

# **Lessons Never Forgotten**

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

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[Role Play, Intrigue]

“The three greatest enemies of the Mantis are soil erosion, customs inspectors, and the Phoenix. In that order.” ~Yoritomo Yoshiro

This module is written for the Legends of the Five Rings Roleplaying Game Fourth Edition, originally published by Alderac Entertainment Group.

Please refer to the *Heroes of Rokugan 4: Champions of the Ivory Throne Campaign Primer* for information on how to run official campaign modules. In addition to the basic setting information and house rules for this campaign, it details the various administrative necessities of the living campaign. GM reporting is crucial to players' ability to engage with the setting and to increase their characters' influence.

## Adventure Background and Summary

Yoritomo Seito, master sensei of the Yoritomo Courtier school, has spent months bragging in Mantis high society that he will be graduating some of the best students the school has ever seen. While most took this as mere boasting on his part, private inquiries discovered there was quite a bit of truth to the rumors. Three students, each of extraordinary ability, are soon to graduate from the school.

Seeing an opportunity to boost the political power of the Mantis in the Empire, Yoritomo Seito has invited observers from the other clans to examine the students themselves. He has greatly hinted that there may be invitations to the school to be gained. While most clans scoff at the idea of sending their own children to a 'substandard' courtier school, others realize there is much to be gained from forging connections to Seito and some daimyo would benefit greatly from deeper ties to the Mantis.

Otomo Kazuko, Otomo daimyo, is one of those samurai. With the unexpected elevation of Toturi Shin-Zhu, Kazuko is serving an Emperor that holds no great deal of loyalty to her family. To rectify this, she has sent her cousin Otomo Hideyoshi to attend the gempukku ceremony on her behalf with instructions to forge new ties with the Mantis.

Sensing a chance to gain advantage over their rivals, other clans have sent notable representatives to the ceremony. The representatives met up south of Crane lands with instructions to arrive in Kyuden Doji to catch a ship to Mantis lands. The Imperial representative in the group, Otomo Hideyoshi, being a very pious man, insisted that they stop by Benten Seido on the way to Kyuden Doji. After leaving the

shrine, Hideyoshi's party is killed in a rockslide that he miraculously survives.

With most of the Clan Champion's invited guests from other clans dying in a rockslide this poses a chance to embarrass him and even worse invites scandal against the Otomo. As fate would have it, members of the clans that died in the rockslide have samurai in the village just north of the shrine finishing relatively unimportant duties. Taking advantage of the situation, Hideyoshi invites these young samurai to accompany him to Toshi no Inazuma in their clansmen's place.

After the PCs meet with Yoritomo Seito, Hideyoshi takes Seito aside to discuss how best to take advantage of the deaths of his former companions. Realizing the PCs would not be aware of any clan orders regarding this event, Seito recruits them to help with the final preparations of his prodigies. Thus, freeing him and Hideyoshi to engage in skullduggery.

Seito gives the PCs a test of their abilities by having them introduce themselves to the local governor who has been requested to act as difficult as possible. Once they prove themselves, they will be asked to help correct a few niggling character flaws in his star pupils. Should the PCs provide assistance they will be given tokens of gratitude to take back to their clans.

## Upkeep

The events of the modules are certainly of primary importance in the lives of the characters, but many of them will have been working on a variety of tasks in the times between modules. At the beginning of the module, several things will need to take place (though some are obviously dependent on the actual needs of the PCs at the table).

### Character Notes

There are no character notes for this module.

### News from the Empire

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

## Inactivity

At the beginning of this module, PCs lose a point of glory. This point of glory loss cannot bring a PC's glory below their insight rank. The fame advantage increases their effective insight rank by 1.

## Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** is (Taint rank\*5) (minimum 5).

## Crafting

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

## Preparation Techniques

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

## Ronin Survival

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

## Experience Expenditure

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

# Introduction

A wrinkled old man stands at the pavilion to address the crowd. "My esteemed peers and our honored

judges. I would love to regale you with the tale of Hantei the XXII who, as a young man fell in love with a fox spirit he met in the Eye of the Needle Forest. I would delight you with how this spirit saved the boy Emperor from an assassin who attempted regicide most foul to save his wife. Tears will fall like the rain when I tell you of his grief when he married, never to see his love again. But, to understand all this I must first tell you the story of Benten and the fortunes. In 524, Gaimazu, abbot to the only shrine to the fortune of cabbage harvests, not to be confused with Gaimanzu, abbot to the nearby shrine of the fortune of green leaf harvests, theorized that Taro, monk to the fortune of enigmatic riddles, not to be confused with Baro, monk to the fortune of riddling enigmas, did not go far enough in calling the Fortunes educated kami."

The old man drones on, citing minute historical fact after minute historical fact, and takes over an hour before he comes to his point. This is the third such address today, and the PCs have been listening to various monks give these speeches for the past week, day in and day out, stopping only for meals and when the sun goes down, and there is still one more week of this before they can leave to return to their respective homes.

The PCs are in the Oyomesan province within Crane lands, in the small village of Daun Taiyo, or Sun Down Village. Sun Down is located 7 miles north of Benten Seido and the Seikitsu Mountains and rests on the south bank of the Blind Merchant River. They were ordered here to judge an annual competition in the village where monks make oral arguments on a theme determined months in advance. This year's theme is which lovers were the most blessed by Benten in the ninth century. Their orders state that as experts on love, they were hand-selected for the honorable position, and the orders were signed by the assistant to the assistant of their daimyo's hatamoto and stamped with their daimyos' seal. While the orders describe the competition as a spirited debate, it has turned out to be analyses of esoteric minutia. Ronin PCs are here because they heard there was to be a two-week long party and were convinced by the abbot of Benten's shrine, Boten, to help judge the competition, but have since almost certainly regretted the decision to do so but have not found an excuse to leave or a means of slipping out unnoticed. All of the PCs have been staying in one of the two samurai residences in town, owned by the village dock master. Both the dock master and the village overseer are away on business,

though as the week has worn on the PCs have begun to suspect they left to escape the same fate as they. The only solace the PCs have found this week has been in drinks served by the sympathetic keeper of a small unnamed inn that acts as a waystation for those making their way to Benten Seido.

For the seventh straight day, the PCs quickly find themselves going braindead from all of the dates, names, and details the monks assault them with. Have them roll **Etiquette/Stamina** at a TN of 20. Any PCs who fail will realize they started snoozing midway through a monk's story about a young Hare magistrate who was swept off her feet by a Scorpion samurai and would have lived happily ever after if she had not chased him out of Hare lands on the night before their wedding. The abbot Boten clears his throat loudly enough to startle them awake again, but also draws the notice of the other monks, costing a point each of Honor and Glory for each PC. If a PC cannot even make a 10, they make an audible snore, costing them an additional point of Glory.

To celebrate the competition being halfway over, the last event of the day is a ceremony honoring Benten held at the riverbank. The monks dig a hole in the ground to bury a tree in. Everyone is asked to write down the name of someone they love, whether that love is secret or known, and the note is buried with the tree in the hopes that the love will grow with the tree. The PCs are of course expected to participate, though refusing does not inherently cause a loss of face if they do not make a scene of it. One could not be blamed if a PC wrote that they would love for the competition to be over now, because another week of listening to the monks might cause them to begin contemplating the death of their respective daimyos.

### Disaster Strikes

As the monks are shoveling dirt over the sapling to bury the tree roots with, there is suddenly a violent rumbling of the earth. A dust cloud rises to the south in the direction of Benten's shrine and the Seikitsu Mountains. Fearing a full-fledged quake, several peasants begin to scramble, looking for cover. A few of the monks shamefully join them. Many of the monks though clap their hands and start chanting a prayer for the earth to calm. Dust continues to rise from the south but no new rumblings emanate.

If the PCs think to go south to investigate, the peasant

headman Nanki, a young man with a shamisen strapped to his back who has been in charge of seeing to the well-being of the PCs, will try to dissuade them. ***“Samurai-samas, the sun is nearly all the way down and if there was an avalanche in the mountain it may still be dangerous, especially at night. Please stay and I will personally send some villagers to investigate in the morning.”*** Nanki of course has no power to stop the PCs and will not argue further if the PCs insist on going. The monks seem content to chant and pray for the time being.

### Otomo Hideyoshi

If the PCs decide to travel south to investigate, they will make it about three miles outside of Daun Taiyo when they are met on the road by a disheveled looking man wearing nothing but a torn pair of hakama and the innermost layer of his kimono. He carries a sheathed wakizashi in one hand. The man is clearly injured, but his wounds are minor. The PCs find him completely out of breath. If the PCs decided to wait, they instead are interrupted later that evening by the arrival at the dock master's residence of a distraught Nanki escorting the man. Nanki apologizes and explains that the man insisted on speaking to samurai, and at present the PCs are the only samurai in the village.

When the man sees the PCs, the color leaves his face, and he says in a shaky voice, “Impossible, how could you be alive? I saw the rocks take you.” The PCs are almost certainly prepared to bombard the man with questions. Whatever the PCs say or don't say, the man eventually waves his hands in dismissal and apologizes, “I am sorry, I obviously am mistaken. My name is Otomo Hideyoshi. I am karo to Otomo Kazuko, and as you can see, I am in need of assistance. Please escort me to the nearest settlement so that I can get out of these rags.” Allow the PCs to roll Lore: Heraldry/Intelligence at TN 20 to recall that Otomo Kazuko is the Otomo daimyo, which means that if this man is who he says he is, he is a very important person.

If the PCs try to question him, he gives a firm, order in a commanding tone: “Talk while we walk.” He will answer any questions the PCs have while they make their way back to Daun Taiyo and servants prepare a bath.

