign.

- Training.** Monk characters wish to learn the ways of the Order of the Wind. Artisans wish to see Natsukaze's Tamon district, the so-called Village of Art. Alternatively, rumors of a Kenku have reached the party. They wish to see for themselves if they are true and seek the Kenku's lessons.

- Ambition.** The governor is an Imperial, and for most beginning characters, his court is as close as they can get to the Emperor's Winter Court. Thus, some ambitious Courtier characters might decide that Kyuden Soyokaze is the perfect stage to begin their career.

- Mission.** The most common ploy is to have an authority figure send the party to the palace. It can be the Emerald Champion if the party is composed of Emerald Magistrates, or the PCs' daimyo if they all belong to the same clan. It could even be an Imperial NPC or the Emperor himself. What the mission is going to be depends on who orders the party to go. Generic mission ideas are given in the sidebar below.

Go to Kyuden Soyokaze!

- A representative has been sent to Kyuden Soyokaze, but he has not sent a report for three months. Find out why.
- Go represent the clan at Kyuden Soyokaze. Bring back the favor of the Imperial governor.
- Bring this message/gift to the governor/a guest of Kyuden Soyokaze.
- Bandits are roaming Kyuden Soyokaze's domain. The governor has requested assistance in this matter. Go help him and gain his favor.
- Escort our representative/an Imperial to Kyuden Soyokaze and assist him there.
- Our representative is in trouble and needs assistance. Go to Kyuden Soyokaze and help him.
- We have heard there is a promising talent in Kyuden Soyokaze. Go find him and determine the true value of this artist. If he is worthy, secure his presence for our next Winter Court.
- The governor of Kyuden Soyokaze has organized a tournament (archery, poetry, sculpture, etc.). Participate and win honor for our clan.

In addition to these suggestions, the Gamemaster can also use a plot hook introduced in one of the NPCs' descriptions. For example, he may choose to send a party of Emerald Magistrates after the thief Suzume Torihime instead of Kitsuki Yamaso, Witchhunters to investigate sightings of the White Lady, or Imperial Cartographers to establish firm boundaries of Kyuden Soyokaze's domain with or instead of Miya Momiji.

Evidently, it is easier to send a party composed in majority of Courtier characters. But other character types can find a reason to go as well. Bushi may act as yojimbos, defenders of the castle if an attack seems imminent, or seek the Kenku. Shugenja and monk characters will have the mysteries of the Whispering Caves to explore or train with the Order of the Wind.

Ongoing Plots

Whatever story the Gamemaster chooses to run in Kyuden Soyokaze, there are a few plots in the background that will always be present.

ICHIGERO'S AMBITION: First and foremost are Ichigero's schemes to return his family to prominence in the Imperial Court. Whenever he or his son interact with the party, they will always think, at the back of their minds, "how can I use them to advance my agenda?" They can become interesting potential villains (or allies, if the party supports their agenda), if the Gamemasters wishes so, but their plotting and manipulations should remain subtle and hidden behind proxies. Besides, not everything is black and white: Doji Tadeno still has faith in his friend and will remind the PCs that Ichigero is not two-dimensional.

LAND DISPUTE: The rivalry between the neighboring clans is another pervasive story thread. Even though they are bound by an Imperial edict to accept the existence of Kyuden Soyokaze, they have not formally agreed upon the Protectorate's borders. Thus, they still have a means of exerting pressure, through the occasional encroachment or clash between patrols. Pride and *on* (face) may motivate actions that logic would not condone. The arrival of the corrupt Imperial Cartographer Miya Momiji makes the tension surge to a new level.

Plot Hooks

Here are but a few of the many possible adventure ideas that can take place in Kyuden Soyokaze. Most expand upon the plot hooks introduced in the NPC section and the "Secrets of" sidebars.

A DAY OFF: After yet another catastrophe has been narrowly avoided, Doji Tadeno needs a break. He decides to go indulge his passion for falcon hunting and leaves alone before dawn, planning to return before noon, and hoping he will not be needed for just a few hours. Unfortunately, his horse breaks a leg in the woods, and he is left with a sprained ankle deep in the wilderness. Will the PCs be able to track him and rescue him? Will

the bandit Bizen find Tadeno first? Will they notice the furtive winged figure spying on them from a distance?

BLOOD FEUD: A monk is assassinated in his sleep. The PCs might turn their attention to people who already seem suspicious (Isawa Fujiko? Raijin? Otomo Yusuke?), but in truth the murderer is another monk. Koda is a retired samurai from one of the neighboring clans, an old veteran of many border clashes with the other clan, and last survivor of a distinguished family of bushi. When he learned that his old nemesis had retired to Sasayakizaji, he followed him there to finally have vengeance for his dead sons.

CALM BEFORE THE STORM: The wind abates and stops. After two days in a row without any breeze and silent wind chimes, it becomes obvious that Kaze-no-Kami is troubled. Someone needs to investigate. Will the PCs find out the small tribe of goblins who sneaked into the Empire and settled in a previously undiscovered entrance to the Whispering Caves, in the thick of the nearby forest? The goblins, exasperated by the constant howling in their cave, desecrated all the shrines to Kaze-no-Kami they found (and could approach easily), upsetting the Fortune, which focused all the winds in the goblins' cave to flush them out. Now the goblins plan to conduct a vile ritual in the cave to Taint it and banish Kaze-no-Kami from their new home. If the samurai can not prevent this from happening, the Fortune will be so angry at their failure to defend him that he will unleash the worst tempest ever seen in this region on the palace.

DANGEROUS WHISPERS: Soshi Jyomon whispers a lie to a PC who was meditating in the Caves. He tells him that he must win his next fight or suffer a lifelong of bad luck. After the meditation, a moderately drunk Otomo Gokura challenges the PC to a friendly duel. Will the PC believe the whisper and beat the Captain of the Guard, ridiculing him and causing the ire of the governor? Or will he throw the fight?

FOOLISH HEART: Yoritomo Aoi all but confesses her love to Otomo Yusuke in front of the whole court, showering him with flattery and clumsily defending him against imaginary attacks from other courtiers. Yusuke is thoroughly embarrassed, and Togashi Torao makes things worse with funny remarks about the star-crossed lovers. The next day, Aoi is missing. Did Yusuke let his anger control him and did he dispose of the offending maiden? Or did she flee the palace, ashamed, in the dead of night? Her mother asks the PCs to help find Aoi, since no one else seems in a hurry to search for the foolish girl.

LOVE OVER DUTY: Doji Mogen wishes to confess his love to Otomo Yukimi, but he must do so in secret for he is already betrothed. If he thinks a PC is trustworthy enough, he will ask for his help. How will the PC react to being asked to help and abide adultery?

LOVE'S LEGACY: The governor's ambition clashes with his sworn enemy's determination to make him fail miserably. Doji Tadeno and Otomo Ichigero begin the delicate negotiations to have Otomo Nobunaga, a close relative of the Emperor, accept Kyuden Soyokaze's invitation to the next winter court. Meanwhile, Bayushi Shurato uses Otomo Yusuke's addiction to manipulate him further

down the road of dishonor. A point comes when Shurato (through proxies) will force Ichigero to do something dishonorable to protect his family's repute. Shurato plans to expose him and shame his family in the presence of Nobunaga.

TEA WARS: Ide Li-Xing and Yasuki Kurokage are waging a quiet commercial war in court for the right to be the exclusive buyer of Natsukaze's tea production. Where does the PCs' loyalty lie?

THE BOUNTY: Tsuruchi Atsuka is hunting down the bandit ronin Bizen. Will the PCs assist the bounty hunter (even though he does not want their help), try to capture Bizen themselves, or show compassion to the haunted ronin?

