

# Sharing the Strength of Many

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A Mid/High-Rank Adventure for  
Heroes of Rokugan: Champions of the Ivory Throne

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Supernatural, Combat  
Part 2 of Shadowed Dreams

A relaxing vacation in the Mantis Lands. Yes, I said Mantis. No, I'm not being sarcastic this time it's actually going to be relaxing. Okay, it's not, you got me.

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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

The PCs, being reasonably famous individuals at this point, have been invited as guests of honor to a local festival being held in the isles of Silk and Spice, in a small village administered by Yoritomo Kenji and the local magistrate Tsuruchi Shino.

While the festival will begin pleasantly enough, the PCs boat gets them to the festival late. The PCs will arrive in time for a feast, and then for the finale of the festival the next day.

That night, as they sleep, the PCs will be drawn into a shared dream, though they will not be aware of it at first. The spiritual unrest on the island, abetted by Yoritomo Kenji's greed, has awakened the Onisu Settozai, which draws them into a shared nightmare.

Within the dream, the morning will "dawn" with the PCs late for the festival, and they must deal with the disapproval of the monks and their peers. They will proceed through a foreshadowing scene as a peasant laborer, and then find themselves face to face with Settozai within the depths of Yume-do.

Once the PCs escape the dream, with perhaps some hints that Yoritomo Kenji has some responsibility for the island's unrest, they will be awoken by an incipient riot in the streets. With Usagi Saito they should be able to head off the protest before it escalates into a true riot, and Saito will humbly request they figure out what is going on.

The PCs may decline of course. Otherwise, they will need to explore the island and find evidence of either Tsuruchi Shino or Yoritomo Kenji's guilt before the end of the festival at mid afternoon.

If the Yoritomo is arrested, the festival is concluded successfully. If he is not, a massive riot breaks out

during the closing festivities and the PCs will likely have no choice except to flee the island.

If the PCs are not forced to flee the island, the thankful Abbot will summon them to the monastery and leave them with dire news about the immanent return of the Onisu and the need to find weapons that are capable of combatting them.

## 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.

- Cursed or Blessed by the Realm: Yume-Do. Any mechanics that prevent death (Great Destiny, certs, etc). Enlightened.
- Greedy, Disbeliever, Sworn Enemy: Mantis Clan

### 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

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.

#### **All PCs lose 3 pips of glory.**

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** is 20.

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. All ronin PCs money is reduced by half, rounded up, to a minimum amount of bu equal to their highest skill rank.

### 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 smell of sea air is pleasant as you step off the boat onto the pier, finally arriving at Rishiri Island after your voyage on the Chrysanthemum's Breeze, perhaps the least accurately named boat you have ever travelled on, given the hygiene of the captain Yasuki Tanako.

A mountain in the center of the island towers above the town while fisherman and porters bustle across the quay before you. After the rough seas of the voyage, standing upon solid stone once again is comforting.

A whip-thin woman with a bow hanging across her back and long black hair tied in a ponytail, approaches you and bows. "Greetings, Samurai. I am Tsuruchi Shino, allow me to welcome you to Rishiri. I am glad you have arrived safely; yours is the last boat we

expected for the festival of Garyo, and I grew worried when your ship did not appear on schedule." Shino throws a quick disapproving glance at Yasuki Tanako.

"I apologize that you missed the fireworks last night, they were a grand spectacle, but you have arrived just in time for the great feast. I presume you brought the traditional gifts for the ceremony. In the meantime, please feel free to explore the city. Rooms have been prepared for you at the Drunken Orochi Inn."

If the PCs wish to ask Shino questions, she knows the following:

- She is the local magistrate of the island. The local lord is Yoritomo Kenji.
- The island's main products are fish (herring to be specific) and dried kelp, called kombu. The island is mostly self-sufficient and prosperous due to its desirable exports. They used to have a shipyard, but it is still under reconstruction.
- The festival is dedicated to Garyo, the fortune of Generosity. Presumably, the PCs have brought gifts to give to the monks and peasants, right?
- The PCs are expected to have prepared gifts that can be donated to the monks or the peasants of the island, symbolizing the samurai's role as protectors and providers. These gifts can be practical or ceremonial.
- The city boasts a large market, a nice combination sake and geisha house and a decent sake house (the Prancing Panda and the House of the Wave, respectively), and a beautiful rock garden called The Final Step overlooking the ocean (which is currently closed because they are preparing for tonight's feast).
- If the PCs press the issue of 'shady' bars or locales, Shino will give them a disapproving eyebrow, but tell them there is a peasant-restaurant named The Brass Fitting which serves spicy noodles and has a reputation for being popular among the lower classes.

If the PCs wish to visit the Drunken Orochi Inn, it is currently empty. It has a large sea serpent on its sign and serves a pleasant smooth sake. The Innkeeper is a pleasant young man named Jobu. If they want, they can clean themselves and prepare for the dinner later without being interrupted or bothered.

Only one other samurai is staying at the Drunken Orochi, an Usagi who is not currently present.

## Rumors

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

- 10: The rebuilding is almost done! I'm sure Yoritomo-sama will be very proud when he surveys all the progress we've made since the disaster.
- 15: The fireworks last night were incredible! A Kitsuki brought them from Dragon lands! Normally the Gennai set off the fireworks, but I guess they changed it this year.
- 20: The monks have closed the temple up on the mountain; they are probably preparing for tomorrow's festival ritual.
- 25: I heard there was a scuffle at the House of the Wave; they said a Yasuki got in a fistfight with a ronin!
- 30: Everyone around here seems so tired. The peasants are ruder than I'd expect; they should learn better manners.

## The Market

The market is a bustle of activity, with low ranking samurai moving slowly through the crowd shopping at stalls while peasants do their best to avoid getting in their way without disrupting their own attempts to conduct the day-to-day business of a small city. Loud voices call over the din, "Get your prayer beads here!" yells one merchant, "A pamphlet of rituals venerating the fortune Garyo! Be ready for the festival!" bellows another, "Get your hot noodles! You want 'em, we got 'em, made the way the fortunes like 'em!" calls a portly old man working over a steaming pot.

The market has most goods a samurai would like to buy, at reasonable prices. It also has lots of trade goods from the Ivory Kingdoms. Nothing illicit, but there are a variety of garments, curios, and foods available if a PC is looking for them.

The noodles are tasty but very spicy.

If a PC buys the pamphlet, it notes among other things that Garyo loves people that buy pamphlets.

If the PCs go looking, they will find local merchant patrons buying timber, metals, and tar. If a PC with a significant (3 ranks) background in commerce spends time wandering the market, they will notice there are an unusually high number of representatives of samurai merchants-patrons wandering the markets,

more than would be expected for a village of this size. Perhaps there are more business opportunities here than first glance suggests?

If they inquire specifically about buying boats, they will be sent to Yoritomo Bansho, a jovial middle aged man who is happy to take an order for ship construction, but will warn the PCs that due to the damage to the shipyards and his backlog of orders, it will be until late next year before he can guarantee delivery. The shipyards have not yet resumed operation, you see, and likely won't be finished for another few months. He will refuse to divulge his customer list, absent a direct order of appearance from a magistrate which is approved by his daimyo.

## The Prancing Panda

A wooden placard with an intricately carved pair of panda bears dancing in a circle around a bamboo stool hangs above the door to this combination geisha and sake house.

In contrast to the jovial bears on the sign, the inside is serene, with the walls and bar clearly made from expensive woods, and the samurai patrons ensconced in small booths along the edges of the room.

A pair of women with the bearings of warriors, a Scorpion and a Crane, sit in one booth, speaking quietly behind fans and occasionally laughing at some shared joke. At another, a slim Owl wears a strange piece of jewelry atop his nose and peers down at a collection of papers.