- He was traveling with a party of samurai. There were the same number of samurai with him as there are PCs at the table, and they were all the same clans as the PCs.
- There was an avalanche in the mountain pass.

Everyone but Hideyoshi was buried in rubble and are probably dead.

- Hideyoshi was traveling to Kyuden Doji to take a vessel to the Mantis Isles to attend a gempukku ceremony at the invitation of the Yoritomo courtier school.
- If the PCs volunteer to search the rubble, Hideyoshi is grateful. It takes about two hours of digging through rocks to find the bodies. All of them are dead. If the PCs are suspicious of the cause of the rockslide, allow them to roll whatever they think appropriate, but since the rock slide was just a natural phenomenon, there is nothing to find.

Once Otomo Hideyoshi has bathed and been given some of the dock master's best clothes, he calms down somewhat and asks the PCs to sit with him. He barks an order to the servants to prepare tea and a snack, and they hurry to please the imperial, as though they have forgotten they serve someone else.

“So,” Hideyoshi begins, reclining somewhat on a comfortable couch, “where are the samurai that actually live here? I’m told that neither the overseer nor the dock master are actually here, and that you are just guests in this little hovel of a village.”

As one might expect, Hideyoshi will speak to the PCs about any number of subjects for a strong deal of time. Despite his recent plight, he is still a Courtier, and a rather experienced one at that.

At some point in the conversation, once the snacks and tea have been depleted, Hideyoshi steps to a window and looks out in the direction of the Shrine to Benten. He asks no one in particular “Do you know how best to beat a Mantis? Challenge him to prove himself. The head sensei of their courtier school fell victim to this and so he has opened his school to the Empire to prove its worth. A select number of invitations are being given out at the gempukku ceremony. Those samurai with me were sent to get some of those invitations for their clan. Now they are dead. Cancelling the event would just cause everyone trouble. Unless you have some pressing duty to your clan I would ask you accompany me and to fulfill your dead clansmen’s duty.”

If PCs express trepidation against leaving their duties here, Hideyoshi will laugh.

“Please, [Family Name]-san. Surely there are better use of your talents than to waste another week judging this monk’s competition.”

Any ronin PCs will be offered to fulfill the contract of any ronin samurai previously in Hideyoshi’s party. Once he has convinced the PCs to agree to join him, Hideyoshi promises to take care of their responsibilities in Daun Taiyo. *“I will speak to the monks. It shouldn’t take them much convincing that you are needed elsewhere. You all get a good night’s rest. We make for Kyuden Doji in the morning where a ship has been chartered to take us to Toshi no Inazuma in the Mantis Isles. I am going to turn in for the night. I bid you all good night.”* He barks to the servants that he is going to bed, and a pair of hurried peasants rush off to prepare the master’s bedroom for him.

## Part One: Kyuden Doji and Toshi no Inazuma

The PCs are woken before dawn again and informed that breakfast is ready for them. Otomo Hideyoshi is already in the dining room when the PCs arrive. Today he wears a plain black kimono with a white under kimono, no doubt also borrowed from the dock master’s wardrobe since nearly all of his own possessions were lost in the landslide. His unfamiliarity with a lack of refinery is noticeable and he still seems a bit shaken from the events of the previous night. Despite this, he seems energetic.

“Good morning, samurai-sans. I took the liberty of speaking to the abbot of Benten’s shrine, Boten I think? I informed him that you had pressing clan business to attend to due to the unfortunate passing of your clansmen in the mountain pass and that you will be unable to continue judging, though I passed on all due regrets and apologies. The abbot was unhappy at first, but of course saw it my way once I’d explained my position in the Imperial courts to him. I’ve also sent pigeons ahead to Kyuden Doji to a colleague who will make your excuses with your respective lords in writing so that there is no trouble with leaving Daun Taiyo. Now, since you would be up early anyway to judge the contests, I thought you wouldn’t mind getting an early start to Kyuden Doji so that we waste no time in getting the boat to Toshi no Inazuma.”

By the time the PCs have finished breakfast, servants have already packed the PCs’ possessions neatly into

their bags and have them waiting by the door. Hideyoshi wastes no time in herding the PCs out as soon as he can, pausing briefly to tell the servants to thank the master for his hospitality and promising repayment for the borrowed belongings.

It takes a few hours to reach Kyuden Doji, but the sun is barely creeping over the horizon when the PCs arrive with Otomo Hideyoshi. Kyuden Doji, as the capital and largest city of all of the Crane provinces, is packed daily with samurai and peasants doing important business for the clan. The streets are mostly empty now though, populated by a few early risers setting up shop and the occasional Crane samurai up just to get a head start on the day. Hideyoshi leads the PCs to the docks. He points to a massive ship in the harbor bearing flags of both Mantis and Imperial heraldry. The vessel is a *shuisen*, one of the large secure vessels built by the Mantis on behalf of the Imperials. They act as the personal transport of the Empire's bureaucracy, transporting key personnel, official letters, collected taxes, and the Miya's blessing. The captain, a grizzled Yoritomo with a prominent mustache, and Hideyoshi greet one another by name, and the PCs are swiftly boarded and put up in spacious, comfortable cabins for the duration of the short cruise to Toshi no Inazumi.

### Arrival in Toshi no Inazuma

When the PCs arrive in Toshi no Inazumi, they will find it to be a bustling port with over two dozen ships currently docked. Most of the ships are Mantis *kobune* but there are a few Crab and Crane ships mixed in, as well as a Tortoise vessel and an unmarked ship of uncertain origin. A short, heavily muscled middle-aged Mantis samurai waits patiently while the PCs depart the ship, followed closely by Otomo Hideyoshi. The samurai bows to Hideyoshi and introduces himself casually.

“My name is Yoritomo Yoshiro, arms instructor at Dojo Raiden. Head sensei Seito would have been here to meet you earlier, but your arrival was later than anticipated, so you get the pleasure of my company.” Otomo Hideyoshi seems put off somewhat by the unrefined manner of the arms instructor but says nothing.

Yoshiro begins leading you to the lodgings that you will enjoy for the duration of your stay. “You are fortunate. The Forgotten Fortune inn is one of our

finest, and the same place that the *gempukku* ceremony takes place at. We used to have the ceremony at Dojo Raiden but too many people complained about the walk. It's easier to change the location than it is to tell a daimyo that he needs to hold off on the sweet bean paste.”

The Forgotten Fortune inn is what might be called an economic luxury inn. The inside is brightly decorated with expensive looking wall scrolls and vases, but sliding doors that fail to slide and crooked walls suggest that not much *koku* was spent on a decent carpenter.

The Grand Emperor's Banquet room is a large dining room that can seat 20. A long low table takes up most of the space in the room. The room is even more lavishly decorated than downstairs and is completely filled with *gaijin* ornaments, paintings, and other artifacts. The most prominent piece is a framed painting of a *gaijin* woman rising out of the sea. An older man wearing an ostentatious gold and green kimono stands up from his seat and the end of the table and gives a respectful bow to Otomo Hideyoshi and the PCs. Yoritomo Yoshiro takes his place next to the older man.

With a slick grin on his face, the older man greets you, “Otomo Hideyoshi-sama, welcome back to our remote corner of the world here in the Mantis Isles. You are a bit later than expected. I hope that you did not meet any trouble on your ride here? The innkeeper Shiri has assured me that he's prepared the best room in the house for you, and I personally selected a chef that makes excellent sweet bean paste, as I know is your favorite.” He looks you over and frowns slightly. “It seems I do not recognize your escort, which is odd because you know I know the names and faces of all of the important people in the empire.”

Otomo Hideyoshi steps aside to allow the PCs to introduce themselves. Seito will grill them, asking them what honors they have, what battles they have participated in, who they are related to, and in general will give disapproving glances toward Yoshiro upon learning the PCs have not distinguished themselves to his taste.

Once all of his guests have been introduced, Seito addresses Hideyoshi, “Their clans got the invitations sent to them, right? I hope there were no

misunderstandings. I can't stand when communication breaks down."

Hideyoshi answers, "Seito-sama, I assure you that no insult is meant by my being escorted by less prominent members of the clans. My original escort was taken by the kami. On my journey here, there was a rock slide in the mountain pass between Benten Seido and Kyuden Doji. These samurai came to my aid and volunteered to complete their clansmen's duties for them. They make up in compassion and honor for their lack of distinction."

Seito's disappointment seems to lift a bit and he addresses you, "I'll move past it. I will be sure to send my sincere condolences to your clans on behalf of the Yoritomo. In the meantime, I must press on you the need to understand that your clansmen were invited here to meet some of my students and see our teaching methods. The Yoritomo Courtier School is a great school where we teach amazing things, and you're here to help make sure that more of the courts of Rokugan know that. In exchange for that service I have prepared to open the school for a few select students from other clans. The plan was to test my finest students against the courtiers your clans sent along so that I could judge who was most deserving of those invitations, but given the circumstances I need to think about how to best make that decision. You're welcome to enjoy the hospitality of the Yoritomo Courtier School for the time being."

### The Challenge

Otomo Hideyoshi clears his throat for a moment. Yoritomo Seito takes the cue and asks Hideyoshi if he has something to add. Smiling faintly, Hideyoshi presents an idea, "As you've correctly surmised, while their clansmen could have bested me in the games of court you had planned, these samurai have little chance to compete against me, a longtime veteran of the game of court. However, they were kind enough to accompany me on a duty they had no obligation to complete. It would not be right to put them in the position to fail their clan. Perhaps I should spend the next few days speaking with the sensei and prior graduates of your school to convince them that the Otomo family should be the recipients of the invitations. At best, I should successfully convince them to see it my way, but they could hardly overrule the decision of the Master Sensei. If these samurai completed a few appropriate tasks for you and you saw

fit to reward their clans for that, I would find a way to forgive you somehow."

