

Pull the String

by Christian Ward

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

Month of the Serpent, 1340 (Spring)

**Module Number: CIT12
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Role Play, Intrigue
Part one of *A Brother's Anger*

As his walks through the Clan's begins, the Brother of the Emperor recognizes the union of two clans so frequently at war.

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

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

Adventure Background and Summary

Toturi Kazetora has been planning to tour the different clans for several years now. In respect to the tournament of the Kami and traditions, he has announced the order in which he would be visiting the clans: Dragon, Mantis, Crab, Unicorn, Scorpion, Phoenix, Crane, Lion, Owl. He will begin his journey by being a guest at the wedding ceremony of the children of the Hiruma and Kakita Daimyo. However, there are ulterior motives to his actions.

This is, of course, no concern to the PCs, who have been invited to the wedding as special guests in acknowledgment of the honors brought upon them by their time spent in the city of Balishnimpur. As special guests of Toturi Kazetora, the PCs are afforded a special opportunity to affect the overall outlook of the Crab and the Crane going forward. The PCs

Upkeep

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

Character Notes

The GM should take a few minutes to examine the players' character sheets in order to have an idea of the nature of the PCs at the table. It is frequently helpful to have a list of specific mechanics that come up in the course of the module determined at the start of the module so the GM does not have to slow down play to check and see which parts apply to which PC. These

can be Advantages, Disadvantages, Schools, Skills, or any other particularly relevant mechanics.

- Noticed by any of the NPCs from CIT 00 – Festival of Coronation

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 the module, PCs lose .2 glory. This glory gain cannot reduce a PC below his insight rank in glory (fame increases 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 $5+(\text{Taint Rank} \times 5)$.

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. However, in a special exception, Ronin Survival does not have to be rolled for this module.

Experience Expenditure

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

Introduction

The PCs find themselves as invited guests to the wedding of Hiruma Ijiko, the second Daughter of Hiruma Miraiko, Daimyo of the Hiruma, to Kakita Kayozu, First Son and heir to the legacy of Kakita Yushiuro, Daimyo of the Kakita Family. Surprisingly, even Ronin find themselves on the invite list upon the specific request of Toturi Kazetora, youngest scion of Toturi IX and brother to Toturi X (Long may he reign). While Ronin may be concerned about not getting paid, the promise of free lodging and food for nearly a week is an enticing enough honor for most.

It should be noted to PCs that in a situation such as this, it is customary to provide a gift to the new coupling, and that the gift giving is very important to the politics of the wedding (because yes, there is politics in a wedding).

Cresting the hill to the seat of the Seppun Family reveals a surprisingly indefensible series of castles and Yashiki. For being the main castle of the Emperor's Yojimbos, even the most inexperienced in the ways of tactics can tell that this is not a military structure. While beautiful certainly, it is not what one would expect from the family that houses the Emperor's Guardians.

As you arrive at the main gate, three Seppun Guards watch you step forward with impassive faces. They are contrasted by a smiling Miya Courtier. "Ah, Samurai-sans, welcome to Kyuden Seppun. If I may request your chops, we will ensure that you are sent where you need to go."

Once the Courtier takes your chops and examines them, he smiles brightly. "Ah! You are the esteemed guests of Toturi Kazetora-dono. We have rooms selected just for you. Please, if you will come with me?"

The Miya leads the PCs to the main guests houses. Each house contains three guest suites with their own meeting room, bed room, and a large closet that contains several fine court kimono, each in the current year's fashion (insert fashion here), already emblazoned with appropriate mons for the PC. Each

room also has three servant attendants whose sole purpose is to see to the PCs needs, including ensuring they are properly wearing the fine court kimono (the Servants will inform the PCs that Kazetora has specifically requested they ensure that these are worn at formal functions). Even large PCs may find these rooms to be a little room-y for them, and ascetic PCs should certainly feel a bit uncomfortable with the excess.

Regardless, the PCs are given a few hours to themselves to clean the dirt of the road and take care of whatever they might wish, they are informed that there is an opening ceremony for them to attend.

The PCs are led to a large Court room, a white and red backdrop surrounding the main dais. Sitting there are three figures: Kakita Yushiuro, Hiruma Miraiko, and Seppun Kurama, Daimyo of the Seppun.

As court's whispers begin to die down, Seppun Kurama steps from his place on the dais, clearing his throat. Kurama is coming ever closer to the age of retirement, but one would not immediately guess as much from the ease and grace in which he steps forward to speak. His fan rises to gather the attention of the court, a sudden snap causing silence to wash over the room.

"Samurai of Rokugan. It is a great honor that this palace is allowed to again see the joyful union of two clans that have such a... troubled history together. That so many samurai from the clans have come to see such an auspicious event speaks well for the possibility of burying a proverbial hatchet between the children of Hida and Doji." He pauses, as if looking for his next words, only for Kakita Yushiuro to step up and speak.

"This humble servant of the Empire is thankful to all of those who have come to see this celebration of the marriage of Hiruma-san's daughter to my son. I believe I speak for all of the Crane when I say that I hope deeply that this event is the beginning of a new era of prosperity and peace between the Crane and the Crab." Yushiuro looks back to the Crab Daimyo, who in her typical conversational way nods her head.

