

Sibling Rivalry

by JP Chapleau

**An Intro-Rank Adventure for
Heroes of Rokugan: Champions of the Ivory Throne**

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Combat, Investigation, Politics

Sailing between Rokugan and the Ivory Kingdoms is a colossal undertaking, one that takes many weeks. Though the world is full of challenges, few are as treacherous as those bound by blood.

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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

Chisanaka is a Scorpion holding between Rokugan and the Ivory Kingdom, a small stronghold where travelers between the two stop to break the trip's monotony. Surrounded by mountains and the sea on the other side, freshwater spring flows from into the lagoon. Most travelers spend only a day or two here while supplies are loaded on board.

The current Lord, Bayushi Yoshi, has a son who is about to begin his training. His now-dead wife was an Otomo courtier. He wants to send his son to his father-in-law to train as an Otomo Courtier. His bushi brother Niban and his courtier sister Reiko both claim they should be the ones to train the boy by family rights. Yoshi hates both his siblings because of past offenses. He has no desire to send his son with either of them.

Adventure Summary

The adventure opens as the PCs travel to the Ivory Kingdoms on a mission for their lords. On the ship, they meet two samurai traveling to Chisanaka, where they expect to become the sensei of their nephew and bring him back to Rokugan for training.

A storm damages their ship and forces them to prolong their stop at Chisanaka. They meet Bayushi Yoshi, the local daimyo, who invites them to travel to local shrines with his son Ichi, curious about other samurai. He has some important matters to discuss with his siblings.

The PCs visit some local sites with young Yoshi as his father falls ill – likely poisoned. As they do so, Ichi discusses various topics about Rokugan with the

PCs. The following encounters happen two per day, in whatever order the PCs wish to resolve them.

The Family Shrine where Ichi must clean the shrine and the PCs talk about bushido with him.

In Invindi Town, Ichi meets with a few merchants to secure the required supplies for the castle. This includes visiting a remedy/poison maker.

They visit merchant warehouses where they can meet a ronin in Reiko's employ.

At the Shrine of Suitengo, the PCs are attacked by troops serving Niban. They want to secure the boy for their master. Ichi discusses the role of the kami and spirits.

During their second night, the PCs receive two invitations to meet with Yoshi's siblings. Both ask the PCs for their help in securing the position of sensei for young Ichi. They blame each other for their brother's illness.

When the PCs are done escorting Ichi, they are summoned back to the castle, where there is a confrontation between Niban and Reiko, both accusing and demanding the PCs testify against the other. The situation degenerates, and someone dies.

In conclusion, a sickly Yoshi thanks the PCs for their help protecting his son and uncovering his siblings' treachery. To avoid shame, he will send his son to his mother's family for training.

Three is the most unlucky number

Although the Scorpions are often cold and calculating, they are pretty superstitious. One Scorpion belief is the un-luck of the number three. Scorpions never go anywhere with three people, either finding a fourth or splitting into two parties. The parents of the main characters did not heed the wisdom of superstition.

That being said, none of their children believe in that superstition either.

Dramatis Personae

To simplify and lighten the narrative, the first names of the following NPCs will be used. Portraits of these NPCs appear in Handout 2.

Bayushi Yoshi (Male Bayushi Courtier/Otomo Courtier, Lord of Chisanaka): Yoshi married Otomo Nozomi ten years ago, and they have one child together, Ichi. Yoshi loves his son but hates squabbling siblings. He promised both of his siblings they would tutor his son, but he never intended to deliver on those promises. To that end, he came up with this plot to have them turn on each other and disqualify themselves. The arrival of the PCs plays into his hands by having independent samurai doing his work for him.

Bayushi Ichi (Male child, son of Yoshi): Ichi is a curious boy of 6-to-10 years, who had only limited interaction with other samurai. He is curious, full of questions, and vivacious yet conscious of his role as the local lord's son. He loves his father, and even if he is worried about his father, he puts up a brave face. The adventure focuses on Ichi and who will become his sensei.

Bayushi Niban (Male Bayushi Bushi, brother of Yoshi, middle sibling): Niban is a bully and someone without his siblings' finesse and charm. This boor is a good field commander and an accomplished soldier. Niban plans to make a show of force with his soldiers to force his brother into compliance.

Bayushi Reiko (Female Shosuro Shugenja, sister of Yoshi, youngest sibling): Charming and sensual, Reiko is devious and sneaky, with no qualms about using her feminine wiles to get what she needs or wants. She hires ronin to keep an eye on her brother and his guests. As such, Reiko is well-informed of the situation in town. She planned to use this as leverage to ensure Yoshi's support.

Miruko (Female Ronin Seppun Shugenja, karo and concubine of Yoshi, Nozomi's sister): Miruko is Yoshi's karo and his trusted advisor. Born Otomo Miruko, she was the sister of Yoshi's deceased wife, Ichi's mother. To this day, she blames herself for her death, so she took her sister's place in Yoshi's bed and as Ichi's substitute mother. Since she is a ronin, Yoshi cannot marry her, but they live together.

Otomo Nozomi (Female Otomo Courtier, Yoshi's deceased wife): Nozomi and Yoshi had a happy marriage as they enjoyed the other's presence. Her pregnancy was difficult, and she did not survive Yoshi's birth.

Upkeep

The module's events are certainly of primary importance in the lives of the characters, but many of them will have been working on various tasks in the times between modules. At the beginning of the module, several things will need to occur (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 understand the nature of the PCs at the table. It is frequently helpful to have a list of specific mechanics that come up in the course of the module determined at the start of the module, so the GM does not have to slow down play to check and see which parts apply to which PC. These can be Advantages, Disadvantages, Schools, Skills, or any other particularly relevant mechanics.

- Language: Invidi
- Lechery

News from the Empire

While the GM is looking over sheets, it is good 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 – as a general rule, 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. Failure on this roll causes the PC to gain a point of the Shadowlands

Taint. 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 determined by the module. (Difficulties should range from 5-30, possibly higher for High Rank modules). 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 PCs are traveling from Rokugan to Balishnimpur. The weeks-long voyage is interrupted by games and, most of all, gossip.

