

# **Trial by Fire**

**A One-Round Low/Mid-Rank Adventure for  
Heroes of Rokugan: the Nightmare War  
Month of the Sun, 1132 (Early Spring)**

**by Cory Mills**

**Module Number NW05**

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Can the Owl Clan prevent the death of their most influential ally?

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This module is written for the Legend of the Five Rings: Fourth Edition, published by Alderac Entertainment.

## GM's Information

### **THIS SCENARIO SHOULD NOT BE RUN COLD!**

Please read the scenario thoroughly before attempting to run it.

A four-hour time block has been allocated for playing this game. The actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, gender, glory and status at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

*Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the website).*

*Rokugan has a complex and rich culture that is different in many ways from modern Western civilization. The Legend of the Five Rings book details these numerous differences, but it is suggested that GMs keep a few specifics in mind.*

- *Family name precedes personal name for all characters; Akodo Toturi was a member of the Akodo family with the personal name of Toturi.*

- *Samurai do not commonly concern themselves with money or commerce; exchanges between samurai are treated as gifts, and payments are made to peasants as though humoring the lower orders petty ways.*
- *An event is not truly considered to have happened without samurai witness; even criminal investigations rely entirely upon eyewitness testimony.*

*Some events that occur within this module affect the storyline and may need to be reported by the Campaign Administrators. This module has an effective 'active' period which is 3 months after its release, and these events (listed at the end of the module) **MUST** be reported by the GM to the campaign administration before the end of the active period for them to take effect.*

## **Glory and Honor Awards and Penalties**

This adventure contains suggested Glory and Honor awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. **Please consult the Honor table on page 91 and the Glory table on page 93** of the Legend of the Five Rings Fourth Edition core sourcebook for more specific guidelines for Honor and Glory gains and losses. Specifically, be mindful of the performing PC's current Honor, Glory, and Infamy when meting out rewards and punishments.

### **Reminder**

*This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with both discretion and consideration.*

## Adjusting for Party Strength

This is a Low/Mid rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank 2.

Although most of the challenges here are role-play oriented and thus not terribly dependent on party strength, a few changes can be made to adjust the adventure difficulty for low-end and high-end parties, as follows:

### Low End Party (most/all characters Rank 1):

Treat a four-person table as though it had three people for calculating the number of opponents in each wave of the battle sequence. Treat a five- or six-person table as though it had four, and a seven-person table as though it had five.

### High End Party (most/all characters Rank 3):

All enemy combatants have +1 Void Rank and two more Void Points than listed in the encounter description (to a maximum of their new Void).

## Adventure Summary and Background

Jade Champion Shiba Satomi is one of the Owl Clan's few staunch allies, a potent political friend for a Minor Clan that has almost no others to call upon. The Champion, renowned as a swordsman as well as a shugenja, has agreed to take part in a festival commemorating Rokugan's victory over Kali-Ma and the Cult of the Destroyer, recreating one of the last battles in a nonlethal melee. Unfortunately, word has reached the Seizoku family that the Owl's enemies among the Spider plan to take advantage of the Champion's vulnerability – and oath to eschew magic during the melee – to remove an important obstacle in their plots against the Owl. It will be up to the PCs to protect the Champion during the fight, no matter how the Spider come for their victim.

NOTE FOR GM: The focus of this module is not on the source of the threat against the Jade Champion, but on ensuring her survival through the Festival of Bishamon. It is likely that many players will attempt to “solve the mystery” of the origin of the threat, and information that they can uncover is included, but the majority of the adventure should be spent on the grand melee.

## Introduction

The PCs are summoned on a bright spring morning by Seizoku, the daimyo of the Owl Clan family that bears his name. Meeting with the clan's spymaster may cause some samurai concern, but Seizoku is careful to put them at ease. He prefers to keep his dealings subtle when not speaking directly with his own vassals, so the meeting begins much the same as it would with any other daimyo.

*After enough pleasantries to satisfy etiquette, Seizoku turns to the matter that concerns him. Though he is well over average height and relatively handsome, his somber clothes and reserved demeanor give him an air of anonymity, as though the light passes around him. “Our lord Sezaru’s researches continue, but if we are to be able to fight the enemy he finds for us, whatever is responsible for the destruction of our homes, we must survive in this Realm. Kobe-san and Sukunesan are responsible for our armies, Hanashi-san leads our courtiers, and I try to provide Sezaru-sama with advice and the necessary to make informed decisions.”*

*He raises a scroll and sets it on the table. “I have here a report from one of my vassals indicating a threat to one of the Owl’s few allies, and in fact the only one of significant position – the Jade Champion, Shiba Satomi. While Satomi-sama is certainly one of the most powerful shugenja in the Empire, and under normal circumstances is quite capable of her own physical defense, she is not always the most prudent of samurai. An unfortunate altercation at Winter Court last month resulted in her declaring her intention to participate in a unique tournament in the Lion lands; moreover, she has sworn not to call upon the power of the spirits during the Festival of Bishamon that the tournament takes place at. The tournament in question takes the form of a pitched field battle, with the last samurai standing the victor; it is not unusual for two or three of the contestants to perish in the event each year. Satomi-sama must not be one of them.”*

*Seizoku sighs and pinches the bridge of his nose. “Sezaru-sama is on good terms with Satomi-sama, and I have secured his authorization for the Owl Clan to provide her with an honor guard for the duration of the Festival to Bishamon. I have already dispatched a messenger to inform her of the matter. Your lords have been kind enough to lend your services to this important mission; we must preserve this powerful ally without alienating her.” He pauses, then looks you over expectantly. “Questions?”*

- Who is responsible for this threat? *“I do not know, though I have a team of agents looking into the matter. If the intent is to remove our ally – if it is*

*an attack upon the Owl, in other words – I consider the Spider, the Scorpion, or the Crane the most likely. If, however, it is not directed at us, I have too many suspects to narrow it down yet.”*

- What do we do if we find who is responsible? *“Keeping Satomi-sama alive is your task. Bring anything you find to me, and do not take it upon yourselves to start a war with any of the Great Clans.”*
- When do we leave? *“As soon as you gather your things. Travel papers, steeds, and supplies are waiting for you. And if you do not have armor, I understand you will need it for the tournament...”*
- How do you know? *This earns a direct gaze and a dry response: “I have my methods.”*
- Why would she make that kind of oath? *“She appears to have been goaded into something of the nature by a Scorpion courtier, though I am uncertain about the motivation behind it. The Scorpion Clan as a whole have had a good relationship with Satomi-san, as I understand it.”*
- How is Satomi going to feel about this? *“I admit, my missive may have given her the impression that the threat involves the Owls’ mandate, though the specifics of how it does may be better not brought to her attention. I see no point to causing offense to her, and urge you to go out of your way to avoid doing so...”*
- What is the deal with this festival/tournament? *“It celebrates some victory won by the Lion a century and a half ago. Beyond that, I don’t know; you’ll have to find out when you get there.”*

Seizoku provides the PCs with steeds, supplies, and travel papers. Any PC that does not have armor as part of their Outfit will be given a suit of ashigaru armor, for their participation in the tournament (this may be returned or kept as they choose after the end of the module).

