

Shadow of a Doubt

A One-round Legend of the Five Rings Adventure

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This is a standard classic RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, clan, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time to have the players describe their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way their ratings and comments will not influence you.

The players are free to use the game rules to learn about skills, techniques, and equipment they may be carrying.

A note about the text: some text in this module 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 is in *bold italics*. It is strongly recommended that you paraphrase the player text instead of reading it all aloud, as some of the text is general and must be adapted to the specific situations or player character actions.

Remember that in Rokugan family names are listed first, followed by given names. The gender of a character, PC or NPC, is indicated by whether they are designated as samurai (male) or samurai-ko (female).

INTRODUCTION

This scenario takes place in the Winter Court of Akodo Toturi, the Daimyo of the Akodo family and Champion of the Lion Clan. The PCs are among a small group of guests (20 in all) invited to attend the Winter Court, where they will witness the marriage of Akodo Nishi, Toturi's favored cousin, to Kaiu Yutaka, a Kaiu Battle Master of the Crab Clan, to seal a treaty between the two families. Unfortunately, one of the other guests, Akodo Kafu, has become the target of a vile Shadowlands creature, the Oni no Ianwa. This creature forces Kafu to commit a series of ever-more-destructive acts, disrupting the peace and harmony of the Winter Court. If the PC's are inquisitive, brave, and a little lucky, they will be able to find out what is happening and drive off the Oni before it is too late.

GM's Information

The GM should be thoroughly familiar with the text of the adventure before starting play. It is also recommended that the GM be acquainted with the seven Clan Books, particularly the Lion and Crab, before running this event.

THIS TOURNAMENT SHOULD NOT BE RUN COLD! There are fourteen NPCs to keep track of, and these NPCs' attitudes and knowledge will change as the scenario progresses. Read the event thoroughly before starting play.

Shadow of a Doubt is sub-divided into three sections: the description of Shiro Akodo (site of the Akodo family's Winter Court), a chronology of Events which take place over the course of the Winter Court, and a complete listing of the fourteen Non-Player Characters present at the Court. The NPCs are the heart of the story and the GM should be sure to study them all carefully. In particular, make note of how some NPC's knowledge and attitudes change over the course of the scenario.

The scenario starts with the Opening Ceremony and then proceeds through a series of events, each separated by several days of "normal" Winter Court. The PCs should be allowed to explore Shiro Akodo and meet a few of the other guests after the Opening Ceremony. After each subsequent Event, the PCs have the opportunity to move around Shiro Akodo, interact with NPCs, and investigate the mysteries which begin to accumulate. The GM should move things on to the next event (preferably with a comment like "a few days pass quietly") after about 15-30 minutes, or when play begins to slow down, depending on the GM's judgement and the amount of time remaining in the round. In general, the players should feel like they have full reign and control over their actions, and events should flow along naturally to the climax of the story.

During the course of the scenario, the PCs will have several opportunities to participate in contests of skill and role-play. Pre-generated rolls have been provided for the NPCs participating in the contests, but the GM should feel free to ignore or modify these rolls if it suits the needs of the story. The prizes for winning these contests include several minor jade weapons, which the PCs will need in order to drive away the Oni at the end of the story. If the PCs fail to win any of the jade

weapons, have the winner of one of the contests give one of the weapons to a PC as a personal gift. The descriptions of the various NPCs should provide the judge with several reasons why such a gift might be bestowed; the History contest will probably be the best opportunity, since Kaiu Gesshin will probably win this one.

Remember, don't be a slave to the dice. If it makes sense for a guest to be in a certain place at a certain time, then he or she is there. The GM can choose the number of guests in an area, or roll a die, and can either select the NPCs who seem appropriate or roll on the tables provided. Use whatever method seems to make more sense for the particular situation and remember, have fun.

If the players decide to find an NPC, look up where they might be from their sheets and let the players look through Shiro Akodo for them.

If playing time runs short, the GM should gloss over some of the less-important events and contests, such as the discussion of Bushido (Week 4, Day 4). In fact, once the PCs have at least one jade weapon, feel free to skip or summarize any subsequent contests.

During winter court Samurai are not allowed on the upper level without permission from one of the upper level occupants.

Throughout the tournament, remember the following:

- If Akodo Nishi is already in a location and Akodo Kafu is also supposed to be there, then Kafu stops, turns around, and leaves the room. The PC's can notice this with a **Perception** roll (TN 35).
- If Kafu is already present and Nishi arrives, Nishi hesitates and looks longingly at Kafu for a moment before ignoring him and entering the room. Again, the PCs can notice this with a **Perception** roll (TN 35).
- Whenever Kafu and Nishi are in the same room, PCs might notice the subdued tension between the two of them – roll **Perception** or **Perception+Ichi Miru** at TN 20.

The Player Characters:

Matsu Hitomi (Shosuro Hitomi)

A Scorpion Clan infiltrator pretending to be a Matsu Samurai-ko. Remember that Hitomi's Nemuranai, the **Hentai no Menbo**, must never be used. If she does ever use it, it turns out to be a mask of gender switching. It can disguise her as anyone she wishes, but she is permanently changed into a man.

Shiba Mitsuo

A Phoenix bushi and yojimbo (bodyguard) to Asako Mina. If Shiba ever finds out that Asako Mina is to marry Kitsuki Kanjiro, he immediately receives the Lost Love disadvantage.

Kitsuki Kanjiro

An Emerald Magistrate and member of the Dragon Clan, he is betrothed to marry Asako Mina, although this is not public knowledge as of yet. He is also the only person (PC or NPC) who knows Matsu Hitomi's true nature as a Shosuro actor.

Kaiu Maiko

A Kaiu samurai-ko trained in the Hida Bushi school.

Ikoma Tobei

A humble Lion Historian who is in love with Asako Mina's older sister, Risa. Risa does not actually appear in this scenario, but Mina's resemblance to her could potentially cause Tobei some grief.

Asako Mina

A budding Asako Historian. Her family keeps the tradition of the Ikoma style of history alive in her Clan, serving as cover for the true activities of the Asako family, which Mina has no idea about. She does not know her family has engaged her to Kanjiro, but is becoming interested in him anyway; she is not interested in Mitsuo in a romantic sense.

SCENARIO BACKGROUND and OUTLINE: what is really going on

This story actually begins several years ago, when Akodo Kafu (advisor to the Lion Clan daimyo, Akodo Toturi) and Akodo Nishi (Toturi's favored cousin) fell deeply in love with each other. They were happy together and were about to petition Toturi for permission to marry; at that moment, however, Toturi announced that Nishi was betrothed to Kaiu Yutaka, a Kaiu Battle Master of the Crab Clan, as part of a treaty between the two houses.

The marriage is set to take place at the end of Winter Court. Kafu and Nishi are honorable Lion samurai, and know their duty to their clan, so they break off their relationship and try to avoid each other lest they stir their futile feelings. .

At the start of Winter Court (and the start of the scenario), Akodo Kafu is an honorable and just man who wants only the best for his clan. He knows his duty and performs it without complaint. Nishi knows her duty as well and will perform it without pause, even though she truly misses Kafu and yearns to be with him.

A few days into Winter Court, the Oni no Ianwa (an escapee from the Shadowlands) pays Kafu a late-night visit. The Oni no Ianwa is a disgusting, cowardly creature that feeds off the fear and despair of others. Its hideous fear aura strikes terror into the hearts of the noblest warriors and forces them to do its bidding. The Oni senses Kafu's inner weakness and bullies him into performing vile and destructive acts, feeding off the degradation of his soul; each visit by the Oni drains a little bit more of Kafu's nobility and honor; while at the same time tainting him with the curse of the Shadowlands.

Kafu's first task is to give Oni no Ianwa a personal object, a scarf from a friend. Later he is forced to give the Oni a flower from the garden of Shiro Akodo. Kafu, still hoping to escape his fate, is desperate to find information on Shadowlands creatures and how to kill them. He questions the Crab samurai who are attending the Winter Court, but their answers prove inadequate to his needs.

On Ianwa's third visitation, it demands Kafu steal the painting and plaque of "Duty" from the Central Dojo of Shiro Akodo. Kafu tries to resist such a directly dishonorable thing to do, but he cannot withstand the terror of the Oni's presence and succumbs. Even worse, he propagates the rumor that another guest, Daidoji Atsuko, was behind the theft.

On the fourth visitation, Kafu is forced to steal the banner from the Battle of Kanashimi no Komichi (Sorrow's Path), a major Lion trophy. Kafu still tries to resist, but again to no avail. He steals the banner and starts setting up Daidoji Atsuko to take the fall.

On the fifth visitation, Kafu's dwindling resistance finally collapses and he quickly gives in to Oni no Ianwa's demand for his ancestral Katana.

On the sixth visitation, the Oni no Ianwa demands that Kafu give it something of personal value between himself and Nishi. He hands over their love letters. Unable to stop himself from dishonoring his love, Kafu is utterly damned; his personality collapses and he becomes a willing puppet of the Oni.

On the seventh visitation, Kafu steals Akodo Toturi's seal and mon and hands it over without the Oni even asking first. By this point Kafu is almost certainly insane. He orchestrates the theft so that Daidoji Atsuko is caught in the next room and arrested.

On the eighth and final visitation, Oni no Ianwa will either be confronted and defeated by the party, or will order Kafu to assassinate his former love Nishi. If the PC's confront Kafu and the Oni, it may be possible to free Kafu from the Oni's control and allow him to regain his honor. Ultimately, Kafu has only two possible fates: salvation or eternal damnation. If the PCs fail to save him, he will assassinate Nishi at the wedding.

A more complete description of Kafu's interactions with Oni no Ianwa is found on his character sheet.

Shiro Akodo

There is no map for Shiro Akodo, since for the purposes of the scenario none is needed. The PCs are free to explore the main floor of the castle and to visit whichever of the major rooms they wish. These include the Central Dojo, the North and South Dojos, the Central Garden, the Hall of Honors, the Hall of Akodo, the Kitchen, the Library, the Meditation Chamber, the Pantry, the North and South Baths, and the Private Rooms which house most of the NPCs.

The upper floor of Shiro Akodo, which houses the high-ranking NPCs and the Chamber of Combat and Tactics, is normally not accessible to the PC's. However, they can try to sneak upstairs if they wish, and they can visit the Chamber of Combat and Tactics by asking Toturi or Kafu's permission (treat as a short role-playing challenge).

Each location in Shiro Akodo follows the same format: a description of the chamber, NPC's and information that might be found there, and any changes which will take place over the course of the scenario.

Dojo, Central

It is obvious that this is the largest and most used of the three Dojos here at Shiro Akodo. Weapons both practice and real line the walls. A magnificent painting of a battle dominates the long wall of the room, while the other walls display smaller paintings and plaques. There is plenty of room for over a dozen samurai to practice without getting in each other's way. At the moment, many samurai are training in their chosen techniques. Most of them are guards for the court, but a few are guests and look very intent upon their practice.

This is indeed the largest of the three dojos at the castle. At any given time there are mostly guards practicing, but during the day there will be 1 to 5 guests here as well. For a random determination of the guests, consult the chart below:

1-3	Akodo Toturi	49-52	Akodo Kafu
4-6	Kaiu Gesshin	53-55	Akodo Nishi
7-20	Hida Iwane	56-66	Akodo Amane
21-24	Kaiu Yutaka	67-77	Akodo Toshie
25-29	Kaiu Hayato	78-88	Matsu Ukyo
30-33	Kaiu Mami	89-97	Ikoma Nampo
34-48	Daidoji Atsuko	98-00	Moto Benjiro

If the players look around, they notice the paintings and plaques are placed around the room in order like a scroll extolling the virtues of bushido. The main painting depicts a battle between the Lion and the Crane. Any PC who makes an **Intelligence+History** roll (TN 20) will recognize the painting as the Battle of Kanashimi no Komichi (Sorrow's Path).

Week 2, Day 3 The painting and plaque for "Duty" have been stolen by Akodo Kafu.

- It is assumed that a careless servant misplaced the items when the room was last cleaned.
- The servants that misplaced the items confessed and have been punished.
- New paintings and plaques have been prepared to replace the old ones.

Week 6, Day 1 Kafu has given up on the tenants of Bushido. He will no longer practice in any of the dojos.

Dojo, South

This is one of the two more private Akodo dojos. The room is modestly equipped, with only a few practice weapons neatly stored on a rack along the south wall. There is only enough room for half a dozen samurai

to practice here, but the chamber boasts a peace and serenity not found in the crowded, noisy larger dojo.

This dojo is the favorite of Akodo Kafu. It is small and somewhat private. There are usually no guards practicing in here, but at any given time there could be anywhere from 0 to 2 guests (1d5-3). For a random determination of the guests, consult the chart below.

1-5	Akodo Toturi	56-75	Akodo Kafu
6-10	Kaiu Gesshin	76-80	Akodo Amane
11-30	Hida Iwane	81-85	Akodo Toshie
31-35	Kaiu Yutaka	86-90	Matsu Ukyo
36-45	Kaiu Hayato	91-95	Ikoma Nampo
46-50	Kaiu Mami	96-00	Moto Benjiro
51-55	Daidoji Atsuko		

Week 6, Day 1 Kafu has given up on the tenants of Bushido. He will no longer practice in any of the dojos.

Dojo, North

This is the second of the two more private Akodo dojos. The room is modestly equipped, with only a few practice weapons neatly stored on a rack along the west wall. There is only enough room for half a dozen samurai to practice here. The room boasts a single magnificent painting entitled "Honor".

This dojo is the favorite of Akodo Nishi. It is small and somewhat private. As with the South Dojo, there are usually no guards practicing here, but at any given time 0 to 3 guests might be present (1d5-2). For a random determination of the guests, consult the chart below.

1-7	Akodo Toturi	55-65	Akodo Nishi
8-14	Kaiu Gesshin	66-68	Akodo Amane
15-25	Hida Iwane	69-72	Akodo Toshie
26-36	Kaiu Yutaka	73-76	Matsu Ukyo
37-40	Kaiu Hayato	77-80	Ikoma Nampo
41-51	Kaiu Mami	81-00	Moto Benjiro
52-54	Daidoji Atsuko		

Garden, Central

The centerpiece of Shiro Akodo is the garden. It is a picture of tranquillity, a harmonious blend of paths, rock gardens, fountains, and flowers. Even now, there are many winter flowers in bloom amongst the light snow. Everything is hushed and still here, but a few people can be seen moving about enjoying the peaceful atmosphere.

There are people in the garden during all hours of the day and sometimes at night. There is always a guard or two on patrol or just enjoying their time off as well as the castle shugenja and various NPC guests. There will be 1 to 5 guests in the garden at any one moment. For a random determination of the guests, consult the chart below:

1-8	Akodo Toturi	46-53	Akodo Kafu
9-13	Kaiu Gesshin	54-61	Akodo Nishi
14-16	Hida Iwane	62-64	Akodo Amane
17-24	Kaiu Yutaka	65-68	Akodo Toshie
25-32	Kaiu Hayato	69-75	Matsu Ukyo
33-40	Kaiu Mami	76-90	Ikoma Nampo
41-45	Daidoji Atsuko	91-00	Moto Benjiro

Week 1, Day 5 After this day, the players can notice that a flower is missing from the garden (see **A Beautiful Day in the Garden** in the **Events** section).

The Hall of Honors:

This grand hall displays many portraits of the Lion Clan's honored ancestors. The room is extremely large and open, with hardwood floors and paneled walls. Servants and guards constantly pass through here, preparing for the next event or the next meal.

This is the main meeting area of Shiro Akodo, and is designed to accommodate large gatherings while proudly displaying the Lion Clan's honored history and ancestors. Evening ceremonies and meals are held here, along with any entertainment scheduled for the Court. There will be 1 to 5 guests here at any one moment. For a random determination of the guests, consult the chart below:

1-6	Akodo Toturi	44-46	Akodo Kafu
7-12	Kaiu Gesshin	47-56	Akodo Nishi
13-18	Hida Iwane	57-66	Akodo Amane
19-24	Kaiu Yutaka	67-76	Akodo Toshie
25-33	Kaiu Hayato	77-86	Matsu Ukyo
34-39	Kaiu Mami	87-95	Ikoma Nampo
40-43	Daidoji Atsuko	96-00	Moto Benjiro

The Hall of Akodo:

The Hall of Akodo is a large and warm room. The north wall is dominated with a large fireplace. Trophies from the many battles of the Lion Clan are arranged tastefully around the room; they include banners, mons, katanas, and many other items from the other six Great Clans of Rokugan. There are many cushions around the room for guests to sit and enjoy their visit.

The Hall of Akodo is the trophy room for the Lion Clan. Most of the trophies are from major historic battles, while the rest are from the hundreds of minor skirmishes which dot the Lion Clan's long history. A PC making an **Intelligence+History** or **Perception+Heraldry** roll (TN 15) will be notice that the largest number of trophies are from the Crane Clan, with the Scorpion Clan a close second. There are only a few trophies from the Unicorn, Phoenix, Crab, and Dragon Clans.

If the PCs identified the painting in the Central Dojo, then they might be able to identify one of the Crane banners here. Any PC looking at the trophies can make a **Perception** roll (TN 25) to notice the Crane banner from the Battle of Kanashimi no Komichi (Sorrow's Path). If the PCs didn't identify the painting in the Central Dojo, they can make an **Intelligence+History** roll (TN 20) to recognize the banner's significance. There will be 0 to 3 (1d5-2) guests here at anyone moment. For a random determination of the guests, consult the chart below:

1-6	Akodo Toturi	46-51	Akodo Kafu
7-15	Kaiu Gesshin	52-55	Akodo Nishi
16-21	Hida Iwane	56-65	Akodo Amane
22-27	Kaiu Yutaka	66-75	Akodo Toshie
28-33	Kaiu Hayato	76-85	Matsu Ukyo
34-39	Kaiu Mami	86-95	Ikoma Nampo
40-45	Daidoji Atsuko	96-00	Moto Benjiro

Week 4, Day 4 The Crane Banner from the Battle of Kanashimi no Komichi has been stolen. See **A Theft From the House of Akodo** in the **Events** section for more details.

Kitchen:

As you enter the kitchen, the servants look up for only a moment before they go back to their work. There are at least a dozen servants here, swirling through the room in an intricate dance of food preparation. The kitchen is a large open room, with a huge central stone hearth surrounded by tables and shelves. The smells of the next meal percolate through the chamber.

The servants will ignore the honorable samurai and continue preparing for the next meal unless the PCs actually walk up to one of them and start a dialogue. The servants are humble and respectful (as is proper) and answer all the questions they can for their most honored guests. Once excused, they immediately

continue on with their work. There is a 10% chance that Akodo Kafu will be in the kitchen discussing plans with the head servant.

Library:

The library is a well-lit and comfortable room. Each of the four walls is lined with scrolls on a large variety of subjects. Eight tables are arranged around the room with a large central table suitable for rolling out maps.

The library contains the public history of the Akodo family and of the Lion Clan as a whole. As one might imagine, it is largely a history of wars and battles. If the PCs are searching for information on any particular battles or events in Lion History they can probably find it here. Below is a list of sample information the PCs could find here, and the TNs needed on a **Simple Intelligence** roll to find it (the two Historian PCs may roll an extra die).