Yoritomo Seito brightens. "You propose an excellent idea, and how outstandingly generous of you, Hideyoshi-san." He turns to you, "Your charge has a quite a spirit of fair play. I must admit that I am impressed despite the fact that I teach my students to take advantage of such generosity at every turn. I will give you a bit of time to decide if you would like to agree to Hideyoshi-san's offer. Please allow me to introduce my top students to you, and then afterward we can discuss the proposal."

It is possible that the PCs might feel insulted at the idea that they are inferior to the Imperial standing before them. Allow such PCs to roll **Raw Awareness** at TN 15. On success, they realize that Hideyoshi is not an opponent to be taken lightly. His rank and experience far exceeds the PCs' and if he went all out against them it would be humiliating. The insult they initially perceive is a compassionate escape from a futile contest that would dishonor Hideyoshi for participating as much as it would humiliate the PCs when they inevitably and completely lose.

### The Students

The PCs are dismissed and taken to a mid-sized room with pillows on the floor for sitting and snacks lay on a table for the PCs to help themselves to. Otomo Hideyoshi stays behind to continue conversing with Yoritomo Seito. Waiting in the room are three students of the dojo, who immediately stand up to bow respectfully to the PCs. Let the PCs roll **Investigation (Notice)/Perception** at TN 20 to note that the students are sizing them up with their eyes as they break from their bowing stance.

If the PCs do not introduce themselves first, the students will begin meandering throughout the room, introducing themselves individually to the PCs, whom if possible they will speak to in pairs or threes so that every PC is talking to one student at any given time.

The first student is a chubby boy of about fifteen who introduces himself haughtily as Gurodoku. Here are some facts about Gurodoku that should come out as he converses with the PCs:

- His father owns one of the largest ship building operations in the empire, and as such he is being groomed to take over the family business.

- He is the top pre-gempukku student in the school.
- If asked about his peer Gin, he will tell the PCs that he believes Gin has an overinflated ego and is only one of the top students because he obstructs the progress of the others by feeding false information to junior students when he is instructed to tutor his younger peers.
- If asked about his peer Fujiko, he rolls his eyes and tells the PCs not to fall for her false humility.

The second is a girl with dyed white hair who introduces herself cordially as Fujiko. Here are some facts about Fujiko that should come out as she converses with the PCs:

- Fujiko is the daughter of a prominent Daidoji family. She attends the Yoritomo Courtier School by invitation.
- Fujiko is highly knowledgeable about appraisal and value. If a PC wears anything rare or valuable, she will comment on it and accurately tell the PC what it is worth on the market.
- She values honor more than most students of the school. She will vividly detail how she won't agree to an unfair deal that would cause detriment to an honorable businessman, but she will be ruthless with unscrupulous merchants, turning their unsavory tactics upon themselves.
- If asked about her peers Gin and Gurodoku, she will humbly state that she does not deserve the honor of being placed on a podium next to both of them.

The third is a boy of about seventeen covered in lean muscle and who has a constant smirk on his face named Gin. Here are some facts about Gin that should come out as he converses with the PCs:

- He likes to play Fortunes and Winds and will challenge a PC to a game if they express interest. The game will have to be later though, because present company does not allow for it.
- He avoids talking about his lineage if he can help it. He comes from a very poor family and gets defensive when he is mocked about it by his peers.
- He values physical fitness as a resource. He enjoys interacting with non-courtiers because he finds constant courtly speech a bore.
- If asked about his peer Fujiko, he mocks her somewhat for her attachment to her uncle Iwata, who she seems to model herself after. She's been especially self-righteous since she found out he's in Toshi no Inazuma for the gempukku ceremony.
- If asked about his peer Gurodoku, he calls the boy a bully who thinks he's the greatest prodigy the

school's ever seen and flaunts his wealth constantly to get attention.

## Part Two: Seito's Test

After the PCs have had a chance to meet the gempukku candidates, they are brought back in to the banquet room where Otomo Hideyoshi and Yoritomo Seito are waiting.

As you enter, Yoritomo Setio's arms reach out wide to you. "Otomo Hideyoshi-san and I have talked further on the proposal he made earlier and decided to revise the agreement somewhat. In the interest of a fair challenge, I'm prepared to value each of you at one invitation for your clan (if any PCs are ronin, he instead tells that ronin that a personal invitation to the school and fealty to the Mantis may be possible and Mantis and Otomo PCs will be given the option of choosing where their invitation should go) if you can work together to solve a problem for me. Even my best pupils have weaknesses, and I believe that those weaknesses must be brought to light in a real-world experience before I pass them into the world where the consequences of those weaknesses can destroy them. In short, I want you to teach my students Gurodoku, Gin, and Fujiko their final lessons. What say you to this offer? It's a good deal, and I strongly urge you to take it."

Otomo Hideyoshi nods in agreement, adding, "The choice is yours, but should you be unwilling to accept Seito-san's deal you'll have to leave the isles. A boat to the mainland will be provided of course."

If any PCs reject the offer, they have excluded themselves from the remainder of the adventure. If they reject the offer honorably, inform them that their adventure is over and give them 2 experience points. If they are rude and insulting to Hideyoshi or Seito, they are treated kindly enough in the banquet hall but will find themselves having to pay for transport back to the mainland and will be given the bare essential conditions on the ship (Seito provides the transport as promised, but does not pay for it). Give the PCs only 1 experience point.

Any PCs who accept the offer will be invited to stay for dinner, which is served presently. During the meal, Seito explains that he has much to do during the evening, but that in the morning he will be happy to



explain what the PCs will be expected to do. In the meantime, he tells the PCs that since they will be staying in Toshi no Inazuma for a while, that they should introduce themselves to the city governor, Yoritomo Chijiko.

“Chijiko-san will surely take notice of strangers here if you haven’t formally presented yourself to him. She has strangers arrested, rightly so of course, to ensure protection of Toshi no Inazuma, but we don’t want that to happen to the honored guests of the Yoritomo Courtier School. I sent word ahead to expect you.”

After dinner the PCs are escorted to the governor’s house. Otomo Hideyoshi follows the group for a short time but breaks away for some supposed errand. He bids the PCs farewell, and adds in a low tone,

“I have one last piece of advice for you that concerns us all. Yoritomo Seito is prone to testing his guests. He was in quite a hurry to get you to the governor’s despite the hour. I suspect that whatever happens with her will be reported to Seito, so be on your guard. If you can’t impress her, Seito may make our lives more difficult in exchange. Remember, the Yoritomo Courtier School is all about control over others, particularly those weaker than themselves.”

The house is surrounded by a high stone wall and cobblestones lead up to the large ostentatious door into the residence. After a short wait at the gate the PCs are escorted in. Inside, the PCs will quickly notice that the ostentatious, bordering on gaudy, style of decoration native to Toshi no Inazuma is well represented here. The governor, Yoritomo Chijiko, is a woman of medium height who was clearly once a bushi, but years of food and court lifestyle has devolved lean muscle to fat. Her right cheek is scarred and sunken in. She sits upon a piece of furniture that the Mantis have adapted from a gaijin item called a “chair.” Four guards line the room.

The PCs are not here just to introduce themselves to the governor. This is in fact a test by Yoritomo Seito to ensure that they have the capacity to handle his best students, whom he knows will handedly outwit any but the most resourceful opponent. He has instructed the governor to take constant offense at anything the PCs say in order to see how the PCs react to the hostility. His expectation is that quick-thinking and thick skin will get them through this test, and that begging and

groveling will be a mark of failure. This is not the first time the governor and the master sensei have played this game. She will challenge the PCs by pretending to be offended by three different subjects. She will be rude and make outrageous demands of the PCs in the hopes that they will stand up to her, but she will not bring insult to any PC’s family or clan because doing so would risk bad relations between the Mantis and the other clans.

### Subject 1 - Tardiness

As you approach the governor, she stares at you with what appears to be disbelief. “Where did you learn that it is acceptable to wait until after dark to introduce oneself to a governor? Are you normally this rude or is the humidity in the isles affecting your memory of how to properly conduct oneself as a guest of a great city?”

The PCs will likely be taken aback by her pointedness. Their reaction may vary, but here is a guide for how to drive the initial conversation:

- If the PCs try to dodge the question and start introducing themselves, she will interrupt immediately with a snap of her fan. **“I asked you a question, samurai-sans!”**
- If the PCs offer to come back the next day, she scoffs at them. **“You are already here so you may as well stay and explain yourselves.”**
- If the PCs mention that word was sent ahead by Yoritomo Seito to expect them, she responds with **“I received no such word.”** If a PC think she is lying, they can roll **Investigation (Interrogation)/Awareness** at TN 20 to confirm their suspicions.
- If the PCs make a sincere apology for their lack of etiquette, they may roll **Sincerity/Awareness** at a TN of 20. If they succeed, she seems to be placated by their explanation and moves on. If they fail, she demands that the PCs get on their knees and beg for forgiveness or she will throw them out of the city. Treat this as a challenge to the governor, the rules of which are listed further in.
- The challenge is triggered by any attempts to explain their position, whether polite or otherwise.

### Subject 2 - Gifts

Once the subject of the PCs’ tardiness has been dealt with, Chijiko moves on and lets the PCs introduce themselves. If the PCs did not bring a gift, she will sigh

dramatically. “How unfortunate indeed that such unprepared, tardy guests would not even think to bring a gift for such an occasion. Allow the PCs to roll **Etiquette/Intelligence** at TN 10. On success, they recall that it is customary to present a host with a gift. If they make a 20 however, they also recall that this is generally reserved for special occasions in which the host is celebrating something or the guest wishes make a request of the host and that otherwise a gift is optional. If the PCs did bring a gift (actually brought one: it is not acceptable for them to simply pick out an item from their travel pack), she will accept the gift, study it, then set it aside and move on.