The other tables are empty, though the staff are busy preparing for what will likely be a rush this evening once the festivities start in earnest.

Behind the bar, a jolly looking thin middle-aged man in the colors of the Mantis beckons you over, "Greetings, and welcome. I am Moshi Satoshi, owner of the Prancing Panda. Can I get you fine samurai something to drink?"

This is where most samurai go to drink. A few guests from the dinner will be drinking here; Daidoji Kazuko and Bayushi Gimon are sharing a drink and chatting about art, speculating about the summer's military conflicts, and subtly shit-talking the Owl, Chise Takiyo. Takiyo is sitting quietly by himself, reading a book.

Gimon and Kazuko will welcome any PC who wishes to join them, though they will stop bad-mouthing the owl unless everyone present is Scorpion, Lion, and

Crane. If a PC wishes to join them, they will happily share war stories, as well as concerns about the state of military affairs across the empire.

If a PC specifically wishes to join in on their heckling of the Owl, both women find Chise Takiyo to be naïve, self-important, unwilling to ‘get his hands dirty’, and dismissive of the importance of bushi. There is of course a political undercurrent; neither the Scorpion nor the Crane are great friends of the Owl at the moment.

If the PCs wish to join Chise Takiyo, unless they are entirely Owl he will at first dismiss them “I am sorry, you can see I am clearly quite busy.” If PCs are insistent, he will harrumph and acquiesce. He is studying the historical patterns of spiritual unease in the Ume Amaterasu, which was the name of the ocean before it became known as the Ume Yakamo (or more commonly, ‘the sea’, though if a PC refers to it as such Takiyo will make a judgmental harrumph noise). If a PC asks about his glasses, he will explain that they are an ivindi innovation and assist him in reading; his eyesight isn’t what it used to be.

If the PCs come back to investigate later, the bartender will know that the Phoenix have been hanging around a lot; he has seen Asako Sumiye here frequently. She sometimes meets other groups of Phoenix in one of the private roomers for dinner. If he is convinced (TN:30 Courtier (Manipulation) / Awareness, or 5 koku), he will specify that she is currently upstairs, waiting on some other samurai to arrive for a meeting. If the PCs wish to speak with her for the purposes of their investigation, this would be an opportunity to do so. If they want to spy on the meeting, it’s a rather boring meeting where a pair of Sumiye discusses things like the price of brass, timber, and tar with a Yoritomo merchant-patron. Anyone with Craft: Sailing or 4+ ranks of Commerce will recognize these as the necessary components to build ships; a quite large quantity of ships.

## House of the Wave

A large blue design vaguely resembling an ocean wave sits above the door to this sake house as you approach. A reasonably well attired ronin gives you a nod, and opens the door for you. “Welcome, samurai. Take your ease and try a beverage.”

The interior of the sake house is clean, the bar is clean teak wood, and the chairs are not currently broken, though at least half the current occupants of those chairs are ronin, and most of the rest are Mantis and Crab, so that could change at any time.

A large, high quality painting of an ocean wave dominates the wall behind the bar, and a young man standing behind the bar waves to you and calls out in a jovial voice, “Welcome, samurai, welcome! Can I get you a cup of Suitengu’s Favor, or is there some other beverage you’re looking for?”

Suitengu’s Favor is the house brand of sake. It is middling quality, but it is certainly cheap.

The bar is populated primarily by off duty guards, a pair of local Mantis merchant patrons who are talking business, and a crab, Yasuki Daitan, who is drinking alone.

The guards and the merchants (Yoritomo Kano and Yoritomo Hai) are well acquainted with the conditions on the island, though entirely through the perspective of a samurai and of their respective occupations.

If a PC inquires specifically about peasant unrest and makes a suitably subtle appeal (a social roll at TN35) the soldiers can be convinced to divulge that they suspect some peasants are becoming unruly due to the major tasks of rebuilding after the Incident last summer, and so they have begun preparations for a crack-down.

If a PC asks the Yoritomo, boat construction or other maritime considerations, they will be purposefully vague in their answers, avoiding admitting that the shipyard is once more fully functional and implying it is still under construction. However, if he can be cornered alone, Hai can be bribed (5 koku) or a threatened (Intimidation at TN 40) to shake loose the truth that reconstruction of the shipyards is complete, and they have been arranging contracts to acquire the raw materials to resume production. Otherwise they will insist that the shipyards are still in the process of being rebuilt.

The Crab, Yasuki Daitan, is drinking alone, but if the PCs want to join him will happily welcome their company. He will ask them about their exploits, and if they discuss foreign or interesting locales he will not at all subtly inquire about business opportunities in the various places they mention visiting, even if no reasonable samurai would think of doing business there. This should be vaguely comical.

## The Brass Fitting

The smells of sochu and sake assail your nose the moment you open the door of this obviously lower-class establishment. Peasants, mostly with the look of merchants and laborers sit, drink, talk loudly, and a couple sing, while a single table of ronin in the far back

scowl and furtively glance at you in the doorway before going back to their low discussion.

The bartender seems almost surprised to see you, but recovers quickly, “Ah, welcome! What can I get you to drink? Something to ease your troubles after a long day?”

This is where the peasants and some ronin drink. They don’t really want to talk to samurai, especially Mantis samurai. They won’t be directly rude, but they know better than to open their mouths or volunteer any answers or information that they weren’t directly asked. They wouldn’t be rude or give the samurai cause to take offense, but they will be unhelpful.

The peasants here are aware that the shipyards have been rebuilt and that the laborers have been working double shifts to build a large order of boats. They have also been instructed not to talk about it, so absent a threat that they will credibly be killed by the PCs if they don’t volunteer this information, they won’t, because they know the Mantis will not take kindly to it getting out (Intimidation at TN 35).

The ronin will allow the PCs to join them if they really wish; despite the appearances, they were just talking about taking a boat to the mainland to look for work. They have heard rumors of work in Crane lands that might pay well, though they don’t know any specifics. If a non-samurai PC talks to them, and explicitly expresses sympathy for the peasants or disdain for the Mantis, they will inform them that some peasants have been talking about ‘resolving issues’, and they saw them going into one of the private rooms upstairs.

The peasant rebels have been using the 2<sup>nd</sup> story drinking room as a place to plan, so if the PCs want to track down the ‘rioters’ later, their plans will be here after the initial disturbance and they could capture all the conspirators if they wanted. If the PCs look for the peasants before the first night, the back room will be empty.

Once the PCs finish exploring the town, they should move on to the dinner party.

## Part One: The Feast

As Lord Sun begins to sink, a peasant porter leads you up onto a large plateau where a small river tumbles over a cliff and rainbows seem to dance in the mist below as orange light floods across a set of tables that have been prepared for you.

Nearby, cooks put the finishing touches on a delicious smelling feast, and a man in the green of the Mantis stands at the head table, waiting for you to enter and sit.

“Greetings my friends and thank you for joining me again this evening. Before we eat, it is custom to present offerings to Garyo, and we are fortunate indeed to have one of the monks from the temple here with us this evening to receive them.”

With a nod, the Yoritomo yields to a middle-aged monk, who nods in return and speaks in a gravely voice, “Thank you, Kenji-sama, for preparing this feast. I am sure the fortune will be pleased with his offerings.”

The other guests begin to form a line, quietly presenting offerings to the monk.

Give each player a chance to describe what they brought to give, and if necessary, explain why it’s a good gift for peasants.

If a PC gives something mildly inappropriate, gossip about it will soon fill the feast (loss of one pip of glory). Something sentimental but not useful would fall into this category.

If something exceptionally inappropriate is given, the monk will shake his head and refuse, causing a loss of 3 pips of glory and an H6 honor loss. Things like expensive clothing, weapons, armor, or non-rokugani-religious icons would be in this category.