THE CAPTAIN'S JOB: The position of the Captain of the Guards is contested between Otomo Gokura (inept current Captain) and Seppun Tenbin (ambitious Second in Command). Otomo Ichigero is left with a difficult choice, and he might deflect responsibility by involving the PCs.

THE CHILD-STEALING SPIRIT: The ghost dubbed the White Lady appears seemingly randomly around the palace, scaring villagers with her attempts to steal their newborns. Will the PCs investigate and discover the origins of the ghost? Will they help her find peace by introducing her to her children that she believes are dead? Only Raijin knows her story, but he will not tell anyone.

THE CRYSTAL PINWHEEL: Use this story only if the Experienced or Legendary options were selected for the Secret of the Whispering Caves. Yoritomo Okuma, a peculiar historian-storyteller, comes to the palace and tells stories of the Kenku and their Temple of Wind. He mentions legends of an ancient relic, the Crystal Pinwheel, that would be kept there. Most people dismiss the stories as folklore, even if some admit that Kenku sightings have been comparatively numerous around here for centuries. Isawa Fujiko is convinced there is some truth in the legends, and wants to find the artifact, even though the Caves are off-limits for exploration. Even Otomo Ichigero would like to acquire the nemuranai, for it would surely increase his renown. How to explore the Caves without angering the monks? What dangers, mundane and supernatural, lurk in the darkness? Who should become the custodian of the Crystal Pinwheel once recovered? And what will the last guardian, Arashii, do?

THE DEFECTING PLAYWRIGHT: Oppai, Ikoma Kagure's shadow-writer, has finally made up her mind and wants to go with the young Kakita Eiken. Kagure is furious and would rather see the traitor dead than with another. How far will the situation escalate? Will the PCs prevent the murder? Will they interfere when Kagure challenges Eiken to a duel?

THE DIARY OF AIR: Otomo Junko's diary is kept by Otomo Yukimi, but coveted by Isawa Fujiko, with the reluctant help of Shiba Tokiden, her yojimbo. Will the PCs uncover Fujiko's dark plans? And if they do not, what will they do when she eventually steals the diary?

THE HEART OF DARKNESS: Raijin the Tainted monk seeks to foster a climate of distrust and enmity, and even to Taint weak characters if given a chance to tempt them. Will the PCs remove this dangerous element hiding at the heart of the monastery, or will they become victims of his false offer for enlightenment.

THE LOST BROTHER: Shimada is curious about Ide Li-Xing's father. It is a delicate subject, and he asks a PC that he has noticed to be on good terms with Li-Xing to discreetly inquire on his behalf. Shimada promises to remain silent, but if his suspicions are true, he would very much like to have news of his long lost brother.

THE MYSTERIOUS MONK: Arashii the Kenku monk observes the PCs. Will they notice his interest or discover his true nature? Will they impress him enough that he decides to take one or more as a student?

THE PHILOSOPHER: Togashi Torao has become fond of one PC, and has decided to stay with him as much as possible to "enlighten" him. Will the PC be respectful of the monk and endure silently his blabbering? Or will he find a way to get rid of him? Could he even manage to beat the monk at his own game?

THE SPOILED BRAT: Otomo Yusuke loses his temper and has a tantrum in front of a PC. Yusuke makes poor attempts to befriend the PC, but if it looks unsuccessful, he threatens him to obtain his silence. How will the PC react? Will he report Yusuke's shameful conduct, or keep it secret in exchange for a favor?

THE THIEF ON THE RUN: Suzume Torihime hides in Kyuden Soyokaze from the Kitsuki magistrate Yamaso. Will the PCs aid the thief who bit off more than she could chew when she stole the puzzle box, or will they assist the magistrate?

TRUTH OR FLATTERY: Kakita Eiken has finally finished his play, but the governor's lack of comment on the first draft has left him wary. He asks the PCs to read his play and give him some feedback. Any character succeeding at an Artisan: Playwright/Awareness TN 20 can determine that the writing is very good, the story is engaging with colorful characters. However, Eiken's bias shows, and the character of Doji Shoshiro seems smarter and more likeable than Otomo Ibanu's. Will the PCs tell Eiken the truth or what he would like to hear? If the play is performed without changes, it is a great success but Otomo Ichigero is incensed. Should he learn that the PCs had a chance to influence the playwright but did not, the PCs will have made an enemy of him.

WAYLAID SUPPLIES: An important shipment of fine food products that are absolutely indispensable for the coming winter court is very late. The chamberlain begins to worry that it might have been intercepted by bandits, maybe even the dreaded Bizen herself. If the PCs decide to investigate, they will discover that the merchant's convoy has actually been impounded by a zealous magistrate of one of the neighboring clans, under the dubious excuse of new tax regulations and duties. Will the PCs manage to negotiate the release of the shipment or will a conflict erupt?

Appendix 1 - NPCs

天風宮殿

Kyuden Soyokaze - Appendix 1 - NPCs

ARASHII

School/Rank: Kenku Swordsman 5

Air: 5	Earth: 3	Fire: 4	Water: 2	Void: 5
Reflexes: 5	Stamina: 3	Agility: 5	Strength: 2	
Awareness: 5	Willpower: 5	Intelligence: 4	Perception: 6	
Honor: 7.5	Status: 1.0		Glory: 1.3	

Advantages: Bland, Elemental Blessing (Air), Friend of the Elements (Air), Sage

Disadvantages: Ascetic, Compulsion (Speak in Riddles), Dark Secret (Kenku)

Skills: Acting (Monk) 5, Defense 3, Divination (Astrology) 3, Hunting (Survival) 5, Games: Riddles 5, Investigation (Notice, Search) 5, Kenjutsu (Katana) 7, Lore: Nonhuman History 7, Lore: Theology (Fortunes, Shintao) 7, Lore: Whispering Caves 4, Meditation 3, Sincerity (Honesty) 1, Stealth (Sneaking) 3, Tea Ceremony 3

Special Abilities:

***Illusion:** Once per day, Arashii can take human form or become invisible as a Simple Action. This illusion persists until Arashii chooses to discard it. Invisibility will also cease if Arashii attacks.

***Magic:** Arashii can cast Sense, Commune, and Summon as if he were a Shugenja of equal School Rank. He needs no scrolls to cast these spells.

***Wings:** Arashii in his natural form as a Kenku can fly, and moves at twice his normal speed while doing so.

BAYUSHI SHURATO

School/Rank: Bayushi Courtier 3

Air: 4	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 5	Willpower: 2	Intelligence: 3	Perception: 3	
Honor: 0.9	Status: 2.0		Glory: 3.7	

Advantages: Allies (Many), Blackmail (Many), Darling of the Court (Kyuden Soyokaze), Shadowed Heart, Wealthy (6)

Disadvantages: Driven (Ruin Otomo Ichigero), Lost Love (Otomo Sumiko)

Skills: Calligraphy (Cipher) 2, Commerce 2, Courtier (Gossip, Manipulation) 5, Craft: Poison (Morning Glory Seed Extract) 4, Etiquette (Conversation, Courtesy) 5, Forgery 2, Investigation (Notice) 3, Intimidation (Control) 3, Lore: Tea 2, Lore: Psychedelic Substances 5, Sincerity (Deceit) 5, Tea Ceremony 2, Temptation (Seduction) 5

BIZEN

Insight Rank: 3

Ronin Paths: Tengoku's Justice, Broken Guard

Air: 2	Earth: 3	Fire: 3	Water: 3	Void: 2
Reflexes: 3	Stamina: 4	Agility: 3	Strength: 4	
Awareness: 2	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 1.8	Status: 0.0		Glory: 1.3	
Infamy: 2.3				