The wide-open ocean is not to every samurai's liking. Most prefer to remain firmly on land, but a few love the smell of salt and the open sea's freedom.

A few weeks prior, your Lord ordered you to travel to Balishnimpur in the Ivory Kingdoms. You are to make an act of presence on his behalf, fulfilling an obligation of his, not the most prestigious of assignments but one that allows you to travel out of Rokugan.

The flotilla of six junks carries troops, supplies, and samurai to the occupation forces. Samurai of many clans travel on the large junks of the Mantis.

Your ship has samurai from various clans, showing the importance of the Ivory Kingdoms to the Empire. Calling your quarters cramped is an overstatement. Still, your tight space is more luxurious than the other ships where the heimin are packed together in common areas.

Allow the PCs to introduce themselves to each other before proceeding further.

1: On the Ship

While on the ship, there are a few activities to engage in, including playing games or gossiping with other travelers.

Games

While on the ship, the Mantis run a series of games to break the monotony. Provided is the winner's roll to simplify running the operations

Flight of Fancy: The goal is to fire an arrow as far as one can. All archers fire at the same time.

Total of two rolls of **Kyujutsu/ Strength** rolls. Bayushi Niban: 40

Game of Sadane: Total of two rolls of **Games (Sadane)/ Awareness** rolls. Bayushi Reiko: 45

Go tournament: Total of two rolls of **Games (Go)/ Intelligence** rolls. Bayushi Niban: 45

Water Monkey: In water monkey, the contestants dive off the fore of the ship, swim under it, and then climb up the aft. Total of an **Athletics (swimming)/ Stamina**, then an **Athletics (climbing)/ Strength**. Unnamed Mantis: 40

Gossip

On-board, the PCs meet two interesting NPCs: Bayushi Niban and Bayushi Reiko. Both of them stay

well away from each other and do not hide their disdain for the other.

Both openly share the following:

- Their family relation with the other
- They are not on the “best of terms.”
- They are traveling to Chisanaka to become their nephew’s sensei.

Getting information out of either of them requires a TN 15 **Courtier (Manipulation)/ Awareness**. Either of them can reveal:

- They expect the other to perform some trick to take them out of the equation.
- Their elder brother is the daimyo of Chisanaka, an outpost given to the Scorpion clan over a decade ago.
- They do not expect to continue the trip to Balishnimpur but plan to return to their home in Rokugan to train their nephew.

If the PCs follow Niban, they can make a TN 15 **Battle/ Perception** roll to discover the following:

- At night, he exchanges light signals to one of the other ships. His interlocutor is impossible to know (his troops on the other ship). A TN 20 **Lore (Scorpion)/ Intelligence** (Scorpions get a Free Raise while Scorpion bushis and ninja get an additional Free Raise) reveals the message asked about troop readiness.

If the PCs follow Reiko, they can make a TN 15 **Spellcraft/ Perception** roll to discover the following:

- Every morning, she performs a short divination ritual. Someone spying on her can make a TN 20 **Divination/Intelligence** roll to understand the omens point to family treachery.
- On the morning of the storm, she uses *Legacy of Kaze-no-Kami* to send a short message. If the PCs avoid her detection, the message is, “I’m coming. Get me the poison I need.”

2: The Storm

On the morning before the PCs’ ship reaches Chisanaka, a sudden storm rolls in. The aftermath of the storm is that their ship is damaged, and the fleet is dispersed. The storm is natural.

As the wind dies down and the waves calm down. The main mast and sails are damaged. The water barrels rolled to the side, and a large piece of the railing was torn away. The sailors walk around picking up pieces of debris from the deck.

After a long time, the captain addresses the passengers. “My friends! We had a bit of a bother, and our ship finds itself in need of some repairs. Luck is with us! Bayushi Reiko-sama assures me that her family has a holding nearby to anchor and affect those needed repairs.”

“She promised accommodations for everyone while the repairs are made. The rest of the flotilla will join us there over the next day or two.”

A PC making a TN 15 **Sailing/ Intelligence** roll recognizes that the ship’s damage is substantial but not critical; the ship is in no danger of sinking but needs repairs.

A TN 15 **Lore (Mantis or Scorpion)/ Intelligence or Sailing (Navigation)/ Intelligence** roll reveals the presence of a small Rokugani holding by the sea. It is a supply point flotillas used as a meeting point or to gather supplies. Chisanaka was an imperial holding granted to the Scorpion Clan a decade ago.

Chisanaka

Read Aloud.

An hour before sunset, your ship limps into Chisanaka, passing sandy barrier islands. Built on flat ground between the sea and mountains, the town has crimson and black banners floating in the wind.

A long wooden pier covered with building supplies extends into the bay where a veritable army of Invidi workers in white skirts and turbans carry crates, barrels, and sacks. A single masked Rokugani in crimson armor stands watching your ship dock.

Once secured, the captain walks down the plank to speak with the official. A coin purse later, the Scorpion official waves the passengers ashore. “Samurai-sama, welcome to Chisanaka! My Lord, Bayushi Yoshi, to invite you to his home.”

His words are interrupted by Bayushi Niban, who stomps onto the pier wearing his armor and daisho. “I know where it is. I don’t need a lackey to guide my hand.” His sister follows half a step behind as they vanish into the crowd.

Turning back to you while readjusting his see-through mask, the magistrate bows once more. “Welcome to Chisanaka, Samurai-sama. This one is Soshi Kenji, harbormaster. My Lord, Bayushi Yoshi,

invites you to his castle as his guests. Please, bring any weapon or armor that may comfort you.”

A TN 15 **Etiquette (Bureaucracy)/ Awareness** roll reveals that Soshi Kenji informs the PCs that they should wear armor, a sign that things may not be as safe as it appears.

Soshi Kenji is a minor samurai stuck with doing too much paperwork. Throughout the adventure, he deals with the flotilla coming in and organizing the repairs on the ships.