Use your best judgement, most gifts should be generally acceptable, though ‘samurai’ gifts will frequently fall into the first category of unacceptability.

By the time the line has finished presenting their gifts to the monk, the air is full of delicious smells from the sumptuous banquet the cooks are preparing. You take your seats as Yoritomo Kenji stands once again and spreads his arms.

“May our gifts be acceptable to Garyo.”

He nods to the porters standing near the chefs, and as one they lift the wooden biers bearing the food and hustle off with it down to the village below.

Waiters swiftly begin to circulate through the assembled samurai, placing cups of what is obviously weak, low quality tea and bowls containing unidentifiable grey slurry before you. Maybe it’s porridge? Maybe a soup of some kind? Oatmeal?

Kenji raises his hands, “May the fortunes bless our dinner.” He sits and begins to eat the grey sludge from his bowl.

A few of the other samurai tentatively try what could generously be described as food, while a few others seem to throw furtive glances around, unsure as to what to do.

The PCs should be between slightly and significantly uncomfortable being served extremely poor-quality peasant food. This is part of the veneration of the fortune of generosity, so making a scene here is mildly blasphemous. A Lore: Theology (Fortunes) / Intelligence roll at perhaps TN 25 would let the PC recall that this is very obscure ritual is part of the veneration of the Fortune Garyo; the symbolic gifting of rich food to the peasants and eating gruel or a similarly low meal.

This is an opportunity for the PCs to talk with the other guests, if any are of interest to them. If not, feel free to move on to the riddle. If you feel like injecting some levity, give a PC a Raw Perception roll (TN 20) to notice Chise Takiyo quietly dump his slurry unto the ground under the table. He will of course deny it if confronted. If boxed in verbally he will claim he “accidentally spilled” it.

Once most of the guests have finished, or at least stopped eating, their “meal”, Yoritomo Kenji stands up once more and clears his throat. “I thank you for your continued indulgence in my little game, and the guesses put forward last night have come remarkably close indeed. So, hopefully tonight’s addition will be the final piece of the puzzle.”

He pulls a small piece of paper from his sleeve and dramatically clears his throat, “In its absence we starve. You each have one final guess.”

He smiles, mostly to himself, and then resumes his seat while the crowd begins to murmur.

The solution to Yoritomo Kenji’s riddle is “Koku”. The PCs are obviously at a disadvantage because they lack the two prior clues.

It is entirely possible they’ll guess the answer without the prior clues, since the final one is a bit more obvious than the previous two, but this is intended as an opportunity for them to talk to the other guests at the party, since they have been here for the two prior nights of the festival and know the other clues. If they ask Kenji for the other two clues, he will politely refer them to the other guests, as it would be unfair for him to repeat them.

The other two clues were:

First clue: “Most samurai ignore it, even though it is all around us”

Second clue: “Few admit to its pursuit, and those that do are frequently looked down upon.”

Chise Takiyo will refuse to share what he knows with non-Owl samurai, harumphing loudly that he intends to solve the problem.

Bayushi Gimon will freely share the other two clues with any Scorpion or bushi, or anyone that was polite to her either in The Lost Path (CIT38) or at the House of the Wave earlier. She can also be convinced to share by a reasonable appeal.

Tsuruchi Shino will share the other two clues freely, as it would only be fair if everyone had the same clues to solve the puzzle.

Yoritomo Taigen is not attempting to solve the riddle, explaining it would give the appearance of unfairness if he, as Yoritomo Arashi’s representative, solved the puzzle. He has forgotten the first clue but will happily supply the second to anyone that wants it.

Asako Sumiye is happily working out the answer, scribbling ideas on a piece of scrap paper. She will openly greet the PCs, and tell them her current theory is that the answer probably has to do with the Three Sins in some way, but she’s not precisely sure which one, and will ask the PCs to share their theories as well. She knows the other two clues and will provide them after the PCs share their current ideas on the riddle.

Usagi Saito is eating his gruel, and will insist he has no interest in riddle contests, and has forgotten the other two clues, beyond that maybe the first one was about ignoring something?

Daidoji Kazuko will greet any PC that approaches her about the clues in a somewhat brusque manner (she’s not mad at them, she just greets everyone that way) unless they spoke to her earlier at the House of the Wave. Regardless, if a PC asks her for the other two clues, she will openly provide them. Her current idea is that it’s a metaphor for the Yoritomo penchant for sea travel.

Yaskui Daitan is talking to a Yoritomo shipwright (Yoritomo Kano, from the bar earlier) about getting his lord’s order of a new kobune prioritized higher, while Kano is attempting to make excuses and stall. Daitan has no interest in the competition since his business is far more important. If a PC can mediate

the dispute in some way, Daitain will supply the first clue, but explain he missed the second night and doesn't know the second clue.

If a PC successfully guesses the answer, Yoritomo Kenji will heap praise upon them for their wisdom. If no PC solves it, eventually Asako Sumiye will do so. After the riddle contest, the guests will all finish their 'dinner' and retire for the evening, presuming the PCs have no specific interest in talking to them further. Before they leave, Kenji will of course remind them that early tomorrow morning is the final ritual of the festival, to be held at the mountain temple to Garyo.

## Part Two: Dream - Morning

"Tap tap tap."

A pause, then again, but louder and more insistent.

"Tap tap tap"

It takes a moment for you to rise from your bed, but in that moment a whispered voice comes from beyond the door of your room at the inn, "Samurai-sama, samurai-sama. The festival, it is beginning, you must hurry."

The light of late morning streams through the window of your room, and with it the realization that you have likely significantly overslept for the morning's closing ritual at the temple.

Encourage the PCs to react in some way to being late for the festival; getting dressed in a hurry, prompt them about what they want to wear to the ritual, how they intend to get there, or similar. This isn't intended as a challenge, but rather to emphasize that they need to hurry and make quick decisions.

You hurriedly arrive at the large shrine set against a cliff face, opening the large bronze double-doors, you pass quietly inside as the sound of monks chanting fills the air.

The hall before you is filled with monks and samurai, most either quietly praying, observing the large statue of the fortune Garyo, or intoning the low chant along with the monks.

A monk closes the bronze doors behind you, which just as it finishes emits a loud squeak, and the room falls completely silent as most eyes turn to you.

There is a dawning realization that you have apparently failed to realize that this festival calls for wearing a combination of a simple brown robe layered atop your fancier court kimono, and keeping your peaked courtier's caps resting at your side or in your lap, instead of on your head.

The monks seem to shake their heads, and you note both Chise Takiyo and Asako Sumiye derisively turn up their noses at you. Yasuki Daitan seems to barely stifle a laugh.

Give the PCs a moment to be embarrassed about wearing the wrong clothes and to react.

If none of the players immediately jump to 'This is a dream!' or similar, continue with the monk's questions below.

If at any point a player or PC realizes they're probably dreaming, immediately move on to **Part Three**.

The monk that was leading the prayer service harumphs, and points at you.

"How inappropriate. Your disrespect shames your clan. Do you even understand the proper veneration of the fortune? Tell me, samurai, what is the correct offering on this occasion? Did you bring it with you?"

There is no right answer to the monk's question. No matter what the PC says, he will shake his head and tell them they're wrong.

Continue asking inane and progressively more offensive questions until the PCs either realize they're dreaming, take violent action, or attempt to leave. As soon as they do, move to Part Three. If it helps, the NPC samurai can also begin to laugh openly at them.

Some example questions:

- What day is considered most sacred to Garyo?
- Where in your house is the proper place for a statue to Garyo?
- Which Emperor promoted Garyo to a Fortune?
- Of which clan was Garyo a member before his elevation to a Fortune?
- Why have you blasphemed against Garyo? Is it because you hate the Celestial Heavens?