Part One: A Marriage Celebration

Once the initial announcements are over, the PCs have a chance to speak to the various guests of the Court (give them Player Handout #2: guests of the

Wedding). However, most of the Daimyo and Clan Champions should generally be somewhat unavailable, as the PCs simply aren't important enough to command their attention without either some significant political maneuvering. To speak with any personage with status higher than 7, a PC must make either Courtier (Gossip) or Etiquette (bureaucracy) / Awareness at a TN of 50. PCs may add their (Glory+Status*5) to this roll. In addition, PCs can gain free raises to rolls to meet these characters (listed in Appendix 2). PCs also gain a free raise if they are Noticed by Daimyo in question.

Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. PCs may also gain this information without further rolls through conversation with the various NPCs.

- 10: Miraiko was in Balishnimpur when negotiations for her daughter's marriage occurred. She is famously stoic as it is, and there has been no indication of her opinion on the matter.
- 15: The presence of so many Daimyo is as much because of Toturi Kazetora's invitation as the wedding itself. Many daimyo are seeking to curry his favor, hoping that when the time comes for him to choose a bride, he will look on their clan favorably.
- 20: Daidoji Tsuru has been rather vocal in his opposition to the wedding. It is somewhat unusual, given that the Daidoji tend to be more pleasant towards the Crab than most Crane, but Tsuru is rather adamant. That Yushihiro has largely ignored his dissent has been whispered of rather commonly.
- 25: Even more surprising than Tsuru's dissidence on the matter is Hida Oturi's apparent support. He has not gone into great elaboration onto why, but many think he is hoping for the benefits that Crane money can bring to the bigger war effort.
- 30: Mirumoto Kirima is specifically rather unhappy with the Emerald Champion's absence in this event. Some people believe that she feels that he is intentionally avoiding an opportunity to test his skill against hers, though she herself has never publicly commented as such.

Once PCs have had a chance to meet with and learn from the various NPCs, they will receive a message from Toturi Kazetora, asking them to join him for tea. While it is worded as a request, any savvy Samurai should know that declining an invitation from such a powerful individual is likely to end up being a poor plan at the very least.

You are led to a large gathering room, larger than some grand court rooms. Its splendor is contrasted by a small, relatively simple looking dining table placed in the center of the room, enough pillows for several samurai placed around it.

The servants will motion for the PCs to sit, explaining that Kazetora will arrive shortly (GMs can take this time to have PCs introduce themselves if they are not previously acquainted). After fifteen minutes, the door opens and Kazetora steps in.

Toturi Kazetora is still a young man, barely having passed his nineteenth winter. Despite his relatively young age, an air of authority follows the young Imperial, who regards you with a polite, if somewhat neutral smile. He bows, perhaps a bit lower than he necessarily must. "Ah, my honored guests. This one is so glad to be able to entertain such august company. Please, enjoy the pleasures that Kyuden Seppun has to offer while you are here. Near anything you might be able to imagine can be done within the walls of this palace."

Kazetora will move to find a seat, and moments later servants will flood the room, providing near any amenity someone could ever want. Tea, spirits, any sort of food one may be craving, all of it is available at the PCs' leisure, and all of it is of the highest quality.

Kazetora will, as protocol demands, chat with the PCs about any small thing. He will specifically make an effort to be interested in the PCs tour around the Ivory Kingdoms, making sure to make remarks that appear sympathetic to any difficulties that they might have had ("**Those Gaijin barbarians treated you in THAT way? My deepest sympathies to you.**")

After about an hour, Kazetora will get down to his business.

Toturi Kazetora rises and takes a deep breath. "My friends, I am blessed that you have gathered here to attend me, and I know that our Crab and Crane hosts are honored by your presence. This is indeed a grand occasion for both clans, as I am certain you all know. While I am not naïve enough to believe that one union will absolve over thirteen hundred years of strife and pain, I am inclined to believe that the process of healing is pushed forward through gestures of peace like this.

"Still, though, I admit to being somewhat torn. While peace is undeniably a good thing for the Empire, this

marriage ultimately may signal the end of a rivalry that has become tradition within our beloved Empire. While I am not sympathizer to bloodshed, I find myself... concerned that such an ancient tradition, even one of violence, may be so quickly discarded.

“This leaves me with a bit of a... personal conundrum, as I am certain you are aware. Do I hope to see an air of peace, wherein these samurai begin to wear down the differences of their past? Or do I watch, hoping in my heart that the samurai here leave this place knowing that it was ultimately a moment of respite in a never-ending struggle.” Kazetora shrugs, taking a cup of tea and sipping it with a bit of exaggerated flair. “Certainly, the feelings of all of our guests will be taken into account in these next three days. So first I must ask, what do you think?”

PCs are welcome to answer Kazetora however they like. Kazetora will listen carefully to every word, showing the most attention paid to those who are “Noticed by Toturi Kazetora.” The answers are mostly to get PCs to speak up on how they think on the matter, but Kazetora should encourage PCs with curt or short answers to elaborate on why they feel the way they do.

Once every PC has had a chance to answer, Kazetora will speak again.