TN Information

- | | |
|----|--|
| 25 | Specific examples in history where the Lion Clan failed in their duty. |
| 20 | An account of the Battle of Kensen Gakka (Humility's Lesson). A great battle where the Lion Clan taught the Scorpion a much-deserved lesson. Very flattering to the Lion, insulting to the Scorpion. |
| 15 | The history of Akodo One-Eye. |
| 10 | The history of Matsu Joruri at the Battle of Kanashimi no Komichi (The Battle of Sorrow's Path). |
| 10 | General Lion histories, ancestral charts, and blood lines. |

At any one moment there will be 0 to 4 (1d5-1) guests in the library. For a random determination of the guests, consult the chart below:

1-12	Akodo Toturi	61-72	Daidoji Atsuko
13-24	Kaiu Gesshin	73-84	Akodo Kafu
5-36	Kaiu Yutaka	85-92	Akodo Nishi
37-48	Kaiu Hayato	93-00	Ikoma Nampo
49-60	Kaiu Mami		

Morning Meditation Chamber:

This nearly bare room boasts only a padded floor and two incense bowls. The calm atmosphere of this place immediately sets your soul at ease.

There will be 0 to 3 (1d5-2) guests here at any one moment. For a random determination of the guests, consult the chart below:

1-12	Kaiu Gesshin	38-62	Ikoma Nampo
13-37	Akodo Kafu	63-00	Moto Benjiro

Week 1, Day 5 Akodo Kafu starts to frequent this room. Each week until Week 7, Day 6, Kafu stays longer.

Week 7, Day 6 Akodo Kafu stops coming to the Morning Meditation Chamber.

Pantry:

This room is filled with an assortment of dried goods, pickling vats, rice, vegetables, and spices. The room is dimly lit and smells pleasantly of seasonings and spices.

This is just an ordinary pantry filled with nonperishable foods. No guests will be found here unless the GM wishes to arrange a particular encounter.

Private Rooms, Lower Level:

These rooms are for the guests of Akodo Toturi. They are simple but comfortable, equipped with a futon, writing table, and other basic furnishings. The following guests reside in these rooms: *Hida Iwane, Kaiu Maiko, Kaiu Hayato, Daidoji Atsuko, Kitsuji Kanjiro, Akodo Amane, Akodo Toshie, Matsu Hitomi, Matsu Ukyo, Ikoma Tobei, Ikoma Nampo, Shiba Matsuo, Asako Mina, and Moto Benjiro*

Week 8, Day 7 Daidoji Atsuko is accused of stealing Toturi's seal and mon. Search of Daidoji Atsuko's room reveals the following:

- No sign of the seal or mon can be found in the room.
- No notes or writing of any kind from Atsuko can be found in this room.
- The room is spartan and almost bare. There is none of the profusion of comfort and luxury that one would expect from a pampered Crane.
- A **Perception+Ichi Miru** or **Perception+Investigation** roll (TN 35) notices that the room is too clean. There is an absence of most of the personal effects a samurai would usually own. It is evident that Atsuko has made an effort not to bring anything that might give someone else information about her.

Private Rooms, Upper Level:

These rooms are for the high ranking guests of Akodo Toturi. The rooms are quite comfortable, with large futons, writing tables, shelves, and a fully appointed meeting areas separate from the bedchambers. The following samurai reside in these rooms: *Akodo Toturi, Akodo Kafu, Akodo Nishi, Kaiu Gesshin, Kaiu Mami, and Kaiu Yutaka.*

Sauna & Bath, South:

Warm steamy air pervades this small bathhouse. Several benches with fresh buckets of cold water are arranged around the four large steaming pools in the center of the room. Servants holding towels stand in the corners of the room, ready to assist any guests.

This bathhouse is where the male samurai come for their daily cleansing. Traditionally, the bather first sits on the bench and scrubs down with cold water, then soaks and relaxes in the hot pools. In the morning, there will be 1 to 10 guests bathing here. At other times there will be 0 to 4 (1d5-1) guests bathing here. For a random determination of the guests, consult the chart below:

1-20	Hida Iwane	62-69	Matsu Ukyo
21-37	Kaiu Hayato	70-77	Ikoma Nampo
38-53	Akodo Kafu	78-90	Moto Benjiro
54-61	Akodo Amane	91-00	Male Lion Guard

Judge: Remember that Kitsuki Kanjiro cannot flaunt or show off his tattoo in any way.

Sauna & Bath, North:

Warm steamy air pervades this small bathhouse. Several benches with fresh buckets of cold water are arranged around the four large steaming pools in the center of the room. Servants holding towels stand in the corners of the room, ready to assist any guests.

This bathhouse is where the female samurai come for their daily cleansing. Traditionally, the bather first sits on the bench and scrubs down with cold water, then soaks and relaxes in the hot pools. In the morning, there will be 1 to 10 guests bathing here. At other times there will be 0 to 4 (1d5-1) guests bathing here. For a random determination of the guests, consult the chart below:

1-24	Kaiu Mami	65-80	Akodo Toshie
25-45	Daidoji Atsuko	81-00	Female Lion Guard

The Chamber of Combat and Tactics:

Note: This room is on the upper floor and is thus restricted. If a character wants to come up here, he/she must either sneak up, or receive permission from Toturi or Kafu.

You know that this room is restricted, and with one look at it you understand why. Along every wall there are detailed and artistic maps of every region of Rokugan. Each of the maps is covered in brightly-colored pins and numbers, arranged in a pattern that is difficult to follow. Several tables are lined up in neat rows, and on each table rests a box of large scrolls and various marking utensils.

This room has much information for the clever (and unscrupulous). The maps show every region in Rokugan, but the PCs will not be able to understand the markings merely by looking at them. It will require **Intelligence+Nazodo** rolls, or **Intelligence** rolls at +10 to the TN, to glean any information from the maps. The following plans can be deciphered by the PCs:

TN	Information
30	A contingency plan for battling one of the Major Clans by itself. There are seven different such plans.
30	A separate contingency plan for battling each of the Major Clans with the help of some of the minor clans.
30	A contingency plan for battling the Crane and the Scorpion Clans together.
25	A contingency plan for battling the Dragon and Phoenix Clans together.
35	A contingency plan for battling the Crab and Unicorn Clans together.
35	Several other contingency plans for fighting the Crane Clan.

At any one moment there will be 0 to 4 (1d5-1) guests in this room. For a random determination of the guests, consult the chart below:

1-14	Akodo Toturi	51-64	Kaiu Mami
15-28	Kaiu Gesshin	65-72	Daidoji Atsuko
29-42	Kaiu Yutaka	73-86	Akodo Kafu
43-50	Kaiu Hayato	87-00	Akodo Nishi

- When Daidoji Atsuko is found here, she will act like she has permission to be here. That is a lie,

however; she sneaked upstairs to spy on the Lion plans.

- Atsuko never has anything to write with her. She says that she just likes entertaining herself looking through the maps and documents. This is a partial truth; she can remember everything she sees.
- If the PCs watch Atsuko while she is here, they can make **Perception** rolls (TN 25) to notice that she stares at the maps and pages in a strangely intent way, as if she is absorbing every detail. Another roll (TN 20) notices that she only studies those war-plans which deal with the Crane Clan.

Week 8, Day 7 Daidoji Atsuko is caught in this room going through sensitive plans against the Crane, but that crime is largely ignored due to the more serious accusation that she stole Toturi's seal and mon.

- No sign of the seal or mon can be found in this room.
- No notes of any kind from Atsuko can be found in this room.

The Events

The Events take place over the course of the scenario in a set order, unless interrupted by the actions of the PCs. Each event takes place at a specific time, leaving the PCs free to move about and enjoy the Winter Court in between these incidents. The GM should not hesitate to skip ahead to the next event the moment play begins to slow; remember, in Winter Court days can pass like mere moments, melting away like snowflakes on a koi pond. Also, do not hesitate to skip or gloss over less important events if playing time is running short.

Week 1, Day 1; Opening Ceremonies

The day is crisp and clear with just a hint of winter's bite on the breeze. A large group of peasants are lined up outside the entrance to Shiro Akodo, offering their respect to the samurai that have been honored with an invitation to the Winter Court. As you approach the entrance, Akodo Toturi himself and Akodo Nishi, his favored cousin, greet you personally. Toturi looks each of you straight in the eye and thanks you, by name and rank, for honoring him and his family by spending the winter in his humble court. Nishi bows and welcomes each of you; she is honored to have such noble samurai as you attend her wedding to Kaiu Yutaka.

As you enter the magnificent Hall of Honors, you notice several other samurai already gathered here. An unassuming servant approaches you and humbly asks you to follow him to your positions. As you follow the servant you notice that you will be placed somewhat close to Toturi, a sign of honor to you.

You wait for only a few minutes before the gates are closed. Kaiu Gesshin (the son of the Kaiu Family Daimyo) and Akodo Toturi (the Akodo Family Daimyo and Champion of the Lion Clan) enter together followed by the bride- and groom-to-be. They each move to their positions and seat themselves. The assembled guests, yourselves included, bow in a single motion, like a field of wheat rippling in the wind.

Toturi speaks to the gathered crowd and thanks everyone for choosing to share in the festivities of Winter Court at Shiro Akodo. He is proud to have such a noble group of samurai gathered under his roof. He goes on to praise the Kaiu family, their combat prowess and their marvels of craft and engineering. After many minutes of praise Toturi concludes by welcoming the Kaiu to the house of Akodo and blessing the union of these two young samurai, Kaiu Yutaka, Battle Master of the Kaiu, and Akodo Nishi, budding Strategist and Toturi's favored cousin.

The gathered samurai cheer for such a grand speech and then quiet down waiting for the Kaiu response. After a few moments of silence, Kaiu Gesshin stands and looks the gathered samurai over with a cold and appraising stare. Gesshin starts by thanking Toturi for the honor of attending court at Shiro Akodo. He then starts discussing the strategic importance of the Crab Clan and the Lion Clan in defending the Empire from the forces of Fu-Leng, both within and without. Before long the entire Crab Clan contingent is caught up by his speech, cheering and thumping the floor at every point. Despite this uncivilized display by the Crab, Gesshin's speech is so powerful that even the non-Crab among you feel the urge to join in and cheer for the union of the Akodo and Kaiu families. After things quiet down, Gesshin finishes by saying, simply: "I find the Akodo Family to be acceptable." At that, the Crab Clan representatives erupt again in a tumult of cheers. The Lion samurai hesitate for a moment trying to decide if it was a complement or not; then Akodo Toturi stands and claps his hands, bringing on a round of enthusiastic applause. Everyone is caught up in the tumult of the moment.

When decorum has been restored, Toturi explains what his guests have to look forward to at Winter Court. During the day, the samurai will be free to enjoy the pleasures of Shiro Akodo, and at night everyone will gather in the Hall of Honors for dinner and entertainment. Throughout the winter, there will be contests of skill and cunning to entertain and test the assembled samurai. At the end of winter, the Court will be concluded in grand fashion with the ceremony celebrating the union of Akodo and Kaiu: the marriage of Kaiu Yutaka and Akodo Nishi.

Toturi welcomes everyone to get settled in and enjoy themselves. Servants approach each of the samurai and ask them to follow them to their housing arrangements.

Week 1, Day 5: A Beautiful Day in the Garden

It has been four days since the opening ceremonies and you have settled yourselves in to the Court. Today you have decided to spend the day in the garden. It is a warm day with just a taste of winter on the wind, enough to give spice to your enjoyment of the sun and flowers. Several other guests seemed to have the same thought as yourselves, as they are also enjoying the garden.

About mid-morning, Akodo Nishi suddenly exclaims, "Today is such a beautiful day, I wish I could capture it and hold it throughout the winter." At that Akodo Toturi smiles. "Very well, cousin. We shall have a painting contest here in the garden, and the finest painting shall be yours."

Nishi frowns prettily and replies, "A simple painting of the garden is too easy. It would convey nothing of the peace I feel here." Toturi agrees. "You are right, of course. Perhaps, then, a contest to create a painting that is not of the garden, but embodies its essence of tranquility. Yes, that is it. The contest is to create a painting that conveys the same tranquility as this garden." Everyone claps approvingly at Toturi's decision, and several guests begin gathing their supplies for the endeavor.

The requisite skill for this contest is **Painting**. The winner of this contest receives a **Scroll of Acclaim** (no actual value, but very honorable and prestigious to have). If the winner gives their painting as a gift to Nishi, they will receive **2 points of honor**.

Akodo Nishi and Akodo Toturi will judge this contest. Any participating PCs have until sunset to create a

painting of something (whatever they choose) that embodies tranquility. Have the player explain in detail what their character is trying to convey and what special tidbits might be hidden for the observant viewer. For good to excellent descriptions, secretly add 5 to 15 to the PC's final result. For weak or absent descriptions, secretly subtract 5 to 10 from the PC's final result. The basic TN for the contest is 5, plus however many raises the painter chooses to make. The winner of the contest is the one successfully rolling the highest TN (that is, making the most successful Raises). If there is a tie, the highest total roll wins.

Please note, however, that those participants using clever gimmicks that must be noticed to be appreciated must get a successful **Perception** roll from Toturi or Nishi for their device to be noticed (TN 5 for simple to 25 for very clever); otherwise, the painting will automatically lose. Others will still be able to notice, but it will be too late for the painting to win the contest.

Participants:

Akodo Toshie:

Description: A stream running through a bamboo forest with colorful birds floating in the air and a low fog hugging the ground.

TN: 25 (4 Raises)

Result: 28 (rolled 5k3 + nothing)

Matsu Ukyo:

Description: The morning after a great battle, with a low mist just starting to be burned off by the morning light. Among those still standing is a lone Matsu Battle Maiden surveying the battlefield. A single beam of light sets her face aglow with a look of complete and utter tranquility (this requires a Perception roll at TN 20).

TN: 30 (5 Raises)

Result: 45 (rolled 6k3 +15), but automatic failure if the Perception roll fails.

Kaiu Gesshin:

Description: A morning vigil on the Kaiu Wall. Gesshin is going for a painting capturing the simple and exquisite beauty of the Kaiu Wall at sunrise, the sun glittering off of the weapons of Crab warriors looking out over the Shadowlands, ever vigilant and always protecting the Empire.

TN: 30 (5 Raises)

Result: 41 (rolled 8k6 + nothing) – it is a good idea, but conveying tranquility through this image is difficult.

Kaiu Yutaka:

Description: The scene Yutaka paints could be called chaos in action. It is the middle of a pitched battle on the Kaiu Wall. Siege engines are firing, creatures are dying, and samurai are sacrificing themselves with reckless courage. But in the background, there is a small bird's nest in a tree behind the wall. A thin ray of light is illuminating the mother bird feeding her fledglings in perfect safety and tranquility. A **Perception** roll (TN 25) will be needed for this painting. Otherwise the observer will be horrified and shocked.

TN: 35 (6 Raises)

Result: 55 (rolled 8k6 + 10, 1 void point spent) – this is an all or nothing effort, and will automatically lose if the Perception roll fails.

Participating Player-Character:

Description: Describe what they are painting

Raises: How many raises are they pumping into their effort?

TN: 5 (+Raises)

Result: Roll **Intelligence+Painting**, keep **Intelligence** plus any bonus for a creative or inspired idea or description.

While in the garden during or after the painting contest, a player can learn the following with a successful **Perception+Ichi Miru** roll (TN 20) or **Simple Perception** roll (TN 30).

You notice that something is out of place in the garden! Something is missing, offsetting the harmony that once was. Other there! In amongst the blooming winter flowers. One of the blossoms is missing. Careful examination shows the bud to have been cut from the stem.

The player characters will not remember seeing anyone over here recently and the only strange thing going on during the contest was the group of Kaiu samurai re-enacting some major battle using miniature origami siege weapons and origami samurai supplied by Kaiu Mami, the Siege Mistress of the Kaiu.

Week 2, Day 3; A Duel Among Friends

It has almost been a week since the painting contest in the garden and everyone is still celebrating

<Winning Painter's> success. At breakfast this morning it was announced that a contest of skill would be held in the central dojo. As you enter, you notice that all of the Lion and Kaiu Clan members are here training with their bokken (wooden swords). Before long, Akodo Toturi enters and address the gathered samurai. He says that while it is worthy to train and hone one's skill, the real test of prowess is against a worthy opponent. This contest will give everyone the chance to test their skill in this way. With that, he announces the first pairings.

PC names in the pairings are underlined. PCs can choose whether or not to participate in the contest; if they stay out, their place in the pairings is taken by one of the NPC samurai who would have gotten a bye. If a PC not listed wants to participate, pair them up against one of the samurai with a bye. The GM should try to run these combats quickly and dramatically, and not let them bog down in laborious dice-rolling; this is a contest, not a life-and-death battle. Do not roll out combats between NPCs; the results of some fights are listed in the pairings, and any other NPC vs NPC battles should likewise be decided by the GM's judgement rather than dice.

The weapons for this contest are bokkens (wooden swords) with a DR of 3k1. Since the damage is bruising and battering only, no characters will actually be killed in this contest; anyone reduced to "Dead" is simply unconscious for the remainder of the contest, and wakes up that evening with a splitting headache. All wounds sustained in the duels will be healed after the contest by the resident Kitsu shugenjas, leaving only bruises and sprains that heal in a few days.

The winner of this contest will get a **Miniature Katana with a Jade Blade** (can be used as a Tanto) and 3 glory points. The second place samurai gets 1 glory point.

Round 1:

1. Kaiu Yutaka vs. Akodo Amane
2. Akodo Nishi vs. Matsu Hitomi
3. Daidoji Atsuko vs. Kaiu Maiko
4. Matsu Ukyo vs. Shiba Mitsuo
5. Hida Iwane vs. Kitsuki Kanjiro
6. Moto Benjiro BYE
7. Kaiu Hayato BYE
8. Akodo Toshie BYE

Round 2:

Kaiu Yutaka vs. Akodo Toshie
Moto Benjiro vs. <Winner of Match 3>

Kaiu Hayato vs. <Winner of Match 2>
<Winner of Match 4 vs. Winner of Match 5>

Round 3:

Kaiu Yutaka vs. <Winner of Match 2>
<Winner of Match 3> vs. <Winner of Match 4>

Final Round:

<Winner of Match 1> vs. <Winner of Match 2>

Between each round of the contest, the PCs not participating have a chance to notice (Perception, TN 15) that one of the paintings is missing, along with its plaque. If no one notices by the end of the contest, Toturi will notice and call the guards over. After a few words the guards leave as if to find someone. If a player makes an Intelligence+Bushi Lore or Intelligence+Nazodo roll (TN 20), they will be able to notice that the missing painting and plaque are the ones for "Duty."

If the characters question Toturi:

- Toturi will tell the PCs that it is a housekeeping issue and not something to be worried about; his servants will take care of it.
- If the PCs haven't noticed the missing painting, Toturi does not mention it.
- If the PCs mention the painting, or ask specifically what is missing, he will identify the painting and plaque for "Duty." He believes the servants must have forgotten to put it back up after cleaning.

If the guards are questioned:

- The guards will politely tell the PCs that it is only a housekeeping issue and to not worry themselves.
- Unless the PCs already know what is missing, the guards will say nothing about it. The PCs will have to ask Toturi what is missing if they have not figured it out themselves.
- **Note:** A few days later, the painting and plaque are replaced, but a **Perception+Ichi Miru** or **Intelligence+Painting** roll (TN 25) will reveal that the painting and plaque are new.

Week 3, Day 1: A Historic Dinner

You thank the fortunes for the assistance of the Kitsu Shugenja. Without their skilled medical and elemental skills, you would still be recovering from the exhilarating but demanding Kenjutsu contest. As it is, you are just about done working out all of the kinks and sores. The last few days have been quite enjoyable. Everyone seems to be much more at ease and having a good time. The weather has chosen to

reflect the season suitably, laying a blanket of soft pillowy snow across the ground. The garden has become even more tranquil than before.

Tonight's dinner has been splendid and you are happily finishing with a few drinks of sake when Akodo Toturi stands up and addresses the assembled samurai. "Tonight, I look up at my ancestors in this hall of honor and see the history of my clan. A history that all of my family knows, but not all of my guests. At the same time, I sit with the Kaiu and know hardly anything about their ancestors. It was my grandfather that said, "To know a man's ancestors is to truly know the man." Tonight, we will have a celebration of history, a sharing of our ancestors and their stories. For the most honorable and moving story, I will award this Jade Arrow, a clan trophy and family heirloom. Ikoma Tobei, it would be a pleasure to hear your telling of Matsu Joruri again."