## Part One: Yosei Mura

With a population of just over two thousand peasants, and around fifty samurai, Yosei Mura is a small city on the Lion border of the Scorpion lands. About two days northwest of Shiro Matsu, it was once known as Kyakuchu Mura but has grown over the last few centuries into a major training center for the Imperial Legions. (The Lion Clan has a sizable presence in the Imperial Legions, and Yosei Mura allows the Emperor’s troops to remain with the Lion lands but not on the usually-tense border with the Crane.)

In addition to the support staff for the Imperial Legion training grounds, there are obviously a large number of guests in the city for the upcoming festival; representatives from most of the clans mingle with the locals in the streets. The guards at the gate are attentive, though somewhat bored by their duty as they examine the PCs’ travel papers. They will provide directions to the best inn in town, where the Jade Champion is staying, and amiably provide a quick orientation to the city.

Yosei Mura is bustling with activity, with signs of the impending festival everywhere. A large

### The Guardian’s Parasol

The finest in the city is named for the statue of Bishamon in its entry, which depicts the Fortune with a temple in his left hand and a parasol in his right (instead of the usual spear). The innkeeper is obsequious, and his finest suite has been prepared for the Jade Champion and her entourage (ie, the PCs). Once they have a chance to clean up from the road and stow their belongings, they will be able to meet with the Jade Champion.

Shiba Satomi is a fairly attractive woman in her late twenties, though her stern demeanor is usually enough that her appearance is overlooked. She is focused on destroying any blasphemy in the Empire, and has built her career around crushing cultists and maho-tsukai. This has, unfortunately, left her relatively unpopular among most of the clans, as her tendency to crush first and ask questions later has shown no regard for class or positions. She is not happy with the necessity of having guards, but has acceded to Seizoku’s request and will not take her irritation out on the PCs.

Unfortunately, while she thinks that Seizoku is likely correct that there is a threat against her, she cannot narrow it down at all. *“If the Jade Champion is not being threatened by the forces of darkness, they are not doing their job.”* An Ikoma lord and a Moto general have both declared blood feuds against her for her zeal in unmasking relatives or associates of theirs who were involved with cultists. It can be assumed that she has less formal enemies in essentially every clan, based on her actions since becoming Jade Champion. More, she is one of the samurai who remembers the same history that the Owl remember (due, most likely, to her close association with them as well as her strong spiritual presence) where the Spider Clan was disbanded generations ago. Records (and the memories of most of the Empire) now indicate that she has had a very adversarial relationship with the Spider since she took office, often working against their interests and being quick to accuse them of crossing the boundaries

of their agreement with the Iweko Dynasty regarding the Taint.

Satomi will agree to any reasonable request the PCs make regarding her security. She is only planning on participating in the opening and closing ceremonies and the grand melee tournament; her plan is to use the rest of the festival as a chance to relax away from the intense politics she had to deal with at Winter Court. She can tell the PCs about the tournament (explaining the basic rules of the event and its history), and will make it abundantly clear that she is competing with every intention of winning. As far as the oath she made is concerned, she will not discuss it beyond specifying that the terms forbid her from calling upon the spirits (casting spells) until the end of the Festival.

### Market

Yosei Mura is not a major commercial center, but as a city used to providing for the needs of the Imperial Legions, there are probably goods that may be of interest to PCs available. While the local weapon- and armor-smiths are not as skilled as renowned artisans like the Kaiu, their wares are serviceable and surprisingly affordable. Any weapons or armor listed in the core book can be acquired for 80% of the listed price, at no reduction in quality. (This is not intended to allow a merchant PC to exploit the local economy, but to give some a chance to gain a piece of equipment not provided by their School's Outfit.)

### Imperial Training Grounds

The Imperial Legions' training grounds are being used for the martial contests that will be part of the Festival of Bishamon. No Legion is assigned here currently, leaving only the dozen or so samurai responsible for the administrative duties present (part of the reason for the timing of the event). Workmen can be seen bustling about, preparing things for the events, though guards on the gates politely turn any curious samurai away so that the specifics of the battlefield will be a surprise to everyone.

PCs may attempt to learn the lay of the land by a variety of methods; it is largely at the GM's discretion what roll should be required to gain access, though the TN should be about 25. (For example, actively sneaking onto the grounds requires a **Stealth (Sneaking)** / **Agility**, while trying to bribe the guards would be **Temptation (Bribery)** / **Awareness** or locating the peasant workmen might involve **Commerce** / **Intelligence**.) Access is only the first part, however; a successful **Battle** / **Perception** roll is required to gain any advantage from studying the area. Success at a TN of 20 gives one Free Raise on an attack

roll that can be used by any PC during the battle – once used, this Free Raise is gone. Additional Free Raises can be gained by calling Raises on this Battle roll.

### Temple to Bishamon

It is unusual for a city of this size to have a full temple, but the Temple to Bishamon is quite well-maintained, with a dozen priests in residence. In addition to a grand statue of the Fortune, the central structure houses a host of smaller shrines to minor fortunes associated with Bishamon (like Hachiman, Fortune of Battle and Goemon, Fortune of Heroes) as well as several ancestral shrines for particularly well-remembered Lion heroes.

### Spider Embassy

As far as the majority of the Empire is concerned, the Spider Clan has maintained an embassy in Yosei Mura since shortly after the original Battle of Shattered Ivory in 1173. There is a single Spider in residence, Susumu Hideko, a stately courtier with exceptional manners. She rarely leaves her embassy, but does host events regularly, and the locals have a fairly benign opinion of her.

The walls around the Spider Embassy are covered with warding symbols (some of which may have started as graffiti, generations ago), and there are (largely symbolic) jade inlays on the outside of the gates. The resident Spider have always kept their opinion of these "measures" to themselves.

### Rumors

A PC may ask around town and make a **Courtier (Gossip)** / **Awareness** roll, TN 10 to learn one of the following rumors at random, plus one extra rumor for every 5 points by which the roll beats the TN. (PCs who were Lion before being recruited by Sezar receive a Free Raise for this roll.) The rumors include:

- The Battle of Shattered Ivory took place at the end of the Destroyer War at the beginning of the Iweko Dynasty. After the Destroyer forces were largely routed by the death of Kali-ma, some of the survivors moved north into the Lion lands from the Scorpion lands. They were defeated by a smaller group of wounded Lion and Imperial Legion trainees, with the unexpected aid of a force of Spider troops. The battle is commemorated every year with a large-scale combat tournament; though originally more of a re-enactment, it has become a grand melee in recent generations.
- There is a great deal of dissatisfaction with the Jade Champion among the locals, and even most of their guests. The locals view her attendance as a mixed

blessing – while such a high-ranking samurai’s attention is usually a good thing, her actions have apparently reduced the number of guests this year.