Advantages: Dark Paragon (Determination), Heart of Vengeance (Imperial Families), Wary, Way of the Land (Kyuden Soyokaze)

Disadvantages: Driven (Gain Revenge), Haunted, Infamous (Bandit), Social Disadvantage (Ronin)

Skills: Animal Handling (Horses) 2, Athletics (Climbing, Running) 4, Battle (Skirmish) 4, Defense 3, Games: Fortunes & Wind 2, Horsemanship 3, Hunting (Survival, Tracking) 3, Intimidation (Bullying, Torture) 5, Jujutsu 3, Kenjutsu (Katana) 2, Kyujutsu 3, Lore: Hideouts 2, Lore: Otomo 1, Perform: Dance 2, Polearms (Naginata) 5, Stealth (Ambush) 5

Kata: Striking as Fire

DOJI MOGEN

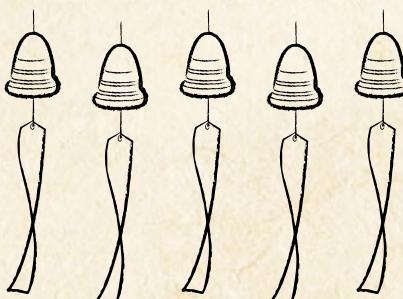
School/Rank: Doji Courtier 2

Air: 4	Earth: 2	Fire: 2	Water: 2	Void: 3
Reflexes: 4	Stamina: 2	Agility: 2	Strength: 2	
Awareness: 4	Willpower: 3	Intelligence: 4	Perception: 2	
Honor: 6.6	Status: 2.2		Glory: 2.3	

Advantages: Seven Fortunes' Blessing (Benten), Social Position (Diplomat), Voice

Disadvantages: Bitter Betrothal, Driven (Gain Otomo Yukimi's Affection), True Love (Otomo Yukimi)

Skills: Artisan: Poetry 5, Calligraphy 2, Courtier (Manipulation, Rhetoric) 5, Etiquette (Conversation, Courtesy) 4, Kyujutsu 1, Perform: Storytelling 4, Sincerity (Honesty) 5, Tea Ceremony 2, Temptation (Seduction) 1



DOJI TADENO

School/Rank: Doji Courtier 5
 (with the Daidoji Trade Council Path)

Air: 4	Earth: 3	Fire: 4	Water: 3	Void: 4
Reflexes: 4	Stamina: 3	Agility: 4	Strength: 3	
Awareness: 4	Willpower: 3	Intelligence: 5	Perception: 4	
Honor: 8.1	Status: 4.7	Glory: 4.8		

Advantages: Ally: Otomo Ichigero (Inf. 4, Dev. 2), Higher Purpose (Redeem Otomo Ichigero), Irreproachable, Read Lips, Social Position (Chamberlain)

Disadvantages: Idealistic, Obligation (Otomo Ichigero, 6)

Skills: Animal Handling (Falcons) 2, Calligraphy (Cipher) 2, Commerce (Appraisal, Mathematics) 4, Courtier (Manipulation, Rhetoric) 4, Etiquette (Bureaucracy, Conversation, Courtesy) 6, Horsemanship 3, Hunting (Tracking) 3, Investigation (Notice) 2, Kyujutsu (Dai-kyu) 3, Lore: Bushido 3, Perform: Oratory 3, Perform: Storytelling 5, Perform: Samisen 4, Sincerity (Honesty) 5, Tea Ceremony 3

GYOZEN

School/Rank: None (Insight Rank 4)

Air: 3	Earth: 4	Fire: 2	Water: 2	Void: 3
Reflexes: 3	Stamina: 5	Agility: 2	Strength: 2	
Awareness: 3	Willpower: 4	Intelligence: 4	Perception: 3	
Honor: 6.5	Status: 2.1	Glory: 2.8		

Advantages: Ally: Otomo Ichigero (Inf. 4, Dev. 4), Ally: Doji Tadeno (Inf. 2, Dev. 4), Balance, Hero of the People, Seven Fortunes' Blessing (Jurojin)

Disadvantages: Bad Eyesight, Dependent (Mirei), Fascination (Rare Herbs and Fish), Weakness (Strength)

Skills: Calligraphy (Cipher, High Rokugani) 6, Commerce (Appraisal) 3, Craft: Fishing 3, Courtier (Rhetoric) 4, Etiquette (Bureaucracy, Conversation, Courtesy) 7, Investigation (Notice) 4, Lore: Heraldry 3, Lore: History (Kyuden Soyokaze) 5, Lore: Omens 2, Lore: Theology (Fortunes) 5, Medicine (Herbalism) 3, Perform: Flute 4, Sincerity (Honesty) 5, Tea Ceremony 3

IDE LI-XING

School/Rank: Ide Emissary 3
 (with the Ide Trader Path)

Air: 4	Earth: 2	Fire: 3	Water: 3	Void: 3
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 3	
Awareness: 4	Willpower: 2	Intelligence: 3	Perception: 3	
Honor: 5.3	Status: 1.2	Glory: 2.3		

Advantages: Gaijin Gear (Many), Sensation, Seven Fortunes' Blessing (Benten), Wealthy (3)

Disadvantages: Dark Secret (Father's Identity), Fascination (Otomo Family), Gaijin Name

Skills: Calligraphy (High Rokugani) 2, Commerce (Appraisal) 5, Courtier (Manipulation) 3, Etiquette (Conversation) 4, Games: Letters 3, Horsemanship 3, Kyujutsu 1, Lore: Exotic Goods (Gaijin) 3, Lore: Sake 2, Sincerity (Honesty) 4

IKOMA KAGURE

School/Rank: Ikoma Bard 3

Air: 3	Earth: 2	Fire: 3	Water: 3	Void: 3
Reflexes: 3	Stamina: 2	Agility: 4	Strength: 3	
Awareness: 4	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 5.5	Status: 1.5	Glory: 4.3		

Advantages: Ally: Oppai (Inf. 1, Dev. 2), Darling of the Court (Kyuden Soyokaze), Dangerous Beauty, Servant (Oppai)

Disadvantages: Driven (Gain Critical Success), Dark Secret (Claims authorship of Oppai's work), Lechery

Skills: Athletics 2, Acting (Many) 7, Artisan: Playwright 2, Courtier (Manipulation, Gossip) 3, Etiquette (Conversation, Courtesy) 3, Intimidation (Control) 2, Lore: History (Lion Clan) 3, Lore: Literature 4, Perform: Oratory 3, Perform: Storytelling 3, Sincerity (Deceit, Honesty) 5, Temptation (Seduction) 3

ISAWA FUJKO

School/Rank: Isawa Shugenja 4 (Air Tensai)

Air: 5	Earth: 2	Fire: 3	Water: 2	Void: 4
Reflexes: 5	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 5	Willpower: 3	Intelligence: 4	Perception: 3	
Honor: 4.5	Status: 5.0	Glory: 3.3		

Advantages: Elemental Blessing (Air), Social Position (Air Tensai Sensei)

Disadvantages: Consumed: Knowledge, Fascination (Whispering Caves), Driven (Obtain Asahina Junko's Diary), Seven Fortunes' Curse: Benten

Skills: Calligraphy (Cipher) 3, Etiquette 3, Investigation (Notice, Search, Interrogation) 5, Lore: Theology (Fortunes) 5, Lore: Elements (Air) 5, Medicine (Herbalism) 4, Meditation 5, Spellcraft (Importune, Spell Research) 7, Sincerity 2

Spells: By the Light of Lord Moon, Call Upon the Wind, Whispering Wind, Call the Spirit, Know the Mind, Netsuke of Wind, Echoes on the Breeze, The False Legion, Soul of Stone, Fury of Osano-Wo, Mental Quickness, Reflections of Pan Ku, Rejuvenating Vapors