## Part Three: Dream - Afternoon

The heat of the afternoon is warm and the air itself seems so wet that it is stifling in your throat. The heavy timbers on your shoulders certainly do nothing to help matters as you walk the narrow pathway through the jungle hugging the edge of the mountain.

After trudging for miles in the awful heat, your shoulder tired and aching from carrying the lumber, you come to a high plateau overlooking the ocean below, the forest behind you, and in front of you a massive dockyard nestled in the sheltering arms of the mountain, hanging over into the protected bay.



The old man in front of you sits on a rock and wipes his brow with a rag. “Almost there, old friends, almost there. Need to get these timbers down to the docks before nightfall, or the foreman will not be happy.”

The old man lifts his sleeve and rubs at the large welt on his arm.

“Well, still, I guess it keeps food on the table. Let’s get to it, shall we?”

The PCs are dressed as peasants, and doing hard labor, this should be vaguely uncomfortable but by now they should know that they are dreaming, even if things have taken a turn for the stranger.

The peasant’s name is Yoshinori, and can answer some basic questions, though dream- Yoshinori’s knowledge is limited.

- The dockyards were destroyed by the tsunami but were rebuilt extremely quickly on the orders of the local lord.
- The dockyards have been running for a couple months now and are turning out massive ships at a rapid pace.
- The Yoritomo have been working the peasants extremely hard. Everyone is exhausted all the time. Most are working double shifts, some even working triple.
- The peasants aren’t particularly happy about what is going on.
- The docks are administered by a shipwright named Yoritomo Kano and a peasant foreman named Tonchiki.

Once the PCs exhaust their questions, or they begin to ask questions beyond dream- Yoshinori’s knowledge, move on to Part Four

## Part Four: Dream - Night

The wind begins to pick up, the air suddenly turning cool. As you look out to sea, a dense thick fog bank begins to roll over you and the island. Within a few seconds, you are unable to see more than a foot beyond your face, and the cold wet air of the fog sits heavily on your skin... but it begins to smell like incense.

A moment later, the incense cloud clears, as you stand in the now-empty hall of the temple to Garyo, the bronze doors shut behind you.

A single monk meditates before the massive statue, his legs crossed, and his head bowed.

He doesn’t look up but seems to address you anyway. “No, this isn’t the part of the dream where I have to convince the samurai. This is the part where I consider

my failures. You’re not supposed to be here yet, go away.”

A sharp pain fills your head, as if something is pressing on your skull just behind your eyes. Within seconds your head begins to swim, and the pain rises to the point where you feel ready to black out. Then the monk stands up, and the pressure disappears.

“Wait, you’re... you’re not part of the dream. You’re actually here. You’re not supposed to be here; this is my dream. You need to go- you must go before he arrives.”

This is the abbot of the temple, Ayamari. The PCs should have time to ask a couple of questions before Settozai comes to batter down the door.

Some questions the PCs might ask:

- Who is arriving?  
The onisu Settozai.
- What is an onisu?  
A monster, created by the dark lord Daigotsu, destroyed many years ago and trapped here in Yume-do.
- Who are you?  
I am Ayamari, the abbot of the temple of Garyo.
- What did you do to us?  
This is the realm of dreams; it is shaped by the dreamer. This place is my dream, so I willed you gone. Any change can be made if you are strong enough to make it.
- What do you mean this is your dream?  
I have been having this same dream, every night, for the past year. I sit here, contemplating my life, and then the monster bursts through that door, laughs at me, regales me with my failures, prepares to kill me, and then I wake up.
- How do we get out of here?  
You wake up. Though it is simpler to say than to do.
- (After Combat) How do we stop Settozai?  
Something in Ningen-Do is feeding it. The creature is a symptom, not a cause - It is like a moth to a lantern; douse the lantern, and the moth will flit away. Whatever it is feeding on must be stopped.
- What is it feeding on?  
Larceny. Greed. All the negative emotion that flows from taking what is not yours.
- What is the source of the Larceny on the island?  
I don’t know. Perhaps there are some yakuza stealing from the peasants? Pirates maybe?

Ayamari has been having the same dream every night for the past year, praying in the temple only for it to be attacked by Settozai. He always wakes up right before Settozai kills him. He is aware that Settozai is the Onisu of Larceny, and that Settozai was trapped in Yume-do after being destroyed during the wars against Daigotsu a few centuries ago. As the Onisu did not accomplish anything of particular note beyond being generally destructive, they have been largely forgotten by history.

Ever since Settozai began to plague Ayamari's dreams, the abbot has undertaken a study of them and has come to realize that they are strengthened by their namesake vices, have been growing stronger lately, and are attempting to break free from Yume-do.

Ayamari's current theory (which he should not have time to explain until after the combat), is that the Onisu are weakened by their corresponding virtues and can be chained by piety and faith in the Fortunes, so has redoubled his prayers and faced Settozai calmly every night for the past year. His theory is only partially correct, but of course neither he nor the PCs could be aware of that.

The floor of the temple shakes, as the entire mountain seems to tremble. Then a great peel shatters the air as if a huge fist is knocking against the massive bronze doors.

Boom.

Silence.

Boom.

Silence once more.

Boom, and the doors fly open, revealing a massive creature which resembles nothing so much as a 9-foot-tall insect, with the arms of man and a pair of massive scythe-like limbs extending from its shoulders.

It scans the temple with its gleaming red compound eyes, then throws its head back and laughs. "Brought friends this time did you little-monk? Oh, such a treat they shall be, a delicious treat yes. They are full of sugar and hate. Most delicious."

It's Settozai! Time for initiative.

Notes – If a PC is "killed" by Settozai, they are not dead. They experience a feeling of unending falling, and then awaken in a cold sweat. Such PCs will gain the note 'Onisu's Mark' on their module sheet.

If Settozai succeeds in wiping the entire table, they will all wake up, gain the 'Onisu's Mark' note as above, as well as the 'Cursed by the Realm: Yume-Do' disadvantage. If a PC already had 'Cursed by the Realm: Yume-do' and would get it again from this effect, then instead gain 'Yume-do's Judgement' (see the end of the module for specific effects).

### Lucid Dreaming:

The PCs notably do not have any equipment with them other than what they would bring to a religious ceremony, so likely do not have armor or battlefield weapons. They can be assumed to have their daisho or equivalent.

PCs can alter their environment, or others, via their connection to the realm of dreams. As a Simple Action, they can create a single piece of equipment (armor, a weapon, their scroll satchel, etc). Doing so is either a Raw Void or a Meditation / Void roll at TN 20.

An astute or clever samurai might also realize that within the realm of Dreams there are no Kami, so spellcasting works because the dreamer expects it to work, rather than via actual mikokami carrying out the spell's effects. Anyone that realizes this can cast 'spells' via Raw Void or Meditation / Void instead of the normal spellcasting roll. Furthermore, it is entirely possible for bushi to 'cast spells' in this manner, as they are just as able to exert their will on the dream realm as a shugenja, though it is entirely up to the players to realize this. Finally, a truly clever individual might realize that just as the abbot tried to force away the PCs, a direct application of will can damage the Onisu – the TN to do so is 35, and the damage caused is [Void]k[Void], ignoring reduction.

### Notes on PC advantages and disadvantages:

Yume-do is the realm of dreams, and the power of the subconscious manifests itself much more directly than usual. PCs with the **Enlightened** or **Blessed by the Realm: Yume-Do** advantages take one half normal damage, or one-third if they have both. PCs with any of **Cursed by the Realm: Yume-Do**, **Disbeliever**, or **Greedy** take double damage, triple if they have two, or quadruple if they have all three.