Once the last Samurai has answered, Kazetora offers a bright smile. “I am pleased that even our younger, less experienced Samurai have such well thought out opinions. It speaks well to the influence of your daimyo and Sensei.” Kazetora rises and bows to the assembled samurai. “The next three days will be rather interesting, no? I would encourage all of you to take the time to speak with your other peers on these important matters while celebrations are happening. I am certain that their thoughts will be rather telling in the days to come. I hope that you all find this to be a wholly relaxing celebration.” With little more fanfare, Kazetora bows and takes his leave.

Part Two: Politics of Marriage

From here, how the PCs choose to interact with the module is largely up to them, but it is assumed that they will take Kazetora’s advice and wish to begin influencing the other Samurai as swiftly as they possibly can. Unfortunately, by the time they have left his presence, it is getting late into the evening and the

other Samurai have largely gone to bed, leaving them to wait until the morning to begin.

The celebration takes place over three days, and each PC who wishes to will get a single opportunity per day to speak to an NPC. After every PC has had the opportunity to try and persuade one of the NPCs, an event will take place to end the day. For every successful attempt to persuade one of the NPCs, the PCs earn a point for their side.

Arranging to speak to one of the NPCs is simple enough, and requires no roll. Even though most of these NPCs are of relative importance, the informality of the celebration makes them more approachable than they otherwise might be. The exception here is the Daimyo, who still need to be persuaded to speak with the PCs as described in section 1. Daimyo will be significantly harder to influence, but will subsequently provide more points to someone who is able to demand their attention and sway their thoughts. A PC gains a free raise to subsequent attempts to meet with a Daimyo if they had met them previously in section 1.

The simplest way to speak to the NPCs will be to make one’s case and roll Courtier (Manipulation) or Sincerity / Awareness. The TN of this roll will be listed with each NPC, but in general will be the most difficult way of persuading them. Instead, each will have their own motivations (and subsequent rolls) that will make getting them to consider a PCs particular point of view more palatable.

In order to ensure that the module does not become immediately one sided in the event that all of the PCs agree, the number of points each side starts with varies based on the number of PCs on each side. If the number of PCs on each side are even, then both sides start with 0 influence points. However, should sides be lopsided, the side with fewer points gains a number of influence points =2*the difference between the side with more players and the side with fewer.

Part Three: Events

Day 1 Event: Gift Giving

On the first day of the celebrations proper, the PCs will have their opportunity to give their gifts to the soon to be spouses. PCs should be encouraged to push their gifts in such a manner as to provide encouragements to their particular sides.

Once a PC has presented and described their gift (unless PCs are really insistent, doing all three refusals are unnecessary), they may roll Courtier (Manipulation) / Awareness. The PC who rolls highest gains 2 additional points for their claim. They also gain G4 glory for themselves, as the Crane speak highly on the nature of the gift given.

At the end of the event, the overall response of the two betrothed will vary largely on how the points currently stand (after points for this event are taken into account).

If the Tone of the Court favors further cooperation:

Once the last gift is presented, Kakita Kayozu rises from his spot, joined in swift succession by Hiruma Ijiko. The two bow with surprising unity as Kayozu speaks. "Samurai, we are honored by the blessings that have been bestowed upon us on this day. Allow us this opportunity to thank you all for the lovely gifts you have provided."

Ijiko speaks next, offering a bright smile to Kayozu. "Indeed. We are humbled and honored by the thoughtfulness of the gifts received. Rest assured they will find places of honor within our home." The two bow in unison and find their way off of the dais.

If the Tone of the Court favors renewed animosity:

Kakita Kayozu rises to speak. However, in the same instance, Hiruma Ijiko rises abruptly and bows. "Thank you for your gifts," is all she states before abruptly she leaves the dais, leaving a stunned Kayozu to simply watch her walk away. After a moment, he composes himself and takes a breath. "As Hiruma-san says, thank all of you for the lovely gifts. They will be cherished, I assure you."

Day 2: Kemari

As the Crab are wont to do, Miraiko was rather (indirectly) insistent that an event more suitable to crab sensibilities to the festivities. The Crane have compromised on this matter by agreeing to a friendly (and traditional!) game of Kemari.

How the betrothed respond to each other during the event is dependent on the tone of the Court.

If the Tone of the Court favors further cooperation:

As the event starts to get underway, Ijiko and Kayozu are quick to find themselves near each other. They

seem less focused on the game itself, and far more focused on talking to each other and learning about each other. Indeed, one dare might say they are starting to find each other's presence tolerable.

If the Tone of the Court favors renewed animosity:

As the event begins, it becomes rather evident that Ijiko and Kayozu are trying their best to maintain a polite distance from each other. Ijiko stays with her mother, speaking to her in hushed tones and getting glances and nods in response. Kayozu, on the other hand, stays near Daidoji Tsuru, eyeing the Crab with a concerned expression while he quietly asks the Crane Daimyo questions.

Mechanically, the game is resolved with Games: Kemari / Agility, contested among all players (the highest NPC roll is 30). PCs may substitute half of their ranks of athletics for Games: Kemari if they do not have the skill. The winner of the contest gains G4 glory.

More notably, towards the end of the competition, the following scene occurs:

A loud pounding sound disrupts the honorable revelry. As people stop and turns, they see one of the kemari balls slam into a wall and violently unravels. Even Shinjo Hazumi, who struck the ball, seems somewhat surprised at just how hard she did.