The winner of this contest receives a **Jade Headed Watakusi (flesh-cutter) Arrow** (3k3, but double armor TN). An **Intelligence+History** roll (TN 25) will reveal this is a trophy from a battle between the Scorpion and the Crab clans, later captured from the Scorpion by the Lion in still another battle.

Those PCs participating in the contest may tell their tales in any order they wish, with the GM inserting the NPC participants as seems appropriate. It is not necessary to role-play the discourses of the NPCs (although ambitious GMs may wish to do so anyway); simply summarize their topic and how well they do. PCs who role-play their tale-telling well, or who pick a topic congenial to their (largely Lion and Crab) audience, can be awarded a bonus of +5 to +15 to their roll, but don't dock them if they fail to role-play (not everyone is acquainted with Rokugani history).

The requisite skills on this contest are either **History** or **Bard**. Each participant may make either an **Intelligence+History** roll or an **Awareness+Bard** roll, whichever they prefer. The participant making the greatest number of successful raises on their roll wins the contest; in the event of a tie, the highest total roll wins. PCs

Participants:

Akodo Kafu:

Subject: The tale of Akodo Godaigo's betrayal of Matsu Hitomi (the historical figure, not the PC).

Bard TN: 20 (3 Raises)

Result: 26 (rolled 5k4)

Akodo Nishi:

Subject: The tale of Akodo One-Eye's last stand against the armies of Fu Leng.

History TN: 25 (4 Raises)

History Result: 42 (rolled 7k5 + 5, spent 1 void point)

Akodo Toshie:

Subject: The tale of the Seven Thunders

History TN: 20 (3 Raises)

History Result: 29 (rolled 5k3)

Ikoma Nampo:

Subject: The tale of The Battle of the Sleeping River, when the Lion Clan brought order back to the forces of the Empire fighting the vile legions of Iuchiban the Bloodspeaker.

Bard TN: 30 (5 Raises)

Bard Result: 44 (Rolled 8k5 + 5)

Kaiu Yutaka:

Subject: The tale of the Battle of Kyuden Hida when Oni no Kawachi's armies were destroyed on the walls of Kyuden Hida.

History TN: 35 (6 Raises)

History Result: 37 (rolled 8k6 – spent void point)

Players Characters:

Subject: _____

Raises: _____

TN: 5 + Raises

Result: Roll **Intelligence+History** or **Awareness+Bard**

During the contest, the PCs have a chance to notice the following information:

- PCs making a **Perception** roll at TN 20 notice that Toturi has to talk Akodo Kafu into participating in the contest.
- When Kafu tells his tale, the other Lions look a little surprised, but then politely clap for him.
- Kafu seems to be sad and emotionally wrought during the telling of his tale, but the PCs are not sure whether this is due to the tragic story or something else. An **Awareness** or **Perception+Ichi Miru** roll (TN 30) tells the PCs that Kafu is upset about something other than his story. If they roll 50 or better, they will suspect that Kafu's personal problem is somehow similar to Godaigo's problem from the history (that is, the betrayal of a loved one).

Week 4, Day 4; A Theft from the House of Akodo

It has been a week since the night of historic storytelling in the Hall of Honors. The days have passed in a pleasant blend of relaxation, conversation, and court intrigue. Today, most of the guests have gathered in the Hall of Honors, passing their time in talk and casual debate. As the day passes, a discussion between two samurai on the tenants of bushido grows more heated and begins to pull in other guests. Before long, everyone is paying attention to the discussion and most of the samurai are participating.

Ask the PCs who wants to participate in the discussion and run it as a fast and loose contest. The requisite skills for this contest are **Bushi Lore** or **Bushido Lore**. The PCs who participate should make their own arguments on bushido and interact with the other participants. NPCs will interject where appropriate, but the PCs should dominate the discussion. Reward good role-playing with 5-10 points to their skill rolls. The highest roll wins the argument.

The winner of this impromptu contest will get an illuminated copy of Akodo's **Leadership** and 2 glory points.

Participants:

Akodo Nishi: Roll 7k4

Akodo Amane: 6k4

Matsu Ukyo: 6k3

Kaiu Gesshin: 8k6

Kaiu Hayato: 4k3

Moto Benjiro: 3k2

PC: **Intelligence+Bushi/Bushido Lore**

As the discussion comes to an end with congratulations for the best arguments, a guard rushes into the room and approaches Toturi. The two have a short but heated discussion. Toturi immediately stands and excuses himself from the room. Akodo Nishi finishes the ceremony for Toturi, who does not return. She offers the winner the illuminated copy of Akodo's **Leadership**.

The PCs can find out the following from questioning and investigation:

- The Crane Banner captured in the Battle of Kanashimi no Komichi has been stolen from the Hall of Akodo.
- The Banner was stolen sometime during the day.

- No one actually saw anyone enter or leave the room.
- Akodo Kafu was seen in that area of the castle when the banner should have been stolen, but he was empty-handed.
- Daidoji Atsuko was also in that area of the castle when the banner was stolen. She looked nervous and seemed to be trying to avoid notice.
- Moto Benjiro has been seen around the rooms of both Akodo Kafu and the Crab visitors.
- Moto Benjiro has been sensing a growing taint in this area, but he is not sure where it is coming from or if it is just something one of the Crab brought with them.
- Akodo Kafu says that he was checking the security of the castle at the time of the theft (a partial truth).
- Akodo Kafu did see Daidoji Atsuko skulking around the upper level and, later, around the Hall of Akodo (partial truth again).
- Daidoji Atsuko says she was just looking around the castle. She didn't see anyone around the area at the time of the theft (a partial truth).
- If confronted and pushed, Daidoji Atsuko will admit that she was in the room around the time of the theft, but says the banner was already gone (truth). She did hear some footsteps outside the door, but when she checked, there was no one there. A little later, when she was leaving the room, she met a nervous-looking Akodo Kafu coming down the stairs from the upper level (uncertain truth).

Remember, Akodo Kafu is the most honored Advisor to Akodo Toturi. He is above reproach and his word is more than enough to clear him of any suspicion. Daidoji Atsuko is a despised Crane with some personal testimony against her. Her word will never stand up against the word of Kafu. The players will need much more evidence before they can accuse Kafu of anything.

Week 6, Day 1; Point of No Return

At this point, Akodo Kafu has crossed the point of no return. He has given Oni no Ianwa his ancestor's Katana. With a successful **Perception** or **Perception+Ichi Miru** roll (TN 25), the PCs can notice that Kafu is no longer carrying his Katana. Also, an **Awareness** roll (TN 25) can determine that Kafu seems to be depressed and worried about something. If questioned, Kafu will say his ancestral sword's handle was badly frayed and needed to be re-wrapped. (A Lie!) If the PCs actually check Kafu's

story with the local swordsmith, they will learn that the sword is not currently being worked on, and the last time the sword's handle was re-wrapped was over two months ago.

If Akodo Nishi is questioned about Kafu, she will say the following:

- She hasn't noticed any changes in Kafu's behavior. (A Lie!)
- She believes that Kafu is an honorable man who would never even think about doing something wrong. (The Truth!)

If the servants are questioned about Kafu, they will reluctantly admit that voices "have been heard" in Kafu's room late at night. They describe these voices, with many a shudder and whisper, as putting a chill down the spine that never goes away.

Week 7, Day 6; An Evening of Dancing

The air is sweet and clear this fine winter day. The sun is out and the weather has warmed up unexpectedly. A dance is scheduled tonight and all the court is abuzz with anticipation. Akodo Nishi, who is out talking with her friends and guests, adds further excitement when she announces that the best dancers will be rewarded with a special jade-inlaid war fan from the Akodo artisans.

Day quickly turns into night as all the guests gather in the Hall of Honors for the dance. Kaiu Yutaka requests the honor of Akodo Nishi's first dance. Everyone quickly joins in, eager to show their skills alongside the betrothed couple.

Participants:

Male Partner

Kaiu Yutaka: 4k3

PC (male)

Akodo Kafu: 5k4

PC (male)

Female Partner

Akodo Nishi: 5k3

Akodo Toshie: 7k4

Kaiu Mami: 4k2

PC (female)

This contest uses the **Dance** skill. Each partner must roll **Agility+Dance** against the TN for that round of the dance. A participant who doesn't have the **Dance** skill can roll **Simple Agility** at +10 on the TN. If one partner fails the roll, their error can be "covered-up" if the other partner makes the roll by an equal amount. If both partners fail, that couple is out of the competition, although they can continue to dance to avoid embarrassment. The last couple dancing successfully wins the contest, each receiving a **Jade-Inlaid Tessen (War Fan)**.

Round 1: TN 10
Round 2: TN 20
Round 3: TN 30
Round 4: TN 40
Round 5: TN 50

If the dance (against all probability) actually lasts past round five, continue to increase the TN by 10 each round until a winning couple emerges.

After the contest, most of the guests continue to dance, couples forming and breaking as the night proceeds. Other stand around gossiping and sipping at sake. The PCs have the chance to notice some interesting things:

- A **Simple Perception** roll (TN 20) notices that neither Daidoji Atsuko nor Moto Benjiro are at the dance.
 - PCs may make a **Simple Awareness** roll (TN 35) to realize that Akodo Nishi's strong joyous front keeps breaking down. Beneath her smiles and laughter she seems to be deeply disturbed about something.
 - If Nishi is questioned, she will admit she is not herself tonight. She is worried about the impending marriage (a half truth).
 - Nishi will excuse herself before the evening is over, pleading weariness.
 - A **Simple Awareness** roll (TN 25) reveals that something seems different about Akodo Kafu. He appears to be happy, but something is indefinably OFF about him, although the PCs cannot decide just what the problem is.
 - Another **Simple Perception** roll (TN 15) overhears the repeated comments of the various Lions at the dance: Daidoji Atsuko is not here and things seem to keep ending up missing. The Lions put a dark and suspicious tone on their observations.
 - The Crab guests are discussing Moto Benjiro's upcoming mission into the Shadowlands. They are debating his chances, placing bets on whether he will come out again and, if he does, whether he will be himself or a servant of Fu Leng.
 - The Crabs have been advising Benjiro on Shadowlands Lore recently and they think it has gone to his head. He keeps returning to them convinced that something dark and sinister is happening right here in Winter Court. That is impossible, of course; the Akodo lands are far behind the Kaiu Wall.
- Several Kaiu laugh that Benjiro is out hunting for clues right now. They suggest he should be preparing for the real dangers awaiting him rather than the phantom ones in his own mind.

Week 8, Day 7; A Slap in Toturi's Face!

The day was starting off as pleasantly as any other day at Shiro Akodo when the doors to the Hall of Honors suddenly flew open. Akodo Toturi stands there red faced and out of breath. Behind him two guards hold a futilely-struggling Daidoji Atsuko. Toturi announces that his seal and mon have been stolen right out of his private chambers, and that Daidoji Atsuko was found rummaging through the Chamber of Combat and Tactics. "I will not tolerate such disgraceful behavior in my court. Daidoji Atsuko is hereby charged with the theft of the Akodo Clan Daimyo's seal and mon, the theft of the Crane banner trophy, the theft of Akodo Kafu's ancestral katana, and with spying for the Crane Clan. Tonight she will be questioned and given the opportunity to confess. If no contradicting testimony is delivered by tomorrow at noon, judgement will be passed down." With those ominous words Toturi spins around and leaves the shocked and silent room. His guards start to take Atsuko away when she suddenly screams out, "I didn't do it, I swear by my ancestors, I am innocent!" The guards snarl and drag her out of sight.

Kitsuki Kanjiro is an Emerald Magistrate and has the right to investigate this case; if he goes to Toturi and asks to do so, Toturi will grudgingly agree to give Kanjiro and his companions a week to investigate the case and render a decision. If other PCs try to go to Toturi on their own, he will suggest they have no business intruding on this affair, since they are not Emerald Magistrates.

Daidoji Atsuko will be held prisoner until a verdict is reached. The only way to prove her innocence is to reveal Akodo Kafu's secret; if the PCs fail to do this within the week allotted, it is unlikely they can save Atsuko, but Kanjiro can perhaps convince Toturi (with evidence and good role-playing) that the case against her is insufficient to warrant execution. In that case, she will be summarily expelled from Lion lands. If Kafu's dark secret has been revealed, she is exonerated, but is still expelled immediately after the wedding (she was spying on Lion war plans, after all). Otherwise, she is tortured into confession and then executed.

The following clues are available to inquisitive PCs:

- No one can find the items Atsuko is accused of stealing. The Lions generally assume she has a contact outside Shiro Akodo, although no one can prove this.
- Atsuko has been seen in some very sensitive areas of Shiro Akodo looking at things that are generally forbidden.
- Akodo Kafu, who claims to have seen Atsuko steal the seal and mon, hasn't been seen most of the day; some of the Lions are starting to worry. (He is actually in the Meditation Chamber and will be there until evening.)
- Moto Benjiro is climbing the walls swearing up and down that a great evil is here ready to eat everyone's souls. Kaiu Gesshin has a long talk with Benjiro before the day is out.
- A search of Daidoji Atsuko's room reveals nothing. A **Perception+Ichi Miru** or **Investigation** roll (TN 35) realizes that the room is deliberately kept clean and free of personal effects to avoid leaving anything revealing or incriminating.
- If the PCs question the servants, they learn that the servants have stopped going around Akodo Kafu's room. They won't explain why, they just say that bad things have been happening there.

Week 11, Day 1; Salvation or Eternal Damnation?

The date for this event is variable; it can occur at any time up to Week 11, Day 1. At that time, if the PCs have not acted against Kafu, Moto Benjiro will come to them for help. If they ignore Benjiro, skip to the final event: Marriage or Assassination.

If they decide to act on their own:

You think you know who is behind the trouble here at Shiro Akodo, but you still can't believe it. Akodo Kafu is one of Toturi's most trusted advisors. To settle it once and for all, you decide to confront Kafu with proof of his guilt and let him explain what is going on. Hopefully you can give him a chance to confess and do the right thing. On your way to Kafu's quarters, <continue below>

If the PCs have not acted against Kafu:

Moto Benjiro confronts you. He is in full battle armor with a white death mask painted on his face. In a calm, collected voice, he requests that you go with him to destroy the evil that inhabits the castle. "I was slightly off before," he explains, "because I couldn't pinpoint the source of the evil. Now I know where it is...or at least, where it will be tonight. I'm

so close..." he trails off. "I can almost feel its name..."

If the players go with Benjiro, continue on with this encounter. If they refuse to go, Benjiro thanks them for their time and leaves to face his destiny alone. If Benjiro faces Kafu and the Oni no Ianwa alone, his dismembered body is found splattered around Kafu's room. Kafu will be conveniently away at the time, and Benjiro's death is blamed on some unknown evil that must have slipped into Kafu's room. The fallen Benjiro is hailed as a hero, and Kafu is moved to different quarters. Proceed to Week 11, Day 7: Assassination.

If the PCs and Benjiro confront Kafu:

As you enter Akodo Kafu's room, you immediately notice that something is dreadfully wrong. Kafu's belongings are scattered throughout the room and Kafu himself is pale and visibly shaking. Benjiro calmly walks up to Kafu and stares at him for a moment, then turns to you and announces: "He definitely has the taint, and bad, but he is not the one."

As if by prophecy, the last word echoes and reverberates until it is almost deafening. Reality seems to warp and distort around you, and something unspeakable takes form in the center of the room. A bloated, undulating mass, like some grotesque slug larger than a horse, floats in the air before you; it's circular maw is filled with razor sharp spiked teeth that flex with gruesome hunger. A noxious fluid drips from the thing and hisses as it splatters on the floor. Thick, choking fear washes over you, filling your mouth with a taste like the bile after a bad night drinking; the strength leaves your bodies, and your limbs feel as heavy as lead.

Benjiro shouts triumphantly, "I know your name!" and leaps at the giant floating mass. Kafu, his face twisted with terror and despair, stands and watches helplessly. Even as Benjiro charges, each of you hears the voice of the thing in your minds, rasping through you like rusty metal: "I will eat your souls!" The words carry such brutal finality that you know the monster speaks the truth!

The PCs are now facing Oni no Ianwa, a creature of terror and malice. The Oni has no direct physical attacks; instead, it uses its aura of fear to dominate and control those around it. The PCs must make a contested Fear check against the Oni's Fear value of 6 (PC's **Willpower** against the Oni's 6 dice). PCs who fail their Fear check not only suffer the normal effects

of Fear (cannot spend Void points, and must drop attack rolls which are lower than the Fear rating) but also find themselves commanded by the Oni to attack their comrades. They must spend a Void point each round in order to refuse the demands of Oni no Ianwa. When the PCs run out of void, they must follow the Oni's demands. Note that Benjiro is immune to the Oni's Fear effect (he has the Death Trance advantage).

The situation is dangerous, but not hopeless. Oni no Ianwa is a coward. If anyone actually hits Oni no Ianwa (TN 30) with a weapon that can harm it, the Oni flees the scene immediately. The Oni can only be harmed by jade or crystal weapons or by numuranai. The PCs should have at least one jade weapon from the contests. Of course, while they are trying to strike the Oni, it is busily commanding them to slay each other.

Akodo Kafu stands dazed and uncomprehending; the Oni has forgotten him in the frenzy of the moment. If the PCs urge him to join the fight, he can make a contested Fear test (his Willpower is 3, and he spends a Void point) against the Oni; if successful, he breaks free of the Oni's control and joins the fight against it. If the PCs do a good role-playing job trying to convince Kafu to fight, give him a bonus (+5 to +15, depending on how well the PCs role-played) to the roll. If he fails the roll, he cowers in a corner, sobbing and moaning.

If the PCs succeed in hurting the Oni no Ianwa, it utters a startled roar and disappears in a cloud of rancid smoke. Everyone feels it in their minds for a moment longer, snarling, "I will return someday and devour your souls." This is merely a malicious lie, but there is no way for the PCs to know that.

If the PCs talked Kafu into fighting the Oni:
As the smoke clears, Kafu stands before you looking more human than you can recall at any time in the last few weeks. He is finally himself again, and thanks you profusely for freeing his soul from the Oni's grip. He acknowledges all he has done, including the framing of Daidoji Atsuko, and leaves to admit his duplicity to his lord.

Kafu is shown in alone to see Toturi, and is with him for over an hour before Toturi emerges and summons you. "Kafu has committed horrendous crimes against the Empire, and for that there is only one punishment. However, in the face of eternal damnation, he made the right decision and saved not only his soul, but all of your souls as well. For that, he will be allowed to commit seppuku. You are all

invited to attend if you wish, for you have earned that right. The ceremony will commence at dawn."

The ceremony is quiet and beautiful. Kafu delivers a stirring haiku on duty and honor before he makes the first cut. His face is a placid mask, and he murmurs "The sky is quite clear today" before calling for his second, who ends it in one deft stroke. All is silent except for the faint sobs of Akodo Nishi.

If the players failed to talk Kafu into fighting:
The smoke clears and Kafu is lying sobbing on the floor behind a piece of furniture. Akodo guards rush into the room in time to glimpse the exit of the Oni, and demand to know what is going on. You and Benjiro quickly explain, and the guards nod and go to fetch Toturi. After many hours of questioning, Toturi reluctantly agrees that Kafu is guilty, shaking his head in disappointment. "Kafu will be hung from the neck until dead at first light. His body will be burned and his ashes scattered across the fields of the village. His name will be struck from all records." Toturi's face is a grim mask. "There never was an Akodo Kafu."

Week 11, Day 7; Marriage or Assassination?