If a PC is **Blessed** by Yume-do, all their Lucid Dreaming TNs are reduced by 5 (see above), whereas one that is **Cursed** has all their Lucid Dreaming TNs increased by 5.

### Settozai

Onisu of Larceny

**School/Rank:** Being a giant insect 8.

**Initiative:** 8k5

**Armor TN:** 30

**Reduction:** 0

**Wounds:** 200 (+0), 250 (Wounded, +20), 300 (Disappears)

**Attack:** 10k6 (Claws, Simple) or 10k5 (Scythes, Free 1x per round, different target then claws.)

**Damage:** 6k4 (Claws) or 8k4 (Scythes, ignoring 3 Reduction)

Air      Earth      Fire      Water      Void

**Special Mechanics:****Huge.**

Settozai's Scythe attacks cannot target the same PC as its Claw attacks, due to its size.

If the PCs wipe (see above), they wake up in a cold sweat and proceed to Part Five. Otherwise, they have a chance to ask more questions of the monk before they are awoken by events outside.

The monster collapses to the floor, twitches, seems to laugh, and then fades away into a sudden mist.

The abbot stands and looks at the floor where the monster was, "I do not think it is gone, but perhaps at least for tonight my dreams will be less troubled."

He stops for a moment and shakes his head. "It is not nearly strong enough to break free, but it is feeding on something. It has been growing stronger. I have held it back as best I can, but I fear I do not understand it well enough to stop it. It is not a threat to the waking world, at least, not yet, though if allowed to freely feed then one day perhaps it will be."

The PCs should have a chance to ask more detailed questions, and Ayamari will do his best to answer them (see above).

Once the PCs have had a chance to ask him a few questions and things seem to be winding down, move on (suddenly) to the last part. They should feel as if they are being interrupted, but not to the point where they don't have time to ask at least a few questions and get answers – the idea is to convey a feeling of suddenness, not to frustrate their attempts to learn what is going on.

## Part Five: Late at Night

You jolt awake, sitting up straight on your futons. For a moment, it seems to be morning, but although there are voices outside in the streets, there is no light coming through the paper windows.

Raised voices and indistinct shouts emanate from the street outside, and a quick glance out the window shows a lone samurai, wearing a simple grey kimono, facing down a large group of peasants carrying torches and rather aggressive-seeming tools.

The PCs don't have to go outside to help Usagi Saito and can instead go back to bed, but that's boring and they're PCs so they probably won't. If for some

reason they all do, have Saito round them up in the morning and explain the situation.

Presuming they go out to investigate:

By the time you reach the streets, the peasants seem to have calmed down somewhat, and with the addition of more samurai most seem to take a noticeable step back, aside from a single old man whose gaze is locked onto the lone samurai, who you now recognize as Usagi Saito.

The old man glares at the magistrate, and you recognize his face and voice from the old man in your dream.

"We are hungry, we are tired, and we are sick. Two more died from illness and exhaustion this week. We cannot stand aside, and we cannot wait, magistrate. Strike me down if you will, I have lived enough days, but you cannot strike us all down, and we will tolerate this no longer."

Saito turns, looks to you, nods, and then turns back to the peasants, his grip on his katana easing.

"No, there is no need for anyone to die tonight. But there must be another way." Saito pauses, taking a long moment to study the cobblestones beneath his feet before returning his gaze to the peasants. "Go back to your homes, and I give you my word I will find a resolution."

The peasants shift uncomfortably as murmurs flow through the crowd before eventually the old man nods. "They have heard before the Word of a samurai. But I will give you a chance, magistrate. Perhaps another night I will die on your blade then."

The mob of peasants swiftly disperses back into the city, extinguishing their torches as they go, and Usagi Saito turns back to you.

"I hate to ask anything of you, as you owe me nothing and I cannot ask as a magistrate, as there is no crime to investigate. But I would implore you, something is going wrong on this island, something has stirred the himin to action. Find out what and help me put it to right."

Usagi Saito knows extraordinarily little about what is going on but is happy to tell the PCs what he knows. He was reading when he saw the torches outside and went out to confront the mob. They were clearly agitated, and he attempted to diffuse the situation. The ringleader seemed to be the old man, Yoshinori, and they had a long list of grievances against the

ruling Yoritomo. Apparently, the peasants are being significantly overworked and underprovided-for.

Saito has no idea where to start investigating or who to talk to, though he may suggest either the local magistrate (Tsuruchi Shino), the lord of the island (Yoritomo Kenji) or the Yoritomo Daimyo's representative (Yoritomo Taigen). Furthermore, since no official crime within his jurisdiction has been committed, Saito is not able to open a formal investigation, and cannot make the PCs official yoriki.

Saito intends to talk to Yoshinori and understand more about the situation while the PCs investigate. He will be at the inn if the PCs need him.

It is up to the PCs on how they want to proceed.

## Part Six: Investigation?

The PCs can investigate, or not. Presumably, they will. How they go about their investigation is relatively open-ended – they can choose to visit the locations outlined earlier in the module (the various taverns and tea houses), they can locate and speak with the other guests, they can find the locale Yoritomo or peasant leaders, or if they're very enterprising they can break into Yoritomo Kenji or Tsuruchi Shino's houses.

The concluding ritual to Garyo which was originally scheduled for the morning has been postponed to midafternoon. If the PCs ask around as to why, they any of the Mantis NPCs or monks can inform them that a small matter arose requiring Yoritomo Kenji's attention, and Kenji and Taigen are currently unavailable. They will return just before the festival, so that the PCs can have an opportunity to make an accusation or appeal.

The shrine is currently closed for preparations for this afternoon's festival.

The PCs may wish to visit the shipyards, but unfortunately they can not reasonably do so since they are both closed, and on the far side of the island only accessible via a footpath through the jungle which they don't have directions for. Even if they did, they are reasonably guarded, so have some Yoritomo politely turn them back.

Visit prior locations: The locations outlined prior in this mod remain available, and the NPCs that were frequenting them yesterday will be back again today.

If a PC wants to track down a given NPC, it requires no roll to do so as asking a couple peasants will be plenty to ascertain their locations.

New locations:

Raid the governor's house:

The guards at Yoritomo Kenji's house will ask the samurai to 'please come back later', aka tell them to go away. If the PCs arrive at night Kenji will be sleeping, but will leave first thing in the morning to 'have a meeting with Yoritomo Taigen' – he'll be showing Taigen around the shipyards, so will be generally unavailable until right before the festival.

However, a set of Agility / Stealth rolls (TN 30), one to sneak in, one to sneak out again will let a PC access Kenji's office.

Nothing therein is hidden, but understanding which papers are important is an Intelligence / Commerce check at TN 35, and can locate the financial records showing how Kenji financed the reconstruction of the Shipyards with Imperial funds, and then immediately took a large contract from the Phoenix to construct warships and pocket the fees. He assiduously kept the funds separate, but whether that is a good enough excuse is up to whom you're convincing.

Magistrate's Office:

At night, the magistrate's office is closed and locked but breaking in is trivial if a bit dishonorable. During the day, Shino will be present and initially resistant to allowing her records to be searched, though a compelling case (Courtier: Manipulation / Awareness at TN 35) could convince her to show them her records. They are entirely unhelpful.

An exceptional argument could convince her that Kenji may have committed a crime and that a search of his house is necessary, for the good of the Mantis, (TN 40) at which point she along with the PCs will assist in searching Kenji's house (see above).

There are a few new NPCs that might be of interest to the PCs. They are as follows:

Yoritomo Kano, Shipwright (House of the Wave) – Kano is the shipwright in charge of the shipyards and is responsible for both ensuring that they are productive as well as designing the ships being built there. He knows he is not supposed to talk about the yards or admit they're back in operation, and he's certainly not supposed to talk about the fact that they're building ships for the Phoenix.