If the PCs did not bring a gift, she finishes with “I am prepared to forgive your indiscretion so long as you are prepared to make amends. Tomorrow when the market is open buy me an opal necklace from the market and have it sent here by courier. I regretfully have a full schedule tomorrow so I won’t be able to receive it personally.”

- If the PCs sincerely promise to buy her a new gift, she smiles and says before moving on, **“Wonderful.”** Allow the PCs to roll **Raw Perception** at TN 15. On success, they note an air of disappointment in the word. If the PCs make a promise, but lie, they will have to fool her with a **Sincerity (Deceit)/Awareness** roll at a TN of 25. On success, she reacts as though the PCs are being truthful, but if they make the Perception roll they note an impressed tone instead of a disappointed one. If they fail the Sincerity roll, she calls them out. **“I don’t suffer liars. Turn out your pockets. Put your koku on the floor and my servants will go buy the necklace.”** Hopefully the PCs refuse this, resulting in a challenge to the governor, the rules of which are listed further in.
- If the PCs try to haggle with her or offer a different gift, she will be resolute, insisting that she wants the necklace. If they offer her something very valuable as an alternative, she will accept that instead, pretending to be placated, but will be disappointed, which can be detected with a **Raw Perception** roll at a TN of 15.
- If the PCs actually brought her a gift of appreciable value, this section is considered a success.

### Subject 3 - Rank

Once the subject of the gift has been closed, she complains yet again. “You’re all such lowly vassals. I cannot believe that Yoritomo Seito-san would have such insignificance as his guests. You will all

apologize to him for your shortcoming. Do I make myself clear?” She waits to see how you respond.

- If the PCs actually apologize to her or promise to apologize to Yoritomo Seito, she smiles. **“Good. Knowing your place is paramount to surviving as a samurai.”** A **Raw Perception** roll at TN 15 will note that her voice betrays a hint of disappointment.
- If the PCs defend themselves, treat the action as a challenge to the governor, the rules of which are listed below.

### Challenging the Governor

At some point in the conversation a PC may call out Chijiko on a lie, refuse to acquiesce to her demands, or question something she says. Regardless of how polite or pointed they are in doing so, she will respond in a challenging tone. If accused of lying, she will say **“It’s unwise to accuse me of lying, samurai-san.”** If a demand is refused, she says **“How dare you, barely a ji-samurai, tell me no? I should have you removed from my city and made to swim to wherever you belong.”** If they question something she says, she responds, **“Are you telling me I’m wrong?”** How the PC responds will determine where the conversation leads from here.

- The below bullets all assume that one PC is doing the talking. If more than one PC speaks on a particular subject, give them all an opportunity to challenge Chijiko so they have a better chance of betting her at her game.
- If the PC wishes to backtrack, grovel, or apologize, Chijiko will listen to their explanation or apology and frown, then move on to another subject without further ceremony.
- If the PC holds their ground, they are effectively resisting an attempt at Intimidation. They should roll **Etiquette (Courtesy)/Willpower**, adding their honor to the total of the roll. If they can achieve a 20 on this roll, Chijiko smiles slightly behind her fan then moves on to another subject. If they fail, they find themselves somehow apologizing for their error despite their intentions.
- If the PC threatens back, they are either foolish or very brave. Have them roll **Intimidation (Control or Bullying)/Awareness** at a TN of 25. On success, she responds **“You threaten me, samurai-san? You have guts.”** A **Raw Perception** roll at TN 15 is enough to note that while her face shows annoyance, her tone of voice suggests that she may actually be impressed. She moves on to another subject. On failure, she just laughs. **“Empty threats, samurai-san. You don’t**

*have the guts to follow through on your threat. Regardless, let's move on."*

- If the PC demands a duel, she reminds them that they don't have the leverage to demand a duel from her. If they insist, she will agree to the duel regardless and the PC will duel one of her guards. Win or lose, so long as the PC follows through with the duel, she comments, *"You had guts to challenge me, samurai-san."* A **Raw Perception** roll at TN 15 is enough to note that while her face shows annoyance, her tone of voice suggests that she may actually be impressed. She moves on to another subject.
- Most PCs will likely try to resolve this issue like honorable Samurai. A PC can explain their position politely and make a **Courtier (Manipulation) or Sincerity (Honesty) / Awareness** roll at TN 25. With a success, she will back down and move on to the next section.

If the PCs try to leave, they will be blocked by her guards. *"You haven't been dismissed,"* Chijiko reminds them sternly.

### Governor's Guards

**School/Rank:** Yoritomo Bushi 2

**Initiative:** 5k3

**Armor TN:** 22 (27 in light armor)      **Reduction:** 3

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

**Attack:** 6k3 (Katana, Complex)

**Damage:** 7k2 (Katana)

Air 3    Earth 3    Fire 2    Water 3    Void 2  
Agility  
3

Honor: 3.5    Status: 2.0    Glory: 2.0

**Primary Skills:** Iaijutsu 3, Kenjutsu 3, Knives (Kama) 2

**Advantages/Disadvantages:**

**Special Mechanics:** No penalties for wielding a peasant weapon in off hand. When striking an opponent, lower their TN by 5. This lasts 2 rounds.

### Moving On

Once the subjects of the PCs' tardiness, their gift, and their rank have all been addressed, Yoritomo Chijiko dismisses the PCs. The sun is well past down now, and their escort takes them back to the Forgotten Fortune inn where baths and their rooms are ready for them.

Whatever happens for the rest of the night depends on how the PCs interacted with Yoritomo Chijiko. She put them through three tests. If when she took offense to their tardiness the PCs challenged her successfully or

placated her with a sufficient explanation, that is a success. If the PCs begged her for forgiveness, that is a failure. If the PCs brought an acceptable gift or refused her demands, that is a success. If the PCs promised to buy her the necklace, gave her a valuable gift, or emptied their pockets, that is a failure. If when she took offense at their low station the PCs successfully defended their honor, that is a success. If the PCs apologized, that is a failure.

PCs may gain H7 honor for each success, and one D4 honor loss for each failure. They lose D3 honor if they succeed in a way that nonetheless was noticeably impolite (Intimidation is still a low skill, even in this context).

If the PCs succeeded two or three times, one of the governor's servants comes to the inn shortly after the PCs' arrival and presents them with a message and a small gift. The message is *"Governor Yoritomo Chijiko wishes for you to know that she has been impressed by your resolve and has sent her compliments to Yoritomo Seito."* The gift is an opal bead that the PCs can wear on their obi. Any PCs who wear the bead the next day will gain a point of Glory, as the Mantis in the city recognize it as a mark of approval by the governor, an impressive feat.

If the PCs failed two or three times, Yoritomo Seito will be particularly disappointed, and puts the three students through a particularly rigorous lesson the night before. All of the students will receive an additional void point for use in the rest of the module.

## **Part Three: Lessons**

In the morning, Otomo Hideyoshi joins the PCs for breakfast in the inn's common room. Surprisingly, Yoritomo Seito enters the inn, sits at the PCs' table, and orders off the menu. The innkeeper Shiri looks uncomfortable as he takes the master sensei's order but goes off into the kitchen to prepare the meal without a word. Seito makes some small talk with the PCs over the meal, and afterwards he gets to business.

*"As we agreed yesterday, you're going to help me give each of my three best students one final lesson. Each of them has many strengths, but also at least one crippling weakness that needs to be addressed before they are examined tomorrow before the ceremony. Granted, you only have a day, but if I didn't think it could be done I wouldn't have agreed*

*to Otomo Hideyoshi's plan.*" Seito shifts in his seat to make himself more comfortable, then continues. *"You met all three of them yesterday so they shouldn't need further introduction, but I'll be happy to answer any questions you have about them."*

*"First is Gurodoku. He's a great kid. He gets his honesty from me. He always lets people know who he is and why they should care. He's everything a Yoritomo Courtier should be. The concern I have is that he needs to temper his attitude. He has brash tendencies and overreacts to provocation, which is a shame because when he is doing the provoking, he has no equal!"*

*"Next is Fujiko. She is a business genius. It pains me to have to give her back to the Crane when she completes her gempukku. I'm already working on finding her a good Yoritomo husband. Her only problem is that she is too trusting. She is honorable like most Crane, but she doesn't realize that not everyone else is. She needs to learn that you must separate your feelings for people and your business. Maybe there is something you can do to help her learn this?"*

*"Last is Gin. He's intense, and his obsession with physical fitness makes me wonder why he decided to become a courtier. Nonetheless, he is an excellent student. The problem he has is that he is not used to losing. The boy has incredulous luck. I've never seen him lose any competition or game. It's given him a big head. I encourage confidence, but his cockiness will get him into trouble someday. I need you to beat him at something. Humiliate him even. He needs to learn what it's like to lose so that he learns how to manage risk."*

Before completing the conversation, Seito adds, *"All of the gempukku candidates were given the day off to prepare for their examination tomorrow. Regardless, be sure to go to the dojo. The junior students know those three on a personal level better than I do and might be able to provide you with some insights such as where they might be found when not at school. I want you to know that I'll be impressed if you succeed in your tasks. As their sensei, I could do any of those things at a moment's notice, but I believe a real-world experience would go much further in teaching them than drilling it into them at the dojo. I am their teacher, but you are their opponents."* Seito gets up to leave, bidding the PCs good day.

Otomo Hideyoshi smiles. *"I'm looking forward to seeing what happens. Oh and by the way, Seito-san left without paying for his food."* He drops a few coins on the table to pay for his own meal and then walks out of the inn, whistling.