- Roughly a quarter of the Empire is confused at what they refer to as the “sudden appearance” of the Spider Clan, despite the fact that most everyone knows that they have had the blessing of the Iweko Dynasty since the days of Iweko I. As those who claim otherwise generally include the yumemusha of the Owl and those closest to them (Shiba Satomi among them), it is agreed that there is likely some strange spiritual influence at work, but the Emperor (who remembers the Spider quite well) has reserved judgment in the matter.
- Daigotsu Rekai has attended many times in the past, but is not doing so this year, perhaps due to the confusion around her clan (though most blame the presence of the Jade Champion). Instead, the local Spider emissary will host a large party open to all the guests of the festival, while remaining apart from the potential conflict inherent in the competitions.
- Apart from the Jade Champion, the Daidoji family daimyo, Daidoji Kenzo, is the highest-ranking samurai present. He has a reputation as a brutal warrior on the battlefield, serving as a staunch defender of his clan when the Champion’s smooth political skills are not enough to prevent attacks.
- Bayushi Oniji, Scorpion Clan Champion, had been expected, but recently send word he will not be attending after all. Instead, Yogo Akanishin, commander of the forces deployed at Beiden, is here. The precise message in sending the leader of troops meant to defend against the Lion is uncertain, as so much often is with the Scorpion Clan.
- Yoritomo Kinhime, a mercenary commander with a somewhat infamous reputation, is the only Mantis present. Her mixed squad of archers and marines is known for its skill on the battlefield, though she has never been known to attempt anything more reputable. Her presence here is perhaps a chance to change that.
- Hida Jubei is the Crab representative to the tournament, though he does not give the impression that any formal appointment was intended or should be implied. His loud, booming laugh is somewhat unsettling to the staid Lion, but his convivial demeanor has earned him a few friends, and despite his handicap (a missing left hand), he makes no secret of his intention to participate in any contest he can.
- The workmen on the Training Grounds promise a special treat this year; in years past, the tournament has often devolved to straightforward clan-against-

clan fighting, and the Lion’s discipline and training in formations have given them the edge for a long time. The organizers appear to be willing to change things up a bit, which many hope will make the actual fighting more interesting.

- There have been a number of bizarre events taking place through the Empire, beyond and above the appearance of the yumemusha – cities appear or disappear, a mountain range moved from one side of the Empire to the other, and rivers have run backwards. These strange happenings lend credence to Sezar’s claim of a threat to the Realm, and many of the highest lords of Rokugan have increased their demands that something be done.

## Part Two: Festival of Bishamon

The Festival of Bishamon at Yosei Mura was originally nothing more than a local festival dedicated to the Fortune of Strength. After the Battle of Shattered Ivory, the commemoration of the victory led to its growing in importance and gaining attention across the Empire. Today, it is a widely-regarded event in the Lion Clan, with martial contests and the unique melee tournament providing a chance for samurai to compete to gain the blessing of the Fortune.

### Day One

The opening ceremonies begin at noon, and involve a variety of religious, ritual observances. The priests gather at to pray at Temple, for several hours, while the attendees light candles and lanterns at the altar. These light sources are taken to line the path to the Training Grounds, and the priests will bless the route. Then, the priests will invoke the spirit of the Fortune, calling his presence into the Temple’s statue. A parade begins shortly before sunset, so the flames along the path stand out in the darkness, and the statue is moved to a place of honor on the tournament grounds, to observe the upcoming martial contests. There are puppets, dragon dancers, fire jugglers, musicians, and fireworks to honor the Fortune.

Shugenja or monk PCs may participate in the ceremonies, as will Satomi (her oath not to call upon the power of the kami does not prevent her from more mundane prayers as a priest). This requires a **Lore: Theology / Void** roll; failure to roll a 15 will cause the loss of one point each of Glory and Honor, while rolling more than a 30 gives the PC one Void Point that may be spent to aid any character (potentially in addition to any Void Points they spend for themselves).

The ceremonies will conclude around sunset. Afterwards, the festival begins with music, food, and informal contests or games scattered through the city. Satomi will attempt to engage various samurai in conversation, but for the most part, winds up snubbed (politely, of course, as appropriate for her station) and largely alone apart from any PCs acting as guards.

The Spider Embassy is hosting a large gathering, and while many of the guest may ostentatiously wear jade in some form, Susumu Hideko is known to be a generous hostess, and her party bears this out. PCs who attend may roll **Investigation** / **Awareness** (TN 20) to notice that all of the Scorpion in the city are attending the Spider's party, with Yogo Akanishin being treated as an honored guest. If they manage to succeed with a 40, they additionally will see that Hideko's aide (a ronin who largely escapes notice otherwise) spends a fair amount of time speaking with the Crane contingent, though Daidoji Kenzo is not present.

## Day Two

The second day of the festival is largely taken up by various martial contests. None of these are particularly important, and several of the best warriors are only watching in order to save themselves for the main event on the third day. Satomi will not take part in the contests, though she will enjoy watching.

If any of the PCs wish to participate, they may do so, though the mechanics are deliberately streamlined. Each contest requires a single roll, appropriate to the task; success with at TN of 25 gains the participant a point of Glory. Rolling a 35 (or the highest roll, if there are multiple PCs participating) earns the PC two points of Glory and the victory. The prize is a finely-calligraphed scroll of a prayer to Bishamon, which allows the PC to call upon the Fortune of Strength once for guidance (granting a Free Raise for one roll using the Skill in question, or Battle for the games-based contests).

The rolls, and victors if the PCs do not participate are:

- **Kenjutsu:** Kenjutsu / Agility; Yogo Akanishin
- **Archery:** Kyujutsu / Reflexes; Matsu Weihana
- **Jiujutsu:** Jiujutsu / Agility or Strength; Hida Jubei
- **Go:** Games: Go / Intelligence; Ikoma Roemon
- **Shogi:** Games: Shogi / Intelligence;

Through the contests, and into the night, Satomi will continue to be largely avoided by all of the samurai guests. Any PCs who are directly guarding her may roll **Investigation** / **Perception** (TN 30) to notice that

there is always a Scorpion keeping an eye on the Jade Champion, wherever she goes. Success at a 40 allows them to see a

## Part Three: Battle of Shattered Ivory

### Rules of the Game

The rules of the melee are relatively straightforward: the contestants are given blunted weapons and the last samurai standing will be declared the victor. Using any weapon other than those provided is grounds for disqualification (though it should be noted that, as samurai, all of the contestants will have their wakizashi at their side). Magic is allowed, though calling upon the spirits to cause harm to the opponents is likewise disallowed (any spell that causes damage or can kill the target – spells that cause a penalty are not against the rules). Unarmed attacks are frowned on, though allowed, and PCs specializing in such are given fist and leg wraps that serve the same purpose as the blunted weapons. The only arrows provided are treated as willow leaf (2k2 base damage). Horses are allowed, and at the GMs' discretion other pets may be if the Kitsu are allowed to cast blessings upon them.

As long as they are wearing armor, the blunted weapons cannot damage any character more than filling their Down Wound Rank (putting them at +40 and requiring the expenditure of Void Points to take actions). If they are not wearing armor, the weapons cannot do more than fill the Out Wound Rank unless the damage roll has three or more explosions.

