

# Forever and Always

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

Month of the Rooster, 1341 (Summer)

**Module Number: CIT 23**  
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[Investigation, Role Play]

Every module should have a short two to three sentence description that will let the players know what sort of adventure they are in for. A mention of the location or a prominent figure that may appear in the module could be useful as well, though in general vague terms are preferred.

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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

A brief description of the background elements that lead to the events of the module goes here. A few relevant comments on the history of important people, or groups of people such as clans, may be important to set the context for the GM. Likewise, a mention of the primary locations to establish where the PCs will be going is helpful (though, of course, full descriptions should be located in those sections of the adventure where the characters actually go to those places).

From there, a rough description of what sort of events or circumstances bring the PCs together should be included. Most modules begin with the conceit that any given PC, as a samurai under the authority of their superiors, has been sent to further the interests of their lord (or potentially family or clan), though other motivations may be appropriate. In general, either some NPC will have a task to perform or the PCs are in a public venue and tasked with representing their groups as appropriate to the occasion.

The next major data point is a brief discussion of the projected events of the module. If there are a large number of different choices available to the PCs, it will necessarily require the summary to be vaguer, but providing a mention of the key scenes for the module will give the GM an idea of what will be the most important situations to focus on. This can help with pacing, and will ensure that the GM will have them in mind as they run the players through the establishing scenes.

A thumbnail description of the climax may be useful as a conclusion to the summary, again, simply to stress to the GM what the module will be building toward. Specifying the primary choice or challenge the PCs must face by the end will help the GM set the proper tone through the entirety of the slot.

## 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 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 during 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.

- Bullet point lists are useful for this
- Though not required

### 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 player base without requiring a Skill Roll or interfering with the actual plot of the module. Any plot-relevant Rumors will belong in the appropriate section of the module to be learned during play.

### Inactivity

Time passes, and though the PCs' deeds will earn them a reputation, the Empire is a large place and lasting fame is a long-term goal not easy to achieve. The time between modules will see a slow drain of Glory from the PCs, with the amount of time generally relating to the amount of Glory lost at the beginning of each module – generally, between one point and five points. This cannot reduce a PC's Glory Rank to less than their Insight Rank, and the Fame Advantage increases their Insight Rank by one for these purposes.

### Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** will vary depending on the time frame. If a character is growing close to being Lost (Shadowlands Taint Rank 4.5+),

it is recommended that the player have another PC ready to replace them.

### Crafting

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

### Preparation Techniques

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

### Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. At the start of the module, a PC ronin must roll **Hunting (Survival) / Stamina** at a TN 15 for a low-rank table (mostly IR 1-2) and TN 20 for a mid-rank table (mostly IR 2-3). 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

The dinner complete, the Champion of the Mantis Clan, Yoritomo Kaminari, stood and bowed deep. “My friends,” he says to the honored samurai at the gathering in the Mantis Clan’s estate in Otsan Uchi. “I thank you all for coming. For being here for these games and giving us a chance to celebrate the two lovers, Otohime and Tanoboshi. A thousand years ago, a princess of Tengoku fell in love with a young Mantis sailor. She came from the Heavens to be with him and married him, however, this angered the King

of Heaven. So, he stole her back into the sky.” The Mantis Champion smiled as he looked over the large crowd of samurai. He continued the ancient tale. “Tanoboshi could not live without his Lady Wife and so set sail East, towards the rising sun, battling monsters with his katana and bow, passed down from his forefathers. He rose into the Heavens, eventually finding himself against the King of Heavens, and challenged him to a duel. He took his stance, and the King of Heaven fell into his own. Tanoboshi paused and bowed, not even completing the duel, knowing that he was outclassed.

“The King of Heaven was impressed by the man’s honor and courage. Even though he could not let his favorite daughter spend her life in Ningen-do, her tears and the man’s courage moved his heart. He allowed them one day together a year, on the seventh day of the seventh month. The two, man and wife, could be together.” He smiled again as he paused. “Of course, this is all legend. It is a story told from one Mantis samurai to another. But still, we gather to pay heed to tradition, and celebrate the young man’s courage.” He looked over the samurai. “And so, we will once again do so, here.” He looks to the Daimyo of the Tsuruchi to continue.

Tsuruchi Momotaru rises at his cue and smiles. “It has been my and my Family’s honor to prepare the games for this year. Three events will be held to commemorate Tanoboshi’s journey. First, a sailing competition, as Tanoboshi sailed the seas to find the Heavens. And as he fought the mighty creatures of the sea against with his trusty bow, our second competition would be an archery contest. Finally, as he showed his skill against the King of Heaven, so too would we ask our competitors show our skill. In the last competition will not be an iaijutsu tournament, but rather a mere demonstration of the contestants’ stance, much as Tanoboshi too did not complete the duel.”

Kaminari smiled as his subordinate finished. “Thank you, Momotaru-san. Once all the events are complete, I hope you also stay and enjoy a small gathering, a chance to mingle with some of the leaders of the Mantis Clan and the Empire,” he says warmly. “And of course, for the victors of each competition, the samurai will be given both glory and prizes. I have faith that each of the Clans have sent their best samurai to compete, to earn glory for each of their Clans and daimyos.” He nods at the gathering. “Of course, it is late. And tomorrow begins the competition. I thank you for coming and look forward to seeing you tomorrow.”

## Part One: One Second it was Perfect

The next morning finds the procession riding a short distance away to the coast north of Ootosan Uchi. Once there, the PCs can find multiple small boats along with buoys that have flags in green and gold. In addition, there is the opportunity for members to promote themselves by having someone speak for them on their behalf. Finally, he nods to Moshi Aoiko who will bless the events and the competitors. Prior to the event starting Yoritomo Kaminari explains that contestants must race their boats through the flags, along the course, and then return to shore, with the first to return being the victor. Once the sailing competition is complete, they will conduct the archery competition and finally a display of iaijutsu. Each competition is unique, a PC may compete in one, two, all or none of the competitions.