The PCs are now free to do whatever they wish for the remainder of the day. The rest of the module is an open-ended experience. They can choose which if any pupils to teach and they are free to handle them however they want. Everything below should be considered a guide and not a rule for how the PCs can complete their duties. While the module provides simple scenarios that most PCs might take to accomplish the goal, they may come up with their own ideas and should be rewarded for them with a positive role-play experience.

### Conversing with the Pupils

The PCs may want to learn more about their new protégés. The best way to do that is to speak with the junior students at the dojo. All of the graduating pupils have been given the day off to prepare for their examination the following day.

To learn about the pupils from the other students, the PCs should choose a pupil and then roll **Courtier (Gossip)/Awareness**. Give them a Free Raise if they toss a few bu around to the students in exchange for loosening their tongues.

Below is the list of pupils and the TNs of the information they can glean about each pupil. Many students hold great animosity towards the three, not just for the expected reason of being envious of the praise heaped upon them by the sensei, but are afraid that if they speak negatively about their seniors that the sensei will punish them. As a result, if the PCs fail to make a high enough roll to gain any information, the PCs will hear nothing but admiration for the student they are asking about.

### **Gossip on Gurodoku**

**TN 10:** Gurodoku can be frequently found at the 'hip' places to be. Lately, his place of choice has been the House of Blue Leaves, a tea house near the governor's home.

**TN 15:** Gurodoku does not take no for an answer, will bully what he wants out of you, and if that fails, he holds a grudge like a Yasuki holds onto his money. It's

best to do what he says.

**TN 20:** Gurodoku has a multitude of friends, but most only hang around him because of his money or out of fear of being his enemy.

**TN 25:** The students have observed Gurodoku being afraid only once. Supposedly Gin and Gurodoku got into a spat that ended with Gurodoku promising to have his father destroy Gin's life. The next day there was a snake in Gurodoku's school uniform kimono. Gurodoku has avoided eye contact with Gin since, and the other students dare not speak of it.

### **Gossip on Fujiko**

**TN 10:** Fujiko almost lives in the marketplace, buying and selling various goods after lessons are over.

**TN 15:** Fujiko is extremely unpopular with the other students. She is constantly interrupting lessons asking the sensei if there is a more honorable way.

**TN 20:** Fujiko idolizes her uncle, Daidoji Iwata, who frequently visits and is currently in Toshi no Inazuma. The students who have met him find him to be dopey and forgetful.

**TN 25:** Fujiko's humility is just an act. When the sensei aren't around she struts around acting like she's Daikoku's gift to the Empire. She makes deals and always finds a way to get the better end of it by purposefully pointing out technicalities and loopholes.

### **Gossip on Gin**

**TN 10:** Gin will go anywhere to make a gamble when he's not in lessons. He is a frequent patron of The Last Chance, a disreputable sake house that doubles as a gambling den. The other students have heard that the owner of the den owes him money.

**TN 15:** Gin wins at every game of luck imaginable and most other games as well. Even the sensei are wary to play Fortunes and Winds against him.

**TN 20:** Gin is an orphan, and many students claim that he is a peasant. They believe he treats everyone around him like trash because he's trying to prove he's a samurai.

**TN 25:** Some of the students have witnessed Gin when he's drunk or provoked. He starts demanding insane stakes when gambling and gets crazier every time. One student even claims that they heard he played a game where he bet his own gambling fortune against a peasant's thumb and won, then took the peasant's thumb off with his knife.

### Gurodoku's Lesson

Gurodoku can be found in an expensive upscale

teahouse called the House of Blue Leaves, where he is celebrating with other senior students their upcoming gempukkus. If the PCs did not learn of this place from the pupils of the Yoritomo Courtier School, and ask around about Gin, let them roll **Investigation/Awareness** at TN 20. On success, the PCs run into some local regulars of the tea house who know of Gin and they will happily point out the way, so long as the PCs don't mind parting with a few zenni as a reward.

**The House of Blue Leaves sits below the gently sloping hill where the governor resides. The tea house is as ostentatious as the rest of the city with dark mahogany woods and gilded silver decorating the room. Its proprietor is a heavysset Yoritomo widow with a pleasant smile and a sharp tongue. Well to do merchants and their patrons are served by peasant girls nearly as well dressed as those they are serving. A younger girl of around 15 dressed in a tightly cut black kimono stands at the door to great new guests. She bows to you each as you walk in. "Masters, will you need a table?" The wide smile on her face doesn't quite reach her eyes.**

If the players tell her they are here for Gurodoku she bows and leads the PCs to a large table in the center of the room. Gurodoku sits at the head of the table with 6 other young soon-to-be graduates. He is talking, the other boys laugh at every joke and agree with every statement he makes, and the girls swoon over him, praising his wit. Gurodoku continues his conversation just long enough to be considered rude before casually greeting the PCs without even bothering to stand up from his comfortable cushion. *"If it isn't Sensei's guests? Please, join us for tea. Don't worry if you can't afford it, I've taken care of it. We're just celebrating before the ceremony."*

One of the girls next to him coos, *"Guro-kun is going to be declared a prodigy by Master Seito at the gempukku ceremony. He's going to be the greatest Mantis that ever lived."*

The PCs will have to figure out what they want to do from here. Gurodoku's previous polite charm is nowhere to be found here, as he is in his element and the sensei aren't around to tell him how to act. He is brazen and crude, but will be just barely sufficiently polite to the PCs so long as they do not challenge his superiority. If the PCs make light conversation with him, he can tell them anything they could have

previously learned from him when they met him at the school. As soon as the PCs say or do anything to even remotely suggest that Gurodoku isn't all that and a bag of chips, he drops the polite act as well and becomes sarcastic, rude, and if pushed, threatening. Gurodoku's weakness though is that he is all bark and no bite, and though he is quick to anger his threats are empty, and it is up to the PCs to find and exploit this weakness if they wish to complete the task that Yoritomo Seito has sent them to do.

Once Gurodoku realizes he is being challenged, most back-and-forth between him and the PCs will be represented by contested rolls. Generally speaking, Gurodoku tries to show his superiority to the PCs, using his skill with Intimidation to bring them in line. Any time he insults a PC, his friends snicker at his insult, applauding his wit. Have the PC roll **Etiquette/Willpower**, adding their Honor to the result, versus his **Intimidation (Bullying)/Willpower**. If they succeed, they (or another PC) can follow up by trying to shame him back, rolling their own Intimidation (Bullying), or perhaps Courtier (Manipulation) if deemed appropriate, against his Etiquette or Courtier respectively. If Gurodoku wins, he will always retort, resulting in back-and-forth contested social rolls until someone is shamed or the PC ends the line of conversation after succeeding at an Etiquette roll. If the PC manages to shame Gurodoku, his friends break face momentarily and laugh at Gurodoku, who shuts them up with a glance. If the PC is shamed, his friends heap praise on Gurodoku and the topic is closed. Give the PC a Free Raise on any roll paired with speech that the GM determines is particularly clever.

How Gurodoku responds to the PCs is up to the GM, but here is a guide for how Gurodoku might react in certain situations and his general personality.

- Gurodoku is not a samurai yet, and while he easily rules over the other students, he severely overestimates his abilities when it comes to interacting with real samurai, especially with samurai boasting a similar skillset to his own.
- If a PC insults Gurodoku, he will insult them back. Similarly, if a PC challenges Gurodoku to a game of some kind, Gurodoku will scoff at them and insult them.
- Attempts to reform Gurodoku with talk of honor and selflessness is all but useless, especially with his friends around. He will turn such talk on the PCs, saying things like **"Honor is just another word for powerless,"** trying to incense the PCs.
- If the PCs try to tell Gurodoku that his behavior isn't tolerated in the real world, suggesting that his superiors will punish his insolence, Gurodoku is unafraid. His response might be **"My father is a powerful man. No one can touch me or my father will bring his wrath down on them."** or a sarcastic **"Thanks for the lesson, sensei."**
- If the PCs try to isolate Gurodoku, he will respond **"Anything you need to say my friends can hear. This is a party, after all."** Similarly, he can't be convinced to leave the teahouse.
- Gurodoku does not like being told that he is overly dependent on his father, and no one's ever had the gall to call him a daddy's boy. If the PCs make such a suggestion, they get to make the first offensive social roll instead of Gurodoku.
- If the PCs escalate the talk to something more physical, they should keep in mind that this will likely result in a loss of Honor. Something small like dumping a cup of hot tea on Gurodoku's lap will result in a thinly veiled threat from Gurodoku, such as **"You're going to pay for my clothes, right?"** which will result in a contested roll as defined below, but something major like drawing weapons or throwing a punch will get the PCs removed from the establishment by the proprietor, resulting in the loss of a point of Glory for all those PCs involved.

If the PCs can manage to shame Gurodoku twice in a row or three times in total, his friends start to realize that Gurodoku is losing control and stop supporting him, secretly hoping that the PCs will finish him off so one of them can take his place as 'alpha dog.' Give the PCs a Free Raise on all social rolls against Gurodoku from that point forward. If they shame him one more time, his 'friends' completely turn on him and jeer at him. He throws a childish fit, screaming that he is going to go get his father and causing a commotion, and runs out of the teahouse, kicking pillows and tables on his way out. The proprietor angrily demands that the rest of Gurodoku's group leave and not come back and makes a polite but firm suggestion that the PCs should finish their tea and be on their way as well.

If Gurodoku shames the PCs a number of times equal to the number of PCs in the party, the PCs have failed. Gurodoku's friends laugh and jeer at the PCs while Gurodoku grins smugly. The group begins ignoring the PCs no matter what they say, and if the PCs make a scene, the proprietor of the teahouse asks them to leave, causing the loss of a point of Glory as the other patrons observe the PCs being escorted out.