Kiho: Harmony of the Mind

KAKITA EIKEN

School/Rank: Kakita Artisan 2

Air: 3	Earth: 3	Fire: 3	Water: 2	Void: 2
Reflexes: 3	Stamina: 3	Agility: 3	Strength: 2	
Awareness: 4	Willpower: 3	Intelligence: 3	Perception: 2	
Honor: 7.1		Status: 1.0		Glory: 1.1

Advantages: Great Potential (Artisan: Playwright), Higher Purpose (Create Masterpiece Works), Sensation

Disadvantages: Doubt (Artisan: Playwright)

Skills: Acting 2, Artisan: Playwright 4, Calligraphy 2, Courtier (Rhetoric) 3, Etiquette (Courtesy) 3, Games: Sadane 2, Kenjutsu 1, Lore: Literature (Noh) 3, Perform: Storytelling 3, Sincerity (Honesty) 3, Tea Ceremony 1

KAKITA SEIGI

School/Rank:

Bushi twin is Kakita Bushi 2

Courtier twin is Doji Courtier 2

Air: 3	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 4	Perception: 2	
Honor: 5.3		Status: 2.1		Glory: 3.3

Advantages: Ally: Other Twin (Inf. 1, Dev. 4), Kharmic Tie (Other Twin, 5 Points), Seven Fortunes' Blessing (Fukurokujin - Lore: History), Sage

Disadvantages: Consumed (Knowledge), Compulsion (Play Pranks, 3)

Skills (Bushi Twin): Acting (Mimic) 5, Athletics 1, Courtier (Gossip) 5, Etiquette (Courtesy) 3, Iaijutsu (Focus) 5, Kenjutsu (Katana) 5, Kyujutsu 1, Lore: History (Battles, Duels) 5, Sincerity 2, Tea Ceremony 2

Skills (Courtier Twin): Acting (Mimic) 5, Calligraphy 1, Courtier (Manipulation) 5, Etiquette (Conversation, Courtesy) 3, Games: Sadane 2, Lore: History (Myth and Legends, Imperial) 5, Perform: Song 2, Perform: Storytelling 5, Sincerity (Honesty) 3, Tea Ceremony 1

KITSUKI YAMASO

School/Rank: Kitsuki Investigator 3

Air: 3	Earth: 2	Fire: 3	Water: 3	Void: 4
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 3	
Awareness: 4	Willpower: 3	Intelligence: 3	Perception: 4	
Honor: 6.7		Status: 4.3		Glory: 3.4

Advantages: Clear Thinker, Precise Memory, Social Position (Dragon Clan Magistrate)

Disadvantages: Driven (Bring Criminals to Justice), Sworn Enemy (Suzume Torihime)

Skills: Athletics 2, Courtier 2, Defense 3, Etiquette (Courtesy) 3, Investigation (Notice, Search, Interrogation) 5, Hunting (Tracking) 5, Kenjutsu (Katana, Wakizashi) 4, Iaijutsu (Assessment) 4, Medicine (Antidotes, Wound Treatment) 3, Meditation 1, Lore: Underworld (Thieves) 4, Sincerity (Honesty) 3

MIYA MOMIJI

School/Rank: Miya Herald 2

Air: 3	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 3	Perception: 3	
Honor: 2.3		Status: 3.3		Glory: 3.5

Advantages: Absolute Direction, Perceived Honor (3 Ranks), Social Position (Imperial Cartographer)

Disadvantages: Consumed: Will, Greedy, Insensitive

Skills: Calligraphy 2, Commerce (Appraisal) 2, Courtier (Manipulation, Rhetoric) 3, Defense 1, Etiquette (Courtesy) 3, Games: Sadane 3, Horsemanship 2, Hunting (Trailblazing) 2, Intimidation (Control) 5, Lore: Geography (Rokugan) 4, Lore: Heraldry 3, Sincerity (Honesty, Deceit) 3

MONK OF THE TEMPLE

OF THE WHISPERING WIND (Typical)

School/Rank: Temple of the Thousand Fortunes 2

Air: 3	Earth: 2	Fire: 2	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 2	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 3	Perception: 2	
Honor: 5.5		Status: 1.0		Glory: 0.0

Advantages: Bland, Sage

Disadvantages: Ascetic, Soft-Hearted

Skills: Jiuujutsu 4, Lore: Theology (Fortunes) 5, Meditation 3, Lore: History 2, Lore: Omens 4, Kyujutsu 4, Craft: Masonry 5, Craft: Farming 5

Kiho: Air Fist, the Great Silence, Riding the Clouds, Soul of the Four Winds, Stain Upon the Soul

O-FUUJIN

School/Rank: Asako Loremaster 1 / Temple of the Thousand Fortunes 3

Air: 4	Earth: 2	Fire: 3	Water: 3	Void: 4
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 3	
Awareness: 4	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 6.5	Status: 1.5	Glory: 2.2		

Advantages: Elemental Blessing (Air), Enlightened, Sage, Social Position (Grand Abbot)

Disadvantages: Ascetic, Gullible, Permanent Wound (Represents old age rather than an actual injury)

Skills: Artisan: Gardening 5, Courtier 3, Craft: Pottery 4, Etiquette (Courtesy) 3, Jiuujutsu 2, Kyujutsu 3, Lore: History 5, Lore: Omens 5, Lore: Theology (Fortunes) 7, Meditation 5, Sincerity 3

Kiho: Air Fist, Flee the Darkness, The Great Silence, Harmony of the Mind, Riding the Clouds, Soul of the Four Winds, Stain Upon the Soul, Steal the Air Dragon, Way of the Willow, Cleansing Spirit, Chi Protection, Banish All Shadows, Eight Direction Awareness, Silence Solace, Song of the World

OPPAI

School/Rank: None (Insight Rank 2)

Air: 4	Earth: 2	Fire: 2	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 2	Strength: 2	
Awareness: 4	Willpower: 3	Intelligence: 4	Perception: 3	
Honor: 3.5	Status: 0.1	Glory: 1.5		

Advantages: Blackmail (She knows that Ikoma Kagure lies about his talent), Great Potential (Artisan: Playwright), Sensation, Seven Fortunes' Blessing (Benten)

Disadvantages: Gullible, Low Pain Threshold, Obligation (Peasant servant of Kagure, 6 points), Small

Skills: Acting (Many) 5, Artisan: Playwright 7, Calligraphy 1, Craft: Tailoring 3, Courtier (Rhetoric) 2, Etiquette 2, Jiuujutsu 3, Lore: Literature 3, Perform: Dance 5, Perform: Storytelling 3, Sleight of Hand (Prestidigitation) 3, Sincerity (Honesty) 4, Stealth (Sneaking) 3

OTOMO GOKURA

School/Rank: Seppun Guardsman 3

Air: 2	Earth: 3	Fire: 3	Water: 3	Void: 3
Reflexes: 2	Stamina: 4	Agility: 3	Strength: 4	
Awareness: 3	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 3.5	Status: 2.9	Glory: 3.7		

Advantages: Large, Strength of the Earth

Disadvantages: Compulsion (Sake, 4 Points), Doubt (Kenjutsu)

Skills: Athletics 1, Battle 3, Defense 5, Etiquette 3, Iaijutsu 5, Kenjutsu (Katana) 5, Kyujutsu 3, Courtier 3, Lore: Heraldry 3, Lore: Sake 2, Horsemanship 3, Investigation 3, Jiuujutsu 3, Sincerity (Deceit) 2