Standing near that very wall is Hida Oturi, his face the very expression of stoicism. "A bit forceful today, are we, Shinjo-san?"

"You are one to talk," Hazumi huffs, shaking her head, "Considering how you seem to conveniently 'misplace' the missives that have been sent to Crab Lands. Since it seems my couriers have not provided a clear enough message, I pray my words will eliminate any ambiguity: your Witch Hunters are not welcome in the lands of my people."

Oturi shakes his head. "Your Couriers delivered their message with no ambiguity, I assure you, Shinjo-san. My election to ignore them was not due to ambiguity, but need. If the Witch Hunters believe that a threat may be credible, then I would be remiss in my duty to the Emperor, Long May he Reign, to ignore that."

Hazumi's fist begins to clench in response to Oturi's words... but noting that their spat has drawn a crowd, she turns and bows. "Forgive this interruption to the festivities," she states politely, "Hida-san and I were

simply having a disagreement.” Her eyes move to Oturi, “Perhaps one that is better discussed further behind closed doors.” With no other fanfare, the Unicorn Champion takes her leave, Oturi watching her all the way.

Day 3: Ikebana

Wishing to get a bit more of a proper courtly feel for the rest of the court, Kakita Yushihiro insists on a proper ikebana event for the final day preceding the wedding proper. This event is mechanically simple, requiring simply an Artisan: Ikebana / Awareness roll. The PC who rolls the highest gains G4 Glory as their work is lauded by Yushihiro herself. However, a PC who rolls less than a 10 draws Yushihiro’s ire and judgment costing them an L0 glory loss.

What is far more interesting this event, however, are the Ikebana of the more experienced Courtiers. Several use the language of flowers to subtly convey a public message. Kakita Yuushiro’s in particular is of notice, featuring white camellias and morning glories surrounding a powder blue stick that sits just over a crimson red one. PCs may make either Lore: Hanakatoba or Courtier / intelligence at TN 15 to remember that a white camellia speaks of waiting, while morning glories speak of willful promises. This seems to imply something owed to the Crane from the Scorpion.

Conclusion

On the morning of the fourth day, the court gathers near a local shrine to Musubi-no-Kami, the Fortune of marriage.

Kakita Kayozu is dressed in a tasteful, if surprisingly simple for a crane, blue and white kimono draped with a grey haori. Standing next to him is Hiruma Ijiko, dressed in a stark white kimono with hints of red sticking out. They bow to the assembled Samurai and enter the shrine, leaving the assembly to wait for several long minutes.

Soon after, the two emerge again, Ijiko having shed the white kimono in favor of a blood red one. Kayozu takes her hand and holds it up, speaking. “Hiruma Ijiko has died, and in these moments, we leave her memory behind. Allow me to introduce you to my wife, the reborn Kakita Ijiko.” The two bow to the assembled politely, then move away from the shrine and lead the assembled samurai to the central court room for the celebration.

Once in the court room, allow the PCs one more chance to speak with any NPC they might want to speak with (omit this part of running short on time). The time for politics has ended, but some PCs may still wish to push personal agendas.

At the end of the Court, the Tone of the Court will affect how things end.

If the tone of the Court Favored cooperation:

The celebration has taken on a rather Crab overtone. Sake flows freely and Samurai laugh and seem to truly enjoy each other’s company, the expected stoic face of a Samurai allowed to subside for a day to celebrate the Union of two souls. Sake flows freely, food readily available to any and all who desire it. Only Daidoji Tsuru seems unhappy by the proceedings, though none who approach him can seem to get to understanding why.

After several hours of revelry, Yushihiro finally steps up to speak to the assembled. “Samurai of Rokugan. Through these three days, we have been blessed with the opportunity to celebrate a joyous union between my family and the family of the Hiruma. In that time, I have heard many good words from many Samurai, hoping that this is a good omen towards the future. Though we of course know that only actions speak, I hope that these words are indeed omen to a brighter future for the Crane and the Crab.” As she bows her head to the assembled crowds, polite applause rings out... interrupted briefly by the near cracking of the main doors as they are shut in a huff. It quickly becomes evident that Daidoji Tsuru has chosen this moment to exit, to the bewilderment and frustration of the Kakita Daimyo.

If the Tone of the Court favored renewed animosity:

Though a wedding is typically a time for revelry, the celebrations seem somewhat muted. Though sake and food flow freely, the crab and the crane specifically seem to maintain a certain sense of polite distance from each other. Though the Crab Champion tries his best to push a sense of camaraderie among the crowds, it seems that the Crab and the Crane just can’t seem to get along.

Finally, Kakita Yushihiro steps forward and speaks. “Samurai, we thank you for taking the time to bless us with your presence for the marriage of my Son to Hiruma-san’s daughter. I hope that this event has provided a kind distraction from the rigors of your normal duties.” She bows politely to the crowd, who

offer polite applause. As the applause dies down, the sound of a crack disrupts the remaining claps: the door frame of the main court entrance has nearly broken as Hida Oturi storms from the Court Room.

Either way, once the festivities have come to an end, the PCs are asked to meet with Kazetora one more time.