Dinner at Chisanaka Castle

The PCs are shown to the keep, offered clean quarters, and allowed to refresh themselves. Half-Rokugani servants inform the PCs that Bayushi-sama expects them for dinner.

When the PCs are ready, they are shown to the audience hall, introduced to Lord Yoshi, his son Ichi, and Miruko, his karo.

Yoshi discusses with the PCs about the Empire. He enquires about current wars, recent marriages, births, and glorious deaths. Most PCs should realize that he lives pretty isolated from the day-to-day of Rokugani life. A DC 15 **Etiquette (Courtesy)/ Awareness** roll reveals this situation to be uncomfortably informal. (This is one way Yoshi keeps his guests off-balance.)

Yoshi has no problem explaining the following:

- He got this post through marriage (His wife was an Otomo princess)
- His wife left him their son, Ichi.
- He spends most of his time making sure rapports between the Invindi and the Rokugani are beneficial to both.

If his siblings come on the subject, he expresses “frequent disagreements between them” and promptly changes the subject.

During dinner, his siblings barge in, each accusing the other of lying and spreading vile rumors about them. They demand he announces, with the PCs as their witness, which one of them will be Ichi’s sensei. A DC 15 **Etiquette (Courtesy)/ Awareness** roll reveals the scene to be disgraceful and that both act unbecomingly.

Apologizing to the PCs, Yoshi promises his decision “soon” and asks if the PCs would like to witness such an announcement. Satisfied but unhappy, Niban and Reiko withdraw to their rooms to brood.

Again, Yoshi apologizes for his family’s conduct and asks if they would be willing to escort his son as he shows them around town. He would go himself, but he has “urgent family matters.”

He promises this will be an excellent opportunity for the PCs to see the sights and understand the delicate relation between the Rokugani and Invindi. If they agree, he arranges for Miruko to get everything ready for the morning.

3: Morning

At the breaking of dawn, Miruko, hastily dressed and poorly coifed, comes to the PCs' rooms and asks to meet them in a private room with all haste. She waits outside for them to be ready.

She explains that Yoshi-sama has taken ill and that such an illness is “unnatural” but refuses to expand upon that, adding that he was the healthiest man she knows. She asks the PCs to keep an eye for anything that could threaten her Lord or little Ichi.

A TN 20 **Courtier (Manipulation)/ Awareness** roll makes her slip that he is delirious and “unpresentable” (a euphemism for vomiting heavily and soiling himself). She tells them that she will take good care of him and nurse him back to health and insists the PCs take Ichi on her tour. The boy knows where he has to go.

If the PCs refuse, she brings up that they agreed with Yoshi-sama and tries to get them to act as such. A TN 15 **Lore (Law)/ Intelligence** roll reveals that, as karo, she has her Lord's authority and could order the PCs to do it, but she asks them.

A map to the domain of Chisanaka appears as Handout 2.

Ichi

Ichi arrives a short time later to meet with the PCs. He wears a simple crimson kimono and carries an aiguchi at his belt.

- Although still a child, Ichi is not the “annoying kid” trope. He is young but a serious samurai child and the son of a daimyo.
- Ichi does not know what his father wants him to visit these places. He thinks it has something to do with his upcoming training.
- He only saw his uncle and aunt once. They are friendly to him when the others are not around.

In each of the following encounters:

- Ichi has questions for the PCs, questions he wants to get the perspective of other samurai. The goal is for the PCs to discuss these aspects of samurai life and views.
- Each has “clues” planted by Yoshi to incriminate his siblings. None of the clues point to him, but with great rolls, some appear “odd.”

- At no point in the adventure should he be in danger unless the PCs directly endanger him. (Everyone wants what is best for him)
- The locations are the family shrine (encounter 4), Invindi Mura (encounter 5), the merchant district (encounter 6), and the Shrine of Suitengu (encounter 7).
- They can only visit two locations per day. At the end of the day, run Encounter 8: Night at Chisanaka.
- After the PCs visited all four locations, at the end of the second day, run Encounter 9: Confrontation.

4: Family Shrine

Location: The Family shrine is located in a wooded grove north of the castle. The small wooden building stands in the middle of a large zen garden.

What to do: When the PCs get to the Shrine, Ichi cleans and maintains the shrine: he must say prayers, wipe the floors and rocks, and renew the incense. Anyone with at least 1 rank in Lore (Ancestors, Spirits, or Theology) or Meditation knows what to do.

As Ichi (and maybe the PCs) perform his tasks, a TN 15 **Lore (Heraldry)/ Intelligence** roll identifies the family shrine as dedicated to the Otomo imperial family. If asked, Ichi says that his mother was from the Otomo family.

Discussion Topic: Ichi asks the PCs about their families and what they value most. He then asks them which of the virtues of bushido is most important. Ichi relates them as a schoolboy relates them by heart. If asked, he replies, *“duty and loyalty are all that matters; the rest are mere guidelines.”*

- Chugo (Duty and Loyalty)
- Gi (Honesty and Justice)
- Jin (Compassion)
- Makoto (Sincerity)
- Meyo (Honor)
- Rei (Courtesy)
- Yu (Courage)

Clue: A TN 15 **Artisan (Bonsai, Gardening, or Ikebana)/ Awareness, Divination/ Perception, or Meditation/ Void** roll detects an imbalance in the garden, a tear among family, a personal dilemma, or a self-inflicted wound.

5: Invindi Mura

Location: A village outside the walls of the town itself. Travel there is done through footpaths between rice paddies

What to do: Ichi goes there and meets with several local leaders, assuring them that their privileges will continue as long as they provide supplies to his father.

Any PC with one rank in the **Lore (Gaijin/ Invindi)** skill realizes this is a typical patronage visit. They may provide pointers to Ichi on how to act to improve relations.

Discussion Topic: While heading over there, Ichi asks what role conquered people have in the Celestial Order and how Samurai treat these people.

Then, he asks if these people should be given the same recognition before the kami and afforded the Rokugani way of life benefits. He wonders what the role of conquered people should be.