Players who wish to can promote themselves or someone else. Doing so is a **Perform: Oratory / Awareness** at TN 15 or **Courtier / Awareness** at TN 30. Meeting the TN gains you one point of glory. Players may make raises to gain one additional point of Glory per raise. Finally, each multiple of 10 over the final TN (with raises calculated) gains one additional point. If the player chooses to build up another player (or NPC) both the PC competing and the PC doing the hyping gain Glory. No more than five points of Glory can be gained in this fashion.

Shugenja and priestly characters may assist Moshi Aoiko as well. Doing so requires a **Lore: Theology / Void** at TN 20 to help bless the spirits. Doing so gains those praying one point of Glory. PCs may call raises to improve their prayer (and therefore gain move closer to the Moshi family daimyo and have a more honored position). Each raise increases the Glory gain by one per raise. Finally, each multiple of 10 over the final TN (with raises calculated) gains one additional point. No more than five points of Glory can be gained in this fashion.

Once both are complete, Yoritomo Kaminari will announce the beginning of the sailing event. PCs that are competing will roll **Sailing / Agility** at TN 15. Meeting the TN will gain a PC one point. In addition, PCs may make raises at two points per raise. Finally, every 5 past the final TN (with raises calculated) gains one additional point. PCs must have five points to win the competition. In the event that multiple PCs have more than five points, the PC with the most points wins the event.

PCs who do not fail the TN gain one point of Glory. PCs who gain more than five points gain two points of Glory. The PC who wins gains three points of Glory. In the event that a PC fails the TN, they capsize on the boat, losing three points of Glory. In addition, if they were promoted by another PC, both that PC and they “hype” PC lose a number of points of Glory equal to the amount they should have gained from being hyped.

Once the sailing event is complete, Tsuruchi Momotaru leads the beginning of the archery event. PCs that are competing will roll **Kyujutsu / Reflexes** at TN 20. Meeting the TN will gain a PC one point. In addition, PCs may make raises at two points per raise. Finally, every 5 past the final TN (with raises calculated) gains one additional point. PCs must have five points to win the competition. In the event that multiple PCs have more than five points, the PC with the most points wins the event.

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As part of the final event, Tsuruchi Momotaru leads the beginning of the iaijutsu event as one of the judges. PCs that are competing will roll **Iaijutsu / Void** at TN 25. Meeting the TN will gain a PC one point. In addition, PCs may make raises at two points per raise. Finally, every 5 past the final TN (with raises calculated) gains one additional point. PCs must have five points to win the competition. In the event that multiple PCs have more than five points, the PC with the most points wins the event.

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Once all the events are complete, Yoritomo Kaminari will invite everyone there to return to the Mantis Clan compound for dinner and the presentation of awards. At this point, PCs have an opportunity to talk the Mantis Clan leadership in addition to Otomo Ayane, the niece of the Otomo family daimyo. Ayane will go

up to any winners as well to talk to them for a small amount of time. Towards the end of the night, a servant (or Ayane herself should she speak to the PCs) will invite them for a more private conversation.

The directions lead you to a small room in the Mantis estate, one apparently that Ayane had procured for the meeting specifically. When you enter, the pretty woman with short black hair which falls to her shoulder, sits in a proper seiza. She bows to you as you enter. “Welcome, minna-san,” she says. “I hope you can forgive the abrupt meeting. I must say, each of you impressed me in your own way in the events today,” she said softly.

“As it is somewhat late, I hope you will forgive me for cutting to the heart of the matter. I desire to introduce you to some of the more prominent members of the Empire, as our glorious Emperor wishes to see the new generation grow,” she says. “Already you have met the Champion of the Mantis Clan. I would like to take you to Kyuden Isawa. To introduce you to one of the other major powers of the Empire.” She punctuates the final statement with a smile that seemed to brook no argument.

Now at this point, PCs may have questions. Some potential answers are provided, however generally speaking Ayane wants to bring them to Kyuden Isawa to help solve a crime. However, she desires not to explain that at this time, preferring instead for the Elemental Counsel to make the request.

What about our lords?

“I would not worry about such a thing. I will send a letter tomorrow with one of the Miya to each of your lords.” She smiles again and you are certain that none of your daimyo would want to cross her.

What would we do in Kyuden Isawa?

She takes a small sip of tea. “As I said,” she begins, “you would be meeting with some of the more important people of the Empire.” She giggles and for a moment she looks innocent. “I believe that Isawa Norimichi-sama would be most interested in meeting each of you.”

PCs would be aware that Isawa Norimichi is the Elemental Master of Water. With a **Lore: Heraldry / Intelligence** at TN 10, PCs would realize that Norimichi tends to want to be more involved in the worldly affairs of Rokugan than the Phoenix have been. However, he has been stonewalled by the Elemental Master of Fire, who is the de facto leader of the Elemental Council.

When do we leave?

“You will leave in the morning. Around midmorning. A carriage will arrive at your inn to take you. I will leave a little prior to your departure so that I might prepare your arrival.”

If the PCs have no more questions, the Imperial will write them papers for safe travel to the Phoenix lands. She’ll continue to speak with them politely, but then bow and apologize that she must retire as she has an early morning. The next morning, a carriage will arrive in the midmorning to transport you all to Kyuden Isawa. All told, the trip takes approximately a day by carriage and you arrive the next morning.

## Part Two: This thing is breaking down

The grand castle of Kyuden Isawa looms above you as you enter the town surrounding it. The city is rather large, and has a certain ascetic, but looking it over, even the most casual eye can tell it was not built to protect itself from an invading army. The walls are too low, the surrounding terrain holding too many avenues for an army to attack from. The river, while deep enough to move goods, is too low and too far to be a good barrier for an invading army.

Instead, it appears that the castle and town around are built in harmony with the surrounding area. The castle seems to blend in with the hills and mountains in the distance, becoming part of the landscape. The town itself seems to rise out of the hill, almost becoming one with the earth around it. It is obvious that the Phoenix’s ideals of harmony with the spirits and with nature led to the creation of this town.

However, more defining than any of the other events is an electricity in the air. An aura of power that surrounds the city. Though it seems defenseless, an invader could feel that Kyuden Isawa would be one of the most difficult Kyudens to take. While the castle seems like it should be one that would be unnoticed in the landscape, instead it stands out; the aura of power draws one’s eyes to the city and to the castle tower.