It is considered appropriate for a combatant to cease fighting once they are in the Crippled Wound Rank (thus gaining a penalty to their movement). This is not required, but will not cause a loss of Honor or Glory either way. Unless the PCs go out of their way to aggravate a specific NPC (at the GM's discretion), the only NPC that will not quit the field until she is Down is Shiba Satomi. A PC who chooses to remain even when dropped to Down will lose a point of Glory, and will be treated less than gently by the remaining combatants.

Though the victory will go to the last samurai standing, it is very common for contestants to band together for the first part of the tournament. Squads form, both impromptu and around high-ranking samurai, and loners are quickly picked off. Whether the members of the squad decide to submit to their superior or fight it out once they are the only ones remaining is entirely at the discretion of the individual samurai. (Though, of

course, many samurai are more concerned about how their superiors will react than about winning a single contest, however unique.)

There are no shugenja participating in the tournament other than Satomi (and any PCs). There are Kitsu healers standing ready at the sidelines, but once a combatant calls upon them, they are out of the contest.

### The Arena

Like a Mass Combat, the grand melee is divided into three Battle Rounds representing three different engagements that will take place over the course of the battle. There are also three Zones, each with a different amount of fighting going on over them (and thus, a corresponding level of difficulty).

The battlefield encompasses the flat Imperial Training Grounds, where a group of fifteen or so small structures have been built to represent street-to-street fighting in a village. An observation tower atop a nearby hill to the north provides the high ground, while a somewhat muddy stretch along the river bank to the south is more isolated and, though exposed, will prevent being surrounded. From most difficult to easiest, the Zones are:

#### The Tower

A small observation tower atop the hill north of the training grounds has been fortified and reinforced to serve as a defensible point for the combatants to use. It has attracted the most attention as the “high ground” of the battlefield. A unit of Crab will take it fairly early, though they will be pushed out by the Crane if the PCs are not here during Round Two.

#### The Village

Fifteen or so small buildings have been erected on the training grounds, with an open “street” set up. These structures allow for breaking line of sight, giving shugenja or archers difficulty and allowing a unit of Scorpion to gain an early advantage here.

#### The River

The training grounds have been opened to extend down to the river, leading to a decent place for fighting about a hundred feet from the “village.” Though the ground is somewhat muddy, slowing movement slightly (Difficult Terrain), it is a relatively open section with approach from one direction blocked by the river. However, there is little interest in fighting in such a safe location among the samurai on the field, leaving it initially to a group of Mantis.

### Battle Begins

When the tournament begins, the PCs will be allowed to determine where they wish to start. The difficulty of each zone should be fairly obvious; while Shiba Satomi would prefer to head straight for the Tower, she will agree to any reasonable suggestion from the PCs on their preferred direction.

Every Battle Round, the PCs win Victory Points based on the Zone they are fighting in. The Tower is worth 3 points, the Village 2, and the River 1. Each PC gains a point of Glory for every Victory Point earned, and the rewards at the end of the module from Satomi depend on how many points earned.

## **Conclusion**

After the tournament, the victor will be lauded, and specially blessed by the priest of Bishamon. The priests will say a prayer of thanksgiving to the Fortune, and return the statue to the Temple, performing the closing ceremony of the festival. Satomi’s oath fulfilled, this will give the PCs leave to return to the Owl lands and report to Seizoku.

If the PCs attempt to discredit the Crane using the attempted assassination, they will cause serious problems between the Owl Clan and the Crane. A duel with a Kakita duelist is highly likely, as Kenzo will step back and allow a Doji courtier to push the issue in court.

If the PCs allow Kenzo to investigate the matter himself, he will thank them in a private letter and inform them that the “misguided members” of his family have been dealt with.

## **The End**



## Rewards for Completing the Adventure

At the end of the scenario, any PCs with Shadowlands Taint must make a Raw Earth roll with a TN of 5 + (5 x Taint Rank). If the roll fails, the PC acquires one additional point of Taint.

### *Experience Points*

Surviving the adventure:	2XP
Good roleplaying:	+2XP
Participating in the Grand Melee:	+2XP
Shiba Satomi Survives:	+2XP

**Total Possible Experience: 8XP**

### *Honor*

Each PC gains +0.1 Honor if Satomi survives the melee. If they contribute meaningfully to Satomi's victory (GM's discretion), they gain an additional point.

If a PC wins the grand melee, they gain +0.3 Honor.

### *Glory*

Participation or victory in the minor martial contests will grant Glory as indicated in that section.

Each PC gains one point of Glory for each Victory Point earned during the melee.

If a PC wins the grand melee, they gain a full Rank of Glory.

### *Other Awards/Penalties*

Satomi will reward the PCs based on the number of Victory Points they helped her earn. (Treat this number as 3 higher if she wins the contest.)

0: -0.5 Glory

1-3: Satomi blesses one object to give them one use of the Fires of Purity spell

4-8: Satomi speaks with the fire spirit in their armor, giving it a permanent bonus to the Armor TN provided by it equal to the owner's Fire Ring

9+: Satomi gives them a crystal netsuke allowing them to treat their weapon as crystal for one combat, or if a shugenja, give a single spell the Crystal keyword

If a PC wins the grand melee, they gain Shiba Satomi as a Sworn Enemy. They may also spend four experience points to gain "Bishamon's Blessing" Advantage.

### *GM Reporting (release only)*

Did Shiba Satomi survive the tournament?

## Appendix #1: NPCs

### **Shiba Satomi**

*The Jade Champion is a tall, slender woman, relatively young for her position but with an air of casual confidence that more than makes up for her age. She possesses a brilliant intellect, moves with grace that the greatest swordsman might envy, and is unfortunately all too aware of her many gifts...*

Air 3    Earth 4    Fire 7    Water 3    Void 5

Reflexes 4

Strength 4

Honor 8.2

Status 9.0

Glory 6.8

**Initiative:** 10k4

**Attack:** 10k9 (Katana,  
Complex)

**Armor TN:** 35 (heavy armor)    **Damage:** 8k2 (Katana)

**Reduction:** 10

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

**School/Rank:** Isawa Shugenja (Fire) 6

**Skills:** Athletics 4, Battle 3, Calligraphy 3, Defense 6, Etiquette 2, Iaijutsu (Focus) 5, Investigation 4, Jiu-jutsu 2, Kenjutsu (Katana) 7, Lore: Maho 3, Lore: Theology 5, Medicine 3, Meditation 4, Sincerity 2, Spellcraft 6

**Advantages/Disadvantages:** Quick / Brash, Sworn Enemy (several)

## Round One: Tower

Hida Jubei is accompanied by a number of Heavy Infantry equal to the number of PCs at the table. They will begin the fight distributed around the tower, positioned to support each other and focus their attacks on the most dangerous PCs. If the PCs attempt to use ranged attacks or magic, they will take cover inside the structure and wait for the PCs to come to them. PCs who choose to wait them out will eventually find themselves trapped between the incoming Lion squad (Round Two's encounter) and the Crab, and facing both groups simultaneously.