A Simple Choice

Marriage:

Akodo Nishi has been only a shell of a woman since the death of Kafu. It was four days before she ventured out in public and another two before she would partake of the day to day pleasures of Shiro Akodo. Nishi was not the only one affected by the death of Kafu. Everyone's spirits have been subdued and serious.

A few days ago, as the preparations for the wedding began in earnest, Nishi finally started perking up. Life at court finally started to take on the lighter feel of the early days of winter. It seems that Nishi has dealt with her grief over Kafu and has accepted, nay embraced, Kaiu Yutaka as her groom.

The wedding ceremony takes most of the day, a beautiful and noble event. Nishi stands proud and flawlessly beautiful next to Kaiu Yutaka. At the end of the day, the Akodo throw one final celebration for the new union of their family with the Kaiu. Nishi greets you all and professes her contentment with her new husband. You smile and nod politely, but you can see that her once lively and joyful eyes are now

filled with the shadows of a loss so great, your hearts break just to be in her presence.

Assassination:

It has been interesting week leading up to the wedding of Kaiu Yutaka and Akodo Nishi. The death of Benjiro was strange and disturbing, but afterwards, the rash of inexplicable events finally stopped and life at the court returned to normal.

Now Nishi stands with Yutaka, proud and flawlessly beautiful. The ceremony is about to reach its climax when Nishi suddenly stiffens, convulses, and falls to the ground at Yutaka's feat. Akodo Kafu stands behind her, a bloody tanto clutched in his hand, staring down at Nishi's body. Even as this terrible sight registers in your mind, a bone-chilling wail erupts from Akodo Toturi. The Lion Champion leaps forward and cuts Kafu's head from his shoulders with a single blurring stroke. For a moment Kafu still stands, as though his headless body does not realize it is dead, and a strange shadow crosses your eye; you distinctly hear the words, "Thy will be done" echo in your mind. After a moment the shadow passes and you see the guards rushing onto the stage. The court shugenja work valiently to save Nishi's life, but it is too late. The Kaiu leave the Akodo to tend their dead and their traitor. The shame is the Akodo family's alone.

You feel shamed that you could not have done something to stop Kafu before it was too late. Now you will live with that shame as Toturi will live with his.

The End

Skills, Advantages, and Disadvantages Not Listed in the RuleBook.

These skill, advantages, and disadvantages have been taken in part or in whole from the various "Way of the Clans" source books.

Crab Clan

Skills:

Engineering (Intelligence)

Engineering is the ability to design, build, and repair large structures. This can be as simple as constructing a lean-to in the forest or as complex as strengthening the foundations of the Kaiu wall. A character skilled in engineering knows how to survey the land for optimum building sites, can find the best places to cross a stream, and can warn other characters not to smash that load-bearing wall. All Kaiu are expected to have a point or two in Engineering.

Origami (Agility)

This is the art of paper folding, the ability to transform scraps of tissue into cranes, horses, and other figures. A character skilled in origami can use tiny creases in the paper to create a likeness of just about anything. It is primarily practiced in the courts of Rokugan.

Siege (Perception)

If Engineering is building, Siege is tearing down. Siege represents a character's ability to gauge the strength of a given fortress and devise the best way to breach it. By observing the target for a given length in time, a siege master can determine the number of samurai guarding it, the shifts in their patrols, possible escape routes from the castle, and the most effective direction to launch an attack. It also covers the ability to operate a siege engine - such as a catapult or firebreather - and to direct it where it will inflict the most damage.

Traps (Perception)

This is the ability to build, set, and detect all manner of booby traps, from the merely incapacitating to the gruesomely lethal. Not only can a character with Traps design and construct such pitfalls, but he knows how to conceal their presence until they are sprung. Consequently, he can identify the telltale signs of a hidden trap, and may roll to detect it before it goes off.

Advantages:

Kaiu Sword

You have inherited one of the fabled Kaiu katanas, a magnificent weapon that has been in your family's hands for generations. It keeps an extra die of damage (3k3), but it must never leave your side. If anyone outside of your family touches the blade, you lose 1 Honor point. If you ever actually lose the sword, you lose two Honor Ranks permanently.

Crane Clan

Skills:

Oratory / Rhetoric (Perception)

A character with this skill has training in the art of speechmaking. Orator - the art of performing a persuasive speech before an audience - can be used to convince a large group of people of a certain point of view. Characters with the Voice advantage gain a free raise when using Oratory. Rhetoric is the ability to write persuasive speeches for others to recite, and can be used in conjunction with other artisan skills in order to create a more effective document.

Advantages:

Precise Memory

The character has a phenomenal ability to memorize facts, figures and written material. Their mind records information easily, but this does not make them infallible. Neither does it give them any unusual ability to understand the information, nor learn new skills or languages. Characters wishing to remember something intricate, or precisely memorize large amounts of information, must make a simple Intelligence roll at a TN of 20. More complex information may require a higher TN to memorize.

Dragon Clan

Skills:

Ichi Miru (Perception)

Ichi Miru (or "first look") is the art of observation. A character with this Skill can glean information from another character through observation (what modern shysters call a "cold read"). From observing the character's actions and behavior, he can determine nature, disposition, temperament, habits and mannerisms.

Nazodo (Intelligence)

This is a special version of the Investigation Skill, available only to Dragon characters. This Skill operates exactly as the Investigation Skill, but characters with Nazodo can also use this Skill to solve puzzles, riddles and logic games. Nazodo is also effective when attempting to understand omens, portents and other natural conundrums.

Lion Clan

Advantages:

Balance

You have the ability to remain neutral - even level-headed - regardless of your inner emotional state. You ignore any comments designed to taunt you or make you react. In game terms, this means you ignore any modifiers to your Honor roll. Also, during Iaijutsu duels, you may Raise a number of times up to your Void + 2. Matsu characters may not purchase this Advantage.

Leadership

A character with the Leadership Advantage is able to bestow limited benefits on those who follow him. If another character is following a leader, he is able to use some of his leader's Skills. Whenever a character is following a leader's example (performing the same action as the leader), he automatically gains a bonus Rank in that Skill. If the character does not have the Skill, then he performs as if he had Rank 1. The leader's Skill must be higher than those who follow him, and must be at least Rank 3 in order for his followers to gain this bonus.

Tactician

The Akodo War College has trained you in the art of warfare, and you know how to look for opportunities in the clamor of battle. Whenever you roll on the Battle Table (and you are not in the Reserves), you may modify your final roll by 3 points, up or down (i.e. a roll of 13 can become either 10 or 16).

Scorpion Clan

Skills:

Ninjutsu

"Ninjutsu" is a broad Skill that represents the training required using the tools of the ninja's trade. Each tool is both a weapon and a tool. With each Rank, the assassin learns how to use a new tool.

Poison (Intelligence)

The Poison Skill gives a character the ability and knowledge to brew and use poisons. See Appendix III in *The Way of the Scorpion*.

Sleight of Hand (Agility)

This Skill allows the character to use sleight of hand tricks such as palming items, picking pockets, and other acts of prestidigitation.

Advantages:

Ear of the Emperor

The PC has a (semi-) direct line to the Imperial Court, whether through familial connections, favors, social or political influence or simple respect. The terms of the connection must be clearly defined before a PC with this Advantage can be brought into play. Once it is, the PC may invoke it at any time, gaining a bonus of their dice (rolled, but not kept) in Awareness when "suggesting" things to those in the Imperial Court. And the best part of this Advantage is that, depending on it's circumstances, the PC might not even need to be present in the courts when it is proposed, relying instead on easily-manipulated third parties to insinuate the desired information.

Heartless

All attempts to woo or sway your heart to pleas of compassion, love or courtesy fall on deaf ears. Any appeal to your heart shall find it made of stone. Any Skills used with Awareness in such an attempt (such as Seduction, Poetry, Acting or Sincerity) need to Raise twice in order to be successful.

Unicorn Clan

Disadvantages:

Moto Curse

This disadvantage is required for all Moto characters. Your family has been in part corrupted by the Shadowlands. While your clansmen understand your situation, other Rokugani first heard your family name in connection with the evils of that dark land, and you find yourself the victim of great prejudice. Other clans refuse to give you Glory, recognition, or awards. They won't trust you and won't be hospitable unless pressured by other Unicorns (lose three dice on all social skill with non-Unicorns). On the other hand, they are also somewhat fearful of you, so they give you no trouble... at least not to your face.

Major NPCs

Akodo Toturi

Lion Clan Champion
Akodo Family Daimyo
Lion Samurai

Earth: 4

Stamina: 4
Willpower: 4

Water: 4

Strength: 4
Perception: 5

Fire: 3

Agility: 3
Intelligence: 7

Air: 4

Reflexes: 4
Awareness: 5

Void: 5

School/Rank: Akodo Bushi 4

Honor: 3.1

Glory: 9

Primary Weapon:

Katana 3k2

Primary Armor:

Kimono

Advantages: Allies (many), Ear of the Emperor, Great Destiny, Sensei (Suana, Kage), Tactician, Leadership.

Disadvantages: Obligation (Kage), True Love (Hatsuko)

Skills: Athletics 2, Battle 5, Courtier 5, Defense 3, Etiquette 4, Hand-to-Hand 4, Heraldry 3, History 5, Iaijutsu 2, Kenjutsu 4, Law 3, Lore (any needed) 3-5, Meditation 4, Oratory 4, Rhetoric 3, Shintao 5, Theology 3.

Personality: Quiet, Contemplative, Thoughtful, and Calculating.

Akodo Toturi is the Champion of the Lion Clan. He is known for his thoughtfulness and planning, as opposed to the raw aggressiveness and ruthlessness common to past Lion leaders.

Who does Toturi know? Toturi knows all of the Lion Samurai, Kaiu Gesshin, Kaiu Yutaka, and Kaiu Mami personally.

Where does Toturi like to visit?

Favorites:

- ❖ Garden, Central
- ❖ The Chamber of Combat and Tactics
- ❖ Library

- ❖ Private Meditation Chamber (in his suite)

What Toturi Knows:

- ❖ The Kaiu are an honored family worthy of the Akodo.
- ❖ Kafu has been a wonderful Advisor. Toturi trusts Kafu with his life.
- ❖ Nishi is Toturi's favorite cousin. She shows much promise as a future Strategist.
- ❖ Toturi will be the honorable host throughout the winter. He will oversee all of the contests, but he will not participate. That would be rude.
- ❖ Toturi is annoyed that the Emperor demanded that they have a damnable Crane in this year's Winter Court, though he will never say so openly.

**Week 1
Day 1** Kafu seems a little nervous, but that is probably because there are so many great minds in one place.

**Week 1
Day 5** Toturi has noticed that Kafu has become irritable and moody. Kafu has been socializing with the Kaiu lately and this association must have him on edge. He keeps fixating on Onis, but that is probably the Kaiu's doing. Toturi is sure he will get over it.

**Week 4
Day 4** That damn Daidoji is up to something; Toturi just can't prove it yet. If she steps out of line in daylight, Toturi will nail her to the wall. Kafu says she has been seen around the Hall of Akodo and now the Crane banner is missing. Her room has been inspected, but nothing was found. Toturi is sure she will slip up soon...

**Week 7
Day 6** Nishi has started acting edgy. Toturi is sure that she is just nervous over the wedding, but she won't talk about it. Toturi remembers when Nishi talked to him about everything.

**Week 8
Day 7** Toturi has the Crane at last! Kafu witnessed Daidoji Atsuko stealing the official seal and mon of Toturi. She will hang for this, but Toturi will have to be careful to follow all of the rules in the eyes of the Emperor.

Akodo Kafu

Toturi's Advisor
Lion Clan Samurai

Earth: 3

Stamina: 4
Willpower: 3

Water: 4

Strength: 4
Perception: 4

Fire: 4

Agility: 4
Intelligence: 5

Air: 4

Reflexes: 4
Awareness: 4

Void: 3

School/Rank: Akodo Bushi 3

Shadowlands Taint: 0 (starting)

Honor: 4.3 (starting)

Glory: 5

Primary Weapon:

Fine Katana 4k2

Primary Armor:

Kimono

Disadvantages: Dark Secret (Oni no Ianwa), True Love (Akodo Nishi).

Skills: Archery 2, Bard 1, Battle 3, Courtier 2, Dance 1, Defense 3, Etiquette 2, History 2, Kenjutsu 3.

Personality: Confident, Bold, Decisive, Honorable, Duty Bound, Loyal.

Akodo Kafu is the epitome of loyalty and honor. He serves Toturi without complaint or fault. A few years after Toturi selected Kafu as his Advisor, Kafu fell in love with Toturi's favorite cousin, Akodo Nishi. Nishi was a fresh and pleasant samurai-ko with a strong sword arm and sharp mind. She sparred with him every day, and spent every evening with him discussing bushido and tactics. Things were going splendidly and Kafu was thinking about asking for Nishi's hand in marriage when Toturi announced that the houses of Akodo and Kaiu were to be united with the marriage of Kaiu Yutaka and Akodo Nishi. Kafu's heart broke, but he knew his duty, and so did Nishi. Since that day, Kafu and Nishi never see each other except during formal social occasions. Kafu doesn't regret pledging his loyalty to Toturi and doesn't fault him for his decisions. This is just something Kafu and Nishi will have to live with.

Where is Kafu staying? Kafu has his own quarters on the upper level next to Toturi's suite.

Who does Kafu know? Kafu knows Akodo Nishi, Akodo Toturi, and Akodo Toshie personally:

Where does Kafu like to visit?

- ❖ Garden, Central (he likes the peace; he and Nishi used to visit here)
- ❖ The Chamber of Combat and Tactics (likes to keep himself busy)
- ❖ Library
- ❖ Dojo, South
- ❖ Sauna & Bath, North
- ❖ Morning Meditation Chamber

What Kafu Knows:

- ❖ Akodo Nishi and Akodo Toshie are good friends.
- ❖ Akodo Nishi is Toturi's favorite cousin.
- ❖ Akodo Nishi is a budding strategist for the Akodo family.
- ❖ Kafu is Toturi's chief advisor. As such, Kafu offers Toturi advice on both Clan policy and battle strategies. It is almost like a partnership, despite their differing ranks.
- ❖ Toturi is very open and knowledgeable. He listens to all sides and then makes an informed decision.
- ❖ Kafu hopes that this Winter Court goes well. An alliance with the Kaiu would be strategically beneficial to the Akodo Family.
- ❖ Kafu is excited to be able to spend the winter with such great masters of strategy as the Kaiu. He hopes to learn much from their time together.

Week 1 First visitation from Oni no Ianwa.

Day 2 Kafu is horrified but stands his ground. The Oni, spotting his weakness, threatens to devour the soul of his one true love, Akodo Nishi. Oni no Ianwa offers to leave if Kafu makes merely a small sacrifice, and Kafu surrenders and gives the Oni a scarf with the Matsu Mon on it, a gift from Matsu Risako (a friend).

Shadowlands Taint: 0.1

Honor: 4.2

- ❖ Kafu is nervous and scared. He believes Oni no Ianwa is truly gone. When asked about Nishi, a successful **Simple Perception** (TN 20) check will notice that Kafu has some serious feelings for Nishi.

Week 1 Oni no Ianwa pays another visit to Kafu.

Day 5 Kafu argues that he already made a sacrifice to save Nishi, but the Oni replies that the sacrifice was insufficient. It requires something that is both a private sacrifice and a risk of public exposure: a flower from the garden. Kafu holds out for two nights before he gives in and agrees to get the flower.

Shadowlands Taint: 0.3

Honor: 4.1

- ❖ Kafu is now not only nervous and scared, but also paranoid. He doesn't know what Oni no Ianwa is truly up to.
- ❖ Kafu starts asking the Crab Samurai vague questions about creatures from the Shadowlands and what it takes to kill them.
- ❖ Kafu will be suspicious of personal questions, demanding to know what the PCs mean or are implying by them.

Week 2 Third visitation. Oni no Ianwa is now sinking its hooks into Kafu, who has been unable to find out any useful information on defeating or resisting Oni. Oni no Ianwa now threatens not only Nishi, but the honor of the Akodo family. Kafu is unable to resist, and steals the painting and plaque of "Duty" from the Central Dojo.

Shadowlands Taint: 0.5

Honor: 3.7

- ❖ Kafu is completely closed lipped about his personal life or what he does when he is alone.
- ❖ If asked about the stolen painting and plaque, Kafu will suggest that the painting must have been misplaced when the room was cleaned. (A lie). He will say nothing else on the matter.

Week 4 Fourth visitation. Oni no Ianwa starts to change its tactics. In addition to the same threats, it hints to Kafu that it might be able to solve his problem with Nishi, if he can prove himself sufficiently obedient. The Oni demands that Kafu steal the Crane banner from the battle of Kanashimi no Komichi (Sorrow's Path). Kafu resists for most of the day, but finally gives in. Kafu begins looking for a scapegoat for his crimes, and Daidoji Atsuko looks promising.

Shadowlands Taint: 0.9

Honor: 3.2

- ❖ Kafu saw Daidoji Atsuko moving about the Hall of Akodo. He is sure she was up to no good. (Truth)
- ❖ Kafu looks worn down and tired.

Week 6 Fifth visitation. Oni no Ianwa arrives and convinces Kafu that everyone is against his and Nishi's happiness. Kafu must divest himself of all the real trappings of the Akodo to free himself and possibly win back Nishi for all time. As a first step, Kafu must turn over his grandfather's Katana. In return, the Oni promises to begin working on a ritual that will ensure his reunion with Nishi. Kafu doesn't really believe the Oni, but his resistance is down to nothing and he quickly gives in.

Shadowlands Taint: 1.5

Honor: 2.2

- ❖ Kafu looks resigned about something, but he will not talk about it to anyone.
- ❖ Kafu asks some of the Crab if they have ever seen an Oni and what it looked like.

Week 7 Sixth visitation. The Oni states that it has a solution to Kafu's problem. It needs something private and valuable to both Kafu and Nishi to bring them together forever. Kafu resists at first, but the Oni gives a long and terrifying speech about what will happen to Nishi, Kafu, their families and all of the Lion Clan if he resists. Kafu finally snaps and whole-heartedly agrees to help the Oni, believing that he and Nishi will be together forever. This brings some measure of peace to Kafu. He retrieves his love letters from Nishi and hands them over to the Oni.

Shadowlands Taint: 2.0

Honor: 1.7

- ❖ Kafu is now happy and sings a little tune to himself as he goes about his business. If asked, he just says that he is happy for Nishi's up and coming wedding (the truth, more or less).
- ❖ Kafu claims to have seen Daidoji skulking around the upper level again (the truth).

Week 8 Seventh visitation. Oni no Ianwa berates Kafu for his inadequacies and failures, and threatens to just destroy Kafu and Nishi now and end his pathetic torment. Kafu begs to know how he has failed, and the Oni claims its power will never work while Toturi still possesses his seal and mon. Kafu should have known about these and predicted the problem. After much pleading and begging, Kafu is allowed to steal Toturi's seal and mon.

Shadowlands Taint: 2.8

Honor: 1.2

- ❖ Kafu is anxious and a little nervous.
- ❖ Kafu personally saw Daidoji Atsuko steal Toturi's seal and mon. (This is a lie, but it is impossible to tell whether it is or not.)

Week 10 Eighth visitation. Ianwa explains that Kafu and Nishi will be united for all eternity; all Kafu has to do is kill Nishi in front of all the gathered Akodo and Kaiu to make the magic work. The Oni gives Kafu a special tanto which is supposedly needed to make the magic work. When Nishi dies, her spirit will be able to mingle with Kafu's after his own death. Kafu agrees without resistance.