Clue: A TN 15 **Craft (Poison)/ Perception, or Medicine (Herbalism)/ Intelligence** roll reveals many shops Ichi visits sell drugs and poisons.

If the PCs make a TN 15 **Battle/ Perception** roll, they realize that many locals are armed and act like an otokodate.

Rumors

If the PCs attempt to gather rumors by making a **Courtier (gossip)/ Awareness** roll and comparing the result to the chart below. They must call two Raises for no result if they do not speak Invindi. The locals are reserved and keep to themselves, not speaking to Rokugani unless they absolutely must.

- 10: Bayushi Yoshi-sama is kind to the Invindi, and because of him, the community thrives.
- 15: Bayushi Yoshi-sama comes here often and pays those in his service well.
- 18: Bayushi Yoshi-sama encouraged and equipped the local otokodate.
- 20: Bayushi Yoshi-sama pays good money for local merchants to provide him supplies.
- 25: The militia (the otokodate) must defend Chisanaka in times of war.

6: Merchant District

Location: In the city, within the docks.

What to do: Ichi meets with Rokugani merchants to ensure their continued efforts for his father and the Scorpion clan. The Rokugani are either from the Mantis or Scorpion clans. These samurai trade or oversee local workers.

PCs with one rank of Commerce can provide guidance to Ichi. The boy welcomes the assistance and comments.

Discussion Topic: Ichi asks which profession is best, which provides their clan the most benefits: artisan, bushi, courtier, or shugenja. He asks the PCs how they chose their path and who decided for them.

He wonders which path his father will choose for him and who will be chosen as his sensei. He asks the PCs which path they would recommend to his father if he asked them. He wants to interact with the samurai of every clan like he does now.

Clue: A TN 15 **Commerce/ Perception, or Craft (any)/ Perception, or Engineering (Construction)/ Perception** roll reveals that most warehouses and workshops are neglected. By contrast, hospitality businesses like geisha or tea houses are prosperous and well-stocked.

Rumors

If the PCs attempt to gather rumors by making a **Courtier (gossip)/ Awareness** roll and comparing the result to the chart below. Mantis and Scorpion PCs get a Free Raise on the roll.

- 10: Bayushi Yoshi-sama favors the Invindi. He sends them large amounts of money to do his bidding.
- 15: In the past year, ronin have been cycling in and out of town, staying a month before moving on. They all came to town with a lot of money to spend, and they spent generously.
- 18: Only the karo, the ronin Miruko, remains in town for long. She has been here for many years. She arrived shortly after Ichi's birth.
- 20: There is one ronin in town who stays at the House of a Thousand Petals.
- 22: Miruko acts like a mother to young Ichi. It is odd for a Scorpion to let a ronin raise his son.
- 23: Miruko shares Yochi-sama's bed every night.

- 25: The ronin received a talking bird a few days ago.

House of a Thousand Petals

The Thousand Petals is a tea house that offers maiko shows. Drinks are cheap and plentiful here, and the dancers are competent if exotic. They include a few Invindi dance moves in their routine, distracting to the purist but intriguing and exciting to the average watcher.

When the PCs ask for the ronin, the mama-san's first response is to say that her house is not involved in whatever he was doing. If reassured the PCs are not after her house, she brings the ronin to them.

The ronin is named Tetsumaru. He is well-groomed and dressed in quality clothes. He has no qualms in asking for payment for any information he gives. Each is worth 2 koku. However, a DC 15 **Intimidation (Bullying)/ Awareness** roll can force him to reveal the following:

- He was hired by a member of the Bayushi family – though he does not know which one.
- He was paid handsomely, enough to live comfortably for many months
- He received his order by letter, which he destroyed.
- He was asked to report any new samurai coming to town and write their names.
- Yesterday, his employer sent him his final payment, and now he is ready to leave with the next ship.
- His employer sent him a magical bird instructing him to send his correspondence to the palace, addressed to Bayushi Reiko.
- For no less than 5 koku, he offers that Reiko asked him to buy a deadly poison, which he bought from one of the Invindi merchants. (It is gu poison)

The guards can confirm that they received a package from a ronin shortly after everyone arrived. It was delivered to her room.

7: Shrine of Suitengu

Location: The shrine is located on one of the barrier islands off the port of Chisanaka. It serves as a navigation beacon for ships out to sea.

What to do: As soon as the PCs reach the shrine, they should make a TN 15 **Battle/ Perception** roll to

notice the troops' presence. Ichi knows his father does not have troops on the island and that the monk passed months ago. The place should be deserted.

Niban's Troops

A troop of ashigaru soldiers assists Sugo. He begins the fight using his han-kyu to target the softer targets at the back, particularly shugenjas. He leaves his troop to engage the samurai as his Quick advantage helps him. If engaged in melee, he shifts to his katana.

There are two ashigaru per Bushi PC. If there is no bushi, then there is 1 ashigaru per two PCs. They use the Thug rule (L5R 4th edition rule book p. 317). This is to make them into disposable combatants.

At the start of the fight, Ichi runs back to the ship to hide, leaving the PCs to their own devices.

Sugo, Ronin Officer

Formerly Bayushi Sugo refused to assassinate his True Love; he became a ronin serving under Bayushi Niban for months.

| | | | | |
|------------------------|---------|-----------|-----------------------------|---------|
| Air 3 | Earth 2 | Fire 2 | Water 2 | Void 2 |
| | | Agility 3 | | |
| Honor 1.0 | | Status 0 | | Glory 2 |
| Initiative: 6k2 | | | Attack: 7k3 (katana) | |
| Armor TN: 20 | | | Damage: 7k2 (katana) | |

Attack: 6k2 (han-kyu)
Damage: 4k2 (han-kyu)

Reduction: 3

Wounds:

10 (+0)
14 (+3)
18 (+5)
22 (+10)
26 (+15)
30 (+20)
34 (Down, +40)
38 (Dead)

School/Rank: Bayushi Bushi 2

Techniques: Pincer and Tail, Way of the Scorpion

Skills: Iaijutsu 3, Kenjutsu 4, Kyujutsu 4, Stealth 2

Advantages/Disadvantages: Quick, Lost Love

Outfit: han-kyu with 20 arrows, light armor, daisho

Niban's Ashigaru

These warriors wear tatters of clothing and armor and ship sank. They are waiting for a signal to move into town and secure the boy. They all have a description of Ichi and strict orders not to hurt the boy.

| | | | | |
|-----------|---------|-----------|---------|-----------|
| Air 1 | Earth 2 | Fire 1 | Water 2 | Void 0 |
| Ref 2 | | Agility 2 | | |
| Honor 1.0 | | Status 0 | | Glory 0.7 |

Initiative: 2k1

Attack: 4k2 (tanto)

Armor TN: 12

Damage: 3k1(tanto)

Reduction: -

Wounds: (Using the thug rule, each ashigaru can take 14 damage before being taken out.)