## Fujiko's Lesson

If the PCs have been listening to Fujiko's peers, they should know that the easiest place to find her is the market. The market is full of merchants and peddlers buying and selling textiles, artwork, and exotic gaijin goods. What is not to be found, however, is Fujiko. Luckily, she is a well-known face around the market and the locals know that her uncle Iwata is in the area for the gempukku ceremony. If the PCs spend some time at the market, make a small purchase or two, and ask about Fujiko, they will eventually be directed to the dock, where a Daidoji trading vessel called The Luminous Star is harbored.

**The dock is a busy place, full of workers taking heavy loads of cargo off of ships and similarly loading up other ships about to leave port. The shuisen that brought you to Toshi no Inazuma is still docked, no doubt awaiting Otomo Hideyoshi's return.**

The Luminous Star is docked a few piers away from the Imperial shuisen. When the PCs arrive, they find Fujiko just exiting the ship. Her face is red and puffy as if she is crying, but as soon as she sees the PCs she quickly wipes her face with her sleeve and her face becomes impassive. She cordially bows to the PCs and asks, *"Fujiko is surprised to find the guests of Master Sensei Yoritomo Seito here. Were they looking for Fujiko? She is very sorry to make them work so hard to find her."*

Presumably the PCs will tell Fujiko that they have been looking for her. As propriety demands, she will of course deny that something is wrong if she is asked, but she will nonetheless invite the PCs to join her for a meal at her favorite ramen booth in the marketplace. If the PCs agree to join her, Fujiko will lead them to a little stand with a brightly painted sign reading Ramen Ichiraku. The proprietor nods to Fujiko, who indicates that he should prepare enough bowls for the PCs and hands him enough coins to pay for them. She makes small talk with the PCs while they wait for their ramen. They can use this time to get any information out of her that they missed during their first encounter at the dojo. While they talk, allow the PCs to roll **Raw Perception** at TN 20. Any who succeed will note that Fujiko seems to be judging the PCs while they talk.

If the PCs eat politely, speak intelligently, and otherwise don't act like barbarians during the meal,

she will decide they are trustworthy enough. After the meal, Fujiko seems somewhat more relaxed. She asks, *"Samurai-samas, you are guests of Master Seito, but only by accident, right?"* If the PCs affirm, she continues. *"Master Seito is wise and worldly, and my uncle Daidoji Iwata is proud and honorable. Fujiko has the greatest respect and love for both men, but she faces a conundrum that she has great difficulty with. The samurai-samas seem trustworthy to Fujiko, and have no connection to her uncle and master. She asks if the samurai-samas would listen to her and offer her wisdom."*

The PCs are welcome to deny her request, and if they do so she thanks them for their time, bows, and returns to the school. Similarly, if the PCs were rude or crude during the meal, she makes her excuses and leaves the PCs' presence as soon as she can. Presumably though, the PCs did not make fools of themselves and they agreed to hear her out.

Fujiko tells her story. *"When the samurai-samas found Fujiko, she had just finished a difficult argument with her beloved uncle Iwata. Fujiko is the heir to her parents' business, which she confesses is of great worth. Her parents were slain by bandits while she was at school, and her uncle Iwata became its interim head while she was still coming of age. The business has lost much wealth in the past few years, but gained a reputation for generosity and philanthropy as well. Her uncle is a very honorable very proud man. Her uncle expects Fujiko to continue his policies and keep him as an advisor. Fujiko has read many company documents, and Fujiko knows that she cannot retain her uncle's policies and keep the business afloat for more than a few years, but she loves her uncle and cannot bear the thought of making an enemy of him. Master Seito has recommended that after Fujiko's gempukku she should demand her uncle's seppuku, but with all due respect, Fujiko does not believe that would be honorable."* She is silent for a moment, then asks, *"What would the samurai-samas do in Fujiko's position?"*

Her story told, she quietly waits to hear the PCs' response. Each PC who chooses to respond should complete their suggestion should then make a Social Skill roll of the GM's choice. If the GM believes the suggestion to be based on honor, the PC should roll Sincerity. Otherwise, the PC should roll Courtier. Once all the PCs have spoken, total up the sum of the

Courtier rolls and the sum of the Sincerity rolls. Do not treat any of these rolls as contested rolls, and do not allow any technique to be used that would allow Sincerity or Courtier to be rolled in place of one another.

If neither sum greater than or equal to 40, the PCs have failed to convince Fujiko to go one way or another. Fujiko gives a sigh of defeat. *“Fujiko thanks the samurai-samas, but she thinks that she needs to give it more thought. Please do not think Fujiko rude. She should have minded her own business and is ashamed of herself. Please excuse Fujiko.”* Her eyes begin to betray tears, so she gives a quick bow and runs away towards the school, nearly tripping over herself on the way.

If at least one of the sums managed to beat 40, Fujiko seems more sure of herself. She offers each of the PCs a deep bow, particularly the PC that rolled the highest among those that rolled whichever skill’s sum was higher. *“Fujiko is glad that she asked the samurai-samas for help. She will reflect on her conversation with the samurai-samas. Fujiko asks that the samurai-samas please excuse her impropriety in asking for their help, and in return requests that they come to tomorrow’s examination and the next day’s ceremony to see her gempukku. She must be going now. Thank you, samurai-samas.”* She allows the PCs to say their own goodbyes and then takes her leave, heading back to the school.

### Gin’s Lesson

Gin can be found at a sake house/gambling den called The Last Chance. His prowess at the dice are well-known in Toshi no Inazuma, but samurai visiting from other clans don’t know that, and the local lowlifes make sport of watching Gin hustle the newcomers. If the PCs don’t know where to find Gin and ask the locals, allow them to roll **Investigation/Awareness** at TN 30 or **Lore: Underworld/Awareness** at TN 20, giving a Free Raise if the PCs freely mention that they are new to the area. A bu in bribes will also be required to get the seedy locals to help. A failed roll can be supplemented with an additional bu per 1 the TN was missed by in order to be treated as a success.

**The harbor stretches some distance across the coast of Toshi no Inazuma. As the city grew, peasant fishing boats were pushed further and further away from the main docks leading into the heart of**

**the city. This part of the harbor sits uncomfortably close to the eta district, home of Toshi no Inazuma’s untouchables that handle the city’s least desirable duties such as the handling of the dead. On a building that seems to lean whenever a breeze picks up, some faded kanji is painted over the door. They read, “The Last Chance.” Just inside stands a rather disturbing looking man with unusually pale skin. He stands nearly a head taller than most Rokugani, and his round eyes, straw-colored hair and large straight nose look almost like an oni’s freakish mockery of a proper man. He bows without taking his eyes off his new guests says with an accent, “You come in, have good time, no weapons please.”**

The man, who calls himself Yoritomo Kebin, is Thranish, which can be ascertained with a **Lore: Gaijin/Perception** roll at TN 10. Despite this, any attempt the PCs make at speaking in his native language to him is met with fabricated confusion, though despite lacking a sword he does bear a chop and an official paper from the Mantis indicating that he is a samurai. If the PCs express reluctance to give up their weapons, Yoritomo Kebin clarifies that weapons are to remain sheathed or put away, not that they have to be left by the door, which he indicates by pointing to the bare weapon rack and an empty barrel by the entrance.

Gin appears to not be inside the sake house, but if the PCs mention him to Kebin, he grimaces and points to a back door that leads into the gambling area. When the PCs step inside, they are assaulted by the acrid stench of pipe smoke and other substances of dubious origin. The patrons, mostly merchants and ashigaru, throw insolent glares at the PCs, but are quick to hide them as they return to their drinks and games.

Gin sits at a table across from a Daidoji samurai covered in tattoos. On Gin’s side of the table is a stack of coins and a partially drank cup of sochu. All the Daidoji has is a scowl and the last couple of coins he rubs between his fingers for good luck. Gin shakes a cup vigorously and slams it onto the table. He lifts the cup, and the kanji for north, south, east, west, and fortune can be read on the faces of the five dice. Gin’s cool smile deepens ever so slightly and the Daidoji’s scowl turns into an expression of impotent rage. He reaches into his hakama and begins to pull out a knife, but with snake-like reflexes Yoritomo Kebin comes from behind and grabs his wrist. *“Mess up my place*



*and I'll mess up your face. Get out."* The Daidoji scowls again and walks out, but not before violently throwing his last two coins at Gin, who catches them deftly with one hand.

Kebin turns to Gin and says in his best Rokugani. *"I've had about enough of you causing trouble. I'll ban you next time for sure."* Gin just smiles, ignoring him until he gives up and walks away muttering to himself. A PC with the **Read Lips** Advantage will note that Kebin is muttering, *"Someday I'll either pay what I owe or cut his throat, but either way It'll be the last I see of that cheating little rat."*

Finally, Gin turns his attention to the PCs. *"You are Master Seito-sensei's guests. I remember you from yesterday. Please join me for a drink and a game."* A **Lore: Law/Intelligence** roll at TN 10 will note that since Gin isn't a samurai yet, he shouldn't be allowed to be drinking at a sake house, though if they point this out Gin just shrugs and says *"There isn't a junior gempukku student who hasn't broken that law. Besides, you get privileges when the house's owner owes you a big pile of koku."* If a PC agrees to a game of dice, they will roll their **Games: Fortunes and Winds/Awareness** skill against his, but he won't agree to the game unless they're willing to bet at least one bu per game. If a PC manages to beat him, he is fascinated, and as the PC successively wins games he begins demanding higher and higher bets until the PC is playing against him for a koku or more at a time.