However, he is an enormously proud samurai and can be maneuvered into bragged about his designs and the incredibly rapid pace of construction he has achieved so far. He knows that the money from the Imperials was directed towards restoring the village and the shipyards, and was very carefully accounted for to

ensure none was spent on building the ships for sale, in order to provide a defense against charges of embezzlement or improper allocation of funds. However, he is not an accountant, and is not familiar with the details of the spending; Kenji did that work himself.

Yoritomo Hai, Guard Captain (House of the Wave) – Hai is acutely aware that there has been unrest brewing amongst the peasants and has responded by identifying most of the peasant leadership and is preparing a round of arrests to sweep them up. He won't be in time, but he knows that they are led by Yoshinori and that they use a back room at the Brass Fitting as a planning space. He suspects that exhaustion and overwork are the cause of the unrest, but frankly he doesn't care because they're peasants and it's not his job to care, only to maintain order.

He can be bribed (5 koku) or threatened (Intimidation at TN 40) into sharing what he knows.

Convincing Hai to help requires making a case that the island itself is in danger, even if they arrest the troublemakers, and a Courtier: Manipulation / Awareness roll at TN 30.

Yoritomo Bansho, Merchant Patron (Market)

Bansho oversees taking orders for ship construction and has a small office just off the main market for that purpose. He is fully aware that the yards are back up and running, but also knows he's not supposed to let that slip, so is careful to only specify that he can take orders for 'when the shipyards are running again, hopefully later this year'. With the large order of warships from the Phoenix his delivery dates aren't lies, but that elides the underlying cause.

He has records about who placed the order for the ships (Asako Sumiye, 6 months ago), as well as the size of the order (10 ships) and the progress (5 launched so far, 3 more under construction), but the financials of the shipyard itself are held by Yoritomo Kenji at his house. He is aware that Imperial funds enabled the swift reconstruction of the yards, thanks to some deft maneuvering from the Mantis in court last summer, but the Phoenix paid for their ships.

He can be threatened into telling them what he knows (Intimidation, TN 30) or convinced to assist "For the good of the Mantis" (Courtier: Manipulation, TN 35)

Tonchiki, Peasant Foreman (Currently at his home).

Tonchiki is a cruel man who does not care one whit for the welfare of his workers. He strives only to please his Yoritomo overseers and thus advance his own station. He is greedy so a bribe would be effective, as would a threat (3 koku, or intimidation TN 25) to tell the PCs what he knows.

He is aware that Kenji has ordered the significant increase in production speed, and so Tonchiki has done whatever is necessary to make it happen. Tonchiki knows that his methods are brutal, but frankly both doesn't care, and thinks that nothing will go wrong until after the order is complete and then everything will go back to normal and be fine.

#### **Making an Arrest:**

Once the PCs are ready to make their case, they can either convince Tsuruchi Shino that Kenji has committed crimes and needs to be arrested, convince Taigen that Kenji has committed crimes or is acting against the interests of the Mantis, or convince Kenji that Shino is the cause of the problem and arrest her, or convince Shino that arresting Yoshinori will solve the problem.

Convincing Shino to arrest Yoshinori – Shino will be mildly skeptical that arresting Yoshinori is a good idea, but will agree to it if presented any testimony, or even a convincing argument (TN 25). She will warn the PCs that if there is an underlying problem, that probably won't be enough to stop it, but will affect the arrest regardless.

Convincing Shino to arrest Kenji – Shino basically doesn't have the authority to arrest Kenji without an exceptional case or a clear and present danger. If a PC can 'prove' (with at least the documents from the magistrate's house) that Kenji is to blame, along with evidence of an extant threat, then Shino would be willing to make the arrest, but it would require a lot of convincing (Courtier: Manipulation at TN50, reduced to TN35 if they have also convinced Hai to help them)

Convincing Taigen to order Kenji's arrest or removal – Taigen, having seen the shipyards, is somewhat dubious about Kenji's methods and is concerned that his activities may bring the Mantis into disrepute if made public. He is more amenable to ordering Kenji's removal (Courtier: Manipulation / Awareness at TN 30), than his arrest (TN35), with a free raise if they have samurai testimony of the impending revolt and / or if the 'good of the Mantis' is brought up.

Convincing Kenji to return the island to the status quo – Kenji is incredibly resistant to such an idea; he believes that his scheme is a great idea, well thought out, and will succeed. He has after all been exceptionally careful to ensure the spending all was proper and not to take a single koku was taken from the imperial funds. He could be convinced to see the error of his ways, but the TN to do so is incredibly high. (Courtier: Manipulation / Awareness at TN 75). A free raise is awarded if the PC makes an explicit appeal to Generosity or the fortune.

When the PCs have exhausted their desire to investigate, or they're clearly not making any more progress, proceed to Part Seven when the bell calls the citizens of Rishiri to the temple.

## Part Seven: Ritual?

The loud peel of a bell signals the impending ritual to Garyo and the conclusion of the festival. The guests and various important samurai of the island file up to the temple.

You find yourself, along with all the other notables, patiently waiting outside the massive bronze doors of the temple

If the PCs have not already effected an arrest or otherwise confronted Kenji or Shino, they are both here along with Yoritomo Taigen. They will have a chance to have a conversation before the ritual begins. If they either have not already made some form of arrest or otherwise resolved the island's troubles, things will soon get out of hand. This is their last chance to act.

If the PCs either have somehow resolved the island's troubles, or have decided not to:

The doors of the temple slide open, and the samurai begin to file inside. The monks wait in the alcoves, and the abbot Ayamari stands before a massive statue to Garyo. He gives each of you a knowing nod as you enter, before raising his voice to all assembled.

"Samurai, thank you for joining us today to honor the fortune of Generosity. We are reminded of the final lesson of Garyo; that to truly give is painful. It is not true generosity to the give only our excess, to give only those things which have no impact upon us. The truest generosity is that which cuts us deep, which requires us to give up something, where the loss of that which is given away is truly felt. To be generous is to sacrifice."

His arm sweeps to the monks waiting quietly in the alcoves, "I encourage each of you to leave something behind, my brothers will listen to your words, and bless you in the name of the Fortune"

Giving up something is not required; a PC can simply meditate before the statue. But most of the other

samurai present have brought person items or gifts of a personal nature to leave with the monks, and it will be noticed if a PC elects not to participate.

Either way, eventually the ritual completes.

If the PCs haven't arrested someone, secured Kenji's resignation or convinced him to return the island to the status quo, then a riot starts. Go to Conclusion-Riots.

Otherwise, go to Conclusion-Arrests.

## Conclusion - Arrests

An uneasy peace settles over the island as you prepare to leave. The peasants seem wary, but no longer on the verge of riot, so perhaps this is the beginning of progress.

You board the Chrysanthemum's Breeze, and it soon slips its moorings and takes you back out to sea, leaving Rishiri island and its troubles behind you.

## Conclusion - Riots

The peaceful chanting of the ritual is interrupted by shouting and banging. The temple door is pushed open by a messenger, allowing the acrid smell of smoke to sneak into the temple.

"My lord, my lord... the peasants are rioting. They have burnt your house and they are coming this way!"

Kenji leaps to his feet, along with Tsuruchi Shino, who hustle out the door.

Yoritomo Taigan glares at him, and then turns to you and Usagi Saito. "Magistrate, I require your assistance in a Lawless Jurisdiction. Escort me to a ship, the appropriate authorities must be informed."

Saito glances at the floor, staring for a long moment, before nodding with a completely defeated expression on his face, "Yes, Yoritomo-sama." He looks to you, and beckons, "I require your assistance, as yoriki. Let us get Yoritomo-sama to my boat. There is a shortcut."