Kazetora meets you at the gates of Kyuden Seppun, his face ever the picture of serenity. “Ah, my friends, I wished to offer you thanks for a most fascinating set of days. Indeed, I have learned quite a bit from this little soiree, and I hope that it has been quite the experience for all of you as well. Allow me to wish you the best as you continue your journeys. I am certain that this is not the last I will have seen of you.” Kazetora offers a polite smile to you and bows slowly.

The End

Rewards for Completing the Adventure

Surviving the Module: 1 XP

Good Roleplaying: 1 XP

PC take part in one of the Events: 1 XP

PC successfully persuades one person: 1 XP

Total Possible Experience: 4 XP

Favors

The PCs gain one Favor for attending Kazetora’s tea ceremony.

Honor

There are no inherent honor gains in this module.

Glory

The PCs who help successfully push the tone of the court to the winning side gain G4 Glory.

Allies and Enemies

If the Tone of the Court encourages further cooperation between the Crab and the Crane, PCs who pushed in that direction gain Noticed by Hida Oturi.

If the Tone of the Court discourages further cooperation between the Crab and the Crane, PCs who pushed in that direction gain Noticed by Daidoji Tsuru.

Either way, all PCs gain Noticed by Toturi Kazetora. PCs who are already noticed by him gain him as an ally with Influence 5 / Devotion 1.

Other Awards/Penalties

If the PCs have pushed towards any personal agendas, have it noted on the mod reporting.

GM Reporting

- 1) Will the Crab and Crane be exploring closer relations?

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

Toturi Kazetora

The Emperor's Brother

School/Rank: Otomo Courtier Rank 4

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: Nope

Damage: Judging you.

Air	3	Earth	2	Fire	4	Water	3	Void	4
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Awareness	6	Willpower	4
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Honor: 5.1

Status: 9.0

Glory: 5.1

Primary Skills: Courtier 7, Etiquette 7, Sincerity 7, Lore: Underworld 4, Intimidation 5,

Advantages/Disadvantages: Blackmail (Several), Allies (Several), Seven Fortune's Blessing (Benten) / Dark Secret

Special Mechanics: if there are any special considerations, like specific Techniques, worth making note of

Significant Dice Pools: if the NPC is likely to be called on to roll for specific tasks, like dueling or social resistance rolls

Appendix #2: Wedding Guests

Hida Oturi – Champion of the Crab

Hida Oturi is a gruff, quiet man. He doesn't particularly like to talk to people, and in fact would not even be at this court if not for the intriguing nature of the invitation he received from Toturi Kazetora. If someone does decide to speak with him, he will talk at length about the Shadowlands, especially the failure of the Court to take the Shadowlands seriously even after the Son of Heaven died defending it.

Crab PCs receive a free raise to attempts to meet with Hida Oturi.

Courtier TN: 35 (Pro-Peace) / 40 (Pro-split)

Glory: 3.1 Infamy: 4.2 Status: 8.0 Honor: 2.9

Hiruma Miraiko – Hiruma Family Daimyo

Hiruma Miraiko does not speak. It is impossible for her to do so, evidenced by the scar that is clear around her neck. Indeed, this does not generally make her an easy conversation partner, as she can't do more than nod in approval and maybe offer a grunt of some variety of approval or disapproval.

Crab and Crane PCs receive a free raise to attempts to meet with Hiruma Miraiko.

Courtier TN: 30

Glory: 7.0 Status: 7.0 Honor: 5.1

Hiruma Ijiko – Daughter of Miraiko

Unlike her war hero of a mother, Hiruma Ijiko is a notably unassuming woman. Indeed, for a Crab and especially a Hiruma, she strikes the appearance of a more traditional samurai-ko. She is demure and soft spoken, generally doing her best not to offend whoever she is speaking to. This is mostly an act on her part, as in Crab lands she would be every bit the boisterous, crass bushi woman that one might expect of a Crab. It's just hard to let that out when you have your mother breathing down your neck...

PCs do not have to roll to meet with Hiruma Ijiko.

Courtier TN: 25

Glory: 1.4 Status: 3.0 Honor: 1.3

Daidoji Tsuru- Daidoji Family Daimyo

Daidoji Tsuru is, at his face, a serious man. He does not speak unless he has something of value to say. In the Court, he will offer very little of grand value (he is only here because of the intriguing nature of the invitation he received from Toturi Kazetora). However, any Crab, save from the Hiruma family, that manages to arrange time with him will discover that he is rather specifically disdainful of them.

Crane PCs receive a free raise to attempts to meet with Daidoji Tsuru. Non Hiruma Crab PCs have the TN of the roll instead increased by 10.

Glory: 5.1 Infamy: 1.2 Status: 7.0 Honor: 6.9

Courtier TN: 35 (Pro-Split)/40 (Pro-peace)

Kakita Yushiuro – Kakita Family Daimyo

Kakita Yushiuro is every bit the picture of Crane elegance, and has every expectation for any Crane around her to do the same (more than one seppuku has been demanded because a Crane didn't conform to her standards). She is obsessed with arts and artistry, and can talk for hours about anything relating to those matters... especially the historical significance of several arts to various historical events.