Kata: Striking as Fire, Striking as Earth, Striking as Void

OTOMO ICHIGERO

School/Rank: Otomo Courtier 5

Air: 5	Earth: 2	Fire: 3	Water: 2	Void: 4
Reflexes: 5	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 6	Willpower: 3	Intelligence: 4	Perception: 3	
Honor: 4.5	Status: 3.4	Glory: 6.0		

Advantages: Gentry (20 Points), Precise Memory, Social Position (Governor)

Disadvantages: Consumed (Control), Driven (Return his line to the Emperor's court)

Skills: Calligraphy 3, Courtier (Manipulation) 7, Defense 3, Etiquette (Bureaucracy) 7, Horsemanship 3, Intimidation (Control) 6, Investigation 4, Lore: Heraldry 5, Sincerity (Deceit) 5, Tea Ceremony 3, Temptation 4

OTOMO OSHORIN

School/Rank: Otomo Courtier 4

Air: 4	Earth: 2	Fire: 3	Water: 2	Void: 4
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 5	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 5.5	Status: 2.9	Glory: 4.0		

Advantages: Heartless, Precise Memory, Read Lips, Social Position (Revered Sensei)

Disadvantages: Low Pain Threshold, Obligation (Otomo Ichigero, 6 Points)

Skills: Courtier (Manipulation) 7, Defense 1, Etiquette (Bureaucracy) 7, Intimidation (Control) 6, Investigation 4, Sincerity (Deceit) 5, Lore: Heraldry 5, Horsemanship 3, Temptation 6

OTOMO YUKIMI

School/Rank: Otomo Courtier 2

Air: 4	Earth: 2	Fire: 2	Water: 2	Void: 3
Reflexes: 4	Stamina: 2	Agility: 2	Strength: 2	
Awareness: 4	Willpower: 2	Intelligence: 3	Perception: 3	
Honor: 5.5	Status: 2.9	Glory: 5.4		

Advantages: Social Position (Governor's Daughter), Voice

Disadvantages: Black Sheep, Small, Soft-Hearted

Skills: Artisan: Painting 3, Courtier (Manipulation) 3, Defense 2, Etiquette (Courtesy) 5, Intimidation (Control) 1, Investigation 2, Lore: Heraldry 2, Tea Ceremony 1, Horsemanship 3, Lore: Omens 3, Sincerity (Honesty) 5



OTOMO YUSUKE

School/Rank: Otomo Courtier 2

Air: 3	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 3	Perception: 2	
Honor: 3.5 (5.5)		Status: 2.9		Glory: 5.7

Advantages: Perceived Honor (4 Points), Social Position (Governor's Son)

Disadvantages: Brash, Compulsion (Butterfly Tea), Failure of Bushido (Compassion)

Skills: Courtier (Manipulation) 5, Defense 2, Etiquette (Bureaucracy) 5, Horsemanship 3, Intimidation (Control) 6, Investigation 2, Lore: Heraldry 2, Sincerity (Deceit) 5, Tea Ceremony 1

PALACE GUARD (Typical)

School/Rank: Seppun Guardsman 2

Air: 2	Earth: 3	Fire: 3	Water: 2	Void: 2
Reflexes: 2	Stamina: 3	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 5.5		Status: 1.5		Glory: 1.0

Advantages: Strength of the Earth

Disadvantages: Doubt (Iaijutsu), Doubt (Kenjutsu)

Skills: Battle 3, Courtier 4, Defense 5, Etiquette 5, Horsemanship 3, Investigation 3, Iaijutsu 3, Kenjutsu (Katana) 3, Kyujutsu 3, Lore: Heraldry 3

Kata: Striking as Fire, Striking as Earth

RAIJIN

School/Rank: Temple of the Thousand Fortunes 3

Air: 4	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 4	
Awareness: 4	Willpower: 2	Intelligence: 3	Perception: 2	
Honor: 1.5		Status: 1.0		Glory: 0.5

Shadowlands Taint: 2.6

Shadowlands Powers and Mutations: Eyes of Hell
Advantages: Blackmail, Bland, Hands of Stone, Heartless
Disadvantages: Antisocial (2 Points), Ascetic, Cursed By the Realm (Yume-Do), Disbeliever

Skills: Athletics 3, Jiujutsu (Atemi) 5, Kyujutsu 2, Lore: Omens 4, Lore: Shadowlands 2, Lore: Theology (Fortunes) 3, Meditation 3, Polearms 3, Sincerity (Deceit) 5, Stealth 5

Kihō: Air Fist, The Great Silence, Riding the Clouds, Soul of the Four Winds, Stain Upon the Soul, Flame Fist, Harmony of the Mind, Way of the Willow, Way of the Earth, The Body Is an Anvil

SEPPUN TENBIN

School/Rank: Seppun Guardsman 3

Air: 3	Earth: 3	Fire: 3	Water: 3	Void: 4
Reflexes: 4	Stamina: 3	Agility: 4	Strength: 3	
Awareness: 3	Willpower: 3	Intelligence: 3	Perception: 4	
Honor: 7.5		Status: 3.1		Glory: 3.8

Advantages: Dangerous Beauty, Social Position (Effectively Acts as Captain of the Guard), Tactician

Disadvantages: Bad Fortune (Unknown Enemy), Insensitive, Unlucky

Skills: Battle (Mass Battle, Skirmish) 5, Courtier (Manipulation) 3, Defense 3, Etiquette 2, Horsemanship 1, Iaijutsu 3, Investigation (Notice, Search) 3, Kenjutsu (Katana) 5, Kyujutsu 3, Polearms (Naginata) 3, Sincerity 3

Kata: Striking as Fire, Striking as Void

SHIBA TOKIDEN

School/Rank: Shiba Bushi 3
 (with the Shiba Yojimbo Path)

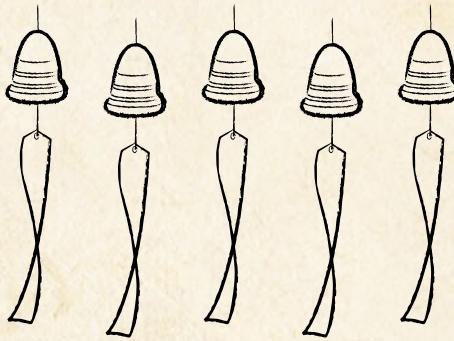
Air: 3	Earth: 3	Fire: 3	Water: 2	Void: 5
Reflexes: 3	Stamina: 3	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 3	Intelligence: 4	Perception: 4	
Honor: 4.5		Status: 1.5		Glory: 2.1

Advantages: Balance, Higher Purpose (Protect Isawa Fujiko), Sage

Disadvantages: Bad Fortune (Lingering Misfortune), Blackmailed (Raijin), Gullible

Skills: Athletics 2, Defense 5, Etiquette 2, Iaijutsu (Focus) 3, Investigation (Notice) 3, Kenjutsu 4, Kyujutsu 1, Lore: Omens 1, Lore: Shugenja 3, Lore: Theology 2, Meditation (Void Recovery) 2, Polearms (Bisento, Naginata) 5, Sincerity (Honesty) 2, Spears 2

Kata: Balance the Elements, Strength of the Phoenix



SHIMADA

School/Rank: Otomo Courtier 4 / Temple of the Thousand Fortunes 1

Air: 5	Earth: 2	Fire: 3	Water: 2	Void: 4
Reflexes: 5	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 5	Willpower: 2	Intelligence: 3	Perception: 2	
Honor: 5.5	Status: 1.0			Glory: 3.2

Advantages: Great Potential (Courtier), Precise Memory, Seven Fortunes' Blessing (Ebisu), Voice

Disadvantages: Ascetic, Frail Mind, Permanent Wound (Represents old age rather than an actual injury), Soft-Hearted