## Hida Jubei

*A massive, bulky figure whether in heavy armor or a kimono, Jubei's boisterous nature shines whether in the court or on the battlefield – though his missing hand prevents his participation in the latter more than he likes.*

Air 3	Earth 5	Fire 4	Water 3	Void 3
Honor 3.5		Status 3.5	Strength 5	Glory 5.6
<b>Initiative:</b> 8k3			<b>Attack:</b> 10k4e-5 (tetsubo, Simple)	

**Armor TN:** 30 (heavy armor)      **Damage:** 10k3 (tetsubo)

Reduction: **10**

Wounds: **25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40), 95 (Dead)**

School/Rank: **Hida Bushi 4**

**Techniques:** *The Way of the Crab:* May ignore TN penalties for wearing heavy armor for all Skills except Stealth. +1k0 damage with Heavy Weapons.

*The Mountain Does Not Move:* Reduction equal to Earth Ring.

*Two Pincers, One Mind:* Simple Action attacks while using Samurai or Heavy Weapons.

**Devastating Blow:** Once per encounter, may make a calculated strike with a Heavy Weapon – lower target's Reduction by 4. If attack succeeds, target is Dazed. Target may recover from Dazed by making a Earth Ring Roll against TN of damage during the Reaction Stage of each round; TN reduces by 5 each time they fail the roll.

**Skills: Athletics 3, Battle 3, Courtier 4, Defense 4, Etiquette 3, Heavy Weapons (Tetsubo) 6, Intimidation 4, Jujutsu 4, Kenjutsu 3, Lore: Shadowlands 4**

**Advantages/Disadvantages: Benten's Blessing, Large / Missing Limb (left hand)**

## Hida Bushi

Air 2	Earth 3	Fire 2	Water 3	Void 2
		Agility 3		
Honor 3.5		Status 1.0		Glory 1.0
<b>Initiative:</b> 4k2	<b>Attack:</b> 8k3e (Tetsubo, Complex)			

**Armor TN:** 25 (Heavy Armor)      **Damage:** 8k3 (Tetsubo)

Reduction: 8

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

School/Rank: **Hida Bushi 2**

**Techniques:** *The Way of the Crab*: ignore TN penalties for wearing heavy armor for all Skills except Stealth. +1k0 to damage rolls with Heavy Weapons.

*The Mountain Does Not Move:* Reduction equal to Earth Ring.

**Skills:** Athletics 3, Battle 2, Defense 3, Heavy Weapons (Tetsubo) 5, Intimidation 2, Jiujutsu 3, Kenjutsu 3,  
**Lore:** Shadowlands 3

**Mastery Abilities: Free Raise to Knockdown with Heavy Weapon, ignore 2 points of Reduction with Heavy Weapon; +1k0 unarmed damage**

Advantages/Disadvantages: **Large, Strength of the Earth**

## Round Two: Tower

There are a number of Matsu equal to the number of PCs. The enemies in this encounter have their first Wound Rank filled; the Matsu have only one Void Point, while Notaro and Dorenomi have two points left. Additionally, the next roll Dorenomi fails, he will re-roll with a +6k0 bonus on the roll. Notaro will otherwise keep an eye on the situation, offering advice to the officer and Guarding him through the battle.

### Akodo Dorenomi

Air 4    Earth 4    Fire 3    Water 4    Void 3  
Agility 4  
Honor 4.1    Status 4.0    Glory 5.3  
**Initiative:** 8k4+10 (+5)    **Attack:** 10k5e (Bisento, first Round) Simple)  
**Armor TN:** 30 (light armor)    **Damage:** 7k3 (Bisento)

Reduction: 3

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

School/Rank: **Lion Elite Spearman 4**

**Techniques:** *The Way of Magari-Yarijutsu:* +1k0 to Spear or Polearm rolls; +3 Reduction when using a spear or polearm in Center, Defense, or Full Defense Stance

*Strike Like the Lion:* when using a spear or polearm, may ignore 2 points of enemy Reduction

*Strike Through the Eagle:* Simple Action Attacks with ranged spears, and may ready a nage-yari as a Free Action any number of times in a Round

*Strike Like the Wind:* Simple Action melee attacks with a spear or polearm

**Skills:** Athletics 4, Battle 7, Defense 4, Etiquette 2, Investigation 3, Kenjutsu 4, Lore: History 5, Polearms (Bisento) 7, Sincerity 4, Spears (Magari-Yari) 6

**Mastery Abilities:** +5 Initiative on first round and +1k0 damage against larger or mounted opponents with Polearms

### Ikoma Notaro

Air 3    Earth 2    Fire 3    Water 3    Void 3  
Awareness 4    Perception 4  
Honor 6.5    Status 3.5    Glory 4.8  
**Initiative:** 8k3+5    **Attack:** 8k3 (war fan, complex)  
**Armor TN:** 32 (light armor + war fan)    **Damage:** 3k1 (war fan)

Reduction: 3

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

School/Rank: **Ikoma Bard 4**

**Techniques:** *The Herald of Glory:* Gains the Precise Memory Advantage. May cite heroic or noble actions by another and successfully roll Perform: Storytelling / Awareness at TN 20, to give target a number of points of Glory equal to School Rank. May be done a number of times per person per month equal to School Rank

*The Heart of the Lion:* Does not lose Honor or Glory for displaying emotion in public, so long as it on behalf of another Lion or for an honorable cause. Anyone attempting to sway emotions through the use of the Intimidation or Temptation skills must add +5 to their TN for each School Rank.

*The Voice of the Ancestors:* Prior to a battle or skirmish, may inspire allies by speaking for a few minutes and rolling Perform: Oratory / Awareness at a TN equal to 15 + 5 per person inspiring. Targets who are not members of the Lion Clan increase the TN by 5 for each such person. With a successful roll, each person inspired may add their Honor Rank to the total of any one Skill Roll during that battle or skirmish. (If this benefit is not used by the end of the battle, it is lost.)

*The Strength of Tradition:* A number of times per session equal to School Rank, as a Simple Action, may verbally encourage an ally, rolling Perform: Storytelling/Awareness at TN 25. With a success, the next time during the same

day that the chosen ally fails a roll, he may re-roll it, adding your Honor Rank in unkept dice to his roll. However, if he fails this second roll, you lose 2 points of Honor.

Skills: **Athletics 3, Battle 5, Courtier 4, Etiquette 5, Lore: History (Lion Clan) 5, Perform: Storytelling 5, Sincerity (Honesty) 4, War Fans 5**

Advantages/Disadvantages: **Leadership**

### ***Matsu Bushi***

Air 2    Earth 3    Fire 3    Water 3    Void 2  
Reflexes 3    Strength 4  
Honor 6.5    Status 3.0    Glory 3.0

**Initiative:** 5k3 (+5)    **Attack:** 10k4-5 (naginata  
in first round)    Complex, Full Attack)

**Armor TN:** 20 (heavy)    **Damage:** 8k2+6  
armor, Full Attack)    (naginata)

Reduction: **5**

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

School/Rank: **Matsu Bushi 2**

**Techniques:** *The Lion's Roar:* Adds Honor Rank to damage. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

*Matsu's Fury:* When taking Full Attack Stance, choose an opponent within 30'. If you successfully hit him this Turn, the target is frozen with fear and cannot take Move Actions to move from current position. During the Reactions Stage, an affected opponent may attempt a Willpower roll (TN equal to the amount of damage dealt from your latest attack) to negate the effects of this Technique (the opponent does not suffer Wound Penalties for this roll). If he fails, the effects of this Technique end during the next Reactions Stage (the second after he was struck). Enemies who are immune to Fear cannot be affected by this Technique.