Shadowlands Taint: 3.5

Honor: 0.5

Akodo Nishi

Toturi's Favorite Cousin
Lion Clan Samurai-ko

Earth: 2

Stamina: 2
Willpower: 3

Water: 3

Strength: 3
Perception: 4

Void: 3

Fire: 3

Agility: 3
Intelligence: 4

Air: 3

Reflexes: 3
Awareness: 4

School/Rank: Akodo Bushi 2

Honor: 3.5

Glory: 7

Primary Weapon:

Fine Katana 4k2

Primary Armor:

Kimono

Advantages: Benten's Blessing, Social Position (cousin to Akodo Toturi)

Disadvantages: True Love (Akodo Kafu)

Skills: Archery 2, Athletics 2, Bard 1, Battle 3, Bushido Lore 3, Courtier 2, Dance 2, Defense 3, Etiquette 1, History 2, Kaiu Lore 1, Kenjutsu 3, Lion Lore 1, Sincerity 1, Tea Ceremony 2.

Personality: Friendly, Serious, Loyal, Thoughtful, and Caring.

Akodo Nishi is the favored cousin of Akodo Toturi. She knows her place and respectfully obeys. Up until a few years ago, Nishi's life was advancing as expected, as her skills in bushido and tactics developed quickly. Then she met Toturi's newest advisor, Akodo Kafu. Nishi had always thought that love at first sight was for simpleton peasant girls, but when she first saw Kafu and the confident way he entered a room, she was completely lost. Surprised and baffled by her own feelings, Nishi did the only thing she could do in such a situation. She asked Kafu to spar with her.

Nishi hoped that Kafu would be the one she was to marry, but in Rokugan such dreams tend to fall apart at a moment's notice. When Nishi learned she was to wed Kaiu Yutaka, she was devastated. Nevertheless, she knows her place and duty in the clan. Nishi and Kafu have agreed to avoid each other as much as possible until Nishi leaves with Yutaka.

Nishi hardly ever sees Kafu anymore and she misses him desperately. While she gives the outward appearance of joy over her upcoming wedding, she is really falling apart without her Kafu. She will do her duty to her clan, but she will pay for such duty every day for the rest of her life.

Where is Nishi Staying? Nishi is staying in her suite on the upper level.

Who does Nishi know? Nishi personally knows all of the Lion Samurai, Kaiu Gesshin, and Daidoji Atsuko.

Where does Nishi like to visit?

- ❖ Garden, Central
- ❖ Dojo, North
- ❖ Hall of Honors
- ❖ Chamber of Combat and Tactics
- ❖ Library

What Nishi knows:

- ❖ Kaiu Gesshin is a strong, straightforward, and very intelligent man.
- ❖ Nishi remembers Daidoji Atsuko. She was a nice girl the last time Nishi saw her, but she seems to have become hardened after her stay on the Kaiu wall.
- ❖ Toshie is one of Nishi's best friends, though Nishi has not felt up to socializing since she found out about her impending marriage.

Week 2 The painting and plaque for "Duty" was stolen
Day 3 from the Dojo today. Toturi says that it was just a house-cleaning error, but Nishi knows better; the servants at Shiro Akodo would never commit such an error.

Week 4 The banner from the Battle of Kanashimi no
Day 4 Komichi was stolen tonight. Everyone suspects Daidoji Atsuko, but Nishi doesn't think it was her. Nishi was talking to Atsuko just before the banner was stolen, so if she stole it, she would have to have gone straight there, taken it, and hidden it immediately. Besides, it's Atsuko! She would never do such a thing.

Week 7 Kafu came over to visit, and Nishi was happy
Day 6 to talk alone with him again. He seemed like his old self. Later that night Nishi went to retrieve her love letters from Kafu to read them again, only to find them missing. Nishi doesn't know who could have done such a horrendous act. Even worse, now someone knows! This could mean terrible dishonor for her and Kafu both.

Week 8 Daidoji Atsuko has been caught stealing Toturi's
Day 7 seal and mon. Kafu swears that he saw her do it, and Nishi believes him, but she is still sure that Atsuko is somehow innocent. Nishi would like to stand up for Atsuko in public, but she suspects the one who stole the seal probably took her letters as well. Hopefully someone else will stand up for Atsuko.

Akodo Amane

Akodo Toshie's Companion
Lion Clan Samurai

Earth: 2

Stamina: 2
Willpower: 2

Water: 3

Strength: 3
Perception: 3

Fire: 3

Agility: 3
Intelligence: 4

Air: 2

Reflexes: 3
Awareness: 2

Void: 2

School/Rank: Akodo Bushi 1

Honor: 2.8

Glory: 2

Primary Weapon:

Katana 3k2

Primary Armor:

Kimono

Skills: Archery 2, Athletics 1, Bard 1, Battle 2, Bushi Lore 2, Defense 2, Heraldry 2, History 2, Iaijutsu 2, Kenjutsu 3, Poetry 2, Tea Ceremony 1.

Personality: Steadfast, Confident, and Proud.

Akodo Amane is Toshie's new friend and confidant. After Nishi and Toshie stopped spending time together, Amane happened to be assigned to the same mission as Toshie. During the mission, Toshie and Amane became steadfast friends. Now they do just about everything together.

Where is Amane staying? Amane is staying in one of the lower private rooms next to Toshie's.

Who does Amane know? Amane knows Akodo Toshie, Matsu Ukyo, and Ikoma Nampo personally.

Where does Amane like to visit?

- ❖ Central Dojo
- ❖ Hall of Honors
- ❖ Hall of Akodo
- ❖ Sauna and Bath, North

What Amane knows:

- ❖ Nishi is Toshie's friend. Toshie really misses Nishi, but she won't admit it.
- ❖ Toshie wants Amane to be friends with Nishi as well, but Amane thinks that would be pointless; Nishi will be off for the Kaiu lands soon.

- ❖ Matsu Ukyo is a nice enough samurai once you get to know him. Amane just wishes Ukyo could keep his hormones under control.
- ❖ It is a shame that the Emperor forced Toturi to accept a Crane guest at this most honored moment for the Akodo.

Week 4 Amane is sure that the Daidoji is up to no good.
Day 4 It makes sense that Atsuko stole the banner. The Crane have been upset about Kanashimi no Komichi ever since the battle.

Week 8 They finally caught that Crane in the act!
Day 7 Daidoji Atsuko will know what it means to cross the Lion. Only the Emperor can save Atsuko now, and he is attending his own Winter Court. The audacity of stealing Toturi's seal and mon angers Amane beyond words.

Akodo Toshie

Akodo Nishi's Friend
Lion Clan Samurai-ko

Earth: 3

Stamina: 3
Willpower: 3

Water: 3

Strength: 3
Perception: 3

Fire: 3

Agility: 4
Intelligence: 3

Air: 3

Reflexes: 4
Awareness: 3

Void: 2

School/Rank: Akodo Bushi 2

Honor: 3.9

Glory: 2.3

Primary Weapon:

Katana 3k2

Primary Armor:

Kimono

Skills: Archery 3, Defense 3, Kenjutsu 4, Battle 2, Bard 1, History 2, Dancing 3, Heraldry 2, Painting 2, Athletics 2,

Personality: Quick, Precise, Over Confident, and Loyal

Akodo Toshie was once Nishi's closest friend, but since the engagement, Nishi has become withdrawn. Toshie still talks with Nishi from time to time, but it just isn't the same. Recently, Toshie met a young samurai by the name of Akodo Amane. After a few missions together, Toshie and Amane became the best of friends. The two samurai are nearly inseparable and love to do almost everything together. Toshie hopes that Nishi will cheer up and that Nishi, Amane, and herself will all be friends forever.

Where is Toshie staying? Toshie is staying in the lower private quarters next to Amane's room.

Who does Toshie know? Toshie personally knows Akodo Toturi, Akodo Kafu, Akodo Nishi, Akodo Amane, Matsu Ukyo, Ikoma Nampo, and Daidoji Atsuko.

Where does Toshie like to visit?

- ❖ Central Dojo
- ❖ Hall of Honors
- ❖ Hall of Akodo
- ❖ Sauna and Bath, South

What Toshie knows:

- ❖ Toshie is one of Nishi's best friends, but has not been able to speak with her much lately.

- ❖ Ukyo has been a good friend since Toshie convinced him to break off his romantic pursuit of her.
- ❖ Kafu and Nishi don't seem to be as close as they once were.
- ❖ Daidoji Atsuko, Akodo Nishi, and Toshie were all childhood friends, when Atsuko's parents were visiting on their way to the Crab lands.
- ❖ A few years ago Atsuko came through to visit again on her way to the Kaiu Wall. She seemed very friendly and confident. On her return, however, something had changed; she had become dark and brooding. The Wall is a terrible place.

Week 4 Day 4 Toshie is surprised that Daidoji Atsuko is under suspicion for all the trouble recently. Just because she is a Crane does not mean she stole the banner from the Battle of Kanashimi no Komichi.

Week 8 Day 7 It is unbelievable! Daidoji Atsuko actually stole Toturi's seal and mon! This doesn't seem like her, but it has been a long time and people change. If Atsuko did steal the seal and mon, she deserves everything she gets. Toshie knows how prejudiced the Lion are toward the Crane, and wonders if her friend might really be innocent.

Matsu Ukyo

**Matsu Representative and
Friend of Akodo Nishi
Lion Clan Samurai**

Earth: 2

Stamina: 3
Willpower: 2

Water: 2

Strength: 3
Perception: 2

Fire: 3

Agility: 4
Intelligence: 3

Air: 3

Reflexes: 4
Awareness: 3

Void: 2

School/Rank: Matsu Bushi 1

Honor: 3.9

Glory: 2.3

Primary Weapon:

Katana 3k2

Primary Armor:

Kimono

Techniques:

The Lion's Roar

When making a Full Attack, a Fear aura is created equal to the Matsu's school rank +1.

Advantages: Death Trance.

Skills: Archery 3, Athletics 2, Battle 3, Hand-to-Hand 3, History 2, Iaijutsu 3, Kenjutsu 4, Painting 3, Heraldry 2, Bushido Lore 3.

Personality: Brash, Confident, Outgoing, Loyal, and Friendly (to known and proven friends).

Matsu Ukyo is the representative for the Matsu Clan. The reason Ukyo was chosen to be the Matsu representative was due to his good standing with the Akodo family. Besides, he would probably get along with the Crab guests. At least, these are the reasons Ukyo was told when he was sent here. It is more likely that he was selected because the Matsu don't approve of the joining of the Crab and Lion Clans, so they sent a representative of low political rank.

Ukyo is a good friend of most of the Lions in this scenario. At one time he had a crush on Akodo Nishi, then Akodo Toshie, and now he is interested in Matsu Hitomi. He will want to make the best of his time in court with Hitomi, trying to maneuver himself into her good graces and prove himself to her. Ukyo likes to reminisce about the times he spent together with Nishi and Toshie.

Where is Ukyo staying? Ukyo is staying in one of the private rooms on the lower level.

Who does Ukyo know? Ukyo knows all of the Lion Samurai in this scenario personally except Matsu Hitomi. He will want to correct this oversight.

Where does Ukyo like to visit?

- ❖ Central Dojo
- ❖ Hall of Akodo
- ❖ Hall of Honors
- ❖ Sauna & Bath, North
- ❖ Garden, Central

What Ukyo knows:

- ❖ Ukyo has been romantically infatuated with almost all of the Lion Samurai-ko here at court at one time or another.
- ❖ Ukyo is very interested in getting to know Matsu Hitomi. Ukyo is impressed with her skill and temper. She is a magnificent woman.
- ❖ Ukyo thinks the marriage with the Kaiu is an acceptable alliance. He is more impressed with the combat power of the Hida than the Kaiu, but the Kaiu are better mannered.

Week 4 Ukyo is sure that the Daidoji is up to no good. It makes perfect for Atsuko to have stolen the banner; the Crane have been upset about Kanashimi no Komichi ever since the battle. They should just get over it!

Week 8 They finally caught that Crane in the act!
Day 7 Daidoji Atsuko will know what it means to cross the Lion. Even the Emperor wouldn't dare try to save Atsuko now. Ukyo is outraged at the audacity of stealing Toturi's seal and mon.

Ikoma Nampo

**Ikoma Historian for Wedding
Lion Clan Samurai**

Earth: 2

Stamina: 2
Willpower: 3

Water: 2

Strength: 2
Perception: 4

Fire: 3

Agility: 3
Intelligence: 4

Air: 2

Reflexes: 2
Awareness: 4

Void: 3

School/Rank: Ikoma Bard 1

Honor: 3.8

Glory: 2

Primary Weapon:

Bo Stick 2k2

Primary Armor:

Kimono

Advantages: Voice, Benten's Blessing.

Disadvantages: Phobia (Shadowlands Creatures)

Skills: Bard 3, Bo Stick 2, Calligraphy 2, Courtier 2, Heraldry 2, History 3, Investigation 1, Law 2, Lion Clan Lore 3, Lion/Crab Lore 2, Meditation 1, Poetry 2, Shintao 3.

Personality: Proud, Serious, Precise, and Inquisitive.

Ikoma Nampo is the official historian assigned to record the the marriage of Akodo Nishi and Yutaka Kaiu, and the Winter Court which preceeds it. Nampo personally knows all of the Lion Samurai involved and will conduct himself in a professional and serious manner until his history is ready for the telling, at which point he will pour out all the feeling and emotion of the event. Indeed, the only time Nampo ever reveals any real emotion is when he is deep in the telling of some history.

Recently, Nampo was present at one of Ikoma Tobei's readings of his recent history on Matsu Joruri. Nampo was so impressed that he vowed to learn at least a little of Tobei's technique during Winter Court. Throughout the course of the scenario, Nampo will politely but insistantly urge Tobei to teach him his techniques.

Where is Nampo staying? Nampo is staying in one of the private rooms on the lower level.

Who does Nampo know? Nampo personally knows all of the Lion Samurai, except Matsu Hitomi.

Where does Nampo like to visit?

- ❖ The Hall of Akodo
- ❖ The Hall of Honors
- ❖ Garden, Central
- ❖ Dojo, Central (to observe only)
- ❖ Sauna & Bath, North
- ❖ Library
- ❖ Morning Meditation Chamber

What Nampo knows:

- ❖ Nampo is very impressed with Ikoma Tobei. He wants to learn as much from him as possible.
- ❖ Nampo has heard about the plight of Matsu Hitomi, of how her parents were killed by Scorpions and of her quest for vengeance. This would make a magnificent history. Nampo hopes she will agree to recount her history to him after he finishes his duties here at the Winter Court.

**Week 4
Day 4** Nampo has heard about the theft of the Crane banner from the battle of Kanashimi no Komichi. There is talk that Daidoji Atsuko is behind the theft, but Nampo is not so sure. Atsuko doesn't seem like the type to stoop to petty theft.

**Week 8
Day 7** Nampo is disappointed. Usually he is a good judge of character, but he has evidently made a mistake in this case. Daidoji Atsuko was caught in the act of stealing Toturi's seal and mon. It's too bad; she was such an interesting samurai-ko.

Generic Akodo Guards

Earth: 2

Stamina: 2
Willpower: 2

Water: 3

Strength: 4
Perception: 3

Fire: 3

Agility: 4
Intelligence: 3

Air: 3

Reflexes: 3
Awareness: 3

Void: 2

School/Rank: Akodo Bushi 1

Honor: 3.5

Glory: 2

Primary Weapon:

Katana 3k2

Primary Armor:

Light Armor

Advantages: Death Trance

Skills: Archery 2, Athletics 2, Bard 1, Battle 2, Defense 3, Heraldry 2, History 1, and Kenjutsu 4.

Generic Kitsu Shugenja

Earth: 2

Stamina: 2
Willpower: 3

Water: 3

Strength: 3
Perception: 4

Fire: 2

Agility: 2
Intelligence: 4

Air: 3

Reflexes: 3
Awareness: 4

Void: 2

School/Rank: Kitsu Shugenja 1

Honor: 3.5

Glory: 2

Primary Weapon:

Katana

Primary Armor:

Kimono

Skills: Calligraphy 2, Etiquette 2, Hand to Hand 2, Heraldry 2, History 3, Kenjutsu 3, Meditation 3.

Spells: Any combination needed.

Kaiu Gesshin

Son of the Kaiu Family Daimyo
Crab Clan Samurai

Earth: 5

Stamina: 5
Willpower: 5

Water: 3

Strength: 3
Perception: 4

Void: 3

Fire: 4

Agility: 4
Intelligence: 6

Air: 4

Reflexes: 4
Awareness: 5

School/Rank: Kaiu 4

Shadowlands Taint: 0.1

Honor: 3.5

Glory: 8

Primary Weapon:

Kaiu Blade (Katana 3k3)

Primary Armor:

Kimono (but brought his Heavy Armor, just in case)

Techniques:

Kaiu Technique

Battle: Roll & keep 2 extra dice

Siege: Roll & keep 1 extra die

History: Roll & keep 1 extra die

Advantages: Clear Thinker, Absolute Direction, Social Position (daimyo's son), Voice.

Skills: Armorer 1, Battle 4, Bushi Lore 2, Engineering 2, Etiquette 2, Heraldry 2, History 3, Kenjutsu 3, Law 2, Meditation 1, Painting 2, Shadowlands Lore 3, Siege 3, Tea Ceremony 2, Traps 2, Weaponsmith 1.

Personality: Serious, Observant, Calm, and Unmoving.

Kaiu Gesshin is the eldest son of the Kaiu Family Daimyo. He is attending the wedding of his father's favorite Battle Master, Kaiu Yutaka. He finds the bride-to-be, Akodo Nishi, an acceptable choice for Yutaka. He knows this will also help strengthen the ties between the Crab and Lion so that there is less of a chance that the Lion will trouble the Crab at some inconvenient moment. He is looking forward to Winter Court with the Akodos; it will be a nice change of pace from the Kaiu Wall.

Where is Gesshin staying? Gesshin has one of the private suites on the upper level.

Who does Gesshin know? Gesshin personally knows Akodo Toturi, Akodo Nishi, all of the Kaiu Samurai, and Moto Benjiro.

Where does Gesshin like to visit?

- ❖ Library
- ❖ The Chamber of Combat and Tactics

- ❖ Hall of Akodo
- ❖ Dojo, North
- ❖ Central Garden
- ❖ Hall of Honors

What Gesshin knows:

- ❖ Gesshin has known Toturi for many years. Gesshin admires Toturi's skill at strategy and battle.
- ❖ Gesshin is proud of Kaiu Yutaka. Yutaka has been one of the Kaiu family's most skilled and reliable Battle Masters and deserves the honor of marrying Akodo Nishi.
- ❖ The Kaiu are curious as a whole on how the Lion spend the winter. The Kaiu normally don't have a Winter Court, since the servants of Fu Leng are even busier in the colder months than they are in summer.
- ❖ Moto Benjiro is preparing for a quest into the Shadowlands. He is here as Gesshin's personal guest. Benjiro will probably perish in the Shadowlands, but if he studies enough with Gesshin and the other Crab, he may take many servants of Fu Leng into death with him.

Week 2 Benjiro has been asking many questions
Day 3 recently about creatures from the Shadowlands actually dwelling around Shiro Akodo. Of course, Gesshin told Benjiro that was impossible. Benjiro has not given up. That is good, since it will take hardheaded determination to survive in the Shadowlands.

Week 4 Benjiro won't drop the notion that some
Day 4 creature of darkness has infiltrated Shiro Akodo, visiting for an hour or so every few nights. Gesshin thinks this sounds mighty strange. He hopes Benjiro is not losing his mind before even stepping into the Shadowlands.

Week 6 Benjiro now thinks the creature infiltrating the
Day 1 castle is here to spy on him and destroy him before he can complete his mission. It seems Benjiro's insanity has taken on a useful tone. While paranoia is not socially accepted, the Shadowlands are not a social experience. It is healthy to work up a good case of paranoia before one goes into the Shadowlands. Gesshin just hopes Benjiro can hold it together until he actually performs his mission.