Skills: Calligraphy 3, Commerce 3, Courtier (Manipulation, Rhetoric) 10, Defense 1, Etiquette (Bureaucracy) 7, Intimidation (Control) 6, Investigation 4, Kyujutsu 1, Lore: Heraldry 5, Horsemanship 3, Jiuujutsu 1, Lore: History 3, Lore: Theology (Fortunes) 1, Meditation 2, Sincerity (Honesty) 5

Kiho: Eight Directions Awareness, Touch the Void Dragon, Harmony of the Mind, Riding the Clouds, Soul of the Four Winds

SOSHI JYOMON

School/Rank: Soshi Shugenja 2

Air: 3	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 3	Perception: 3	
Honor: 1.3	Status: 1.0			Glory: 1.2

Advantages: Crafty, Friendly Kami (Air), Friend of the Elements (Air)

Disadvantages: Compulsion (Sow discord and distrust, 2), Dark Secret (Created false prophecies in Whispering Caves), Rumormonger

Skills: Calligraphy (Cipher) 2, Courtier (Manipulation) 3, Defense 2, Etiquette (Conversation) 3, Investigation 2, Knives (Tanto) 3, Lore: Theology 2, Spellcraft (Importune) 5, Stealth (Shadowing, Spellcasting) 4

Spells: Benten's Touch, Mists of Illusion, Secrets on the Wind, the Kami's Whisper, Your Heart's Enemy, Never Alone, Fires of Purity, the Fires From Within, Path to Inner Peace

SUZUME TORIHIME

School/Rank: Suzume Bushi 3

Air: 3	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 2.5 (5.5)	Status: 1.0			Glory: 1.0

Advantages: Crafty, Perceived Honor (8 Points), Silent, Voice

Disadvantages: Compulsion (Thievery, 4 Points), Dark Secret (Thief), Failure of Bushido (Courage)

Skills: Calligraphy 1, Kenjutsu (Katana) 2, Lore: History 3, Lore: Theology 1, Perform: Storytelling 5, Lore: Bushido 1, Etiquette (Conversation) 3, Investigation (Search) 4, Sincerity (Deceit) 6, Defense 4, Horsemanship 3, Craft: Farming 2, Sleight Of Hand (Conceal) 7, Stealth 7

Kata: Striking as Air, Striking as Fire, Striking as Void

TOGASHI TORAO

School/Rank: Togashi Tattooed Order 3

Air: 2	Earth: 3	Fire: 3	Water: 3	Void: 4
Reflexes: 4	Stamina: 4	Agility: 3	Strength: 4	
Awareness: 2	Willpower: 3	Intelligence: 4	Perception: 3	
Honor: 4.2	Status: 1.5			Glory: 1.3

Advantages: Ally: O-Fuujin (Inf. 2, Dev. 1), Enlightened, Friend of the Brotherhood

Disadvantages: Ascetic, Contrary

Skills: Athletics (Climbing, Running) 3, Craft: Fishing 3, Courtier (Rhetoric), Defense 4, Etiquette 2, Craft: Tattooing 2, Jiuujutsu (Grappling) 2, Lore: History (Dragon, Imperial) 2, Lore: Theology (Fortunes), Meditation 4, Perform: Oratory 5, Perform: Storytelling 1, Sincerity 1

Tattoos: Crane, Dragon, Ocean, Wind

Kiho: Buoyed by the Kami, To the Last Breath

TSURUCHI ATSUKA

School/Rank: Tsuruchi Bounty Hunter 3

Air: 3	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 3	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 3	Perception: 3	
Honor: 4.5	Status: 4.0			Glory: 2.0

Advantages: Crafty, Silent, Social Position (Clan Magistrate), Wary

Disadvantages: Antisocial (2 Points), Driven (Always Get his Prey), Obtuse

Skills: Athletics 3, Defense 3, Horsemanship 3, Hunting (Tracking) 7, Intimidation 3, Investigation (Interrogation, Search) 7, Kenjutsu 3, Kyujutsu (Yumi) 7, Lore: Underworld 5, Lore: Law 5, Stealth (Shadowing) 4

Kata: Strength of the Mantis, Striking as Air, Striking as Fire, Striking as Void

WHITE LADY, The

School/Rank: Miya Herald 1 (Insight Rank 3)

Air: 4	Earth: 2	Fire: 3	Water: 3	Void: 0
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 3	
Awareness: 4	Willpower: 2	Intelligence: 4	Perception: 3	
Honor: 1.5	Status: 0.0	Glory: 2.0		

Advantages: Seven Fortunes' Blessing (Benten), Sensation, Voice

Disadvantages: Driven (Adopt Children)

Skills: Battle 1, Defense 5, Etiquette (Courtesy) 7, Courtier (Rhetoric) 7, Lore: Heraldry 5, Horsemanship 3, Investigation 3, Sincerity 5, Lore: Theology (Shintao) 3, Perform (Song) 6

Special: Fear 1, Spirit, Undead, Ghost (See the Corebook, Page 326)

YASUKI KUROKAGE

School/Rank: Yasuki Courtier 3

Air: 3	Earth: 3	Fire: 2	Water: 3	Void: 3
Reflexes: 3	Stamina: 3	Agility: 2	Strength: 3	
Awareness: 4	Willpower: 3	Intelligence: 4	Perception: 4	
Honor: 3.3	Status: 1.3	Glory: 2.3		

Advantages: Soul of Artistry (Craft Skills), Wealthy (4)

Disadvantages: Black Sheep, Compulsion (Mingle in High Culture, 3)

Skills: Commerce (Appraisal) 5, Courtier (Manipulation) 3, Craft: Farming (Tea) 3, Defense 2, Etiquette (Conversation, Courtesy) 3, Intimidation (Control) 4, Investigation 2, Kenjutsu (Wakizashi) 1, Lore: Shadowlands 1, Lore: Tea 3, Perform: Storytelling (Anecdotes) 3, Sincerity (Deceit) 4, Tea Ceremony 3

YORITOMO AOI

School/Rank: Yoritomo Courtier 1

Air: 3	Earth: 2	Fire: 2	Water: 2	Void: 2
Reflexes: 3	Stamina: 2	Agility: 2	Strength: 2	
Awareness: 3	Willpower: 2	Intelligence: 2	Perception: 3	
Honor: 3.5	Status: 1.0	Glory: 1.0		

Advantages: Seven Fortunes' Blessing (Benten), Voice

Disadvantages: Doubt (Courtier), True Love (Otomo Yusuke), Soft-Hearted

Skills: Commerce (Appraisal) 1, Courtier 3, Defense 1, Etiquette 3, Intimidation (Control) 1, Lore: Heraldry 2, Lore: Imperial Families 2, Sincerity 2

YORITOMO OKANA

School/Rank: Yoritomo Courtier 3

Air: 4	Earth: 2	Fire: 3	Water: 2	Void: 3
Reflexes: 4	Stamina: 2	Agility: 3	Strength: 2	
Awareness: 5	Willpower: 3	Intelligence: 3	Perception: 3	
Honor: 2.8	Status: 2.5	Glory: 1.2		

Advantages: Clear Thinker, Voice

Disadvantages: Driven (Achieve Fame through her Daughter)