The PCs' goal, as told to them by Yoritomo Seito, is to humiliate Gin. This is most easily done by beating him at Fortunes and Winds until his stack of winnings is empty and he starts proposing even more ridiculous wagers, starting with the debt that Yoritomo Kebin owes him and ending with him wagering his own clothes, promising to go back to the dormitory, which is a half an hour's walk, naked if he loses. If a PC actually beats him and forces him to strip, he is visibly shocked as though he can't fathom how he actually got into this situation. Pale-faced, he leaves his clothes on the table and walks out while the other patrons and Yoritomo Kebin echo uproarious laughter behind him.

Obviously, not all PCs are going to be good enough at Fortunes and Winds to beat Gin, so they will need to exercise at least a little creativity. They can buy him drinks, which will get him progressively drunker as they play, resulting in one, two, or three Free Raises for the PCs on their roll depending on how drunk the

GM deems Gin to be. They can propose a different game or even a contest of physical prowess (using the Athletics skill), though he won't agree to something he'll obviously lose at such a duel or speed origami folding unless he's plastered drunk. They can cheat, rolling their **Sleight of Hand/Agility** against his **Investigation/Perception** to give them an extra +1k1 on the Games roll. What matters here is that the PCs beat Gin at something. He is obsessed with high stakes that starts to show as he starts losing, and demands to keep playing at higher and higher stakes until he wagers something embarrassing (in this case, his clothes). He saves his Void Points and ranks of his Luck Advantage for when he is in these situations. He'll also use his own Sleight of Hand skill to get his own +1k1 benefit if the PCs are dicing with him. Each PC can try and play games with him until the high stakes come out once, but if he wins the high-stakes game, he won't play anymore with that PC. He only ever demands the PCs wager money (bu or koku), though they are welcome to also make extreme wagers if they so choose, so long as they keep it to a level the rest of the table is comfortable with. Just as mentioned above, if the PCs successfully beat him out of his clothes (literally), he will leave quietly with a shocked expression on his face. He won't respond to lecturing, demanding to be left alone, at least for now.

### Where is Otomo Hideyoshi?

If the PCs decide to go looking for Otomo Hideyoshi for whatever reason, he is about Toshi no Inazuma schmoozing with the city's important figures – Yoritomo Seito, Yoritomo Yoshiro, Yoritomo Chijiko, Yoritomo Goburo (Gurodoku's father), and even Daidoji Iwata, who carries some weight with the Yoritomo Courtier school sensei due to his niece's involvement. If the PCs find him and try to engage with him, they will almost certainly be interrupting him, which he will do his best to ignore to save face for himself and the PCs. He will subtly gesture to them to leave. He does not return to the inn until late at night, likely after the PCs have already turned in, because he stays out having drinks at an upscale sake house with the Yoritomo Courtier school sensei. When he gets back to the inn, he is red-faced and a little drunk, so if any PCs are up waiting for him he will do his best to get to his room as quickly as he can to avoid the embarrassment of being caught drunk, though any PC who speaks with him briefly can roll **Raw Perception** at TN 15 to notice that his voice carries a slur to it.

## Day's End

When the PCs have finished at least attempting to reform Gurodoku, Fujiko, and Gin, there is nothing else for them to do until late that evening at the inn. If the PCs managed to “beat” Gurodoku and/or Gin, they will each enter the inn at some point during the evening. They are visibly shaken, somewhere between anger and remorse. ***“Why did you do that to me? You don’t even know me! Examinations are tomorrow and now I’m not even sure who I am anymore!”***

This is the PCs’ chance to beat some sense/honor/humility into the students. Allow them to explain their goal to the student and why the student should take the situation as a lesson and better themselves with the experience of having their weaknesses exposed to them. Once they have finished talking, allow them to make an appropriate skill roll paired with Awareness (Sincerity, Lore: Bushido, and Courtier are the most likely candidates, though Intimidation may not be out of the question) at a TN of 25. Give a Free Raise if the PCs role-play their argument well.

If the PCs succeed in enlightening the pupils, they each have a moment of bitter revelation. ***“I think I understand, samas. Master Seito has told me the same thing in the past, but now I see how my weakness is a risk to myself and to my clan. I will reflect on this tonight. I’d be honored to see you at the examination tomorrow. Good evening.”*** The pupil gives the politest bow the PCs have seen from them yet and leaves the inn.

If the PCs fail, the pupil is confused and angry and throws a fit like only an adolescent can. ***“You’re all cruel, and so is Master Seito! It’s the day before examinations and you all are just trying to humiliate me so that I can fail. You’re all just jealous of my undeniable talent!”*** The pupil storms out angrily into the night.

Nothing else of note happens during the evening. If the PCs were invited to the examination the next day, they will need to be up and ready to go shortly after dawn. Otherwise, the gempukku ceremony is during the afternoon.

Yoritomo Yoshiro, the arms instructor, is waiting for the PCs when they leave their rooms in the morning. He wears a terribly garish kimono, so much so that the PCs could not miss him if they tried. He gives each PC a quick bow and invites them to sit at the table with him, where he is unceremoniously slurping on a bowl of cold porridge. Once all the PCs are gathered together, Yoshiro quickly gets to the point of his being there. ***“Our school teaches that directly confronting a challenge is the best way to deal with it. No sniveling, sucking up, or putting it off. Yoritomo Seito-sama has high hopes for those students you spent time with yesterday. I voiced my strong opposition to using outsiders to teach our methods without necessarily knowing them or agreeing with them. I’ll be the head examiner today and we’re going to see if putting his trust in you was favorable or folly.”*** He finishes in a slightly patronizing tone. ***“There are those who would benefit greatly by Yoritomo Seito’s favorite students choking during their examination. I’m going to make the test as hard for them as I possibly can, unless of course you have a good reason I shouldn’t.”***

Hopefully the PCs realize that he is not looking to be convinced that they did a good job, but that he is asking for a bribe in exchange for going easy on the students. If not, allow them to roll Raw Perception at TN 10 to catch it. If the PCs call him out for it, he puts his hands in the air and pretends to be insulted. ***“I wouldn’t dream of such a thing, samurai-sans. I was just wondering how confident you were about your work yesterday. Don’t be so touchy. You’d never last in our school.”*** If the PCs decline otherwise, he shrugs. ***“Well, I warned you. Those invitations only go to you if the students impress the clan champion today. Oh, did you not know that Yoritomo Kaminari is here? Ah well, he just arrived this morning. Even Yoritomo Seito was surprised,”*** he grins maliciously. If the PCs actually agree to pay him, they will need to put together 20 koku between them to satisfy him. ***“Money well spent, samurai-sans. The kids are in good hands, I assure you.”***

Otomo Hideyoshi emerges from his room as Yoshiro is leaving. He has bags under his eyes and orders bitter tea and an egg to help cure his hangover. He is somewhat curious about Yoshiro’s presence, but does not press the PCs if they do not offer the reason freely.

## Conclusion

## The Examination

The examination is held at the governor's manor. When the PCs reach the manor they are greeted and allowed into the audience hall. The hall that the PCs met the governor in earlier is now filled with about 100 Mantis children on the doorstep of adulthood. Before the empty throne at the head of the room stand the eleven sensei of the Yoritomo Courtier school, Seito and Yoshiro included among them. The PCs are directed to watch near the sensei, where seats have been prepared for them and a smattering of other guests invited to watch the examination, all of whom are likely to be significantly higher in rank than the PCs, especially the clan champion Yoritomo Kaminari, who has his own seat of honor near Yoritomo Seito. Kaminari wordlessly but attentively observes the entire examination while Seito nervously tries in vain to gauge his champion's opinion of the students.

The students are barraged with questions from the examiners. Insults and demands are thrown at them constantly during the exam to see if they flinch under the intimidation. A few practical exams based around commerce are held, having the students price different items and suggest what markets to best sell them in. Most of the students are individually called out at one point or another to be given a personal test.

If the PCs bribed Yoritomo Yoshiro at the inn, choose one of the tests below at random to not happen, replacing it instead with a generic scene in which Yoshiro asks the student some relatively difficult questions, which the student answers correctly and then is dismissed.

## Gurodoku's Test

When Yoritomo Yoshiro calls out Gurodoku, the arms master pokes him hard in the belly several times. He hurls insult after insult, calling him a daddy's boy and a piece of garbage who will probably only pass so that his father will continue to donate money to the school. Gurodoku turns redder and redder under the provocation and poking.

- If the PCs were successful in teaching Gurodoku the day before, he suddenly takes a deep breath, then calmly and quietly whispers something into Yoshiro's ear. Yoshiro turns white for a moment and backs off, then realizes his mistake but can't recover from it. Annoyed, he dismisses the boy.

- Otherwise, Gurodoku finally loses it after a well-placed poke to the chest and screams an obscenity at the sensei, who grins triumphantly and dismisses the humiliated boy.

## Fujiko's Test

When Fujiko is called out, Yoshiro simply asks her a question. *"You have 100 koku and are on your way to donate it to research an affordable cure to a horrible disease that ravages your province. A terribly sick woman in your path begs you to buy her the expensive medicine that will cure her, but it would cost you everything you have with you. What do you do?"*

- If the PCs were successful in teaching Fujiko the day before, she is confident in her answer, that she would refuse the woman, that while she would feel shame from not showing compassion to her, it would be far exceeded by the shame of failing to do her part to find an affordable cure for everyone.
- If the PCs were unsuccessful, she stands silently for over a minute, unsure of how to answer. She finally asks, *"How sick is the woman?"* Disgusted, Yoshiro dismisses her.