Crane PCs and PCs with at least one perform or artisan skill of rank 3 or higher receive a free raise to attempts to meet with Kakita Yuushiro.

Glory: 6.5 Status: 7.0 Honor:7.7

Courtier TN: 35

Kakita Kayozu – Son of Yushiuro

Perhaps no man in the Empire has felt the demands of Yushiuro's obsession with perfection than her Son. Kakita Kayozu has responded to this by being an absolute perfectionist with the art of the blade. While he does not start fights, he is very good at finishing them if they are pushed on him. When not dueling, however, he is a very charming young man who can carry a conversation with anyone.

PCs do not have to roll to meet with Kakita Kayozu

Glory: 3.5 Status: 4.0 Honor: 6.5

Courtier TN: 25

Mirumoto Kirima – Mirumoto Family Daimyo

Mirumoto Kirima is defined by her obsession with the art of the duel. She has been called many times the best duelist of her generation, a fact that she is keenly aware has never been tested on a Kakita. Despite her somewhat bristling nature against the Crane, she is otherwise a charming, serene young woman.

Dragon and Duelist (having an Iaijutsu of at least 3) PCs receive a free raise to attempts to meet with Mirumoto Kirima

Glory: 6.5 Status: 7.0 Honor: 4.1

Courtier TN: 35

Kitsuki Hisako – Emerald Magistrate

Stern and less friendly than most, Kitsuki Hisako is a rather well known Emerald Magistrate. She is well known for her stern distaste for those who fail to prevent injustices, and is known as one of Doji Makibesu's most effective magistrates. That she is here is said to be the closest that could be expected to a presence from Makibesu himself, who is still busy assisting the Emperor with the minutiae of administration.

Glory: 4.1 Status: 4.5 Honor: 4.9

Courtier TN: 25

Matsu Mochiko – Matsu Family Daimyo

The fiery daimyo of the Matsu family is one of the most vocal opponents of the Rokugani presence in Balishnimpur. As far as she is concerned, Rokugan has no need to concern themselves with the affairs of a place a sea away, and is notably judgmental of those who do not hold to Rokugan's tradition.

Lion PCs and PCs with tactician receive a free raise to attempts to meet with Matsu Mochiko. PCs with gaijin roots or the Gaijin Name disadvantage have their TN to meet with her increased by 10.

Glory: 6.3 Status: 7.0 Honor: 9.2

Courtier TN: 30

Akodo Tetsui – Chui of the Imperial Legions

Tetsui is a cold and taciturn captain of the imperial legions. He is known for his brutal dedication to his duties, having put down several large bandit groups with brilliant efficiency.

Glory: 3.1 Status: 4.5 Honor: 7.1

Courtier TN: 20

Yoritomo Arashi – Daimyo of the Yoritomo Family

To say that Yoritomo Arashi is out of place in a wedding involving a Crane is as if saying water is somewhat wet. He dresses in clothing that embellishes more to gaudy than simply fine. Every bit the Mantis's Mantis, he is flashy and abrasive, and looking for things to do in a place that he finds utterly boring.

Mantis PCs and PCs with at least 3 ranks of Sailing receive a free raise on rolls to meet with Yoritomo Arashi.

Glory: 7.1 Status: 7.0 Honor: 2.1

Courtier TN: 30

Moshi Saori – Traditional Shugenja

Contrasting Yoritomo Arashi is the far more traditional Moshi Saori. She is fully aware that she is there to put a more traditional face to contrast Arashi's... eccentricities, even if she has little actual power to keep him under reins.

Glory: 1.9 Status: 2.0 Honor: 7.3

Courtier TN: 20

Chise Ashihime – Chise Family Daimyo

For being a Family Daimyo, Chise Ashihime is remarkably uncomfortable in the confines of polite society. She rather notably prefers nature to people, and isn't known for her presence at political gatherings. This, of course, makes her presence here even more notable, a testament to the influence of Toturi Kazetora.

Owl PCs and PCs with 3 or more ranks of Lore: Nature (or something similar) receive a free raise on rolls to meet with Chise Ashihime.

Glory: 2.6 Status: 7.0 Honor: 6.1

Courtier TN: 35

Chise Sanako – Jade Magistrate

A recent addition to the Jade Magistrates, Chise Sanako makes no secret of her desire for the Owl to adopt a tradition of Imperial Service. She believes that the Owl should maintain a close relationship with the Imperial Families, and sees her presence as a major step towards this goal.

Glory: 5.1 Status: 4.5 Honor: 6.5

Courtier TN: 25

Gennai Okaru – Gennai Family Daimyo

The young Daimyo of the Gennai family is patient and observant, if somewhat out of place without his usual cadre of advisors. He tries to stay somewhat hidden compared to many of the daimyo, though it is more of a desire to observe and act with care than any fear of people in general. Still, he is at least a pleasant, if not somewhat boring, conversationalist.

Phoenix PCs and PCs with 3 or more ranks of Lore: Theology gain a free raise on rolls to meet with Gennai Okaru.