The PCs show the letters and papers they gained from Otomo Ayane which quickly moves them through the gate and up to the castle proper. A servant meets them at the entrance and leads them to Ayane. She bows and asks after their travel and explains that they all have a meeting this afternoon, so that she may

introduce these samurai to the Elemental Master of Water and Elemental Master of Fire.

She releases you, however there is little time save to reach their inn, clean, and prepare for their meeting. And rumors. Of course, they have time for the obligatory rumor roll. So, it's that time of the mod!

## Rumors

The following information is available with a Courtier (Gossip) / Awareness roll. A PC from the Phoenix Clan is granted a Free Raise on this roll (or certain Advantages may apply).

TN 5 – The Elemental Master of Water, Isawa Norimichi, and Elemental Master of Fire, Isawa Koraze, have been at odds for a long time and it has come to a head recently.

TN 10 – The Master of Water has long advocated a more active role in the affairs of Rokugan while the Master of Fire has preached pacifism for the Phoenix.

TN 15 – Since Otomo Ayane arrived, it has seemed like the two Elemental Masters have been more on edge and less reasonable with each other. Her presence seems to have escalated the difficulties between the two Masters.

TN 20 – There have been a rash of thefts in the city recently. The magistrates are trying to keep quiet about it, but people have heard that the thieves have been stealing *namuranai*.

TN 20 – For a long time, Isawa Koraze has been the de facto leader of the Elemental Council. However, the prestige of Isawa Norimichi has been greatly increased of lately. One major victory for the Master of Fire might sway the Council to side with him in the future.

TN 25 – The Crab Clan has invited the new Matsu daimyo to Kyuden Hida for the Crab Champion's Court. Word has it that the Matsu daimyo, after snubbing her Champion, might swear fealty to the Crab.

TN 25 – The Jade Tree has been offering outrageous sums for jade. Interestingly enough, however, the merchant has almost none on stock.

TN 30 – Otomo Ayane has been frequenting a local tavern, the Dragon's Smile. It is somewhat odd as the Dragon's Smile does not have the best reputation and is not somewhere an Imperial would frequent.

However, she seems to enjoy the Golden Needle tea blend there.

Once the PCs have completed settling in, they go to the keep, to meet with Otomo Ayane and Isawa Norimichi.

You are all ushered into the castle, a wondrous place covered with fine art and items that exude power. The artwork was finely decorated with both shugenja controlling the elements and the powerful creatures of heaven. You can see paintings of the *ryuu* sending messages to throughout Tengoku. Another painting depicts Isawa fighting during the first war, fire spraying from his hand as waves of goblins and monsters fall before him.

As you travel deeper into the castle, you can almost feel as though you are moving into a deep wood. You notice that the beams are of a strong and sturdy lumber, bearing wards that almost radiate power. Your guide makes note that the original keep was built from lumber from the Isawa Mori, and that is likely the reason for the eerie feeling.

The guide leads you to the very center of the castle, a place that samurai of your station would almost never be allowed to go. He pauses by a doorway with the kanji for water upon the frame. The guide knocks politely and is bade enter by a powerful voice from inside.

As you enter, you note that the room is much plainer than one would think. There is a small table upon which sits a fine, if unadorned, tea set. Around the table are two guests and several empty pillows, obviously set for you.

On one side is Otomo Ayane. She wears an emerald green kimono with white accents, the embroidery is fine, but not so much as to distract from her natural poise and grace. She seems utterly comfortable, even when talking to one of the greatest shugenja in the Empire. As you enter, she takes you in with eyes that seem to have your measure almost instantly.

Beside her can only be Isawa Norimichi. He is younger than one would expect, perhaps in his late twenties. Norimichi is a powerfully built man, his muscles straining under his kimono, and his eyes are like a hawk's, able to perceive all that he sees. His demeanor, however, is somewhat more pleasant than the rumors would have you believe. He smiles politely at the Otomo and as you enter, offers you welcomes and seats at his table.

As Ayane serves tea to you, Norimichi speaks, "Thank you for your coming, minna-san," he says with a voice that is like a warm brook. "I have to admit, when Otomo-san made mention of meeting you, I was a little surprised, but upon seeing the next generation that our Divine Emperor spoke of, I must admit that Otomo-san was correct. You all seem to be admirable samurai."

He pauses and takes a sip of tea. He glances to the Otomo who merely has a small smile. "Though I am loathed to admit it, your invitation did have an ulterior motive. You see, and forgive me for being blunt, there have been a rash of thefts around Kyuden Isawa and I am in need of someone to help me find the culprits. Someone discrete. That is when Otomo-san recommended you." He takes another sip of tea. "I would ask your assistance, samurai-sans." He says bowing.

After the PCs agree, many of them might have questions:

What has been stolen?

"Several different items. However, mostly it has been items made of jade and nemuranai that can be used to harm others or protect oneself. Currently no powerful nemuranai have been stolen, however this must be stopped."

Where/When have these thefts taken place?

"The most recent one a few days ago was at the Museum of the Five Elements. I would recommend starting your search there."

Can we be deputized as your yoriki?

"I cannot do such. As I said, I wish for this to be discrete. However," he pauses and writes a small note, "show this to Shiba Yasuriko-san at the museum. If you do, she will help you with whatever you need."

What is going on with you and Isawa Kozare?

"Kozare-san and I have a difference of opinion as to the future of the Phoenix Clan. You see, Kozare-san, as well meaning as he is, believes that the Phoenix should stay away from politics and the secular world as an unblemished example, hoping for others to emulate us." Norimichi pauses and sips his tea. "However, I believe that is somewhat naive. After seeing the way that some of the Clans behave, especially in light of what happened between the Lion and Crab, the Phoenix cannot afford to sit on the sidelines anymore. We have to take a more active role in the politics and, if necessary though I would abhor the thought, the battlefield." He sighed deeply as he

paused. "Some might consider that war-mongering, but I see it as the only way to truly serve Rokugan."

Will this help you with your argument with Isawa Kozare?

"Certainly, if my group of samurai finds these culprits it will help my standing in the counsel. It is possible that this would swing most of the members to my way of seeing the world."