School/Rank: None

Techniques: None

Skills: Athletics 2, Knives 2, Polearms 2, Stealth 2

Advantages/Disadvantages:

Outfit: assorted weapons, archigaru armor

Aftermath

What to do: After the fight, Ichi cleans the lighthouse, including cleaning the mirror, and takes out the ashes. Anyone with at least 1 rank in Engineering or Sailing knows what to do and can guide Ichi through the proper procedures.

Clue: Sugo has letters describing Ichi and how he must be taken for his protection without harming him. A TN 15 **Calligraphy (Cypher)/ Intelligence** roll identifies the handwriting as Niban's.

Either a TN 15 **Lore (Bushido)/ Intelligence** or **Craft (Weaponsmithing)/ Intelligence** roll identifies the ashigaru's badges as belonging to Niban's unit.

8: Night at Chisanaka

When the PCs return to the castle after visiting the first two sites, a servant comes with a message from Miruko. She invites them for dinner in the audience hall.

Ichi retires to his apartments after thanking the PCs for a wonderful day. He is looking forward to tomorrow.

Miruko

Goal: This is the PCs' one opportunity to speak with Miruko outside of open court. Through her, they get a chance to discover about the family's life and their

ties. She also provides the PCs with a prophecy of what is to come.

The meal mixes Rokugani cuisine with a few of the mildest Invidi delicacies tolerable to a Rokugani palate. It is served with sake and invindi liquor.

Miruko knows nothing of Yoshi's plan, and she is genuinely concerned for him and Ichi. After asking how Ichi behaved and what they think of the boy, her demeanor and actions betray someone raised among the great clans (in her case, the Otomo family).

She keeps the conversation away from herself and Yoshi as much as possible, not wanting to betray her lord or his secrets. A TN 15 **Courtier (Manipulation)/ Awareness** roll can get her to open up about her fears of giving away her Lord's secrets. She reveals the circumstances that brought her here, her relation to Ichi, and how she raised the boy.

If the conversation turns to her, she may reveal that she is Ichi's aunt. She avoids talking about her relationship with Yoshi, ending such talk with simple words such as *"yes, we are close, I am his karo. It is my role to watch over his health."*

Asked about the gifts, they were a daisho stand from his brother and a kimono from his sister. Seeing how they made Yoshi sick, she had them burned.

She can describe his symptoms if asked: severe fever, chills, and vomiting vile white substance. He had no symptoms before last night, until after his sibling gave him gifts to garner his favor. A TN 25 **Medicine (Antidotes)/ Intelligence** roll identifies them as a powerful version of gu poison, a poison the combines the venom of a centipede, a snake, and a scorpion. Few who come into contact with the poison recover, and many become debilitated for life.

Before you leave...

Towards the end of the meal, two servants come bearing messages, inviting the PCs to meet "at their earliest convenience." One is from Niban, inviting the PCs to drink sake with him in the family dojo. The other comes from Reiko, who invites the PCs to tea in the castle's shrine to Natsu-togumara.

Before the PCs leave, Miruko tells them that her divinations lead her to believe that a family member will die. She asks the PCs to protect Ichi while she looks after Yoshi.

Bayushi Niban

Niban waits for the PCs in the family dojo. He invites any PC who wishes to partake in a personal test of skill by engaging in a friendly iaijutsu duel.

If the PC wins, Niban is impressed. Regardless, he relaxes and calls for saké. As everyone drinks, he asks what the PCs think of young Ichi and what skill set would be in his best interest to acquire. He draws closer and implies that Reiko may be behind Yoshi's "sudden illness" and warns the PCs from kissing a snake.

During the conversation, he explains the following things.

- As the eldest, it should fall on his shoulders to train Ichi. He was trained by his own uncles.
- Reiko tricked Yoshi into offering her the sensei position, ever since she "helped secure Yoshi's wedding."
- After his wedding, Yoshi came to Chisanaka, and he grew distant, and they rarely met after that. In letters, he was assured he would train his son. He does not have these letters here.
- Reiko frequently works with ronin, and he would not be surprised if the karo worked for her.
- He implies that he would be very grateful if Reiko was forced to remove her claim, thinly hiding his offer to grant them an obligation if they remove her from the equation.
- He admits he gave his brother a daisho stand made by a master artisan in Ryoko Owari Toshi as a memento of home.

To thank the PCs for a beautiful evening, Niban offers them sake cups with his name lacquered "as a memento of a burgeoning friendship."

Bayushi Reiko

Reiko receives the PCs in a private shrine dedicated to Natsu-togumara, the Fortune of Travel and Experience. She is dressed scantily, her kimono enhancing her beauty. She offers tea to the PCs in the peace of the shrine.

After the ceremony, she asks about Ichi and if the PCs think he would make a good shugenja. She points out that he is intelligent and curious about the world around him. Clearly, such skills would be well-adapted to dealing with spirits.