## Gin's Test

When Gin is called out, Yoshiro hands him a set of dice. *"I've never seen you lose a bet before, boy. I'm curious if you're interested in making a wager with me. You roll those dice. If they all come up with the same face up, you pass, otherwise you fail. Or you give me the dice back and we forget this conversation. Do we have a deal?"*

- If the PCs were successful in teaching Gin the day before, Gin hands the dice back to a stunned Yoshiro, saying *"It's not worth the risk, sensei. Dice games are for petty cash, not life decisions."*
- If the PCs were unsuccessful, Gin rolls the dice and they all land with the word "Fortune" standing up. He looks very pleased with himself until Yoshiro picks the dice up and rolls them again, where they land with "Fortune" standing up. *"Fool, the dice are weighted. You fail,"* he says dismissively.

## After the Tests

After about 2 hours the weary examiners confer with one another in hoarse whispers. One of them steps forward from the group to address the hundred pupils,

*"Despite our best efforts, you have all passed. You are all dismissed."*

If the PC succeeded at teaching any of the three students (including the student who was bribed into passing, even if they did not succeed with that student):

Yoritomo Kaminari calls for a halt before the students leave. He stands and says, "Yoritomo Seito has spoken very highly about some of you in particular. I'm inclined to agree with him about the talent some of you possess." He calls out Gurodoku, Fujiko, and/or Gin by name, then finishes with, "A century after the dawn of the empire, seven samurai received a vision from Osano-Wo. He showed them the glories awaiting the Mantis and proclaimed, 'From the city of lightning will the Mantis grow.' This proclamation still holds true. These young samurai will help us win glories too long denied to, and too long neglected by, the Mantis." The students called by name, honored beyond measure, bow deeply to their champion before leaving with the rest of their peers.

### The Gempukku Ceremony

The gempukku ceremony takes place in front of a temple slightly outside of the city, on a nearby hill. A limestone maze must be traversed to enter the temple. It is easy to lose track of the twists and turns of the maze, but a bald monk stands in waiting to show the PCs the way. At its exit are several torii arches leading to the large open air monastery.

On the four corners of the Temple grounds, monks garbed in ceremonial robes beat their drums with great zeal. When the beating reaches a crescendo, the monks let out a martial shout and fall silent. One hundred students file onto the temple floor. A number of high ranking Mantis are in attendance, chief among them Yoritomo Kaminari, the Clan Champion. The ceremony is brief and to the point. Each graduate is asked their new name and what glory they will seek for the Mantis, and is then handed their daisho. Gurodoku chooses the name Yoritomo Gusai, Fujiko chooses the name Daidoji Fujiko, and Gin chooses the name Yoritomo Taifune.

### Post-Ceremony

After the ceremony the PCs are pulled aside to meet with Yoritomo Seito. Otomo Hideyoshi is also brought to the master sensei.

- If the PCs were unable to help any of the three prodigious students overcome their weaknesses, Seito is visibly frustrated. "I regret to inform you all that I am unable to give out any invitations to the school. Our clan champion has seen fit to demand my seppuku and the school is being placed in another's hands. I have nothing else to say to you. Have a safe journey."
- If the PCs were able to help one of the three prodigious students, Seito will seem a bit off but in generally good spirits. "I was unaware that our clan champion would be in attendance today but thanks to your help I was able to barely avoid any difficulty with him. Our game is over, and I must inform you that Otomo Hideyoshi seems to have convinced the other sensei that the invitations should go to the Otomo, and our champion is inclined to agree. I therefore congratulate you, Hideyoshi-san, but offer my sincere thanks to the rest of you and I hope that your journey home will be pleasant and safe."
- If the PCs were able to help at least two of the three prodigious students overcome their weaknesses, Seito seems to be in a good mood. "The examinations are over, the gempukku has passed, and our game is over. Our champion seemed particularly impressed with the students, for which I must thank you for your work. As promised, I have invitations to the Yoritomo Courtier school written up to give to your lords. Have a safe journey. Perhaps you will meet the students whose educations you have completed again someday."

The PCs are dismissed to leave Toshi no Inazuma and return to their homes at their leisure, with transport provided by the Mantis clan. If the PCs were successful with all three students, they and Hideyoshi are surprised with invitations to a high-end geisha house for the evening, with a promise that all expenses will be paid by the Yoritomo Courtier school.

### **The End**

## **Rewards for Completing the Adventure**

Surviving the Module: 1 XP

Good Roleplaying: 1 XP

At least one pupil is declared prodigy: 1 XP

At least two pupils are declared prodigy: 1 XP

Total Possible Experience: 4 XP

### Favors

If at least one of the pupils was named a prodigy, the PCs gain one favor.

If three of the pupils were named prodigy: the PCs gain an additional favor.

### Honor

Honor is gained or lost as noted in the module.

### Glory

If the PCs successfully taught at least one student, they gain G3 glory.

If the PCs did not successfully teach any student, they lose L-1 glory.

### Allies and Enemies

If the PCs successfully taught at least one student, they gain Otomo Hideyoshi as an ally. He is influence 2, Devotion 1.

### Other Awards/Penalties

Ronin PCs may opt to join the Yoritomo Courtier School without paying favor cost. Such PCs gain the “Student of Dojo Raiden” cert.

### GM Reporting

- 1) Which student(s) were declared prodigy by the Mantis Champion?

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

## Appendix #1: NPCs

If any NPCs require statblocks not listed elsewhere in the module

### Otomo Hideyoshi

Cousin of the Otomo Family Daimyo

**School/Rank:** Otomo Courtier 4 (Otomo Bureaucrat)

**Initiative:** 7k3

**Armor TN:** 20      **Reduction:** 0

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

**Attack:** Please don't

**Damage:** Seriously, Rude

Air 3      Earth 3      Fire 2      Water 3      Void 3

Awareness 5      Willpower 4      Intelligence 4      Perception 4

Honor: 6.0      Status: 4.0      Glory: 4.1

**Primary Skills:** Intimidation 5, Courtier 6, Etiquette 4

**Advantages/Disadvantages:** Social Position, touch of the Spirit Realms: Yomi (Courtier)

**Special Mechanics:** As rank 4 Otomo Courtier

**Significant Dice Pools:** 10k6 Courtier, 10k5 Etiquette

### Gin

The Poor student

**School/Rank:** Yoritomo Courtier 1

**Initiative:** 3k2

**Armor TN:** 15      **Reduction:** 0

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

**Attack:** Probably not

**Damage:** No thank you

Air 2      Earth 3      Fire 2      Water 2      Void 2

Intelligence 3

Honor: 2.5      Status: 1.0      Glory: 1.0

**Primary Skills:** Athletics 2, Commerce (Appraisal) 1, Courtier 2, Defense 1, Etiquette 2, Games: Fortunes and Winds 2, Intimidation (Control) 2, Investigation: 1, Lore: Underworld 2, Sincerity (Deceit) 3, Sleight of Hand 2

**Advantages/Disadvantages:** Daredevil, Luck (3 ranks)/Compulsion (High Risks)

**Significant Dice Pools:** Sincerity: 6k3, Intimidation 5k3, Games: Fortunes and Winds 4k2

### Gorudoku

The Boisterous Student

**School/Rank:** Yoritomo Courtier 1

**Initiative:** 3k2

**Armor TN:** 15

**Reduction:** 0

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

**Attack:** Probably not

**Damage:** No thank you

Air 2      Earth 3      Fire 2      Water 2      Void 2

Awareness 3

Honor: 2.5      Status: 1.0      Glory: 1.0

**Primary Skills:** Commerce (Appraisal) 2, Craft: Shipbuilding 2, Courtier 2, Defense 1, Etiquette 2, Intimidation (Bullying, Control) 4, Sailing 2, Sincerity 2, Temptation (Bribery) 2

**Advantages/Disadvantages:** Prodigy (Craft: Shipbuilding was chosen as his free skill)/Brash, Phobia (Snakes) 2

**Significant Dice Pools:** Courtier 6k3, Etiquette 6k3, Sincerity 5k3, Intimidation 8k3

### Fujiko

The Demure Student

**School/Rank:** Yoritomo Courtier 1

**Initiative:** 3K2

**Armor TN:** 15

**Reduction:** 0

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

**Attack:** Probably not

**Damage:** No thank you

Air 2      Earth 3      Fire 2      Water 2      Void 2

Perception 3

Honor: 6.5      Status: 1.0      Glory: 1.0

**Primary Skills:** Calligraphy 2, Commerce (Appraisal) 4, Courtier 2, Defense 1, Etiquette (Bureaucracy) 2, Intimidation (Control) 2, Investigation 2, Lore: Fashion 2, Sincerity 2

**Advantages/Disadvantages:** Prodigy (Lore: Fashion was chosen as her free skill) / True Love (Daidoji Iwata)

**Significant Dice Pools:** Courtier 5k2, Investigation 6k4, Sincerity 5k2

## **Player Handout #1: News From the Empire**

Joyous news! The coronation of Emperor Toturi X went off with no issues at all! For a joyous three days, the Empire rejoiced in the coronation of their new Empire, and now we may look forward to what comes next.

Ikoma Shabiko, the Ikoma Family Daimyo, was invited by the Imperial Court to tell our Emperor the story of the death of Lord Toturi IX. It is a tragic tale to be sure, and I am told that the detail that Ikoma Shabiko-dono told the story with was of such impressive quality that our Emperor himself near wept at the spectacle.

The only Daimyo that were not present at this presentation were the Crab Clan daimyo. The official word I have heard from Yasuki Ranmaru-dono is that the Clan felt no need to listen to a story that they had already lived. One imagines that hearing again of the death of his father is a thing that Champion Hida Oturi-dono would desire to avoid... but one cannot help but wonder if that is the only reason for his absence.

Still, such things are idle speculation. I am certain that there are far more interesting things for us to pay attention to, and if you would excuse the relative brevity of this letter, I find that it falls to me to begin to hunt for more of these interesting bits of news.

With Honor  
Otomo Yusuke