Week 7 Benjiro is convinced that the thing is an Oni
Day 6 that comes and goes within an hour after midnight on certain nights. Gesshin is truly doubtful, given the decided lack of destruction and soul wrenching terror that usually accompanies a visit from an Oni. Perhaps Benjiro's ancestors are calling him.

Kaiu Yutaka

Kaiu Family Battle Master
Betrothed to Akodo Nishi
Crab Clan Samurai

Earth: 4

Stamina: 4
Willpower: 4

Water: 4

Strength: 4
Perception: 4

Void: 3

Fire: 3

Agility: 3
Intelligence: 5

Air: 3

Reflexes: 3
Awareness: 5

School/Rank: Kaiu 3

Shadowlands Taint: 0.2

Honor: 3.6

Glory: 6

Primary Weapon:

Kaiu Sword (Katana 3k3)

Primary Armor:

Kimono (but brought his Heavy Armor just in case)

Techniques:

Kaiu Technique

Battle: Roll and keep 2 extra dice

Siege: Roll and keep 1 extra die

Advantages: Clear Thinker, Absolute Direction, Strength of the Earth (Rank 1)

Skills: Armorer 1, Battle 4, Dance 1, Engineering 2, History 2, Investigation 2, Kenjutsu 3, Painting 2, Shadowlands Lore 2, Shintao 2, Siege 4, Traps 2, Weaponsmith 1.

Personality: Warm, Friendly, Open, Serious, and Confident.

Kaiu Yutaka is one of the best Kaiu Battle Masters in the Crab Clan, and he knows it. This knowledge in no way affects his attitude or behavior; he just knows he is good at what he does. He is open and friendly with everyone, which puts the Hida ill at ease. That is fine with Yutaka, who like many in his family finds the Hida a little too grim at times.

Ever since Yutaka was informed of his upcoming wedding to Akodo Nishi, he has been interested in the Akodo family. Yutaka has traveled to the Akodo lands many times and discussed tactics with Akodo Toturi for hours without end. He enjoys Toturi's company and hopes that Nishi has the same interest in combat and tactics as her uncle.

Where is Yutaka staying? Yutaka has a personal suite on the upper level.

Who does Yutaka know? Yutaka personally knows all of the Crab Clan delegates as well as Akodo Toturi, and Moto Benjiro.

Where does Yutaka like to visit?

- ❖ The Chamber of Combat and Tactics
- ❖ Dojo, North
- ❖ Garden, Central
- ❖ Library
- ❖ The Hall of Honors
- ❖ The Hall of Akodo

What Yutaka knows:

- ❖ Yutaka has known Toturi for many years and admires his skill at strategy and battle.
- ❖ Kaiu Yutaka is proud to be a Battle Master for the Kaiu Family, serving the Crab to the best of his ability in the only way he knows how.
- ❖ Yutaka is happy that so many of his family were able to arrange for someone else to attend their place at the Kaiu Wall so that they could attend his wedding.
- ❖ Like his daimyo's son Gesshin, Yutaka is curious on how the Lion spend the winter. For the Kaiu and the rest of the Crab, winter is the busiest season.
- ❖ Moto Benjiro is preparing for a quest into the Shadowlands. He is here as Gesshin's guest. Benjiro will probably be spending his time to learn from the Kaiu.

Week 2

Day 3

Benjiro has been asking many questions recently about creatures from the Shadowlands actually dwelling around Shiro Akodo. Yutaka told Benjiro, in detail, how Shadowlands creatures could get around the Kaiu Wall, how they would be stopped, and the chances of them actually getting this far into the Empire. Benjiro listened attentively for the first twenty minutes but then drifted away, leaving Yutaka only halfway into the introduction of his discussion.

Week 4

Day 4

Benjiro insists that creatures of darkness have infiltrated Shiro Akodo, but only for a few hours a night. Yutaka jokingly told Benjiro that they probably come here late at night to spy on him before his great mission. Benjiro nodded sagely and thanked Yutaka for his keen insight! This can't end well.

Week 6

Day 1

Benjiro has truly taken Yutaka's joke to heart! He actually thinks that creatures are infiltrating the castle to spy on him! Benjiro is obviously losing his mind before he even enters the Shadowlands. If he doesn't learn more self-control, the Crab will have one more servant of Fu Leng to put down.

Week 7

Day 6

Benjiro is convinced that the thing is an Oni that comes and goes within an hour after midnight on certain nights. It seems the Moto Curse must have struck before he ever started on his quest. It is too bad, Yutaka was beginning to like the fellow.

Kaiu Hayato

**Cousin to Yutaka and Maiko
Crab Clan Samurai**

Earth: 3

Stamina: 3
Willpower: 3

Water: 3

Strength: 3
Perception: 3

Fire: 2

Agility: 2
Intelligence: 3

Air: 2

Reflexes: 3
Awareness: 2

Void: 2

School/Rank: Kaiu 1

Shadowlands Taint: 0.2

Honor: 2.3

Glory: 1.8

Primary Weapon:

Katana 3k2

Primary Armor:

Kimono (but brought his Heavy Armor just in case)

Techniques:

Kaiu Technique

Engineering:

Roll and keep 1 extra die

Advantages: Large

Skills: Archery 1, Armorer 2, Battle 3, Bushi Lore 1, Engineering 3, History 2, Kenjutsu 2, Poetry 2, Siege 2, Traps 3, Weaponsmith 2.

Personality: Polite, Determined, Single-minded, & Loyal.

Kaiu Hayato is cousin to Kaiu Yutaka, Kaiu Mami, and Kaiu Maiko. Hayato loves his family and will do anything to protect them. He is a calm and polite man, but once he starts on a line of thought, he will continue until he finishes it, no matter what the interruption. His loyalty is unconditional and uncompromising. No matter what his family does, he will always love them and protect them; the Kaiu family can do no wrong.

Hayato remembers Kaiu Maiko and misses her. Maiko was in the same training sessions as Hayato until the glorious day when her mother killed an Oni and its retinue with one of her traps. Maiko's mother was a hero, but the effect on her daughter was strange; something snapped inside her, and the once calm and caring girl became a driven animal out for Shadowlands blood. Hayato wasn't surprised when he later heard that Maiko joined the Hida Bushi School, determined

to fight the Shadowlands in a much more personal way. Hayato hopes to catch up with her at Winter Court and find out what adventures she has had in the years since they last met.

Where is Hayato staying? Hayato is staying in one of the private room on the lower level.

Who does Hayato know? Hayato knows all of the Crab Samurai.

Where does Hayato like to visit?

- ❖ Garden, Central
- ❖ The Hall of Honors
- ❖ The Hall of Akodo
- ❖ Library
- ❖ Dojo, South
- ❖ Sauna & Bath, North
- ❖ The Chamber of Combat and Tactics (when he can get in).

What Hayato knows:

- ❖ Hayato is the cousin of Yutaka, Maiko, and Mami. He remembers them all fondly. He feels sorry for Maiko and will try to get to know her again.
- ❖ Like the other Crab, Hayato is curious about how the Lion spend the winter. The Kaiu don't take winter off.
- ❖ Moto Benjiro is preparing for a quest into the Shadowlands. He is here as Gesshin's guest. Benjiro can be expected to spend the winter learning from the Crab guests.
- ❖ The Moto Curse puts Hayato ill at ease.

**Week 2
Day 3** Benjiro has been asking many questions recently about creatures from the Shadowlands actually dwelling around Shiro Akodo. Hayato laughed at Benjiro and told him to ask Yutaka. No doubt the Battle Master will give him a much more detailed answer.

**Week 4
Day 4** Benjiro insists that creatures of darkness have infiltrated Shiro Akodo, but only for a few hours a night. Hayato laughed for an hour when Yutaka relayed the back-handed response he gave to Benjiro, and Benjiro's serious response. To think that some Shadowlands horrors would infiltrate Shiro Akodo just to spy on Benjiro!

**Week 6
Day 1** It was funny the first week, but Benjiro is really taking this Shadowlands obsession a bit far. Hayato tried to talk some sense into him, but Benjiro became angry and left to ask someone else.

**Week 7
Day 6** An Oni?! Benjiro thinks that a cursed Oni from the Shadowlands visits Shiro Akodo for an hour every night! Hayato told Benjiro to have a nice long talk with Mami. Perhaps she can get some sense into Benjiro's thick skull.

Kaiu Mami

Kaiu Siege Mistress
Sister to Yutaka
Crab Clan Samurai-ko

Earth: 3

Stamina: 3
Willpower: 3

Water: 3

Strength: 3
Perception: 3

Void: 3

Fire: 2

Agility: 2
Intelligence: 5

Air: 2

Reflexes: 2
Awareness: 2

School/Rank: Kaiu 3

Shadowlands Taint: 0.1

Honor: 2.3

Glory: 4.6

Primary Weapon:

Tessen 0k2

Primary Armor:

Kimono (but brought her Heavy Armor just in case)

Techniques:

Kaiu Technique

Siege: Roll & keep 2 extra dice

Engineer: Roll & keep 1 extra die

Advantages: Benten's Blessing.

Skills: Archery 1, Armorer 2, Battle 4, Dance 2, Engineering 4, History 1, Kenjutsu 1, Origami 4, Rokugani Castle Lore 3, Siege 4, Tessen 3, Traps 3, Weaponsmith 3

Personality: Cheerful, Happy, Loyal, Caring, and Unassuming.

Kaiu Mami is a cheerful and happy woman who enjoys life and everything it has to offer. Mami's personality is a marked contrast to the Crab Clan's ordinary gloom and doom. She is calm, friendly, and entirely unassuming, filled with a quiet joy for life that few would expect from the Crab's siege mistress. Nothing can diminish the warm glow of her smile.

Mami is overjoyed that she was able to attend her brother Yutaka's wedding. She can't wait to visit with all of her relatives that have been away for so long. She especially wonders how Maiko has been fairing since the death of her mother. Mami will seek out Maiko before long to visit with her.

Where is Mami staying? Mami is honored to be staying in a private room on the upper level next to her brother's suite.

Who does Mami know? Mami knows all of the Crab Samurai as well as Akodo Toturi and Moto Benjiro.

Where does Mami like to visit?

- ❖ Chamber of Combat and Tactics
- ❖ Library
- ❖ Garden, Central
- ❖ Dojo, North (only when her brother is there)
- ❖ The Hall of Honors
- ❖ The Hall of Akodo

What Mami knows:

- ❖ Kaiu Mami is Yutaka's sister. She spent her childhood playing games with Yutaka in the rock garden with origami siege equipment.
- ❖ Mami is fascinated to learn that the Lion spend the winter in court and not out fighting or training. The Kaiu don't take winter off. On the contrary, winter is their busiest season.
- ❖ Moto Benjiro is preparing for a quest into the Shadowlands. He is here as Gesshin's guest.
- ❖ Mami finds Benjiro attractive, but she knows he is doomed.

Week 2

Day 3

Benjiro has been asking many questions recently about creatures from the Shadowlands actually dwelling around Shiro Akodo. Mami replied seriously that there were no good fortifiable positions for Shadowlands creatures that were not already occupied by Lion. Benjiro thanked Mami, bowed, and left.

Week 4

Day 4

Benjiro insists that creatures of darkness have infiltrated Shiro Akodo, but only for a few hours a night. Mami looked at him seriously and replied, "Why would an Oni want to visit Shiro Akodo for only a few hours a night and not destroy something? Would you like to join me in a game of The Battle for Haikyo no Hiruma? I have been working on the origami figures all day." Benjiro thanked Mami, but declined and sought further insight elsewhere.

Week 6

Day 1

Benjiro came to Mami and hesitated before he actually asked her about Oni that could materialize anywhere at will and leave the same way with little or no effort. As Benjiro stood there waiting for some strange little witticism, Mami crinkled her brow cutely and replied, "I have never heard of Oni doing something so sneaky, but that means nothing. I must explore the ramifications on the defensive structures and siege plans against an enemy with such an ability. Thank you Benjiro." Mami said it with complete sincerity and Benjiro seemed touched.

Week 7

Day 6

Mami is impressed with Benjiro's skill. To be able to detect an Oni that can transport at will is a powerful ability. Mami decides to suggest stationing Moto samurai along the Kaiu Wall and in strategic positions elsewhere to monitor Shadowlands creature movements.

Hida Iwane

Hida Family Representative Crab Clan Samurai

Earth: 4

Stamina: 4
Willpower: 4

Water: 2

Strength: 4
Perception: 2

Fire: 2

Agility: 4
Intelligence: 2

Air: 2

Reflexes: 3
Awareness: 2

Void: 3

School/Rank: Hida Bushi 1

Shadowlands Taint: 0.8

Honor: 2

Glory: 2

Primary Weapon:

Katana 3k2
Tetsubo 2k2

Primary Armor:

Kimono (but brought his Heavy Armor just in case)

Advantages: Death Trance, Large, Ambidextrous.

Skills: Archery 2, Defense 2, Jujitsu 2, Kenjutsu 3, Battle 2, Shadowlands Lore 3, Tetsubo 4.

Personality: Boisterous, Loud, Confident, Proud, and Large.

Hida Iwane is the Hida family representative for the wedding of Kaiu Yutaka, one of the clan's best Battle Masters. The Hida wanted to honor the Kaiu, but since it was winter and one of the busier times on the Kaiu Wall, Iwane was all they could spare. Hida Kisada said that Yutaka would understand.

Iwane knew Kaiu Maiko on the wall and is looking forward to seeing her again. He is curious if she has found the Scorpion dog that killed their friend Hida Junji. Iwane admires her skill with the blade and the fit of her armor. Maiko is much more polite than most of the samurai on the Kaiu Wall, but not as snooty as the rest of the Kaiu family. Iwane finds that strangely appealing.

Where is Iwane staying? Iwane is staying in one of the private rooms on the lower level.

Who does Iwane know? Iwane knows Kaiu Maiko and the rest of her family from a visit with Maiko when she went home. Iwane also knows Daidoji Atsuko from her visits to the Kaiu wall.

Where does Iwane like to visit?

- ❖ Dojo, Central
- ❖ Dojo, South
- ❖ Dojo, North
- ❖ The Hall of Honors
- ❖ The Hall of Akodo

What Iwane knows:

- ❖ Hida Iwane served with Kaiu Maiko and Daidoji Atsuko on the Kaiu Wall.
- ❖ Iwane can't believe the Lion don't fight or train during the winter. The Hida don't take winter off. On the contrary, winter is the busiest season.
- ❖ Moto Benjiro is preparing for a quest into the Shadowlands. He is here as Gesshin's guest.
- ❖ Daidoji Atsuko was rather soft when she came to the Wall, but she left a more capable warrior. Iwane actually enjoyed her company (as opposed to the company of other Cranes) but she was still too soft for his tastes.

Week 2 Benjiro has been asking many questions

Day 3 recently about creatures from the Shadowlands actually dwelling around Shiro Akodo. Iwane was up in arms and wanted to go hunting them down that minute, but to his disappointment Benjiro said he didn't know where they were yet. Iwane told him not to come back until he knew where they were.

Week 4 Benjiro insists that creatures of darkness have
Day 4 infiltrated Shiro Akodo, but only for a few hours a night. Iwane was determined to go slay the monsters immediately. Benjiro said that it would be a few hours before they arrived, but it was rude to barge into every room and search without proof. Iwane still wanted to go rampaging through the castle, but Benjiro eventually talked him out of it.

Week 6 Benjiro came to see Iwane again and mentioned
Day 1 that the creature was here to spy on him and possibly kill him. Iwane demanded to rampage through the castle until all of the Shadowlands monsters were dead. Again Benjiro talked him down, explaining that the creatures were not there at the moment.

Week 7 Benjiro reluctantly went to Iwane again and
Day 6 informed him that the creature was possibly an Oni and normally arrived around midnight. Iwane immediately drew his sword and insisted that they go hunt down the monster at once, even though it was still daylight. Benjiro asked Iwane to wait until midnight, but Iwane retorted grumpily that Benjiro should not come back until he had an Oni actually with him to kill.

Daidoji Atsuko

Daidoji Representative Crane Clan Samurai-ko

Earth: 2

Stamina: 2
Willpower: 3

Water: 3

Strength: 4
Perception: 3

Void: 3

Fire: 3

Agility: 4
Intelligence: 3

Air: 3

Reflexes: 4
Awareness: 3

School/Rank: Daidoji Bushi 3

Honor: 4

Glory: 3

Primary Weapon:

No-Dachi 3k3

Primary Armor:

Kimono

Techniques:

The Force of Honor

Uses Honor rank rather than Earth Ring to figure wound level.

Wielding the Inner Fire

If Full Defense is chosen, then she automatically gains the highest initiative the next round.

Moving the Shadow

Opponent's armor rank is added to her TN to be hit.

Advantages: Precise Memory.

Disadvantages: Driven, Sworn Enemy (Lion).

Skills: Kenjutsu 2, Defense 4, Iaijutsu 1, Battle 2, Archery 1, No-Dachi 3, Lion Lore 2, Courtier 2, Sincerity 1, and Etiquette 1

Personality: Confident, Proud, Loyal, and Sneaky.

Daidoji Atsuko's mother was Hida Ami, a great samurai on the Kaiu Wall until the day that Daidoji Kagetoki caught her eye. After a short courtship, Ami demanded that her clan allow her to marry Kagetoki. After some delicate negotiations between the Daidoji and Hida families, Ami and Kagetoki were allowed to marry on one condition: their children were to visit the Crab lands during the summers and tour the Kaiu Wall for two years after their gempukku ceremony.

Atsuko is a blend of her mother's ferocity, straightforwardness, and power tempered by her father's contemplation and judgement. After Atsuko's two years on the Kaiu Wall, she returned to the Daidoji lands for her first assignment. Before giving her any tasks, her sensei asked her, "Do you hold allegiance to the Hida or the Daidoji?" She answered, "Yes." Her sensei only nodded and proceeded to give her orders.

Atsuko is attending the wedding of Kaiu Yutaka and Akodo Nishi as a representative of the Daidoji family and the Crane Clan. This is part of an agreement forged by the Emperor for the Lion and Crane Clans to exchange representatives at Winter Court for the next five years. The Crane decided to take advantage of this requirement by learning as much about the Akodo and their plans as possible. Atsuko is expected to learn everything she can, especially any battle plans involving the Crane and any material that can be used to "persuade" the Lions at a later date. Atsuko is

expected to avoid getting into any trouble, and will be on her best behavior in public. Her mission will only go into effect when she is alone.

Atsuko is acquainted with Akodo Nishi and several other samurai from her past travels through the Lion and Crab lands. She is interested in learning many new techniques and uses this thirst for knowledge as her cover for being so inquisitive.

Where is Atsuko staying? Atsuko is staying in one of the private rooms on the lower level.

Who does Atsuko know? Atsuko personally knows Hida Iwane, Akodo Nishi, Akodo Toshie, Hida Iwane, and Kaiu Maiko (from the wall).

Where does Atsuko like to visit?

- ❖ Dojo, Central
- ❖ Library
- ❖ The Chamber of Combat and Tactics (preferably when no one is watching)
- ❖ Garden, Central
- ❖ The Hall of Akodo

What Atsuko knows:

- ❖ Atsuko has actually befriended Akodo Toshie and Akodo Nishi.
- ❖ Atsuko is family to the Hida as well as the Daidoji, and admires both.
- ❖ Atsuko hates the Lion Clan, for her parents were killed by Akodo operatives. Now she has an opportunity to serve the Daidoji by gathering information on her hated enemies. She likes Toshie and Nishi, but not their family, and is glad that Nishi is marrying into the Kaiu, a "respectable" family.
- ❖ Atsuko is guilty of spying and information gathering. She does nothing else.