During the conversation, she explains the following:

- She arranged and presided over Yoshi's wedding with Otomo Nozomi, serving as a matchmaker. To repay his obligation to her, Yoshi promised her she would be able to train his firstborn.
- Niban thinks the honor belongs to him merely by order of birth, which is preposterous. He never did anything for Yoshi to deserve that honor.
- After his wedding, Yoshi came to Chisanaka. He grew distant, and they rarely met after that. In letters, she was assured she would train his son. She does not have these letters here.
- Niban brought soldiers to kidnap the child if things did not go his way. She has no idea where they are now or how many there are.
- She implies that she would be very grateful if Niban was forced to remove his claim, thinly hiding her offer to grant them an obligation if they remove him from the equation. (She makes a **Temptation (Seduction)/ Awareness** against each PCs' **Etiquette (Courtesy)/ Willpower**, offering private pleasure for "later.")
- She gave her brother a kimono made by the monk at Hotei Seido.

She offers each PC a poem by the Scorpion poet Yogo Tsukiko about family ties to thank the PCs for the evening,

Any PC interested in nighttime activities with Reiko is well-rewarded.

Nighttime Activities

In this section, some PCs may decide to investigate the rooms of either of the siblings. Because of the wide variety of actions, no skill checks are provided. However, the PCs may find a used vial of gu poison in either Niban or Reiko's room. Anyone merely touching or tasting it must make a TN 25 Stamina roll or take 20 damage and become dazed for 6 hours. Every 6 hours, the TN and damage drop by 5.

If the PCs find their way to Lord Yoshi's room, they find him precisely as Miruko described it previously. She is by his side, caring for him, giving him water to drink. She samples everything she gives him. She does this out of love, more than simple duty.

9: Confrontation

When the PCs return to the castle at the end of the second day, they are immediately called to the audience hall. They find Miruko kneeling next to the Lord's seat.

When you enter the audience hall, you find Miruko kneeling next to the Lord's place. Before her, Bayushi Niban and Bayushi Reiko stand. The chill in the room is palpable as both siblings glare at each other, daggers in their eyes.

As Miruko sees you, her demeanor brightens up. Both Scorpions command Ichi to come to them, but Ichi runs into Miruko's arms instead.

Miruko stands, pulling the boy behind her while keeping a protective hand on him. *"Samurai-sama. I was just waiting for you. Both Bayushi-sama had questions I found myself unable to satisfy. Please, if you could answer those questions, I would be extremely grateful."*

Without giving you a chance to answer, the questions come all at once.

"Did he/she plot against Yoshi? Did he/she plan to steal away with Ichi? Did you find anything about [the other]?"

Each of these questions is loaded, and the PCs are stuck with having to answer. Rokugan does not function based on physical evidence but on samurai testimony. After everything the PCs point out or explain, Miruko asks the rest of the party to confirm.

The PCs are stuck in a legal quandary; if they testify about what they found, they incriminate them. If they deny, then they lose their chance of presenting that evidence.

Both siblings wait for ONE accusation to level against the other and do not wait for the PCs to present evidence against THEM. So the first person the PCs mention as having done something triggers the Final Confrontation. If they present evidence against Niban first, proceed to Final Confrontation: Niban. If they present evidence against Reiko, proceed to Final Confrontation: Reiko. If they refuse to present against either of the siblings, go to Final Confrontation: Miruko.

The following "evidence" triggers the final confrontation

- Presence of Gu in a room
- Letters from Niban's ronin lieutenant
- Testimony about the Tetsumaru

- Having overheard Reiko's casting of the *Legacy of Kaze-no-Kami* on the ship.

Again, circumstances.

Final Confrontation: Niban

Read Aloud.

Niban turns to you, visibly angry. "You forgot what she," but never finishes his sentence as a yari of air strikes him in the temple. After a few disjointed spasms, he collapses to the ground.

"His guilt was proven before the court," Reiko says, dismissing her spell. "He plotted against the family and got his fair reward."

Horrified, Miruko sends Ichi running before bowing to the bushi. "Bayushi-sama, please allow the guards to take you to your quarters. I will speak with these young samurai."

The guards, who until then remained in the background, now appear with weapons drawn. Reiko glares at them with a triumphant smile on her face as she is escorted out of the hall.

Miruko thanks the PCs for their help with Ichi's training and duties. Then she asks them to stay in town behind to explain to them that their testimony will be needed to punish the crime they just witnessed. She explains the "three testimony rule" to the PCs before asking them to retire. She assures them that they will be summoned when the matter is discussed again.

Proceed to Conclusion A.

Final Confrontation: Reiko

Read Aloud.

Reiko turns to you, visibly angry. "You forgot what he." But never finished his sentence as a katana strikes the shugenja in the temple. After a few disjointed spasms, she collapses to the ground.

"Her guilt was proven before the whole court," Niban says, returning his blade to his scabbard. "She plotted against the family and got her fair reward."

Horrified, Miruko sends Ichi running before bowing to the shugenja. "Bayushi-sama, please allow the guards to take you to your quarters. I will speak with these young samurai."

The guards, who until then remained in the background, now appear with weapons drawn. Niban glares at them with a triumphant smile on his face as he is escorted out of the hall.

Miruko thanks the PCs for their help with Ichi's training and duties. Then she asks them to stay in town behind to explain to them that their testimony will be needed to punish the crime they just witnessed. She explains the "three testimony rule" to the PCs before asking them to retire. She assures them that they will be summoned when the matter is discussed again.

Proceed to Conclusion B.

Final Confrontation: Miruko

Read aloud if the PCs do not wish to present any evidence before Miruko and the court. Of if they accuse someone else or make sure not to implicate either sibling.

Niban and Reiko turn to you. "What? How incompetent must you be not to find the poison in his/her room? What about the poison/troops?"

Miruko stands and extends her hands towards the two. "Lord Yoshi's envoys have spoken! If they found nothing, there was nothing to find. Please stop with the unproven accusations."

A katana and a yari of air strike Miruko's body at the same time; the karo's eyes grow wide, and she says but one word before collapsing on the ground, dead.

"Ichi."

Horrified by the scene, Ichi looks at aunt and uncle before turning tail and running out of the hall, tears running down his cheeks.

The guards, who until then remained in the background, now appear with weapons drawn. Niban and Reiko glare at the guards as they are escorted out of the hall.