Glory: 2.3 Status: 7.0 Honor: 5.9

Courtier TN: 35

Shiba Yori – Prodigious Duelist

Despite being relatively young, Shiba Yori's skill as a duelist is becoming well known throughout the Empire. She has defeated at least nine Kakita in lethal duels, and had several more besides. While some might expect her to be one who seeks conflict, meeting her finds a woman who is somewhat aloof and serene.

Glory: 7.1 Status: 3.0 Honor: 6.1

Courtier TN: 25

Isawa Kozuke – Dutiful Yojimbo

Brought here under the same invitation that has found the PCs moving with some of the most powerful people in the Empire, Kozuke certainly looks out of place. He is generally quiet and unassuming, and will offer services as necessary to any Shugenja who clearly doesn't have a yojimbo available.

Isawa Kozuke does not have an opinion on the Crane and Crab matters.

Glory: 1.0 Status: 1.0 Honor: 5.7

Courtier TN: 25

Soshi Hizoko – Soshi Family Daimyo

Young, charming, attractive. All words that describe Soshi Hizoko to a tee. Hizoko puts up a front of being rather vapid and dumb. This is, of course, an act on her part, and one that she's keenly aware that most of her contemporaries won't fall for. Still, she keeps the act up, as much to confuse the younger members of the court as to ensure expectations are kept.

Scorpion PCs and PCs with three or more ranks of acting receive a free raise to meet with Soshi Hizoko.

Glory: 3.1 Status: 7.0 Honor: 2.6

Courtier TN: 35

Soshi Yukiyo – Jade Legionnaire

Standing out even among the Jade Legion for her dedication to destroying agents of darkness, Soshi Yukiyo is rather serious, perhaps even a little overly passionate when it comes to dealing with matters relating to various cults.

Glory: 2.1 Status: 2.5 Honor: 3.1

Courtier TN: 25

Shinjo Hazumi – Unicorn Clan Champion

The Unicorn Champion has not been seen much since the revelation of her status as Shinjo Reborn. Hazumi still has not shown much of the confidence one might expect of a Clan Champion. She is slow and patient, always seeming concerned about making a mistake.

Unicorn PCs and PCs with three or more ranks of Lore: Theology receive a free raise to meet with Shinjo Hazumi.

Glory: 5.3 Status: 8.0 Honor: 8.1

Courtier TN: 35

Iuchi Yumiko – Chui of the Bauranghar

A powerful water shugenja and noted tactician, Yukiko is a chui in the Baraunghar army known for her interest in the military traditions of the other clans. There are rumors that she and her squad spent several weeks observing the Crab and Crane forces during their recent war, even though there is no record of travel papers having been issued

Glory: 6.1 Status: 4.0

Courtier TN: 20

Player Handout #1: News From the Empire

“Samurai,

“News from the Emperor’s court intrigues, to say the least. Tensions between the Crab and the Unicorn are beginning to mount after the Crab publicly announced that some of their Witch Hunters will be going to Unicorn Lands to... advise... the Unicorn on matters relating to hunting maho. As one might expect, the Unicorn have taken to insult over the matter, and I hear tell that Shinjo Hazumi-dono has already sent word of her offense at the issue to Hida Oturi-dono. I suspect we may well see a duel before the season is out, if not war.

“However, not all news coming from the Winter Court was bad! Bayushi Otozatsu-dono, in his infinite wisdom, has announced that at the beginning of the fall season, there will be a special gathering of the clans to coincide with Toturi Kazetora-dono’s arrival in Kyuden Bayushi for his tour of the Clans. Such an event is the sort that only happens once a generation! I do so hope that I am invited to such a grand affair.

“Curiously, there is word from Balishnimpur that the unrest in that city between our Rokugani and the terrible Gaijin that are allowed to work for us is hitting an all-time high. From what I have heard from Samurai who just came off the boat, the Ivindi have heard about our acquisition of something called the ‘Crown of Ah-Roohn,’ and are rather unhappy that it has been placed honorably in the Imperial Treasury instead of being handed to their... ‘Maharajah?’ Personally, I find this whole ordeal to be rather silly, but I am sure things will quiet down before it all is said and done.

-Otomo Yusuke”

Player Handout #2: List of NPCs

Hida Oturi – Champion of the Crab

Hida Oturi is a gruff, quiet man. He doesn't particularly like to talk to people, and in fact would not even be at this court if not for the intriguing nature of the invitation he received from Toturi Kazetora.

Glory: 3.1 Infamy: 4.2 Status: 8.0

Hiruma Miraiko – Hiruma Family Daimyo

Hiruma Miraiko does not speak. It is impossible for her to do so, evidenced by the scar that is clear around her neck. Indeed, this does not generally make her an easy conversation partner, as she can't do more than nod in approval and maybe offer a grunt of some variety of approval or disapproval.

Glory: 7.0 Status: 7.0

Hiruma Ijiko – Daughter of Miraiko

Unlike her war hero of a mother, Hiruma Ijiko is a notably unassuming woman. Indeed, for a Crab and especially a Hiruma, she strikes the appearance of a more traditional samurai-ko. She is demure and soft spoken, generally doing her best not to offend whoever she is speaking to.

Glory: 1.4 Status: 3.0

Daidoji Tsuru- Daidoji Family Daimyo

Daidoji Tsuru is, at his face, a serious man. He does not speak unless he has something of value to say. In the Court, he will offer very little of grand value, being more interested in making sure the matters surrounding the wedding go as smoothly as possible.