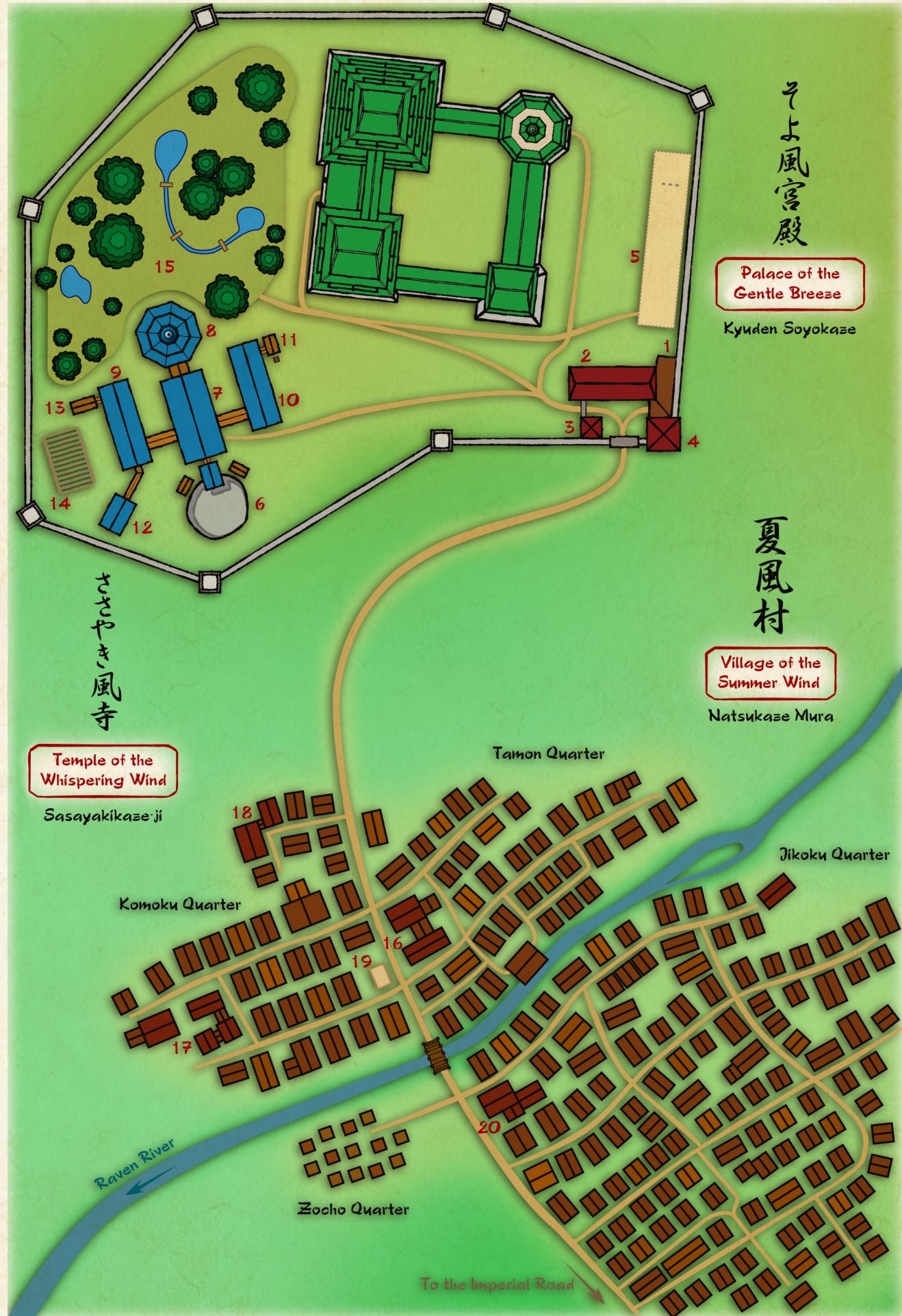
Skills: Commerce (Appraisal) 2, Courtier 5, Defense 1, Etiquette 5, Intimidation (Control) 3, Lore: Ghosts 3, Lore: Heraldry 2, Lore: Imperial Families 2, Medicine 3, Sailing 1, Sincerity (Deceit, Honesty) 4, Tea Ceremony 5, Temptation (Bribery) 3

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Appendix 2 - Maps*



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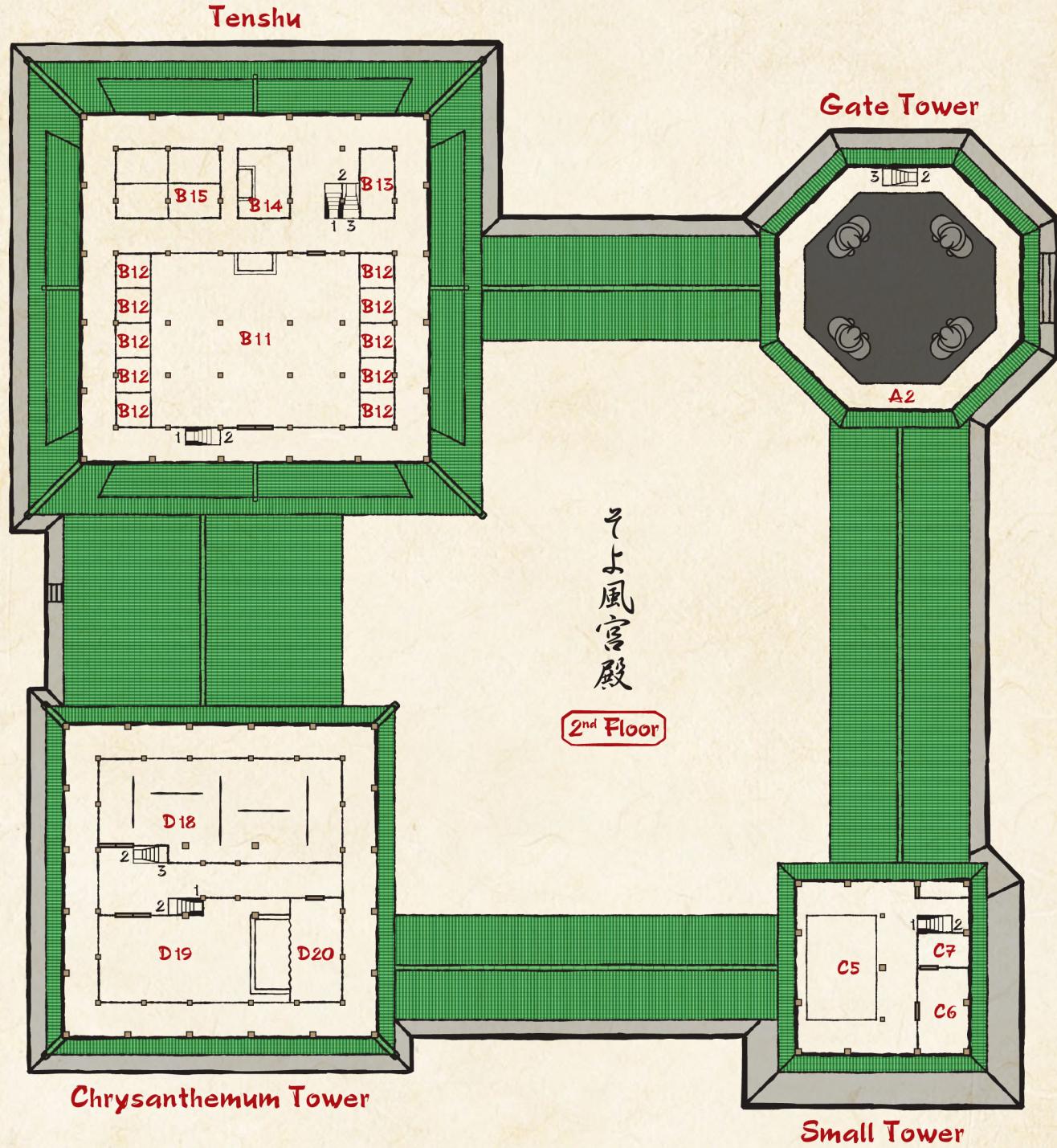
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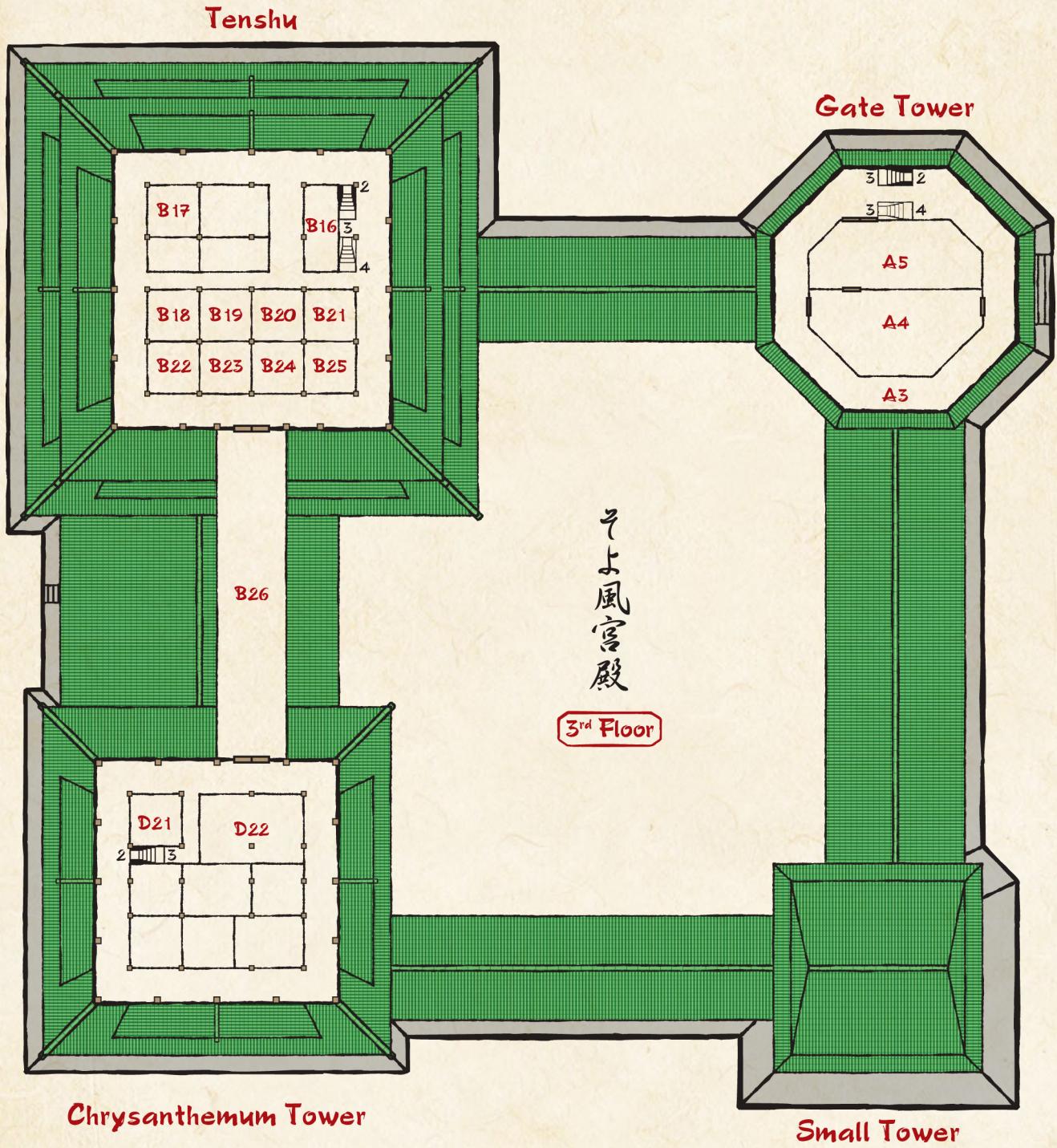