After the PCs questions are complete, they make their polite goodbyes. As they leave the room, another servant, different than before, is there to guide them. She leads them not back to the entrance but to the gardens.

The gardens of Kyuden Isawa are impressive. They are a simple thing, not as extravagant as the gardens of Otosan Uchi or Kyuden Doji, but there is a natural feeling, as though they are in harmony and at peace with the world.

Trimming one bonsai tree is an older man wearing the robes of an Isawa shugenja. On his back, is a large kanji for fire. He finishes snipping a branch then turns and bows. "Good day, minna-san. Please forgive me for bringing you hear so suddenly, but I have a request to ask of you." He pauses, thinking carefully. "I apologize, I have forgotten my manners. I am Isawa Kozare," he says with a smile.

After you are introduced the Master of Fire continues. "You see, I know you came from Norimichi-kun's room and I am certain he asked you to find the culprits of the recent thefts and bring them to him. I would ask you to instead bring them to me." He smiles warmly.

Why you instead of Norimichi?

"You see, Norimichi-kun believes that this will give him control of the Elemental Council." Kozare pauses and thinks. After a moment, he shakes his head and returns to speaking, "You see, he could likely be correct. I would prefer that not happen. If I presented the culprits then my words will continue to hold sway in the council."

Why should you hold control of the council?

"Ah, well, Norimichi-kun is well meaning, however he is young. He believes the Phoenix should march out and put Rokugan right, even if it involves bloodying our hands." Kozare sighs. "No, the Phoenix have long been protectors of the Empire's spirit. We cannot sully it with bloodshed. We should stay apart from these fights, both in the courts and on the battlefield," he says as he snips another tree limb.

Can you tell us anything more about the thefts?

“Unfortunately, I know little more than Norimichikun. Such actions are normally dealt with by the magistrates. It would not have come to our attention save for the nature of what was stolen and the fact that it has happened several times.”

Once the PCs have completed their questions, the servant escorts them back out to the entrance of the castle.

At this point, the PCs can go directly to the burglary sight or can try to get more rumors about the thefts. They can either gather rumors with a Courtier/Awareness roll, if they had not done so earlier, or through a Lore: Underworld/Awareness roll.

### Rumors (Lore: Underworld)

The following information is available with a Lore: Underworld / Awareness roll. A PC with Crafty is granted a Free Raise on this roll. Loss of honor for the Lore: Underworld roll is D4.

TN 10 – There is a new ronin band in the city, but no one knows who they answer to. It must be someone important, however, as these ronin are better trained and equipped than most of their fellow wavemen.

TN 20 – None of the stolen artifacts or weapons have been sold on the black market, either here or in the nearby cities. This likely means they have left Phoenix lands altogether.

TN 30 – The Dragon’s Smile, a local inn, has recently changed ownership. The new owner is still a mystery, but the local ronin band has been there rather regularly.

### The Museum

The Museum of Falling Leaves is one of the larger buildings in Kyuden Isawa. The building itself is a piece of art. On each side is a different mural, one of which displays Shiba bending knee to Isawa. Another mural shows the founding of Kyuden Isawa, the buildings and walls literally rising out of the ground through the communion of the kami. Beautiful works of art line the walls. Most are paintings of divine beings, phoenixes, the celestial dragons, and the Fortunes being the most prominent.

At the entrance are several Shiba guards who give you a short bow at the entrance. One takes the slip of

paper, reads it, and gestures to one of the samurai inside, identifying her as Shiba Yasuriko. Yasuriko bows to you as you approach. “Hello, samurai-sans. I apologize that I cannot spend much time or answer many questions. In truth, we know little more than you do. However, if you wish, you are welcome to look around the museum. None of the guards will stop you.” Her demeanor seems cold towards a group of strange samurai encroaching on what she obviously believes is her duty.

There are several clues the PCs can find over the course of the museum:

- **The wards:** A **Spellcraft/Intelligence** roll of TN 15 can help identify the fact that the magical wards on the items were disabled, implying that the thieves had a shugenja of considerable skill. A TN 25 allows one to identify that the wards of the Air kami were not dispelled. Such a thing can be learned by communing with the kami at the GM’s discretion.
- **The artifacts:** An **Investigation/Perception** roll at TN 20 or **Battle/Perception** at TN 10 will allow the PCs to note that most of the items taken were those that could be used in battle while the more mundane items were ignored.
- **The floor:** An **Investigation/Perception** roll at TN 25 can find some leaves left on the floor. A **Lore: Nature/Intelligence** at TN 15 or **Tea Ceremony/Intelligence** at TN 10 will allow one to identify them as Golden Needle tea leaves.
- **Outside:** An **Investigation/Perception** roll of TN 25 allows the PCs to notice a man watching them. The moment the PCs notice the man, he runs. PCs can attempt to chase the man. They need an **Athletics (Running)/Strength** roll with TN 30 to catch him. Once he is caught, a successful **Intimidation** roll (TN 20), **Bribery** (TN 20), or **Courtier** (TN 30) can have him confess that he was paid to follow the PCs by a ronin who works out of a warehouse in the merchant district. However, he cannot identify which warehouse. (Note, using the Intimidation and Bribery skills are a D3 honor loss.)

### The Dragon’s Smile



The Dragon's Smile is a small tea house in a more mundane part of town, catering mostly to lower ranking samurai and the wealthier merchants of the *bonge*. The building itself is relatively plain, the *shoji* screens are mostly pictures of flowers, poppies and hibiscus the most common. Outside is a sight of a smiling dragon holding two swords, though it seems to be a caricature of sorts. In fact, for a Clan that cares so much about their religious icons, this dragon seems to be quite sacrilegious. After staring at it for several minutes, one realizes it is actually a rather cruel joke at the Dragon Clan.

Coming inside, you're greeted by a young woman who identifies herself as Miu, the manager of the tea house. She bows politely to the samurai and smiles. She leads you to a small table. "Hello, samurai-sans, how might I serve you today? If I might make a recommendation, our Golden Needle tea is our special."

In addition, there is an older man in the corner in the well-worn kimono without mons. His kimono is nicer than one might expect and the daisho was once beautiful, but the lacquer has begun to fade. He seems to notice you when walk in and sinks further back into the corner.

