

Yoritomo Shuzomura, Captain of the “Victory,” Envoy of the Son of Storms

Glory 6.0

Personality: Ruthless, Dishonorable, Cold-Blooded, Vengeful, Loyal (to Yoritomo).

Motivations: Serve Lord Yoritomo and the Mantis, Protect Your Own Interests

Notable Advantages/Disadvantages: Dark Secret (Owned by the Kolat), Sworn Enemies (many)

What You Know: Lord Yoritomo’s fleet evacuated from Earthquake Fish Bay just ahead of the Crab fleet, which was clearly allied with the forces of the Shadowlands. The Mantis ships brought with them the survivors of the Crab “rebel” faction, including Hida O-Ushi and her infant son.

You, personally, also know that the Shadowlands forces are allied with another threat, that of the Living Darkness, a nameless and formless evil which can only be defeated with crystal. The Clans must be warned of this threat, and find a way to combat it.

Goals: With a clearly-Tainted usurper sitting on the Emerald Throne, the time has at last come for Lord Yoritomo to claim what the Mantis have always deserved: Great Clan Status. The Mantis will only help the other Clans if they are recognized as equals. Otherwise, they will set sail and abandon the Empire... taking Hida O-Ushi and her small army with them.

Special Note: During this Interactive, you will be challenged to a duel by a Crab NPC. You will naturally do whatever you can to wriggle out of the duel, as long as doing so does not endanger Lord Yoritomo’s goals. It is intended that the Crab will eventually kill you – however, with extremely adroit political maneuver, you might be able to stave off the duel until after the battle.