Saito leads you and Yoritomo Taigen down a winding dirt path, at first away from the city which is already beginning to be consumed by black smoke. The road switches back, hugging a cliff, before terminating at a sheltered cove with a small pier where a narrow-hulled Tortoise vessel is moored.

A pair of Kasuga samurai sit on the pier, whittling at small pieces of wood.

They snap to attention as Saito approaches, and with a gesture from the magistrate the tortoise crew leaps into action, and in a few minutes, you are sailing away from Rishiri island, while pillars of smoke rise behind you.

## Rewards for Completing the Adventure

|  |      |
|--|------|
| Surviving the Module:  | 1 XP |
| Good Roleplaying:  | 1 XP |
| Escaping Settozai's Nightmare:   | 1 XP |
| Arresting Yoritomo Kenji, evicting Kenji from the governorship, arresting Yoshinori or killing Yoshinori | 1 XP |
| Total Possible Experience:   | 4 XP |

### Favors

If the PCs arrest or remove Yoritomo Kenji they gain a favor.

### Honor

Arresting or removing Yoritomo Kenji from power is an H6 honor gain, this is considered a Compassion honor gain, for those for whom it matters.

Giving away a personally significant item at the shrine of Garyo is an H8 honor gain, and a certified item or other exceptional item (GM's discretion) can be an H10 honor gain.

### Glory

Arresting Yoritomo Kenji is a G4 glory gain.

### Other

Yume-do's Judgement: If a PC gains this disadvantage, they do not regain void points from Sleep during modules.

### GM Reporting

- 1) Was Yoritomo Kenji arrested?
- 2) Was Yoritomo Kenji removed from his governorship (if Arrested, this is also a Yes)?
- 3) Was Yoshinori killed?
- 4) Was Yoshinori arrested?
- 5) Were the riots prevented?

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

## Appendix #1: NPCs

### Tsuruchi Shino

Local Magistrate

**School/Rank:** Tsuruchi Archer 3

**Initiative:** 8k5+3

**Armor TN:** XX (YY in armor)      **Reduction:** X

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

**Attack:** 10k5 (Yumi, Simple) or 7k3 (Katana, Complex)

**Damage:** 8k2 (Yumi) or 8k2 (Katana)

Air 4    Earth 3      Fire 3    Water 4    Void 3  
Ref 5

Honor: 3.0      Status: 3.0      Glory: 3.0

**Primary Skills:** Kyujutsu (Yumi) 5, Investigation 4, Iaijutsu 5, Kenjutsu 4

**Significant Dice Pools:**

Assessment: 8k4 (9k5 if death dueling)

Focus: 10k5+3 (10k6 with assessment bonus) –  
Always voids on this roll, included.

Strike: 10k5

### Usagi Saito

An inexperienced Emerald Magistrate

**School/Rank:** Fuzake Shugenja 3

**Initiative:** 7k4

**Armor TN:** 32 (Ashigaru, defense stance)

**Reduction:** 1

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

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

**Damage:** 4k1 (Aiguchi)

Air 4    Earth 4      Fire 3    Water 3    Void 3  
Honor: 3.5      Status: 4.5      Glory: 3.0

**Primary Skills:** Athletics 3, Hunting (Tracking) 5, Knives (Aiguchi) 5, Stealth (Ambush, Sneaking) 3, Lore (Law) 1, Spellcraft 5, Investigation (Search, Interrogation) 5, Defense 2

**Special Mechanics:**

When casting a spell that heals wounds or cures poison or Illness, can expend Earth spell slots for free raises.

Affinity Earth / Deficiency Fire.

Relevant spells: Earth Becomes Sky, Embrace of Kenro Ji-Jin, By the Light of the Moon.

Use your judgement as to whether Saito would or would not have a specific spell. In general, he has spells that assist him with investigations and combat. He frequently relies on the kami to help him find criminals and determine guilt (even though he shouldn't), because frankly his knowledge of the law and proper judicial procedure is sketchy at best. He has no scruples about using ambushes, fleeing if overmatched, and generally not fighting fair.



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

This is simply a short list of the major happenings of the last few months or weeks for the Empire. This is common knowledge; no rolls are required. They should be written with a fairly impartial viewpoint, though having them in the “voice” of the wandering herald Otomo Yusuke provides a certain amount of continuity.

## Appendix #2: List of NPCs

This is a list of guests at the festival, and a quick summary of what they know about the island, their motivations, and their preferred topics of conversation.

**Yoritomo Kenji** – Local daimyo – Status 4.5 – Kenji is a greedy and ambitious samurai, who is fully willing to skirt the meaning of the law while complying with its strict letter in order to advance his station. He is skilled at maintaining a front as a kind and benevolent governor while in point of fact having no regard whatsoever for the peasants under his rule so long as it furthers his ambitions. He has used the money provided by the Imperials to rebuild the town and the dockyards, diverting all local taxes and his own money into the construction of a large order of warships, to be sold at substantial profit.

He is a friendly, genial, and all together pleasant individual who throws quite nice parties and shows no hints of his otherwise unctuous though debatably entirely legal agenda.

**Tsuruchi Shino** – Clan magistrate – Status 2.5 – A whip thin woman with a precise and focused gaze. She has a reputation for hard edged enforcement of the law. She is a very traditional follower of the Wasp Code and eschews Bushido almost entirely. She is not aware that Kenji has been selling ships to the Phoenix.

She is a passable duelist, but the katana she carries in here saya is broken. If forced to duel and she wants to win, she will quietly swap it out for a spare that is intact between the time of the challenge and the time of the duel.

Otherwise she will duel with the broken katana as a statement about her contempt for her opponent.

**Yoritomo Taigen** – Representative of Yoritomo Arashi – Status 6.5

Taigen is here to receive a report from Kenji about his progress on restoring the island's shipyards. The Mantis fleet took more severe damage than has been publicly acknowledged, so he is anxious to see them resume full production, and Kenji sent a note to Arashi indicating he had progress to report.

If the PCs wish to speak with him socially, he will be pleasant, but somewhat aloof. He wishes to present the best possible face for the Mantis clan, so will do his best to mollify any non-Mantis and enlist any Mantis PCs into assisting him in keeping the guests of the clan happy.

Taigen is a friendly but somewhat guarded individual and has risen to his current rank by being both deeply cautious and deeply suspicious of overly good news. He is exceedingly protective of the reputation of the Mantis, and could be convinced to act against Kenji if a solid case can be presented that Kenji's actions will bring imperial sanction or otherwise damage the reputation of the Mantis clan as a whole.

**Yasuki Daitan** – Merchant Patron - Status 3.0 – Yasuki Daitan is a rude and boorish samurai who is primarily concerned with money and commerce. He is here to ascertain the status of the island's shipyards and if possible secure the construction of additional ships. Finding available construction capacity has been exceedingly difficult this year, due to last summer's events, and so he has been forced to travel further afield to find shipyards capable of constructing seagoing vessels with berths to spare. If the PCs engage with him socially, his only interest is talking business and potential markets for his products, and he will be extremely bored and uninterested in any other topic a PC may broach.

If PCs try to talk to him about their investigation, he will happily supply what he knows, which is that Kenji seems to be hiding something about the status of the shipyards, and Daitan suspects that some sort of secret deal has been made to construct ships, which has been frustrating his own attempts to secure a contract. If it seems like the PCs are close enough to securing the matter, Daitan will volunteer to testify against Kenji, stating that he is clearly embezzling money to fund construction of ships. This is a lie, but Daitan will happily lie to whomever he needs to in order to further his business goals as he hopes it would result in a more amenable mantis being elevated; his Deceit roll is a 9k5 if a PC wishes to sus out his perfidy, even though it is explicitly designed to help the PCs rather than impede them.