She will happily bring any of the PCs any tea they want and several types of sake. However, if any of the PCs ask about the thefts, Miu looks nervous. She shifts uncomfortably and seems ready to bolt. However, if pressed (**Intimidation** or **Courtier/Awareness** TN 20), she will admit to overhearing the ronin owner talking about some nemuranai they had in a warehouse down near the warehouse district. She will nervously admit that it is likely to be the same warehouse where she gets the tea from and will draw the PCs a map.

If the PCs ask about Otomo Ayane, Miu smiles widely and gushes. Miu explains that Ayane regularly comes in and speaks to the new owner. Moreover, she explains how Ayane is amazingly pretty and has amazing kimono and such shiny hair. In fact, Miu started drinking Golden Needle to be more like Ayane. She will continue to gush about how perfect Ayane is until one of the PCs stop her.

If one of the PCs asks about the new owner, Miu seems to get nervous. She will easily explain that the new owner is a ronin that recently came into the city and has a real knack for business. The new owner works out of one of the warehouses in the merchant district and regularly meets with Otomo Ayane here.

However, if pressed (**Intimidation** or **Courtier/Awareness** TN 20), she will admit to overhearing the ronin owner talking about some nemuranai they had in a warehouse down near the warehouse district. She will nervously admit that it is likely to be the same warehouse where she gets the tea from and will draw the PCs a rough map.

As you approach the ronin, he shrinks even further into himself. He looks around as though searching for an escape, but he seems to accept his fate and rises and bows low as a ronin would to Clan samurai. "Ah, samurai-samas... how may this one assist you?" he asks, swallowing.

The ronin is a medium sized man who is far older than one might expect, probably past the age of retirement, had he been a Clan ronin. He will be polite and differential but trying very hard not to talk to anyone. He will, in particular, try to avoid any Phoenix players, specifically anyone Shiba family or Shiba trained.

Should anyone study him closely, they can make a Lore: Heraldry / Intelligence roll at TN 20 to recognize him as Shiba \_\_\_\_\_ who was supposed to have fallen in battle with Toturi IX and the former Jade Champion. If someone mentions it, he denies it profusely, but if pressed (with a **Courtier (Manipulation) / Awareness** (TN 30), **Intimidation / Awareness** (TN 20) or **Temptation (Bribery) / Awareness** (TN 20)) he will admit that he is indeed.

He was a former Order of Shikai and, in the final fight with Toturi IX, they were attacked by Moto Tsume. They slew Moto Tsume, but in the fighting, he was knocked unconscious. When he woke, the battle was over and, instead of facing the shame of failing, traveled the Empire since as a ronin.

If anyone asks about Toturi IX or the prince, he will admit that he saw the Crown Prince captured, however he cut off his own head so that he would not be corrupted. As for the former Emperor, however, he did not know. GMs can hint that Shiba \_\_\_\_\_ believes that the former Emperor might now walk the Shadowlands as an undead monstrosity.

### The Jade Tree

The Jade Tree is in the merchant district, a rather nondescript building down the main street. The only way to distinguish it from other shops is the sign showing a bright green tree in full bloom. It is easily the largest buyer and seller of jade in the city.

Entering, the merchant behind the counter bows politely. He smiles as he rises. "Hello, samurai-sama," he says with a crocodile's smile. "I hope you are not searching for jade. At this time, I am only purchasing jade, not selling." He leans over the counter as he speaks. "So, how might I help you?"

Should any of the PCs ask why he's only purchasing jade, he explains that it is the policy of the new owner to only purchase jade, not to sell any. If pressed about the new owner, he merely explains that it is a ronin with a great business sense.

If any of the PCs ask or mention the thefts, the manager starts getting a little nervous. To press him requires an **Intimidation** roll (TN 15 and an honor loss of D3) or **Courtier** roll (TN 30). A success and the owner will admit that on one of his most recent deliveries he thought he saw several pieces of jade that he knew were stolen. Furthermore, he will admit that there were several ronin there and will describe the warehouse however he's not certain where it is.

### Otomo Ayane's Room

Any PC can attempt to sneak into Otomo Ayane's room. To do so, they have to sneak past a few of the Shiba guards with a **Stealth/Agility** at TN 15. Doing so, however is a D3 honor loss.

The room is relatively spartan, not surprising for someone who is just visiting. There are two rooms, a sitting room and a bedroom. At the sitting room is a center table with several writing instruments, a number of letters, a candle, and on one corner is a small bonsai tree.

The bedroom is likewise rather simple. The most impressive thing is the number of kimono. There are a number of very fine ornaments, particularly a beautiful silver hair pin in the shape of a butterfly.

Any PC that sneaks into Ayane's room can roll **Investigation/Perception** at a TN 20 to find a strange letter written by her aunt, the Otomo family daimyo. A **Calligraphy (Cipher)/Intelligence** roll at TN 15 can break the code.

The letter commends Ayane for hiring the ronin and making it seem as though they were Crab samurai. The Otomo believe this will force the Phoenix away from siding with the Crab and sow discord between the Great Clans, ensuring they don't unite against the Emerald Throne.

Upon finishing reading, the PCs can hear the soft patter of slippers coming from the hallway towards the door. The PCs must make a **Stealth/Agility** roll to not get caught in a high-status Imperial's private rooms. How this happens depends on if the PC took or did not take the letter. (GM note, taking the letter can lead to PC death.)

- If the PC does not take the letter, the TN to hide is 20. The PC that successfully hides watches Ayane come in, light the candle, and burn the letter, destroying the evidence. The PC then can escape without any issue.
- If the PC takes the letter, Ayane comes to the desk and looks both confused and worried. She does a much more thorough search. The TN to successfully hide is a TN 50. A successful roll allows the PC to escape without issue. (If this occurs, contact the Campaign Admins.)
- If the PC fails the roll, Ayane finds the PC. She will smile and offer the PC the chance to get off... in exchange for a favor later. The PC that fails the roll and accepts the offer must take the Blackmailed (Otomo Ayane) disadvantage.
- If a PC refuses the Blackmailed disadvantage, Ayane will call for the guards who will arrest the offending player. The player is released on his/her honor and so can continue the adventure, however Ayane sends a letter to their lord, who then will either order their seppuku or, if they refuse, release them to from service, giving them the Social Disadvantage (Ronin) disadvantage. (The decision is handled at the end of the module.)

