

## ACT I: Storms Roll Ashore

### DAY 1

The PCs have been invited to a formal tea ceremony with the renowned and legendary Crane courtier Kakita Ryoku and her apprentice Lady Chi-yoe (see page 8 for the start of this day and page 25 for Ryoku's profile). During this day, the PCs participate in the ceremony and learn that Ryoku has a task for them: discover how and why the Mantis were invited to this year's Winter Court.

### DAY 2

After their meeting with Ryoku, one or more of the PCs find that they have been challenged to a Game of Letters by an anonymous sender (page 11). The GM chooses which NPC sent the letter, and what event they might appear at. There are two events, the Cliffside Archery Demonstration (page 12) and the Snow Lantern Celebration. The PCs meet several prominent NPCs on this day. They also learn of the upcoming poetry competition.

### DAYS 3-4

For these next two days, the PCs have the opportunity to prepare for the upcoming poetry competition and pursue their own personal goals at the Court (page 14). Each PC will have the opportunity to perform a total of three downtime activities each day. If they wish to engage in a narrative scene during this time, the scene may take the place of one of their downtime activities for all of the PCs involved.

### DAY 5

The day of the poetry competition and Lady Magami's debut (page 14). PCs have an opportunity to help Asahina Takako with preparations beforehand, and could earn a boon from the spirit of the lake. PCs may discover who their anonymous letter writer is this day, and have the opportunity to participate in the competition. Afterwards, some or all of the PCs may be invited to an exclusive after party where they can get to know some of the NPCs better and further their goals.

### DAY 6

PCs have another day to pursue their own interests and advance in their goals (page 17). Each PC has the opportunity to perform a total of three downtime activities during day 6. If they wish to engage in a narrative scene during this time, the scene may take the place of one of their downtime activities for all of the PCs involved. Note that Susano-o no Izen may attempt to imply the NPCs to help him further the Mantis' cause if the PCs develop a relationship with him.

### DAY 7

On day 7 PCs receive a foreboding warning from an unknown source that tells them to stop their lines of inquiry regarding the Mantis invitation (page 18). This may provoke the PCs to search for the actual invitation. This day details ways they might find the invitation, as well as an encounter with the shinobi who seeks to keep the truth hidden. A chase ensues, and PCs must decide whether to side with the shinobi or honor their word to Ryoku.

## ACT II: The Tale of the Fisherman's Daughter

### DAY 8

The PCs are invited to a luncheon with Kakita Ryoku and her old friend and ex-lover Otomo Sorai (page 20). If the PCs haven't discovered the Mantis plot to install Lady Magami as the new Empress and ascend to Great Clan status, Ryoku fills them in with her own spin. Ryoku implores the PCs to make embarrass the Mantis by setting Lady Magami up for failure in the upcoming play *The Tale of the Fisherman's Daughter*.

### DAY 9

Whether the PCs are working for Susano-o no Izen or Ryoku, they must make a choice whether to interfere with the upcoming performance of *The Tale of the Fisherman's Daughter* (page 20). They meet Doji Shigeru and have the chance to discover his other persona, Lady Shike.

### DAYS 10-11

The PCs have a few days before the play to decide what they wish to do: interact with NPCs, forge alliances, and make their preparations (page 21). They may also pursue their own personal goals at Court, with a total of three downtime activities each day. If they wish to engage in a narrative scene during this time, the scene may take the place of one of their downtime activities for all of the PCs involved.

### DAY 12

It is the day of the play and the Emperor is in attendance (page 21). The PCs now have the opportunity to watch their plans come to fruition. Perhaps they sabotaged Lady Magami, or instead aided her. It's possible they chose to do nothing. In any case, the play unfolds and one group or another will come out on top.

### DAY 13

The PCs are challenged to a duel, depending on whether they helped Lady Magami or sabotaged her (page 22). The outcome of the duel will have the court talking for weeks, and could have a dramatic impact on the PC's reputation.

### DAY 14

This is the last day of the adventure proper, and the PCs are given the chance to explore once again a relationship or rivalry they've developed over the course of the last fourteen days (page 23). Depending on what choices they made throughout, the PCs may have gained great honor for advancing the interests of their clan, but they may have also made powerful enemies and allies along the way.