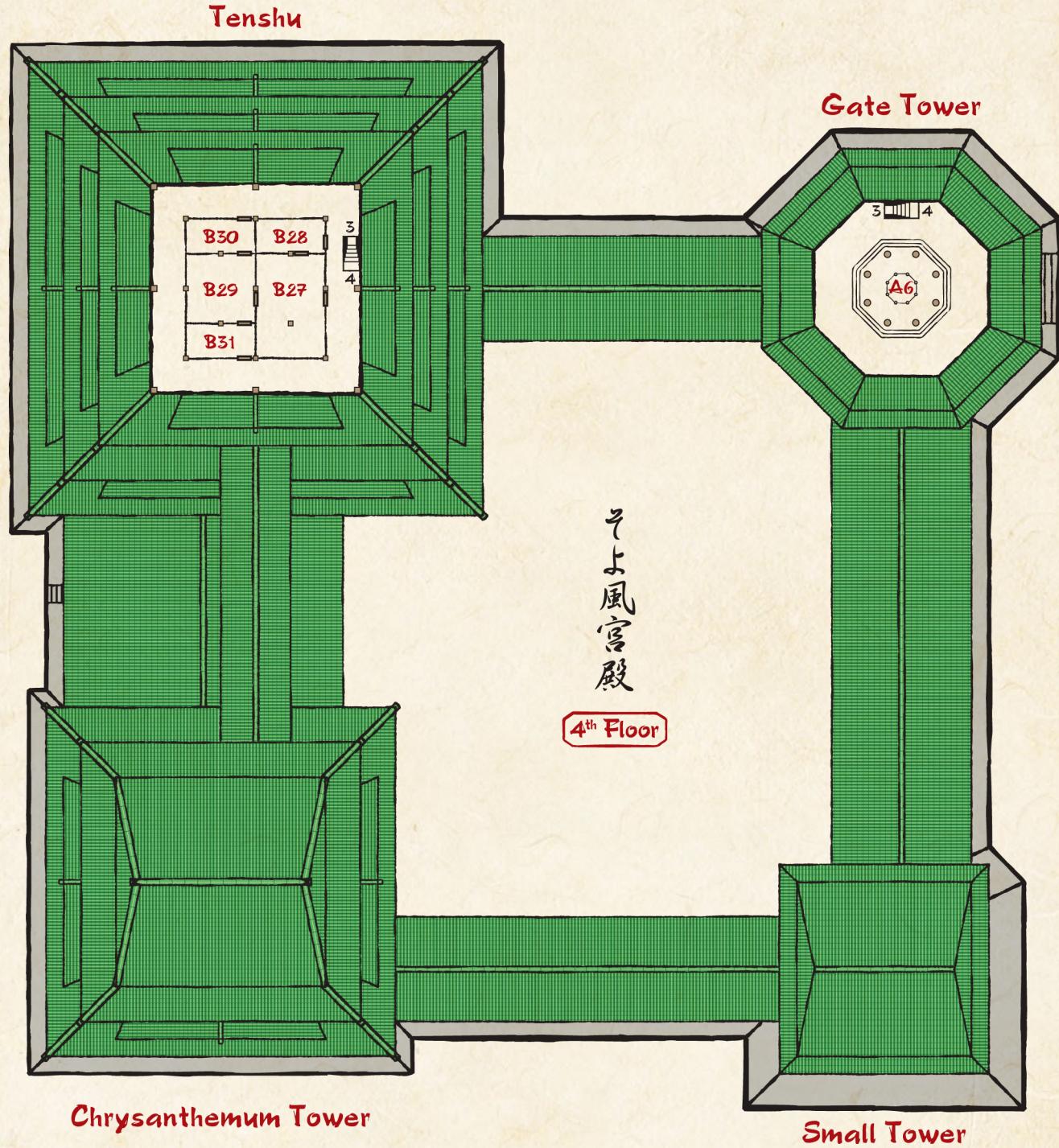
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Kyuden Soyokaze - Appendix 2 - Maps









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