## Part Three: Everything is Wrong

If the PCs attempt to find the warehouse the ronin band are in, they need an **Investigation/Perception** roll. Without any information from the Golden Tree or Dragon's Smile, the PCs cannot find it. With one piece of information the TN is 40. No roll is required with both pieces of information.

The warehouses in the merchant district are incredibly nondescript. If someone did not have directions, one could find themselves lost in a maze of warehouses

and buildings for hours. With the information you have gained, however, finding the proper warehouse is relatively easy.

The warehouse with the ronin band looks almost like any other. There is a smaller door and a larger sliding door for wagons and the bigger crates. Tracks from the warehouse are fresh and deep, obviously a wagon had left recently. A walk around the perimeter will show that there are no windows to check inside.

Inside the warehouse are a number of mook ronin equal to the number of PCs minus two. In addition, there are two larger ronin in heavy armor, one ronin in shugenja robes, and finally a ronin in simple courtier robes.

Once the PCs enter, the bushi ronin and the shugenja take up defensive positions. The courtier will run towards a small office in the back and begin burning papers.

ROLL INITIATIVE.

### Ronin Shugenja

He's a ronin. He's a shugenja. He's a ronin shugenja. Not a lot of thought here.

**School/Rank:** Kuni Shugenja 2

**Initiative:** 4k2

**Armor TN:** 25      **Reduction:** 0

**Wounds:** 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Out)

Air	Earth	Fire	Water	Void
2	4	3	3	3

Honor: 4.3      Status: 0.0      Glory: 1.2

**Primary Skills:** Defense 3, Spellcraft 5.

**Advantages/Disadvantages:** Social Disadvantage (Ronin)

**Special Mechanics:** The Kuni have carefully studied many of the most sinister opponents imaginable, and have learned how to combat them. You gain a bonus of +1k0 to the total of all Spell Casting Rolls when the target is any non-human creature, and any spell that inflicts damage inflicts an additional +1k1 damage when used against a target who possesses the Shadowlands Taint. You also gain a Free Raise on any spell with the Jade keyword.

**Significant Dice Pools:**

Earth Spells (8k4): Earth Becomes Sky, Jade Strike, Earth's Protection

Fire Spells (6k3): Fires of Purity, Disrupt the Aura

Water Spells (6k3): Path to Inner Peace, Stand Against the Waves

### Ronin Bushi

Two large ronin wearing heavy armor. They don't seem stupid. Maybe that's their cover.

**School/Rank:** School/Insight Rank

**Initiative:** 4k2

**Armor TN:** 15 (25 in armor) **Reduction:** 9

**Wounds:** 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Out)

**Attack:** 8k3 (Tetsubo, Complex)

**Damage:** 8k3 (Tetsubo, Opponent's Reduction is reduced by 2)

Air	Earth	Fire	Water	Void
2	4	3	3	3

Honor: 3.8      Status: 0.0      Glory: 1.0

**Primary Skills:** Heavy Weapons 5, Defense 3

**Advantages/Disadvantages:** Large

**Special Mechanics:**

#### **Rank 1: The Way of the Crab**

The Hida bushi is the epitome of 'heavy infantry,' able to endure harsh blows and deliver crushing attacks in return. You may ignore TN penalties for wearing heavy armor for all skills except Stealth. When using a Heavy Weapon, you gain a bonus of +1k0 to the total of all damage rolls.

#### **Rank 2: The Mountain Does Not Move**

The Hida bushi is famous for extraordinary tenacity, weathering wounds that would kill normal men. You gain Reduction equal to your Earth Ring.

### Ronin Mooks

Ugly ronin mooks. No, seriously, they're hideous. And they smell. Kill them first.

**School/Rank:** None/IR 2

**Initiative:** 5k3

**Armor TN:** 20 (25 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 (Weapon)

Air	Earth	Fire	Water	Void
3	3	3	3	3

Honor:      Status:      Glory:

**Primary Skills:** Kenjutsu 3, Athletics 3, Kyujutsu 3.

**Advantages/Disadvantages:** Social Disadvantage (Ronin).

Once the final ronin is killed, the PCs can see the orange flame in the back office as the final ronin continues to burn papers.

The PCs will likely move to stop the ronin and, entering the office, the ronin will quickly surrender. A cursory investigation will provide many different

invoices showing that the jade and nemuranai were shipped to Crab lands. In addition, there are papers that thank the ronin band for helping fight against the Shadowlands.

## Conclusion

The ronin admits that he is a former Yasuki and he and three companions came to the Phoenix lands to provide resources, particularly jade, for the Crab warriors on the Kaiu Wall. They took the nemuranai as well since the nemuranai can damage most creatures of the Ninth Kami.

As you return to the keep with the ronin in tow, you are met by a servant who guides you to a meeting room. Once there, you are met by Otomo Ayame. She smiles as you enter, and a prepares tea for all of you. Her eyes flick at the ronin prisoner.

She smiles back at you all. "It seems that you have caught the culprit of those terrible robberies." She raises a perfectly sculpted eyebrow. "So, the question becomes, who to present this to? Isawa Norimichisama or Isawa Kozue-sama?" She takes a sip of tea as she finishes asking. "If you need some time to discuss amongst yourselves, you are of course welcome to. Once you are complete, I will send a servant to get the waiting party." She takes another sip of tea, watching carefully.

At this point, the PCs are given time to discuss whom to give the ronin to. It should be made clear that such a thing might tip the way forward for the Phoenix. In addition, some PCs might try to turn the ronin over to either Ayane, who will politely decline, saying that this is an internal Phoenix affair and she should not interfere, or to the Elemental Counsel as a whole or the Clan Champion, which Ayane says would be a gross insult to both Elemental Masters.

If they decide one of the elemental masters, go to Ending 1. If they persist on giving it to Ayane, go to Ending 2. If they give them to the Elemental Counsel (through Ayane) as a whole, go to Ending 3.