**Asako Sumiye** – Loremaster – Status 4.0 - Sumiye loves festivals and temples and is here as a guest of the Mantis to observe and catalogue the observances surrounding the fortune Garyo. She is very bookish, slightly socially awkward, and is easily flustered. She also has an interest in sailing vessels and will happily converse with PCs about their experiences on ships, in lands beyond the empire, and on any interesting religious or spiritual matters (visits to other realms, speaking with the Lords of Death, strange festivals, etc).

Additionally, she is secretly present to receive a report from Yoritomo Kenji on his progress on the construction of the ships that the Phoenix ordered. She was intending to tour the dockyards and inspect the ships, but that will either be prevented by the impending riots or by Kenji's arrest / dismissal, depending on the module's resolution.

If the PCs come to her to get clues, she will claim ignorance, though her Sincerity (Deceit) roll is only 7k4, she will never admit to anything, even if the PCs realize she is lying. If maneuvered into a challenge, she will demand time to find a champion and the PC in question will gain Obligation (Duel Asako Sumiye's Champion).

**Daidoji Kazuko**— Kazuko is a boat captain and a Daidoji marine. Ever since the disaster with the sea spider, her boat and crew of marines have plied the sealanes between the Crane, Crab, and Mantis territories transporting trade goods. She is very much a Crab's Crane; she drinks, she relates openly to others, and respects strength. She gets along famously with other bushi of all stripes and looks down her nose at people who aren't willing to 'get their hands dirty' when the situation calls for it. She has taken her ship's new assignment as a courier and trading vessel in stride, probably because she knows it is only temporary, and has made the best of the situation by doing her best to make new friends and allies in the ports she is called to visit. Regardless, she keeps her crew well-drilled and ready in case any given voyage suddenly becomes "interesting".

**Usagi Saito** – Emerald Magistrate – Status 4.5

Saito used to be a Hare Magistrate and was elevated to an Emerald Magistrate alongside a number of other minor clansmen, and initially patrolled the borders of the Shinomen Mori. He was ruthless in his pursuit of bandits, and embraced a 'kill first, ask questions never' policy when hunting them. However, his zeal eventually caused a political incident between the Scorpion and the Hare, along with the death of a number of non-bandit ronin. He was reassigned to a less-fraught area of Rokugan (the Kitsune Mori, where there is almost no crime) and caused a significant change in his attitudes. He is now something of a defeated man. His self-confidence is largely broken; he doubts himself constantly and has trouble taking independent decisive action at all.

**Bayushi Gimon** – Scorpion Captain – Status 3.5

Gimon is gunso in the Scorpion 9<sup>th</sup> Legion, and after events last fall ago near the Shinomen Mori and earlier this spring near Kyuden Miya her successful navigation of those events have seen her star rise, and she is on the edge of promotion to Chui within the scorpion military. She is here on vacation and has no agenda. She has available resources to leverage if a Scorpion PC needs specific information, so if someone comes to her looking for information, she can provide it if the PCs are flailing. Otherwise, she just wants to relax, take a break, and enjoy the festival. She is 'all business' when things are going wrong, but unlike most Scorpion has no compunction about sharing 'public' information with anyone that asks – this has earned her a decent number of friends, possibly including the PCs.

**Chise Takiyo** – Owl Courtier – Status 2.5

Chise Takiyo is a jerk. He is an awful courtier, doesn't want to be here, and has no interest in the other guests. He also has a general disdain for bushi, refuses to get his hands dirty in any matter, and does not make a great secret about it. He wears a set of gaijin spectacles on his nose, and largely doesn't care that others might think this strange. He is not hostile and has no interest in opposing the PCs, so he shouldn't be played as their enemy, he's just a jerk.

## **Player Handout #2: List of NPCs**

### **Yoritomo Kenji – Local daimyo – Status 4.5**

Kenji has been the daimyo of Rishiri island since his father passed away 5 years ago. He has a reputation for being a skilled administrator, able to both maintain his island's self-sufficiency and produce a consistent surplus of trade goods. He has lately become something of a rising star among the Mantis, and there are persistent rumors that he wishes to ascend higher within the clan. He is otherwise known as a genial host, and maintains a well-run city, even if it gets relatively few non-merchant visitors.

### **Tsuruchi Shino – Clan magistrate – Status 2.5**

A whip thin woman with a precise and focused gaze. She has a reputation for hard edged enforcement of the law, with no patience for those that twist the word of the law to the detriment of its intent. Her less charitable commenters note that she has somewhat... odd views on Bushido.

### **Yoritomo Taigen – Representative of Yoritomo Arashi – Status 6.5**

A man in his late 40's, Taigen is roundly considered to be quite personable, especially for a Mantis, and bucks the usual reputation of the Yoritomo courtiers as domineering or loutish. Instead of intimidation and force of personality, he has a history of utilizing patience to outlast his political opponents. Tall, and with a quickly receding hairline, he now spends most of his days acting as a representative of Yoritomo Arashi in far-flung locations which Arashi is too busy to visit personally.

### **Yasuki Daitan – Merchant Patron – Status 3.0**

A young crab with a mind for business. Most samurai seem to find him somewhere between uninteresting and vexatious, until they need to acquire something at which point, he suddenly becomes 'helpful' and 'essential'. As much as they're loathe to admit it, if you need to buy something Daitan can probably get it, and if you have something to sell, he can give you a price for it.

### **Asako Sumiye – Loremaster – Status 4.0**

Sumiye has a reputation as an astute scholar, a common reputation among the Loremasters of the Phoenix, and is noted authority on religious rituals. She is one of the few Phoenix that has been a regular sight in the empire at large over the last year, travelling among the courts up and down the coast participating in festivals and religious ceremonies. Personable, if not necessarily always the most socially adept, she has a reputation for being more of a Loremaster than a courtier.

### **Daidoji Kazuko – Ship Captain – Status 3.0**

Captain of the Crane trading vessel Swift Saber, Kazuko has been a common sight along the Empire's coasts in the last year ever since her vessel was repurposed from a military mission to a courier and trading vessel in the wake of the Unpleasant Events. She a reputation of being something of a Crab's Crane and is proof that just because she's on a boat doesn't mean she's any less a Daidoji.

### **Usagi Saito – Emerald Magistrate – Status 4.5**

Saito has been an Emerald Magistrate for a little over a year and initially possessed a reputation for dogged pursuit of bandits along the borders of the Shinomen Mori. However, a political incident last fall seems to have resulted in his reassignment to the Kitsune Mori where there is far less crime, and a marked change in his attitude. Whatever happened (he certainly doesn't talk about it), he seems to be a much-changed man, with a quieter and far less strident disposition.

### **Bayushi Gimon – Military Leader – Status 3.5**

Bayushi Gimon, a high-ranking gunso in the Scorpion 9<sup>th</sup> Legion, has developed a reputation for being a quick thinker, adroit at solving perilous situations both political and military, and for having a knack for being in the right place at the right time. Her career has been on the rise lately after she successfully resolved some sort of unspecified ‘misunderstanding’ last fall without violence. She is well known for ‘working well with others’, which depending on your view of the Scorpion can either be a very positive trait or a very scary one.

### **Chisei Takiyo – Owl Courtier – Status 2.5**

Since the peace was announced between the Scorpion and the Owl, the courtiers of the Owl have become a much more regular sight in the courts of the Empire, presumably in an attempt to forestall further ‘unfortunate incidents’. For such a small clan to have a presence in so many courts has pushed their cohort to its limit, resulting in, well, courtiers like Chisei Takiyo. He wears a strange gaijin contraption on his nose, which is perpetually stuck in a scroll or book, and seems to never have time to talk to the samurai he meets. Of course, after he does so, those samurai tend to wish to return to the state of affairs before they spoke, given his personality.