Week 4 Things are going badly here. Items are
Day 4 disappearing and Atsuko knows she is going to be blamed. She tries to forestall the inevitable and gain a few allies that might stand up for her, like the Emerald Magistrate, Kitsuki Kanjiro.

Week 8 It is unbelievable! Someone had the audacity
Day 7 to steal Toturi's seal and mon! Now Atsuko is the only suspect! Kafu is a liar! This is a set-up! The Emerald magistrate has to see the injustice here! Atsuko was only perusing some of the Lion battle plans when Kafu broke in with guards and accused her of the theft. If they were going to catch her, it could at least have been for something she actually did!

Moto Benjiro

Visiting Moto Unicorn Clan Samurai

Earth: 4

Stamina: 4
Willpower: 4

Water: 3

Strength: 4
Perception: 3

Void: 4

Fire: 2

Agility: 3
Intelligence: 2

Air: 2

Reflexes: 4
Awareness: 2

School/Rank: Moto Bushi 2

Honor: 1.9

Glory: 1.5

Primary Weapon:

Fine Katana 4k2

Primary Armor:

Kimono (but brought along his Heavy Armor)

Techniques:

Purity of the Breath

Adds school rank to his TN to be hit as well as to every skill check and damage roll.

Facing the Dark Within

Can detect the proximity of shadowlands creatures with a successful Awareness roll.

Advantages: Death Trance, Absolute Direction

Disadvantages: Moto Curse

Skills: Archery 3, Bushido Lore 1, Defense 2, Heraldry 2, Horsemanship 3, Hunting 2, Kenjutsu 3, Meditation 1, and Shadowlands Lore 3.

Personality: Open, Determined, Good Spirited, and At Peace.

Moto Benjiro is finally at peace with his lot in life. He has spent many years fighting his family's curse and his personal tie to the Shadowlands. Finally, last year Benjiro decided to go out and meet his destiny head on. In preparation, Benjiro has been travelling the Crab and Lion lands learning from their samurai about the Shadowlands and the techniques necessary to defeat the servants of Fu Leng. Come spring, Benjiro will enter the Shadowlands and hunt down the undead forms of his father and grandfather. If he survives (he WILL succeed) he will return home with a little peace for their family.

During his travels, Benjiro has learned the most from the Crab Clan, especially Kaiu Gesshin and Kaiu Yutaka. Gesshin actually invited Benjiro to Winter Court to learn a little more before he finally entered the Shadowlands. Benjiro accepted Gesshin's offer with the remark, "You find knowledge where it lies, not where you desire it."

Benjiro will question anyone who knows anything about the Shadowlands throughout Winter Court. He can sense the Taint on some of the guests, but will say nothing until later when the Taint becomes much stronger (after Oni no Ianwa visits a few times). Then he informs Gesshin that something is amiss in the vicinity of Shiro Akodo.

Where is Benjiro staying? Benjiro is staying in one of the private rooms on the lower level.

Who does Benjiro know? Benjiro knows Kaiu Gesshin, Kaiu Yutaka, and Kaiu Mami personally.

Where does Benjiro like to visit?

- ❖ Dojo, North
- ❖ Morning Meditation Chamber
- ❖ Garden, Central

What Benjiro knows:

❖ Benjiro knows the Crab hold valuable knowledge on the Shadowlands and how to deal with its evil denizens. The Crab also know how to hold off the Taint and survive in the inhospitable terrain. Perhaps they can get him a map of the region he is interested in. They might also have information on some of the lairs that Benjiro's ancestors may be occupying.

❖ Benjiro's training allows him to detect those with the Taint and any Shadowlands creatures in the area. Given enough time, Benjiro can detect the approximate power and location of the creature.

**Week 1
Day 2** Moto Benjiro has been having trouble sleeping at night. A shadow seems to occupy his dreams.

**Week 1
Day 5** Benjiro is on edge. Something is on the move in the Shadowlands. Benjiro just knows it.

**Week 2
Day 3** Benjiro has become irritable. He is convinced something is out to get him and he must be prepared. Benjiro starts questioning the Kaiu on the possibility of a Shadowlands creature making it to the Lion lands.

**Week 4
Day 4** Benjiro is sure that some creature is behind all of the trouble at Shiro Akodo, but cannot prove it. He is sure it arrives late at night, but leaves in a short time. To outward appearances this obsession is slowly driving Benjiro insane.

**Week 6
Day 1** Benjiro is positive that a creature of immense power is invading the tranquility of Shiro Akodo. Benjiro does not know what it wants or what it does, but he is sure he will find out. He just has to learn where it is getting in and how it is causing all this trouble without being seen. Perhaps it is here to spy on Benjiro and destroy him before he can enter the Shadowlands.

**Week 7
Day 6** The creature has come and gone again and Benjiro can't locate it! He is going mad with frustration. He can feel the power of the thing. He can feel the Taint, he can almost taste it, but it still eludes him. It usually arrives around midnight and leaves within the hour.

**Week 8
Day 7** Benjiro almost had the thing! He knows where it is appearing and when it arrives. It arrives in Kafu's room around midnight for about an hour. Benjiro is convinced that he will be able to predict the next time it shows up and be there to destroy it. If the thing has taken over Kafu, then Benjiro will need some help.

**Week 11
Day 1** Benjiro senses the eminent return of the Oni, and requests the assistance of the PCs. After this, either Benjiro is preparing to enter the Shadowlands to hunt down his ancestors (if the PCs followed him) or he is dead (if the PCs ignored him).

Matsu Hitomi (Shosuro Hitomi)

Rank 3 Shosuro Butei (Actor) Female Scorpion

Earth: 3

Stamina: 3
Willpower: 3

Water: 3

Strength: 3
Perception: 4

Void: 3

Loyalty: 4

Honor: 1.5

Glory: 1

Insight: 198

Primary Weapon:

Katana (War Fan)

Primary Armor:

Kimono (Light Armor)

TN to be Hit:

15 (Kimono)
20 (Light Armor)

Advantages: Heartless, Heart of Vengeance, Ally (Akodo Amane)

Disadvantages: Brash, Driven (to prove your loyalty to your clan)

Skills: Acting 4, Forgery 4, Locksmith 4, Slight of Hand 4, Poison 3, Seduction 3, Sincerity 3, Stealth 3, Mimic 2, Ninjutsu 2, War Fan 2, Etiquette 1, Knife 1, Meditation 1, Poetry 1.

Wounds	
_____ <input type="text" value="6"/>	- 0
_____ <input type="text" value="6"/>	- 1
_____ <input type="text" value="6"/>	- 2
_____ <input type="text" value="6"/>	- 3
_____ <input type="text" value="6"/>	- 4
_____ <input type="text" value="6"/>	Down
_____ <input type="text" value="6"/>	Out
_____ <input type="text" value="6"/>	Dead

Techniques:

A Scorpion has a Thousand Hearts

You may add your School Rank to Awareness whenever attempting to influence or persuade. Your Rank is also added to your Awareness when others are attempting to test your candor and sincerity.

The Scorpion's Sting

When an opponent is unaware or unable to defend himself - making his TN to be hit 5 - your Raises are not limited by your Void.

The Thousand Masks

You have learned a new persona: Matsu Hitomi, a Rank 1 Matsu Bushi of the Lion Clan. You will use the following skills while maintaining this persona: Archery 3, Kenjutsu 3, Battle 2, Hand-to-Hand 2, History 2, Athletics 1, and Wrestling 1. It takes a minimum of 5 minutes of full concentration to switch personae. To use a skill in a persona you are not currently donning, make a Void + Meditation roll at a TN of 5 x the rank of the skill attempted.

Mission Objectives:

1. Infiltrate the ranks of the Akodo bushi school.
2. Steal Toturi's seal & mon.
3. Frame a Lion or Crane for the crime.
4. Discover the Akodo's deepest and darkest secrets.

Weapons & Equipment: Katana (3k2), Wakizashi (2k2), Bow, 20 Arrows (Ya 2k2), Light Armor, Helm, Traveling Pack, Kimono, War Fan (0k2), a puzzle box (TN 35) with the following: *personal mask, 3 vials of poison, 2 vials of Bayushi's Bane, Scroll with a list of contacts in the Lion lands (outside of the castle), various "official" blank documents, and the Hentai no Menbo.*

Special Items: The Hentai no Menbo. It is your responsibility to guard this mask, a powerful nemuranai. You are to keep it safe, hidden, and above all else, you are never to use it. You have no idea what it does, but your clan says they will know if it has been used.

Background:

You are Matsu Hitomi, a samurai-ko of the Matsu clan. You were born at Kenson Gakka (Humility's Lesson) and raised to be a strong and able bushi of the Matsu family. Five years ago your mother and father perished in a fire at a local tea house. You have heard that the fire was not from natural causes, you have vowed to find the party responsible and remove their heads from their necks.

Recently you have gained an ally in the Akodo family. His name is Akodo Amane and he is a capable and honorable man. He has taken a liking to you and if he proves himself, you might consider him as a husband. Of course, he would have to take the Matsu family name.

You have been invited to the Akodo family Winter Court, and it is now one week until the court officially begins. You are delighted with this honor,

and the only thing marring your satisfaction is the presence at the court of an Emerald Magistrate by the name of Kitsuki Kanjiro. Somehow, this magistrate puts you ill at ease. It isn't anything he says, just the cold penetrating look he gives you. You hope he keeps his sparse, enigmatic words to himself at Winter Court.

Your name is Shosuro Hitomi, a butei (actor) of the Scorpion clan. Your early career was spent playing the part of an actor, performing across the length and breadth of Rokugan while secretly spying, stealing, and assassinating. One day, your sensei approached you with a mission of the utmost secrecy. You were to infiltrate the Akodo family and learn their darkest secrets. To this end, you were trained to "become" Matsu Hitomi, a Matsu bushi of some little importance. You lost a little bit of yourself to become this other person, but you have not regretted it since – the trust of your clan is reward enough.

When you first introduced your false persona to the Lions, it was as a grief stricken samurai-ko attending the funeral of her recently departed parents. They were tragically killed in a fire at a local teahouse. Beneath your mask of false grief you felt gleeful at the way you were able to play off of the emotions of the Lion fools. The best part was when you "vowed" to "avenge your parents' death" while knowing full well that you yourself were the one responsible.

It has been two years since you learned the Matsu persona. You have managed to infiltrate the house of Akodo and convinced your new Lion ally, Akodo Gesshin, to arrange an invitation for you to attend Akodo Toturi's Winter Court. Here you are sure you will be able to learn their deepest and darkest secrets. Your plans are all finally coming together! You will prove yourself worthy during this winter and no one will stop you.

OF ALL THE ROTTEN LUCK! Today you met a thrice-damned Kitsuki! He is an Emerald Magistrate and will be attending the Winter Court along with you. But worst of all is that you already know him! He is Kitsuki Kanjiro, and the last time you met, he destroyed a two year conspiracy in the Dragonfly lands just days before your comrades could complete their plans. This event almost destroyed your budding career. You are not the only one who has suffered at the hands of this Kitsuki, either – a fellow Shosuro, one Eizo by name, had his plans foiled by the same man. Eizo was supposed to assassinate an upstart Mirumoto samurai, but Kanjiro interfered with the attempt. Not only did Eizo not

finish his job, but he was identified before he got away. Luckily, Eizo's Bayushi partner managed to stab the Mirumoto with a poisoned Ninja-to while the Kitsuki was focussed on Eizo.

This Kitsuki will not ruin your plans again! You will keep a careful eye on him. You do not dare avoid him, of course, since that would only alert him to you. It is best if he doesn't even think about you, since then he won't start using those infamous Kitsuki powers of deduction. But if he does get in the way, you have a plan – he is secretly engaged to marry a young Asako, and the girl's Shiba bodyguard is obviously besotted with her. If Kanjiro threatens your plans, perhaps you can reveal the wedding plans and turn the Shiba against him. Regardless, if you go down, so will he!

Personality: Confident, Honorable, Wild, and Untamable.

Or is that Honorless, Deceitful, Loyal, Heartless, and Driven?

Your name is Matsu Hitomi (or is it Shosuro Hitomi?). Well, it is Hitomi in either case. You are two halves of the same coin.

While in your Matsu persona, you are a wildcat barely contained by the codes of bushido and society. You are easy to anger and quick to hold a grudge. Some fear you, some envy you, and some desire you. You will attain the trust of Akodo Toturi and fulfill his desires...

While in your Shosuro persona (were you really born with this persona?) you are a deceitful, conspiring, heartless Shosuro driven to prove yourself to your clan. You will do anything your clan requests. The whole plan to become a Matsu and infiltrate the Lion Clan was their idea; you just wanted to be a great actor and seduce unwitting Samurai into compromising positions. Now you are this other distasteful woman doing foolish, childish things, all for the sake of your duty to the Scorpion. You will accomplish your goals, whatever the cost, and prove yourself worthy of the inner circle...

Attitudes toward Clans:

Crab Clan: The Crab Clan is an honorable and capable clan that guards the Empire from the armies of Fu Leng. *Guards the Empire indeed! They don't guard their own backs, but you know better than to strike at their weak side – they are a sleeping giant that is better left unawakened. Besides, they are so fixated on their Wall, they don't notice anything else. Best to keep them that way, for now...*

Lion Clan: The Lion Clan is your home and you are proud of your Clan. The Lion are the strongest Clan in all of Rokugan. You just wish they would start acting like it and chastise the Crane Clan as it deserves. *Yes, the Lion Clan is your clan. A clan ready for the taking. You will have all of the Clan's secrets soon and blame it all on the Crane.*

Scorpion Clan: The Scorpion Clan are just a pack of honorless dogs deserving no mercy! *Of course we deserve no mercy, for we would never grant mercy to others. The Scorpion are the true guardians of the Empire. You will protect the secrets of your Clan with every ounce of your soul. You are certain that one day the Scorpion will be rewarded for the sacrifices they have made in the defense of Rokugan.*

Interactions with other PCs:

Kaiu Maiko: You met this ill-mannered Crab about a week ago. She seemed very determined to find some Scorpion named Shosuro Eizo. You know nothing about such a person, but she didn't seem to quite believe you. She said she was going to turn Eizo over to the Kuni when she found him. Only a tainted Crab would think like that; if it were you, you would just take his head in an honorable duel. *It looks like Eizo is in more trouble than he knows what to do with. It serves him right for being so sloppy. If his mistakes disrupt your operation, you will personally hunt him down and exact retribution. You might start dropping hints on his location if it suits your purposes here.*

Kitsuki Kanjiro: This man has hardly said a dozen words to you, yet the way he looks at you speaks volumes. He obviously distrusts and despises you. Well, who asked his opinion – he can drop off the face of Rokugan for all you care. The Dragon Clan hold themselves aloft in their mountain tops as though they are superior to all the rest of the Empire. If they think they are too good to dirty their hands in the everyday struggles of Rokugan, then let them stay up there! *The Dragon Clan as a whole are beneath your notice, but those damn Kitsuki and Ise Zume show up and ruin your plans at the worst times! They are difficult to manipulate and never react as you plan. Regardless, Kitsuki Kanjiro will not ruin your plans again! You will not provoke his wrath without need, but if he pushes you too far, he will learn this Scorpion has a most horrible sting!*

Shiba Mitsuo: This bushi accompanies the Kitsuki you met the other day. He has a strong and able bearing, but you know the Phoenix Clan bushi are all held in check by their pacifistic shugenja. How weak of them. Still, you will try to judge this man by his own actions. His air of innocence is rather charming. *This is one of the companions to that damned Kitsuki. He is clearly infatuated with Asako Mina. If necessary, you can use that against him, perhaps seducing or provoking him into enmity with the Kitsuki.*

Asako Mina: This is a pretty little one. She wears the Asako mon so she is probably a historian or something similar. It doesn't matter what she is – like most Phoenix, she is not a warrior and cannot defend herself. She is below your notice. *This little Phoenix is the personal historian of Kitsuki Kanjiro. You don't ever remember being as innocent as she is, and this disturbs you in some mysterious way. You know she has been engaged by her family to marry the Kitsuki. Well, if her future husband behaves himself, she won't have to learn how dark and dangerous the world really is.*

Ikoma Tobei: Ikoma Tobei is a very talented historian. At one time, you looked down on the Ikoma family for not following the way of the warrior like the rest of the Lion Clan, but when you heard Tobei's stirring account of Matsu Joruri at the Battle of Kanashimi no Komichi (the Battle of Sorrow's Path), you were actually moved to tears. To tears! No man has ever touched your soul in such a way. He is at Winter Court looking for the subject of his next history. You have to get to know this incredible man. *Last month, you were attending a reading of some history at a local tea house when you heard the works of Ikoma Tobei. Your performance that night was simply amazing. Everyone there thought you were profoundly moved by that ridiculous story. You even produced a show of sincere tears. After the reading, Tobei announced he was going to select an Akodo at Winter Court for his next history. Right away you saw an opportunity to get closer to the Akodo through Tobei.*

Asako Mina

Rank 1 Asako Historian Female Phoenix

Earth: 2

Stamina: 2
Willpower: 2

Water: 2

Strength: 2
Perception: 4

Void: 3

Honor: 3.5

Glory: 2.2

Insight: 150

Techniques:

Record the glorious deeds
of Kitsuki Kanjiro.

Primary Weapon:

Tanto

Primary Armor:

Kimono

TN to be Hit: 15

Advantages: Voice, True Friend (Shiba Mitsuo),
Magic Resistance (add 10 to caster's TN).

Wounds	
_____ <input type="text" value="4"/>	- 0
_____ <input type="text" value="4"/>	- 1
_____ <input type="text" value="4"/>	- 2
_____ <input type="text" value="4"/>	- 3
_____ <input type="text" value="4"/>	- 4
_____ <input type="text" value="4"/>	Down
_____ <input type="text" value="4"/>	Out
_____ <input type="text" value="4"/>	Dead

Skills: Bard 3, Dance 3, History 3, Painting 3,
Shugenja Lore 3, Calligraphy 2, Courtier 2, Etiquette
2, Heraldry 2, Law 2, Shintao 2, Dragon Clan Lore 1,
Phoenix Clan Lore 1, Tea Ceremony 1.

Weapons & Equipment: Tanto (1k2), Wakizashi
(2k2), Traveling Pack, Scroll Satchel, Fine Kimono, 5
Koku, Blank Scrolls, Fine Calligraphy Kit.

Background:

You were born on the Aojiroi Oku Heigen (Pale Oak
Plain) within the Phoenix Lands. Your childhood was
happy, filled with joy and wonder. You remember
pretending to be a great historian chronicling your
family as your friend Shiba Mitsuo, playing the part of
your guardian, protected you from “savage beasts” –
your dog Nikki Rin and your cunning cat Soap.

Now that you are grown it seems life has taken on the
form of your youthful games. You are now a real
historian for your clan and Shiba Mitsuo is at your side
to protect you from the ravages of the road. Mitsuo-kun
is the big brother you never had, ever-present and ever-
vigilant.. However, your assignment as a historian is
very different from your youthful dreams. Your Clan
requested that you record the life of a Dragon
Magistrate. You were surprised by such a task, but
agreed readily enough. It was a more pleasant surprise
to learn you were personally requested by name; you
had no idea you were so well known. Your subject's
name is Kitsuki Kanjiro, a newly appointed Emerald
Magistrate.

It has been only a few months since you arrived at
Shiro Kitsuki (Last Step Castle) and you cannot believe
all the sights you have already seen! Not only have you
traveled through the Agasha and Mirumoto lands, but
you have also seen the Dragonfly lands and much of
the Lion territories. Now, as winter approaches,
Kanjiro-san, Mitsuo-kun, and yourself have been
invited to attend the Winter Court of Akodo Toturi
himself at Shiro Akodo.