### **Ending 1:**

As you make your decision, the Imperial nods knowingly, as though it were her desire the entire time for you to decide the balance of power of the Phoenix Clan. She bows and a servant and several guards escort the ronin away down one of the halls. Ayane looks back at you all. "Thank you, samurai-sans, you have all done a great service for the Phoenix Clan and the Empire. I will be sure to keep all of you in mind

in the future should I need anything." She smiles, though in the flickering light of the room, it seems much more sinister than before.

### **Ending 2:**

The Imperial tilts her head at the group of you all, then merely nods. "As you wish. If you sincerely desire to remove yourself from these concerns, I will take up your burden." She sighs as though this were a great burden and dismisses you with little more fanfare. You return home, however after a few weeks a strange rumor reaches your ears. You hear that the thefts continue in Kyuden Isawa, and more, it appears that those responsible were never apprehended.

### **Ending 3:**

The Imperial raises an eyebrow but finally sighs and nods. "As you say, minna-san," she replies. She smiles softly and nods, looking again to the prisoner. "Do not worry, I shall see to it. Thank you, again, for your hard work." She nods and the servants see you out. You return home, however after a few weeks a strange rumor reaches your ears. You hear that the thefts continue in Kyuden Isawa, and more, it appears that those responsible were never apprehended.

Some PCs might be confused. It is acceptable at this point to explain that Ayane was the patron of these ronin and that by giving it to her and not shifting the balance of power, she merely released him.

## The End

### Rewards for Completing the Adventure

Surviving the Module: 1XP  
Good Roleplaying: 1XP  
Finding the ronin band: 1XP  
Turning the remaining ronin in: 1XP

Total Possible Experience: 4XP

### Favors

As long as a table earns a basic success at the module (usually four experience), the default Favor reward is one Favor.

Some modules may provide an opportunity for an extra Favor, but no more than two Favors can be earned per module by a PC.

Some modules may not provide any Favors; these will be explicitly detailed.

### Honor

The GM may grant up to 2 extra points of Honor to a PC for actions not detailed in the module, though no PC should gain more than 2 points in this fashion.

### Glory

Assuming the PCs did not give the ronin to Ayane or to the Elemental Counsel, all players gain G4 glory. PC tables that gave the ronin to Ayane gain no glory however.

### Allies and Enemies

All PCs gain no allies. Any PC that is made a ronin by Otomo Ayane will gain Otomo Ayane as a Sworn Enemy.

### Other Awards/Penalties

PCs that choose to give the ronin to Isawa Norimichi will gain two additional XP that can only be used on a

trait in the Water ring. Shugenja PCs may forgo the XP to gain one Water spell that they are able to learn.

PCs that choose to give the ronin to Isawa Kozoe will gain two additional XP that can only be used on a trait in the Fire ring. Shugenja PCs may forgo the XP to gain one Fire spell that they are able to learn.

PCs that give the ronin to Ayane or choose to give it to the Elemental Counsel gain both Isawa Kozoe and Isawa Norimichi as sworn enemies.

### GM Reporting

- 1) Which Elemental Master did the PCs give the ronin to?

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

## Appendix #1: NPCs

These are stat blocks for NPCs in ACT 2 and ACT 3 in the event the GM needs them.

### Isawa Norimichi

Elemental Master of Water

**School/Rank:** Isawa Shugenja 6

**Initiative:** 10k4

**Armor TN:** 34      **Reduction:** 0

**Wounds:** 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Out)

Air	Earth	Fire	Water	Void
4	4	3	6	5

Honor: 6.4      Status: 6.4      Glory: 6.2

**Primary Skills:** Defense 5, Spellcraft 6, Lore: Theology 7, Battle 6

**Advantages/Disadvantages:** Strategist, Social Position (Elemental Master) / Jealousy (Isawa Kozoe)

**Special Mechanics:** Isawa Norimichi has access to all non-Maho spells that he can cast.

### Isawa Kozoe

Elemental Master of Fire

**School/Rank:** Isawa Shugenja/Fire Tensai 6

**Initiative:** 10k4

**Armor TN:** 34      **Reduction:** 0

**Wounds:** 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Out)

Air	Earth	Fire	Water	Void
4	4	7	3	4

Honor: 6.7      Status: 6.7      Glory: 5.8

**Primary Skills:** Defense 5, Spellcraft 5, Lore: Theology 7, Artisan: Bonsai 5, Divination 6

**Advantages/Disadvantages:** Sage, Social Position (Elemental Master) / Soft Hearted

**Special Mechanics:** Isawa Kozoe has access to all non-Maho spells that he can cast.

### Otomo Ayane

Niece of the Otomo Family Daimyo

**School/Rank:** Otomo Courtier 3/Imperial Scion 1

**Initiative:** 9k5

**Armor TN:** 34      **Reduction:** 0

**Wounds:** 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Out)

Air	Earth	Fire	Water	Void
5	2	3	3	2

Awareness

7

Honor: 7.8 (3.8)      Status: 4.8      Glory: 3.2

**Primary Skills:** Courtier 7, Etiquette 5, Temptation 5, Intimidation 4, Sincerity (Deceit) 5

**Advantages/Disadvantages:** Perceived Honor (4 Ranks), Social Position (Favored Niece of the Otomo Daimyo), Crafty / Insensitive, Rumormonger

**Special Mechanics:** Rank 1: The Voice of Heaven

The Otomo believe that nothing done in the name of the Emperor and Imperial authority can ever be truly dishonorable. Their appointed role within the Empire is to spread conflict between the clans so they cannot unite against Imperial power, and the Otomo do this without hesitation. You do not lose Honor for using the Intimidation (Control) Skill. Any time you are in conversation with someone from one of the clans (Great or Minor), you may make a Contested

Roll of your Courtier (Manipulation) / Awareness against their Etiquette (Courtesy) / Awareness to provoke a disagreement or argument between them and someone from another clan or faction of your choice.

#### Rank 2: Destiny Has No Secrets

The Otomo have information networks that rival those of the Scorpion, and can call on them in almost any part of the Empire. If you have the opportunity to seek out your contacts, you may spend a Void Point to roll Courtier / Awareness at TN 25 to learn one piece of critically useful information (chosen by the GM).