Skills: **Battle (Mass Combat) 3, Defense 1, Etiquette 2, Jiu-jutsu 3, Kenjutsu (Katana) 5, Kyujutsu 3, Lore: History 3, Polearms (naginata) 5, Spears 2**

Mastery Abilities: **+1k0 unarmed, sword damage, may ready swords as a Free Action, may string a bow as a Simple Action, +5 to Initiative in first round when using a polearm, +1k0 damage with polearms against mounted or larger opponents**

Advantages/Disadvantages: **Large**

## Round One: Village

Yogo Akanishin and his troops are not terribly invested in the contest, though of course victory would bring glory to the Scorpion. They will use the “alleys” (spaces between the buildings) with impunity, striking from ambush and focusing on shugenja or archers.

### Yogo Akanishin

Air 3    Earth 3    Fire 3    Water 4    Void 2  
Reflexes 4    Agility 4  
Honor 1.8    Status 1.0    Glory 2.1

**Initiative:** 9k5+5    **Attack:** 10k4e (Katana, Simple)

**Armor TN:** 25/30    **Damage:** 8k2 (Katana)

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

School/Rank: **Bayushi Bushi 4**

**Techniques:** *The Way of the Scorpion:* +1k1 to Initiative Rolls. +5 to Armor TN against any opponent with lower Initiative.

*Pincers and Tail:* May make the Feint Maneuver for one Raise instead of two.

*Strike at the Tail:* When assuming a Stance at the start of Turn, may choose a target within 30'. If successfully hit them during that Turn, the target is Fatigued as if he had gone without rest for 24 hours. During the Reactions Stage, an affected opponent may attempt an Earth Ring roll against a TN of 25 to negate the effects of this Technique. If he fails, the effects of this Technique end during the next Reactions Stage (the second Reactions Stage after he was struck).

*Strike From Above, Strike From Below:* May make melee attacks as a Simple Action.

Skills: **Athletics 4, Battle 5, Courtier (Manipulation) 2, Defense 4, Etiquette 3, Horsemanship 2, Iaijutsu 4, Intimidation (Control) 5, Investigation 4, Jiujutsu 5, Kenjutsu (Katana) 6, Knives 5, Lore: Heraldry 2, Sincerity 3, Stealth 4**

Advantages/Disadvantages: **Quick / Benten's Curse**

### Bayushi Guard

Air 2    Earth 2    Fire 3    Water 2    Void 2  
Reflexes 3  
Honor 1.8    Status 1.0    Glory 2.1

**Initiative:** 6k4    **Attack:** 8k4e (Katana, Simple)

**Armor TN:** 20/25 (light armor, Technique)    **Damage:** 6k2 (Katana)

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

School/Rank: **Bayushi Bushi 2**

**Techniques:** *The Way of the Scorpion:* +1k1 to Initiative Rolls. +5 to Armor TN against any opponent with lower Initiative.

*Pincers and Tail:* May make the Feint Maneuver for one Raise instead of two.

Skills: **Athletics 2, Battle 3, Courtier (Manipulation) 2, Defense 2, Etiquette 2, Iaijutsu 3, Investigation 2, Jiujutsu 2, Kenjutsu (Katana) 4, Sincerity 2, Stealth 2**

## Round Two: Village

There are a number of Akodo Bushi equal to the PCs. All enemies in this encounter have lost their first Wound Rank; the Akodo Bushi are out of Void, and Weihana only has one left. The Akodo will open with archery if possible, and divide themselves between archery and melee if possible.

### **Matsu Weihana**

Air 2    Earth 3    Fire 2    Water 3    Void 3  
Reflexes 3    Agility 4    Strength 5  
Honor 6.5    Status 4.0    Glory 3.9

**Initiative:** 6k3+5    **Attack:** 10k6e-5 (Full Attack, Katana, Simple)

**Armor TN:** 30 (heavy armor)    **Damage:** 9k2+6 (Katana)

Reduction: 5

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

School/Rank: **Matsu Bushi 3**

**Techniques:** *The Lion's Roar:* Adds Honor Rank to damage. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

*Matsu's Fury:* When taking Full Attack Stance, choose an opponent within 30'. If you successfully hit him this Turn, the target is frozen with fear and cannot take Move Actions to move from current position. During the Reactions Stage, an affected opponent may attempt a Willpower roll against a TN equal to the amount of damage dealt from your latest attack to negate the effects of this Technique (the opponent does not suffer Wound Penalties for this roll). If he fails, the effects of this Technique end during the next Reactions Stage (the second after he was struck). Enemies who are immune to Fear cannot be affected by this Technique.

*The Lion's Charge:* May make melee attacks as a Simple Action.

Skills: **Athletics 3, Battle 5, Jiujutsu 4, Kenjutsu (Katana) 6, Kyujutsu 5, Lore: History 4**

Advantages/Disadvantages: **Paragon of Courage**

### **Akodo Bushi**

Air 2    Earth 3    Fire 3    Water 2    Void 2  
Reflexes 3    Perception 3  
Honor 6.5    Status 1.0    Glory 1.0

**Initiative:** 4k3    **Attack:** 6k3e (katana or yumi, Complex)

**Armor TN:** 25 (light armor)    **Damage:** 6k2 (katana) or 4k2 (yumi)

Reduction: 3

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

School/Rank: **Akodo Bushi 1**

**Techniques:** *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against you since last turn.

Skills: **Athletics 1, Battle (Mass Combat) 3, Defense 2, Etiquette 2, Jiujutsu 2, Kenjutsu (Katana) 3, Kyujutsu (Yumi) 3, Lore: History 2, Sincerity 1, War Fans 2**

Mastery Abilities: **may retain a Full Defense Roll in successive Rounds, +1k0 sword damage; may ready a sword as a Free Action**

Advantages/Disadvantages: **Clear Thinker / Antisocial**

## Round One: River

Yoritomo Kinhime is accompanied by a number of Yoritomo Marines equal to the number of PCs, minus 2, and a number of Tsuruchi Archers equal to the number of PCs, minus 1. They will make use of their ability to ignore Terrain penalties for movement and the archers should provide reasonable covering fire. The Mantis are, however, having great fun and will fight until all of them are Crippled.