A guard stays behind, ordering the PCs to stay in town to explain that their testimony will be needed to punish the crime they just witnessed. He explains the "three testimony rule" to the PCs before asking them to retire. He assures them that they will be summoned when the matter is discussed again.

Proceed to Conclusion C

Conclusion A

Reiko killed Niban in court.

In the morning, you are summoned to the audience hall for a most urgent meeting.

You arrive to find Bayushi Yoshi wrapped in a thick blanket, shivering. Next to him, Ichi and Miruko kneel in silence.

Behind you comes Bayushi Reiko. *“Dearest Brother! I see you in better health! My heart swells with joy at your speedy recovery.”*

But Yoshi silences her with a single question, his weak voice straining to project across the hall. *“Did you strike Niban in my court?”*

The shugenja is suddenly at a loss of words, not expecting to be greeted that way. She mumbles and stutters a few sounds before Bayushi Yoshi turns to each of you and asks the same question.

“Did Reiko strike Niban in my court?”

Allow the PCs to answer and confirm.

“I was to give you the charge of training my one son Ichi. But you robbed me of the right of justice that is mine by the will of the Emperor. I cannot grant you your wish. As my sister, I give you one day to leave Chisanaka forever, or my people will behead you as a murderer.”

She turns and storms out of the room. *“He was guilty, not me! I only did what was best for the boy!”*

The guards remove Reiko from the hall as she protests her innocence and loyalty.

Yoshi turns to you and apologizes for the scenes you were involved in. He invites you to return to Chisanaka as his friends.

Proceed to the Epilogue.

Conclusion B

Niban killed Reiko in court.

In the morning, you are summoned to the audience hall for a most urgent meeting.

You arrive to find Bayushi Yoshi wrapped in a thick blanket, shivering. Next to him, Ichi and Miruko kneel in silence.

Behind you comes Bayushi Niban. *“Dearest Brother! I see you in better health! My heart swells with joy at your speedy recovery.”*

But Yoshi silences him with a single question, his weak voice straining to project across the hall. *“Did you strike Reiko in my court?”*

The bushi is suddenly at a loss of words, not expecting to be greeted that way. He mumbles and stutters a few sounds before Bayushi Yoshi turns to each of you and asks the same question.

“Did Niban strike Reiko in my court?”

Allow the PCs to answer and confirm.

“I was to give you the charge of training my one son Ichi. You robbed me of the right of justice that is mine by the will of the Emperor. I cannot grant you your wish. As my brother, I give you one day to leave Chisanaka forever, or my people will behead you as a murderer.”

He turns and storms out of the room. *“She was guilty, not me! I only did what was best for the boy!”*

The guards remove Niban from the hall as he protests his innocence and loyalty.

Yoshi turns to you and apologizes for the scenes you were involved in. He invites you to return to Chisanaka as his friends.

Proceed to the Epilogue.

Conclusion C

Miruko was killed in open court.

In the morning, you are summoned to the audience hall for a most urgent meeting. You arrive to find Bayushi Yoshi wrapped in a thick blanket, shivering. By his side, Ichi kneels, tears flowing down his cheeks.

Behind you comes Bayushi Niban and Bayushi Reiko. They exclaim as one. *“Dearest Brother! I see you recovered! My heart swells with joy at your speedy recovery.”*

But Yoshi asks only a single question, his weakened voice straining to project it across the hall. *“Did you strike my karo in my court?”*

Both samurai are suddenly at a loss of words, not expecting to be greeted that way. They mumble and stutter a few sounds before Bayushi Yoshi turns to each of you and asks the same question.

Allow the PCs to answer and confirm.

“I made my mind to send Ichi with one of you, but your actions leave me no choice but to remove this honor from the both of you. Striking my karo is like striking me, as a representative of our clan, of the Emperor himself. Ichi, give them their reward.”

The boy places a wooden knife before both samurai. Both storm out without the weapon. Claiming their innocence and accusing their sibling or you of misdeed and conspiracy.

Yoshi turns to you and apologizes for the scene you were involved in. *“You cost me the best and most loyal karo a man could want. My sister-in-law was devoted to Ichi as much as his own mother would.”*

“My son reported of your kindness and candor as you traveled with him. Thus, I will give you one day to leave Chisanaka before I convince myself you had something to do with this plot that left my dear Miruko dead.”

Proceed to the Epilogue.

Epilogue

From the window in his room, Bayushi Yoshi watched as your ship sailed away from Chisanaka. *"I overdid it with the poison, perhaps, but the arrival of these young samurai facilitated my plan. Now I don't have to send my son with either of these reckless fools."*

A shoji screen opened, allowing young Ichi to enter the room. Putting a hand on the shoulder of his son, Yoshi added. *"Ichi, my boy, I never wanted you to learn from your aunt or uncle. Your mother and I agreed that you would serve our clan differently."*

Ichi looked at his father, unsure of what to respond. *"You will become a courtier from the Otomo School, trained by your grandfather; your mother's own father. You will keep your enemies fighting each other and not you."*

Ichi frowned. Looked over the ocean then back to his father. *"I understand, father. I can swim."*

The End

Rewards for Completing the Adventure

Surviving the Module: 1xp

Good Roleplaying: 1xp

Helped Ichi succeed in at least 2/4 locations: 1xp

Uncovered at least one clue pointing to Niban or Reiko: 1xp

Total Possible Experience: 4xp

Favors

If Ichi leaves the adventure with a positive impression of the PCs (regardless of the final result).

If the PCs helped Ichi complete all four tasks successfully and Miruko survives the adventure, they get an additional favor.

Honor

Helping Ichi on his task is an H4 Honor gain.

Refusing to choose a sensei because neither is acceptable is an H8 Honor gain.

Glory

Serving as Ichi's bodyguard during the adventure is a G3 Glory gain.

Winning a game on the ship, the PC gains 1 pip of glory, regardless of how many games they won.

Allies and Enemies

If Miruko survives the adventure, the PCs earn Bayushi Yoshi as an ally (Influence: X Devotion: Y)

If Miruko does not survive the adventure, the PCs earn Bayushi Yoshi as a sworn enemy.