#### Rank 3: My Master's Voice

The Otomo speak with the direct authority of the Emperor, and the more experienced among them have mastered the art of "obiesaseru", using the authority of the Son of Heaven to stun their foes. You may only use this Technique against honorable samurai (Honor Rank 1.0 or better) who revere the Emperor - criminals, bandits, the Lost, and nonhumans are immune to its effects. To use obiesaseru, you must take a Complex Action to pause, gather your willpower, and shout an appropriate command (typically something like, "Stop in the name of the Emperor!"). You make a Contested Social Skill roll of Intimidation (Control) / Willpower against the target's Etiquette (Courtesy) / Willpower. (If the target sincerely believes he is acting honorably, he gains a Free Raise to his roll.) If you win the roll, on his next Turn the target may not move, attack, cast spells, or perform any other action that would directly obstruct or threaten you or your immediate friends/allies (GM's discretion as to who is considered your ally). He may, however, attack others who are not your allies, and regardless he can always use the Defense and full Defense Postures.

### Imperial Scion

#### Rank One: The Awe of the Throne

A true scion of the Imperial families knows how to use his social position to his advantage in nearly any situation. Any time you are called upon to make a Skill Roll, or to use your Glory or Honor rank, you may spend a Void Point to instead substitute your Status Rank.

## Appendix #2: Mantis Party NPC Blurbs

These are blurbs about each NPC in the Mantis Party so that Players can interact with them in the event.

### Yoritomo Kaminari

The Mantis Clan Champion

Yoritomo Kaminari, the young Clan Champion of the Mantis, draws his ancestry back to the legendary Yoritomo himself. However, unlike many in his family, Kaminari is a Rokugani traditionalist; a firm believer in the code of bushido and the rules of polite society. Many in Rokugan credit Kaminari's attitudes to his childhood friendship with Toturi Shin-Zhu, but Kaminari himself explains that the Mantis have been a Great Clan for centuries and it is time they began acting like it. Despite this attitude, Kaminari remains one of the pre-eminent masters of trade in the Empire and is the chief architect of the so-called "Thunder Alliance" with the Crab's Yasuki family.

Potential Talking Points:

- The split between the Champion and the Yoritomo Family Daimyo. Kaminari will explain it was done due in part to their history and also since, as the Clan Champion, he must be away at times and unable to tend to the duties required at the Islands of Spice and Silk.
- Traditionalism in the Mantis. Kaminari believes that in order for the Mantis to be fully integrated into the Great Clans of Rokugan, it is required for the Mantis to behave as proper samurai. As such, he has been supporting more traditional measures.

### Tsuruchi Momotaru

The Tsuruchi Family Daimyo

Tsuruchi Momotaru is one of the finest Iaijutsu duelists in Rokugan, descended from the first Tsuruchi Emerald Champion, and a Tsuruchi of an altogether uncommon character. While he does not lack in the traditional bowman skills the Tsuruchi are famed for, he is one of very few in the family to carry his daisho in addition to his yumi. Unlike the more intense natures of the other family daimyo in the clan, Momotaru is known for his calm and easygoing nature; a nature revealed in his frequent travels throughout Rokugan. Momotaru's likability does not entirely hide some of his more controversial aspects; he is fond of a particular sort of spiced rum from the Ivory Kingdoms, and he has not responded to requests from the Kakita Dueling Academy to display his technique.

Potential Talking Points

- Dueling. Momotaru will be impressed with anyone with even a passing interest in the blade. He will make a point to move to the winner of the dueling competition and speak with them. Should anyone talk about the Kakita Dueling Academy, he'll merely laugh and say they should work on their own technique rather than come to him.
- Ivory Kingdoms. Momotaru has happy memories of the Ivory Kingdoms and anyone who mentioned that they had been there will earn his approval. If they continue to talk for a while, he will offer them a bit of spiced rum with a wink.

### Moshi Aoiko

The Moshi Family Daimyo

Moshi Aoiko is the most controversial daimyo within an already controversial clan. Unlike other members of her family, the sun priestesses in the Moshi, Aoiko breaks with tradition and embraces the family's role within the greater Mantis Clan. Some believe this is due to the time she spent as a navigator aboard the Lord of Storms' command ship after her gempukku, but regardless of the reason, Aoiko's fiery temper, light and loose clothing, and commanding demeanor frequently put her at odds with other members of her family. Despite this, Aoiko is well-liked by other families in the clan, and her mastery over the kami is unquestioned.



Potential Talking Points:

- Sailing. Moshi Aoiko loves to be on the sea and is somewhat upset that her duties as the daimyo keep her from being on the sea more. After several drinks however, she will mention that one of the things she misses most is Yoritomo Arashi, the Yoritomo Family daimyo. She will go on to mention how they spent many a day at sea together. PCs can make what inferences they want from that.
- Tradition. Moshi Aoiko eschews the tradition. She mentions that she would rather see the Moshi actually interact with the Empire as a whole. After several drinks, she'll even talk about how she doesn't understand the old women of the Moshi. Amaterasu is gone, Lord Sun is in the sky. It's a new age, she'll say.

## Otomo Ayane

The Niece of the Otomo Family Daimyo

Otomo Ayane is the favored niece of the Otomo daimyo and the daimyo's right hand. She is a beauty that has been held up as the ideal woman in Otosan Uchi. She has been trained in her family's school since a very young age. Since then, she has distinguished herself constantly, serving at Kyuden Doji, Kyuden Isawa, Kyuden Bayushi, and finally at the Imperial Court itself. Rumor has it that she is likely to be the next head of the family, even over some of the daimyo's natural children. As such, she commands significant respect in the Empire.

Potential Talking Points:

- Kyuden Isawa. Ayane will search out any of the PCs to discuss with them about an issue in Kyuden Isawa. She will mention that she wants to speak to them the next morning about them solving a potential problem, as they have done very well in the competitions and she believes them to be the ones that can solve it.
- Rumors. Should anyone mention her potentially becoming the next Otomo daimyo, she will merely chuckle and shrug. She admits she has little idea what her aunt is thinking and if she is chosen to be the next daimyo, it would be a great honor that she humbly would accept.