### Yoritomo Kinhime

*An athletic woman in her mid-thirties, Kinhime is energetic and friendly, with a wide smile always on her scarred face.*

Air 3    Earth 3    Fire 3    Water 3    Void 3  
Agility 4  
Honor 3.5    Status 2.5    Glory 3.6  
**Initiative:** 6k3+5    **Attack:** 10k4e (Katana, Simple)  
**Armor TN:** 27 (light armor & kama)    **Damage:** 7k2 (Katana)  
Reduction: 3

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

School/Rank: **Yoritomo Bushi 3**

**Techniques:** *The Way of the Mantis:* Suffers no penalties to movement or attacks for rough or uneven terrain. Does not lose Glory or Honor when using improvised weapons, or weapons with the Peasant keyword, in combat. Suffers no penalties for fighting with a Small or Medium weapon in off-hand if that weapon has the Peasant keyword. Gains a bonus of +1k0 to all attack rolls.

*Voice of the Storm:* Every time you hit an opponent in melee, his Armor TN is reduced by 5. This penalty only applies to your attacks, and lasts for 2 Rounds. This Technique is cumulative (a number of times equal to your School Rank), and the duration resets with each application.

*Strike of the Mantis:* Simple Action attacks while using weapons with the Samurai or Peasant keyword.

Skills: **Athletics 3, Battle 5, Commerce 4, Defense 3, Jiujutsu 4 (Improvised Weapons), Kenjutsu (Katana) 5, Knives (Kama) 5, Sailing 2**

### Yoritomo Marine

Air 2    Earth 2    Fire 2    Water 2    Void 2  
Reflexes 3    Stamina 3    Agility 3    Strength 3  
Honor 3.5    Status 1.0    Glory 1.5  
**Initiative:** 4k3    **Attack:** 7k3 (katana, Complex)  
**Armor TN:** 26 (light armor & kama)    **Damage:** 7k2 (katana)  
Reduction: 3

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

School/Rank: **Yoritomo Bushi 1**

**Techniques:** *The Way of the Mantis:* Suffers no penalties to movement or attacks for rough or uneven terrain. Does not lose Glory or Honor when using improvised weapons, or weapons with the Peasant keyword, in combat. Suffers no penalties for fighting with a Small or Medium weapon in off-hand if that weapon has the Peasant keyword. Gains a bonus of +1k0 to all attack rolls.

Skills: **Athletics 3, Commerce 2, Defense 3, Jiujutsu (Improvised Weapons) 3, Kenjutsu 3, Knives (Kama) 2, Sailing 3**



## ***Tsuruchi Archer***

Air 2    Earth 2    Fire 2    Water 3    Void 2  
Reflexes 3                      Agility 3  
Honor 3.5                      Status 1.0                      Glory 2.4

**Initiative:** 4k3+3                      **Attack:** 8k3e (yumi,  
Complex)

**Armor TN:** 25 (light armor)                      **Damage:** 5k2 (yumi)

Reduction: **3**

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

School/Rank: **Tsuruchi Archer 1**

**Techniques:** *Always Be Ready:* +1k0 to the total of all attack rolls while using a bow; +3 to Initiative Score.

Skills: **Athletics 3, Defense 2, Hunting 3, Investigation 2, Kyujutsu (Yumi) 4, Stealth 3**

## Round Two: River

There are a number of Matsu Bushi equal to the number of PCs. All enemies in this encounter have lost their first Wound Rank, and the Matsu Bushi cannot spend Void. Taeno and Roeman each only have two points left.

### Akodo Taeno

Air 3    Earth 3    Fire 3    Water 3    Void 4  
Honor 7.8    Agility 4    Status 3.5    Glory 2.5  
**Initiative:** 6k3    **Attack:** 9k4-5 (katana, Simple)  
**Armor TN:** 30 (heavy armor)    **Damage:** 7k2 (katana)

Reduction: **5 (heavy armor)**

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

School/Rank: **Akodo Bushi 3**

**Techniques:** *The Way of the Lion:* May either ignore the portion of an opponent's Armor TN derived from Armor, or gain a Free Raise when attacking. (Do not ignore Reduction from the Armor while choosing the first option.) +1k0 to attack rolls on first melee attack against an opponent in a skirmish, or against any opponent who has declared a Raise on an attack against since last turn. Add only a total of 1k0 for an enemy who Raised against you, no matter how many times they actually Raised.

*Strength of Purity:* During a skirmish may add Honor Rank to the total of any single roll during Turn. May not increase damage rolls in this fashion, nor can this be done in the Center Stance.

*Strength of My Ancestors:* May make attacks as a Simple Action instead of a Complex Action while using weapons with the Samurai keyword.

Skills: **Athletics 1, Battle (Mass Combat) 4, Calligraphy 2, Commerce 1, Courtier 2, Defense 3, Etiquette 2,**

**Games: Go 2, Horsemanship 4, Iaijutsu 5, Investigation 3, Jiujutsu 2, Kenjutsu (katana) 5, Kyujutsu 2, Lore: History 3**

Mastery Abilities: **may keep a Full Defense roll for following rounds; gains a Free Raise on Focus rolls; +1k0 on damage with swords, may ready a sword as a Free Action; may Full Attack while mounted**

Advantages/Disadvantages: **Balance / Can't Lie**

### Ikoma Roeman

Air 4    Earth 3    Fire 3    Water 3    Void 4  
Awareness 4    Perception 4  
Honor 6.5    Status 3.5    Glory 4.8  
**Initiative:** 8k4+5    **Attack:** 7k3-5 (fist, complex)  
**Armor TN:** 29 (light armor + war fan)    **Damage:** 4k2 (fist)

Reduction: **3**

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

School/Rank: **Ikoma Bard 2/Ikoma Tactician**

**Techniques:** *The Herald of Glory:* Gains the Precise Memory Advantage. May cite heroic or noble actions by another and successfully roll Perform: Storytelling / Awareness at TN 20, to give target a number of points of Glory equal to School Rank. May be done a number of times per person per month equal to School Rank

*The Heart of the Lion:* Does not lose Honor or Glory for displaying emotion in public, so long as it on behalf of another Lion or for an honorable cause. Anyone attempting to sway emotions through the use of the Intimidation or Temptation skills must add +10 to their TN.

*One-Eye's Advisor:* May spend a Void Point on their action to allow an ally to take a Complex Action (this does not change the maximum movement allowed in a turn, obviously).