GM Reporting

- 1) Did Miruko survive?
- 2) Did Ichi complete all four tasks?

Appendix #1: NPCs

If any NPCs require stat blocks not listed elsewhere in the module

Bayushi Niban

Bayushi Bushi 3

Competent at Iaijutsu

Advantages/ Disadvantages: Bad Eyesight,
Insensitive, Sworn Enemy (Bayushi Reiko)

Bayushi Reiko

Soshi Shugenja 3

Competent at Seduction

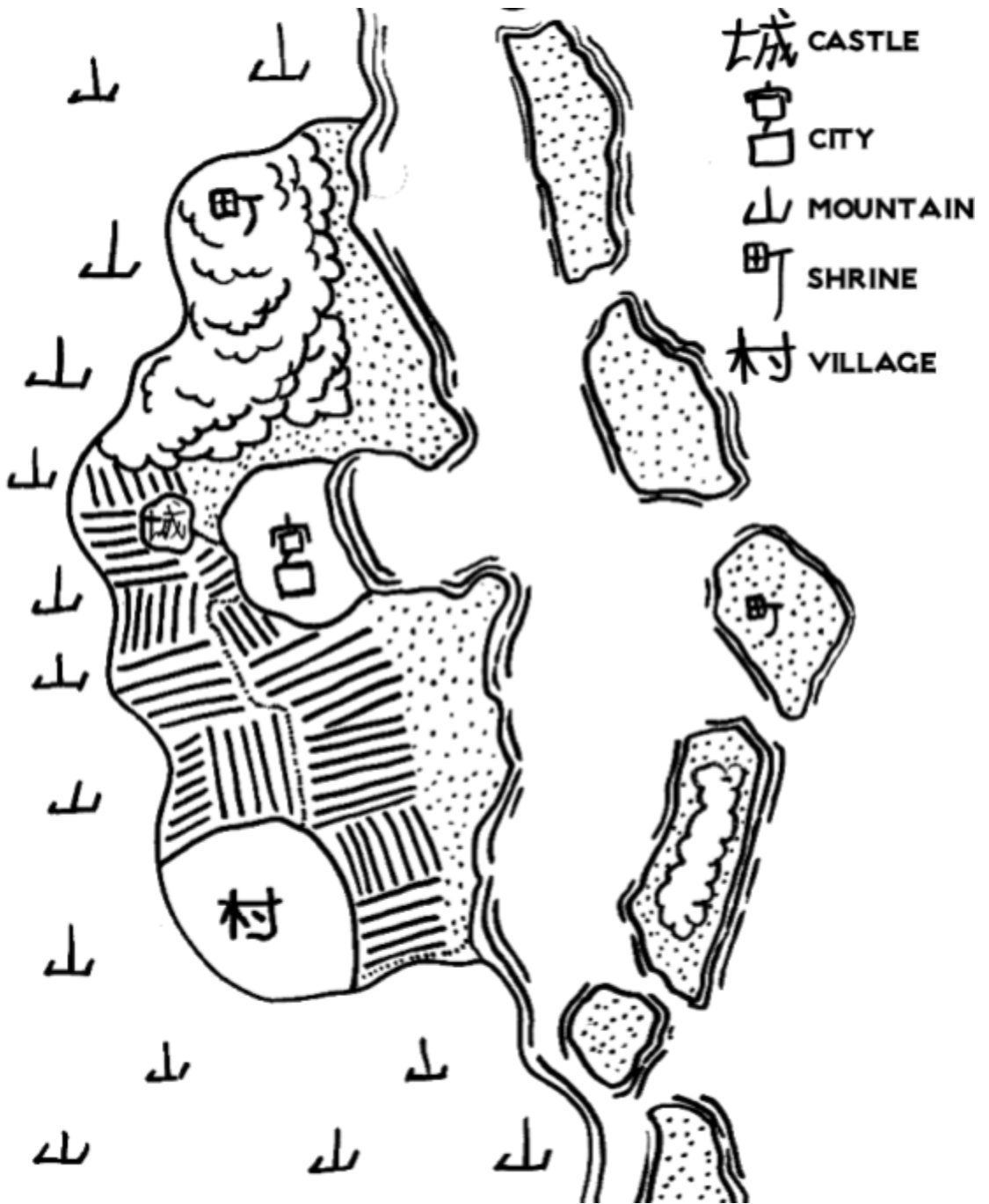
Advantages/ Disadvantages: Crafty, Dangerous
Beauty, Insensitive, Jealousy (Bayushi Niban)

Miruko

Ronin, former Seppun Shugenja 2

Advantages/ Disadvantages: Dependant (Ichi),
Irreproachable, Sage, True Love (Bayushi Yoshi)

Handout #1: Map of Chisanaka



Handout #2: Dramatis Personae

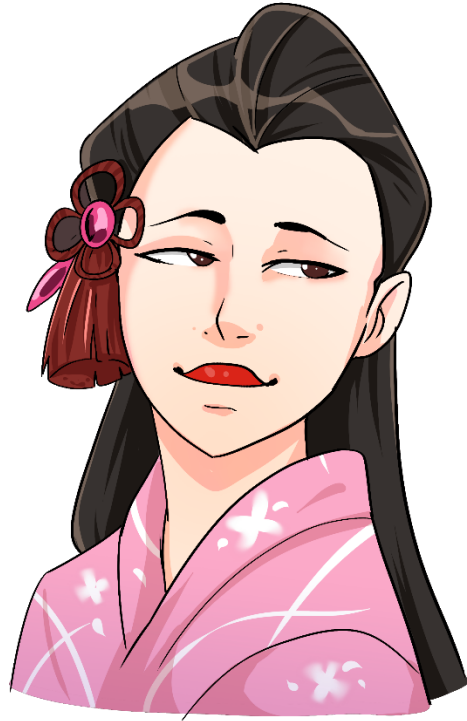
Bayushi Yoshi



Bayushi Ichi



Bayushi Niban



Bayushi Reiko



Miruko