Glory: 5.1 Infamy: 1.2 Status: 7.0

Kakita Yushiuro – Kakita Family Daimyo

Kakita Yushiuro is every bit the picture of Crane elegance, and has every expectation for any Crane around her to do the same. She is obsessed with arts and artistry, and can talk for hours about anything relating to those matters... especially the historical significance of several arts to various historical events.

Glory: 6.5 Status: 7.0

Kakita Kayozu – Son of Yushiuro

Perhaps no man in the Empire has felt the demands of Yushiuro's obsession with perfection than her Son. Kakita Kayozu has responded to this by being an absolute perfectionist with the art of the blade. While he does not start fights, he is very good at finishing them if they are pushed on him. When not dueling, however, he is a very charming young man who can carry a conversation with anyone.

Glory: 3.5 Status: 4.0

Mirumoto Kirima – Mirumoto Family Daimyo

Mirumoto Kirima is defined by her obsession with the art of the duel. She has been called many times the best duelist of her generation, a fact that she is keenly aware has never been tested on a Kakita. Despite her somewhat bristling nature against the Crane, she is otherwise a charming, serene young woman.

Glory: 6.5 Status: 7.0

Kitsuki Hisako – Emerald Magistrate

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Glory: 4.1 Status: 4.5

Matsu Mochiko – Matsu Family Daimyo

The fiery daimyo of the Matsu family is one of the most vocal opponents of the Rokugani presence in Balishnimpur. As far as she is concerned, Rokugan has no need to concern themselves with the affairs of a place a sea away, and is notably judgmental of those who do not hold to Rokugan's tradition.

Glory: 6.3 Status: 7.0

Akodo Tetsui – Chui of the Imperial Legions

Tetsui is a cold and taciturn captain of the imperial legions. He is known for his brutal dedication to his duties, having put down several large bandit groups with brilliant efficiency.

Glory: 3.1 Status: 4.5

Yoritomo Arashi – Daimyo of the Yoritomo Family

To say that Yoritomo Arashi is out of place in a wedding involving a Crane is as if saying water is somewhat wet. He dresses in clothing that embellishes more to gaudy than simply fine. Every bit the Mantis's Mantis, he is flashy and abrasive, and looking for things to do in a place that he finds utterly boring.

Glory: 7.1 Status: 7.0

Moshi Saori – Traditional Shugenja

Contrasting Yoritomo Arashi is the far more traditional Moshi Saori. She is fully aware that she is there to put a more traditional face to contrast Arashi's... eccentricities, even if she has little actual power to keep him under reins.

Glory: 1.9 Status: 2.0

Chise Ashihime – Chise Family Daimyo

For being a Family Daimyo, Chise Ashihime is remarkably uncomfortable in the confines of polite society. She rather notably prefers nature to people, and isn't known for her presence at political gatherings. This, of course, makes her presence here even more notable.

Glory: 2.6 Status: 7.0

Chise Sanako – Jade Magistrate

A recent addition to the Jade Magistrates, Chise Sanako makes no secret of her desire for the Owl to adopt a tradition of Imperial Service. She believes that the Owl should maintain a close relationship with the Imperial Families, and sees her presence as a major step towards this goal.

Glory: 5.1 Status: 4.5

Gennai Okaru – Gennai Family Daimyo

The young Daimyo of the Gennai family is patient and observant, if somewhat out of place without his usual cadre of advisors. He tries to stay somewhat hidden compared to many of the daimyo, though it is more of a desire to observe and act with care than any fear of people in general. Still, he is at least a pleasant, if not somewhat boring, conversationalist.

Glory: 2.3 Status: 7.0

Shiba Yori – Prodigious Duelist

Despite being relatively young, Shiba Yori's skill as a duelist is becoming well known throughout the Empire. She has defeated at least nine Kakita in lethal duels, and had several more besides. While some might expect her to be one who seeks conflict, meeting her finds a woman who is actually somewhat aloof and serene.

Glory: 7.1 Status: 3.0

Isawa Kozuke – Dutiful Yojimbo

Brought here under the same invitation that has found the PCs moving with some of the most powerful people in the Empire, Kozuke certainly looks out of place. He is generally quiet and unassuming, and will offer services as necessary to any Shugenja who clearly doesn't have a yojimbo available.

Glory: 1.0 Status: 1.0

Soshi Hizoko – Soshi Family Daimyo

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Glory: 3.1 Status: 7.0

Soshi Yukiyo – Jade Legionnaire

Standing out even among the Jade Legion for her dedication to destroying agents of darkness, Soshi Yukiyo is rather serious, perhaps even a little overly passionate when it comes to dealing with matters relating to various cults.

Glory: 2.1 Status: 2.5

Shinjo Hazumi – Unicorn Clan Champion

The Unicorn Champion has not been seen much since the revelation of her status as Shinjo Reborn. Hazumi still has not shown much of the confidence one might expect of a Clan Champion. She is slow and patient, always seeming concerned about making a mistake.

Glory: 5.3 Status: 8.0

Iuchi Yumiko – Chui of the Bauranghar

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Glory: 6.1 Status: 4.0