Skills: **Athletics 3, Battle 5, Courtier 4, Etiquette 4, Jiujutsu 4, Lore: History (Lion Clan) 5, Perform: Storytelling 5, Sincerity (Honesty) 4, War Fan 2**

Advantages/Disadvantages: **Leadership, Hands of Stone**

## ***Matsu Bushi***

Air 2      Earth 3      Fire 2      Water 3      Void 2

Agility 3      Strength 4

Honor 6.5      Status 1.0      Glory 1.0

**Initiative:** 3k2

**Attack:** 8k4-5 (katana,  
Complex, Full Attack)

**Armor TN:** 15 (heavy armor, Full Attack) **Damage:** 6k2+6 (katana)

Reduction: **5**

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

School/Rank: **Matsu Bushi 1**

**Techniques:** *The Lion's Roar*: Adds Honor Rank to all damage rolls. May move an additional 5 feet per Turn in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

**Skills:** **Battle (Mass Combat) 3, Jiujutsu 2, Kenjutsu (Katana) 3, Kyujutsu 3, Lore: History 1, Polearms 2, Spears 1**

**Mastery Abilities:** +1k0 sword damage; may string a bow as a Simple Action

**Advantages/Disadvantages:** **Strength of the Earth / Antisocial**

## Round Three

Kenzo is accompanied by two Heavy Regulars, two “archers” (Daidoji Harriers who have been suborned into making an assassination attempt upon Shiba Satomi during the tournament), and a number of Spearmen based on the Zone (2 at the River, 3 at the Village, and 4 at the Tower). All of them have their first two Wound Ranks filled, and Kenzo is the only one that may spend Void (he only has two Void Points remaining). The “archers” have hidden, poisoned knives (DR 4k3) and special humming bulb arrows that shatter on impact and drive a shard into the target (also poisoned, 7k3 damage). They will avoid capture, and Kenzo (who is not responsible for their plot) will prefer to investigate what is happening himself if it is brought to his attention – causing a loss of face for the Crane will put him on the defensive, and he will react poorly. However, he will halt the fight if a PC takes their action to actively demonstrate the “archers” underhanded tactics (showing blood, claiming live steel is on the field, etc).

### Daidoji Kenzo

**Tall and lean, Kenzo is a hard-faced warrior, quite comfortable with his role as a blunt instrument for the Crane.**

Air 3    Earth 4    Fire 4    Water 4    Void 4  
 Reflexes 4  
 Honor 7.3    Status 7.0    Glory 7.6  
**Initiative:** 10k4+6    **Attack:** 10k5-5 (no-dachi, Simple)  
**Armor TN:** 35 (heavy armor)    **Damage:** 9k3 (no-dachi)  
 Reduction: 5  
 Wounds: 23 (+0), 34 (+0), 45 (+2), 56 (+7), 67 (+12), 78 (+17), 89 (Down, +37), 100 (Dead)  
 School/Rank: **Daidoji Iron Warrior 5**  
**Techniques:** *The Force of Honor:* +3 Wounds at each Wound Rank. +1k0 to attack rolls while in the Attack Stance.  
*The Shield of Faith:* When performing the Guard Maneuver, the benefits last for an additional Round and the Armor TN bonus of the Guard Maneuver is increased by 5.  
*Strike Beneath the Veil:* Simple Action melee attacks while in the Attack Stance.  
*Vigilance of Mind:* May spend a Void Point during the Reactions Stage to target an opponent who has attempted to strike him or target of Guard Maneuver during the Round to gain +2k1 to all attack and damage rolls against that opponent during the next Round.  
*To Tread on the Sword:* May spend two Void Points as a Free Action when someone declares an action against the target of Guard Maneuver; becomes the target of the action instead (if it would be a legal action – GM’s discretion in questionable instances). Gain one Free Action that may use immediately for the sole purpose of moving toward the target of Guard Maneuver. If cannot reach target, this Technique has no effect.  
 Skills: **Athletics 4, Battle 6, Defense 5, Hunting 4, Iaijutsu 5, Investigation 4 Kenjutsu (Katana, No-dachi) 8, Kyujutsu 4, Stealth 4**  
 Advantages/Disadvantages: **Large, Strength of the Earth / Driven (Protect the Crane)**

### Daidoji “Archers”

Air 3    Earth 3    Fire 3    Water 3    Void 3  
 Reflexes 4    Agility 4  
 Honor 3.5    Status 3.0    Glory 3.0  
**Initiative:** 8k4    **Attack:** 9k4 (bow or katana, Simple)  
**Armor TN:** 30 (light armor)    **Damage:** 6k2 (bow)  
 Reduction: 3  
 Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)  
 School/Rank: **Daidoji Scout 4**  
**Techniques:** *Surveying the Land:* +1k0 on Stealth and Hunting; +1k1 damage with rural or improvised traps  
*Scouring the Shadows:* +2k0 to attack an unaware foe  
*Weaken the Resistance:* ignore Reduction from armor or School Techniques; +1k0 damage vs opponents with no Reduction  
*Strike and Move:* Simple Action attacks with katana, wakizashi, knife, or bow; +2k1 damage with traps  
 Skills: **Athletics 4, Battle 3, Hunting (Traps) 5, Kenjutsu 5, Knives 5, Kyujutsu (Yumi) 5, Stealth (Sneaking) 5**

### Daidoji Heavy Regular

Air 2    Earth 3    Fire 3    Water 4    Void 3  
 Reflexes 3    Agility 4  
 Honor 6.8    Status 4.0    Glory 5.0  
**Initiative:** 7k3    **Attack:** 10k4e-5 (tetsubo, Simple)  
**Armor TN:** 30 (heavy armor)    **Damage:** 8k3 (tetsubo)  
 Reduction: 5  
 Wounds: 17 (+0), 25 (+3), 33 (+5), 41 (+10), 49 (+15), 57 (+20), 65 (Down, +40), 73 (Dead)  
 School/Rank: **Daidoji Iron Warrior 3/Daidoji Heavy Regular**  
**Techniques:** *The Force of Honor:* +2 Wounds at each Wound Rank. +1k0 to attack rolls while in the Attack Stance.

*The Shield of Faith:* When performing the Guard Maneuver, the benefits last for an additional Round and the Armor TN bonus of the Guard Maneuver is increased by 5.

*Strike Beneath the Veil:* Simple Action melee attacks while in the Attack Stance.

*Way of the Iron Crane:* +1k1 to attack rolls when target is in Attack or Full Attack Stance (while in Attack Stance and wielding a Heavy Weapon); +5 to Armor TN while in Defense or Full Defense Stance (and wielding a Heavy Weapon)

Skills: **Athletics 3, Battle 4, Defense 5, Heavy Weapon (Tetsubo) 5, Iaijutsu 4, Kenjutsu (Katana) 4, Kyujutsu 3**

Advantages/Disadvantages: **Large**

### ***Daidoji Spearman***

Air 2    Earth 3    Fire 2    Water 3    Void 2  
Reflexes 3    Agility 3  
Honor 6.7    Status 3.0    Glory 4.1

**Initiative:** 5k3    **Attack:** 7k3e (yari, Complex)

**Armor TN:** 25 (light armor)    **Damage:** 5k2 (yari)

Reduction: **3**

Wounds: **17 (+0), 25 (+3), 33 (+5), 41 (+10), 49 (+15), 57 (+20), 65 (Down, +40), 73 (Dead)**

School/Rank: **Daidoji Iron Warrior 2**

**Techniques:** *The Force of Honor:* Gain a bonus of your Honor Rank (rounded down) minus 4 to Wounds at each

Wound Rank, to a minimum bonus of one. +1k0 to attack rolls while in the Attack Stance.

*The Shield of Faith:* When performing the Guard Maneuver, the benefits last for an additional Round and the Armor TN bonus of the Guard Maneuver is increased by 5.

Skills: **Athletics 2, Battle 3, Defense 4, Iaijutsu 3, Investigation 3, Kenjutsu (Katana) 3, Kyujutsu 2, Spears (Yari) 4**