Personality: Confident, Inquisitive, Caring,
Observant, Conscientious, Peaceful.

History is your life and life is good! You strive to
accurately record the events you witness so that your
Clan may learn more about every aspect of reality. You
enjoy your work and you are very good at it.

Attitude toward Clans:

Crab Clan: The Crab are straightforward and easy to understand. They have one single goal, to protect the Empire from the Shadowlands and its creatures, whatever the cost. They have no time or patience for politics or social manners. The Hida bushi, who dominate the clan, are usually smelly and uncouth, but the Kaiu engineers are more civilized. Unfortunately, most of the conversation with a Kaiu is about engineering, trap-making, and siege warfare, but at least it is intelligent conversation, as opposed to the crude, violent topics favored by the Hida bushi. <<Shudder>>

Lion Clan: The Lion clan is very honorable and highly structured, but some of their families are also extremely violent. The Akodo are cunning and at least have reasoning behind their violent acts, but the Matsu have absolutely no method to their madness. You are very careful what you say around them, since they react fiercely to the merest slight against their honor. The Ikoma family, on the other hand, are the greatest historians in the Empire, and you hope to learn much from them during your stay in the Lion lands

Phoenix Clan: You are a member of the Phoenix Clan and you love all your fellow Phoenix deeply. They pursue peaceful research and learning for the betterment of all the Empire. They are never unnecessarily violent and never use force except to protect themselves and their families. If only all the Clans in the Empire were so enlightened.

Interactions with the other PCs:

Kaiu Maiko: You have known many Kaiu in the past, but this one is very different from her brethren. Usually the Kaiu are highly intelligent and dedicated engineers, designing fortifications for the Kaiu Wall as well as palaces throughout the Empire. Maiko, on the other hand, is crude and boisterous, extolling her feats of combat prowess against the Shadowlands. In fact, she acts more like a brutal Hida than a Kaiu. How disturbing.

Kitsuki Kanjiro: Honorable, fair, accurate, mysterious, enigmatic...and really cute. He is a superb Magistrate; nothing happens without

his notice. You have to be very careful to control your growing feelings for Kanjiro so that you can remain an objective historian. Besides, a relationship wouldn't be proper without the consent of your Clans. If your Clans were to suggest such a union, you would be more than happy to comply.

Shiba Mitsuo: Quick, friendly, very protective and loyal. Mitsuo-kun was your childhood friend, and now that he is an adult bushi he has pledged himself to protect you on your journeys outside the Phoenix lands, much like other Shiba bushis protect the Isawa family shugenjas. You find his loyalty very charming. Mitsuo-kun is a very good friend and you regard him as the older brother you never had. You hope he finds a wife worthy of his fine qualities.

Matsu Hitomi: Honorable, brash, and hot-tempered – but then, what Matsu isn't? You met Hitomi about a week ago in a local tea house. She seems like any typical Matsu, but Kanjiro has taken a special interest in her. He is very cold and quiet when he is around her, focussing his attention on her completely. Kanjiro's motives are his own and not yours to question, but you comfort yourself with the certainty that Hitomi is not his type.

Ikoma Tobei: You remember Tobei! He used to come visit your sister Risa all the time up until a few years ago. Your sister said that he had to go do his duty to his family and Clan. She gets letters from him all the time and you know she hopes he will come back to visit sometime. When you knew him, Tobei was a nice young man just starting his career as a historian for his Clan. You always wanted to talk to him about the duties and techniques of a historian, but he was so busy talking to Risa you never had the chance. Maybe now you can spend some time with him and learn more about what techniques he uses. You have read a copy of Tobei's first work (he sent it as a gift to Risa) and found it incredible! Both your parents seemed quite impressed with his skill, and they expect you to do just as good a job on your history of Kanjiro.

Ikoma Tobei

Rank 2 Ikoma Historian Male Lion

Earth: 3

Stamina: 3
Willpower: 3

Water: 2

Strength: 2
Perception: 3

Void: 3

Honor: 4.2

Glory: 4.4

Insight: 170

Techniques:

2 Tales of Matsu Joruri
1 Tale soon to be in the works

Primary Weapon:

Katana

Primary Armor:

Kimono (Light Armor)

TN to be Hit:

15 (Kimono)
20 (Light Armor)

Advantages: Voice, Great Destiny (to give a Lion a chance at redemption), Higher Purpose (recording the glorious deeds of Lion Samurai), Balance, Luck (rank 1).

Disadvantages: True Love (Asako Risa)

Wounds	
_____ <input type="text" value="6"/>	- 0
_____ <input type="text" value="6"/>	- 1
_____ <input type="text" value="6"/>	- 2
_____ <input type="text" value="6"/>	- 3
_____ <input type="text" value="6"/>	- 4
_____ <input type="text" value="6"/>	Down
_____ <input type="text" value="6"/>	Out
_____ <input type="text" value="6"/>	Dead

Skills: Bard 4, History 4, Bujutsu 3, Calligraphy 3, Heraldry 3, Lion Clan Lore 3, Painting 3, Battle 2, Bushido Lore 2,

Dancing 2, Etiquette 2, Law 2, Meditation 2, Poetry 2, Shugenja Lore 2.

Weapons & Equipment: Katana (3k2), Wakizashi (2k2), Bow, 20 Arrows (Ya 2k2), Light Armor, Helm, Traveling Pack, Kimono, 5 Koku, Blank Scrolls, Calligraphy Kit.

Background:

You are Ikoma Tobei, son of Ikoma Fumaiki and Daidoji Nabiki. You are the great grandson of Daidoji Garobi, the great Daidoji tactician who discovered the key to defeating the Lion Clan's "Charging Lion" strategy while painting a picture entitled "Tranquility."

Your personal story begins eight years ago when, still a child, you sneaked into the Kitsu Choosing Chamber. You wanted to prove your bravery by placing your hand in the sacred brazier, staring destiny in the face. What happened next was so horrifying that you blocked it away, leaving a hole in your memory; ever since, however, you have had the conviction that your destiny is to help some fallen Lion samurai find salvation. You have no idea who this samurai is or when the chance for salvation will come; destiny does not work that way. You are certain that your duty to record the history of your Clan is also your opportunity to be in the right place at the right time.

Upon completion of your *gempukku* (coming-of-age) ceremony, you decided to travel to the Phoenix lands and study the Asako family's history techniques to better prepare yourself for your career. While there you met a divine spirit by the name of Asako Risa. This beauty captured your heart and soul without even trying; from meeting her you know there is more to life than simple duty. You learned much from her and her father, Asako Benkei, but eventually you had to leave her and follow the path of your destiny.

Now that you have completed your first major work, you wonder whether this would be a good time to petition your Clan for permission to arrange a marriage with Asako Risa. Perhaps you should wait until you gain more influence. Your first history was an account of Matsu Joruri's personal war against the Crane Clan, which ended in her death at the Battle of Kanashimi no Komichi (the Battle of Sorrow's Path). Everyone said the piece was marvelous, some even claiming it had touched their souls. You are surprised by such reactions, since you yourself thought your work was rather pretentious and overblown. The Matsu's reaction is obviously due to their prominence in the history, but even your own sensei said your work was acceptable (an enormous complement from that usually stoic man). You sent a copy to Asako Benkei, Risa's father, as a gift of appreciation for his tutelage, and Risa-chan wrote that her father was very

honored with the gift and described it as “perfect in form.” You are still not sure if she is being kind or if her father actually liked your work.

Personality: Honorable, Loyal, Hardworking, Proud.

Ever since that day in the Kitsu Choosing Chamber, you have known to the depths of your soul what your duty is to your Clan: To write the history of the Lion samurai and, in so doing, help a Lion samurai find salvation. You pursue your duty with all the enthusiasm and fervor of a newly initiated Matsu. You feel comfortable with your place in the Clan, but you also work for the benefit of another: Asako Risa. You hope that your works earn you enough prominence to arrange a marriage with dear Risa-chan.

You are not sure that your histories are as good as everyone tells you. You always feel that something is missing from your works or that they are a bit too pretentious. Although your sensei says your work is acceptable (an enormous complement), you think you can do much better.

Attitudes to other Clans:

Crab Clan: The Crab Clan is a gem in the rough. Despite their crude and rough exteriors, the Crab samurai are among the most dedicated and capable defenders of the Empire. You are glad that they guard your backs from the evils of Fu Leng.

Lion Clan: The Lion Clan is the bravest, most honorable, and most loyal clan in all of Rokugan. The Emperor knows the Lion Clan's importance, for it is his sword arm. It is your duty to record the glorious deeds of the Lion Clan for all of Rokugan to read and learn from.

Phoenix Clan: The Phoenix Clan produces many mighty Shugenja, as well as the splendid historians of the Asako family who record the history of the Hantei, a noble task unto itself. They know their place and never step out of line. No wonder that Risa-chan is such a lovely flower with this fertile soil to grow in.

Interactions with the other PCs:

Kaiu Maiko: Kaiu Maiko is the cousin of Kaiu Yutaka, a great Kaiu Battle Master, who is to marry Akodo Nishi, Akodo Toturi's cousin, at the end of Winter Court. You respect and admire the Kaiu family, the most honorable and civilized of the Crab, but Maiko is different. You can tell from her swagger and confrontational attitude, not to mention the big tetsubo strapped on her back, that Maiko was trained in the Hida School. While she is much better mannered than any Hida you have ever met, she is still a brash, crude creature by the standards to which you are accustomed. She is probably a

very nice woman once you get past her rough exterior, and is rather pretty in a rural, tomboyish sort of way. You will have to talk to Maiko about her and her family, since the Kaiu line is soon to be joined with the Akodos.

Kitsuki Kanjiro: You briefly met Kanjiro-san last week and find him to be an honorable and intelligent man. The accounts you have heard of his career as an Emerald Magistrate show his actions to be fair and just. Perhaps you can learn more about him during Winter Court.

Shiba Mitsuo: You remember this young samurai from your visits to Asako Risa's house. Mitsuo would usually be playing some game with Mina and her pets. He seems to have grown into quite the young warrior, and bears a refreshing air of innocence and joy about him. Mina tells you that Mitsuo has pledged himself to her as her champion. You are not surprised by this, since you saw how close they were when you last visited her family. Perhaps someday soon these two will be wed.

Asako Mina: Asako Mina is here to write the life history of the Emerald Magistrate, Kitsuki Kanjiro. Looking at her now, for the first time in several years, you are struck by her close resemblance to Risa-chan. Of course, they are sisters, but the last time you saw Mina she was just a child. She was a pleasant little girl, but you never paid her too much attention, since you were there to see only one person: Asako Risa. You really miss Risa-chan, and her letters often ask when you will come back to visit, so she must miss you too. If only you could work up the courage to ask your family and hers for permission to marry. You still don't think the time is right – maybe after you finish your next work. It is going to be very difficult constantly seeing the image of Risa-chan without actually being with her. Well, perhaps Mina can tell you more about what her family thinks of you; she was always an objective and honest child. You will have to find out from her whether her father really liked your work and what he really thinks of you.

Matsu Hitomi: You met this Matsu just last week in a local tea house. She stopped you and declared how much she enjoyed your history of Matsu Joruri. She actually complemented you on your technique and your understanding of the code of Bushido, as opposed to most Matsu who merely enjoy a story that glorifies their family. She also requested that you speak to her at Winter Court about your travels and your plans for your next history. You told her that your next subject was to be an Akodo, but she did not abandon her request to visit with you. Such an unusual Matsu intrigues you, and you will try to look her up at Winter Court.

Kaiu Maiko

Rank 1 Hida Bushi

Female Crab

Earth: 3

Stamina: 3
Willpower: 3

Water: 3

Strength: 3
Perception: 3

Void: 2

Fire: 2

Agility: 3
Intelligence: 2

Air: 2

Reflexes: 3
Awareness: 2

Skills: Kenjutsu 4, Archery 3, Defense 3, Shadowlands Lore 3, Tetsubo 3, Battle 2, Engineering 2, Intimidation 2, Siege 2, Athletics 1, Bushi Lore 1, Heraldry 1, Hunting 1, Jiujitsu 1, War Fan 1.

Weapons & Equipment: Kaiu Blade (3k3), Wakizashi (2k2), Bow, 20 Arrows (Ya 2k2), Heavy Armor, Helm, Traveling Pack, Kimono, Tetsubo (2k2), 5 Koku.

Shadowlands Taint: 0.8

Honor: 3.1

Glory: 2

Insight: 150

Techniques:

The Way of the Crab

Add Earth Rank to all to-hit and damage rolls. No penalties for wearing heavy armor.

Primary Weapon:

Katana – Kaiu Blade

Primary Armor:

Kimono (Heavy Armor)

TN to be Hit:

15 (Kimono)
25 (Heavy Armor)

Advantages: Kaiu Blade, Strength of the Earth (4), Immune to fear generated by Shadowlands creatures.

Wounds

6	-	0
6	-	0
6	-	0
6	-	1
6	-	2
6	Down	
6	Out	
6	Dead	

Disadvantages: Driven (Destroy Shadowlands Evil), Sworn Enemy (3) (Shosuro Eizo, a Shosuro Assassin), Haunted (2) (Grandfather berates you sometimes about not becoming an Engineer).

Background:

You come from a very long line of distinguished Kaiu Engineers. Your grandfather was a brilliant engineer who came up with many new innovations for the Wall, while your mother gave her life to stop Oni no Hengoyokai's army. Your mother, Kaiu Mei, lured an overwhelming force of Shadowlands creatures into a trap she had hastily constructed within the wall. She died, but so did the Oni itself along with countless other Shadowlands monsters. Afterwards, the Shadowlands army was easily broken and pushed back over the Wall, although the Oni's body was never recovered. Since the moment of your mother's death, you have vowed to destroy as many Shadowlands creatures as possible...and eventually, if the Fortunes are kind, an Oni!

You remember how disappointed your family was when you decided to attend the Hida bushi school. They knew you showed much potential to become the next great Kaiu Engineer, but you had only one thing on your mind: revenge. It would not be enough to slaughter the minions of Fu Leng in mere traps, no, you wanted to slay them personally, with your own hands. The Hida senseis nodded with an appreciation unique to their family, while your father merely shook his head.

While standing guard on the Kaiu Wall you met many brave bushi, but none as brave as Hida Junji. You were great friends and comrades, until the fateful day you went to the local tea house, ready for the customary dozen rounds of sake to celebrate another completed shift. That night, Junji challenged an upstart Scorpion entertainer to a duel, but the Scorpion's companion poisoned Junji with his tanto and both of them slipped through the door in the resulting confusion. After Junji's funeral, you tracked down one of the Scorpion's contacts and had a little "talk" with him. You learned the Scorpion's name was Shosuro Eizo, an assassin of the Scorpion clan, and that he was heading into the Lion lands for his next assignment. You allowed your informant to seek a healer while you started the long trek to the land of the Lion, determined to avenge Hida Junji. You decided you would turn Shosuro Eizo over to the Kuni shugenjas when you found him. That would be a fitting punishment for such a worm of a man.

You have tracked Eizo to the Lion lands, but now you have lost his trail, and winter is quickly approaching. You have made some promising contacts recently, especially that Kitsuki magistrate and the Matsu samurai-ko from last week. Now, you have received an invitation to spend Winter Court with Akodo Toturi. It seems your cousin Kaiu Yutaka will be marrying some Akodo woman at the end of Winter Court. You like Yutaka – he has a good sense of battle and a strong fighting arm – and you are honored to be at his wedding. This will also give you a chance to follow up on some of those leads...

Personality: Bold, Determined, Driven, Shameless, Vengeful.

While the Hida family considers you rather reserved, your own Kaiu family thinks you wild and ill-mannered. Neither family, however, can dispute your fighting skills. Your sole purpose in life is to destroy all the Shadowlands evil you come across. You hope to both avenge your mother's death and live up to her name by killing an Oni yourself.

Since your life is a very dangerous one, you live as though each day could be your last. You hold nothing back and embrace the moment. You just wish that your grandfather's spirit would quit berating you. Who cares that you forsook the family line and did not become a Kaiu engineer? You are killing Shadowlands creatures in a much more satisfying way. You hope you can find Shosuro Eizo soon so you can avenge Hida Junji and get back to the Wall and your true duty.

Attitudes toward Clans:

Crab Clan: The Crab Clan are the true heroes of the empire! No other Clan has made such sacrifices, every day for centuries, uncomplaining, to protect the Empire. The Crabs are straight forward and never have ulterior motives in their actions. If you have a disagreement with a fellow Crab, then you say so and hash it out in a fight, which settles it there and then. Of course such fights are non-lethal, since you can't afford to lose good samurai from the Wall.

Lion Clan: The Lion Clan are very capable and honorable samurai. They protect the empire from internal enemies, just as the Crab protect it from the armies of Fu Leng. If it wasn't for the Lion's vigilance against the schemes of the Scorpion and Crane Clans, then the Crab would have to watch their backs more carefully.

Scorpion Clan: The Scorpion Clan are filled with deceptive, sneaky, and honorless dogs that spout bushido only to distract you as their poisoned blades are inserted into your back. You despise them, but recognize the power they wield.

Interactions with other PCs:

Matsu Hitomi: You met Matsu Hitomi a couple of weeks ago while tracking down that honorless Shosuro Eizo. You like this hot-headed Matsu – she reminds you of yourself. She says that she knows nothing about Shosuro Eizo, but you are convinced she knows more than she lets on.

Kitsuki Kanjiro: The Dragon Clan live off on their mountaintop and hardly ever come down to help with the defense of the Empire. They are generally anti-social and talk in riddles that make your head hurt, but their Kitsuki family is a little different. The Kitsuki ways are still mysterious to you, but at least you can understand what they say. You met Kitsuki Kanjiro and his companions while tracking down that honorless Shosuro. It seems he is also tracking down a Shosuro and has actually run across Eizo along the way. You will have to find out more at Winter Court. Perhaps he will also accept your proposition this time – you have never been with a Dragon before, and this one is handsome.

Shiba Mitsuo: This Phoenix is one of Kitsuki Kanjiro's companions. You can tell this young bushi knows very little of the outside world, and nothing about the evils of the Shadowlands. You wouldn't mind enjoying his innocence for a night. He looks like he would be fun.

Asako Mina: A pretty little Phoenix girl, the Kitsuki's personal historian. Her time would be better spent recording the important details of Rokugan, like how many Oni were stopped from coming over the wall and who gave their lives to hold back the dark tide. Although the Hida ask no recognition from the rest of the Empire, you think an occasional reminder of their sacrifices would do the rest of Rokugan some good. The Empire's historians laud all manner of heroes, but you know that a dozen greater heroes are torn apart on the Kaiu Wall on any given day.

Ikoma Tobei: You have heard Tobei's tale of Matsu Joruri at the Battle of Kanashimi no Komichi (the Battle of Sorrow's Path). It is a rousing and very entertaining tale of a Matsu's doomed personal war against the Crane Clan. Tobei is the only historian you've heard that actually knows what it is like to be a warrior fighting the good fight against all odds. Perhaps you could talk him into doing a history on the guardians of the Kaiu Wall, if he has the stomach for it. If not, perhaps he can entertain you in other ways.

Kitsuki Kanjiro

Rank 2 Kitsuki Magistrate

Male Dragon

Earth: 2

Stamina: 2
Willpower: 3

Water: 2

Strength: 2
Perception: 3

Void: 3

Honor: 3.2

Glory: 4

Insight: 170

Techniques:

Kitsuki's Method

Can spend any number of Void Points on Perception or Awareness rolls.

Wisdom the Wind Brings

A number of Free Raises equal to your rank can be used on any Perception or Awareness checks.

Primary Weapon:

Katana

Primary Armor:

Kimono (Light Armor)

TN to be Hit:

15 (Kimono)
20 (Light Armor)

Advantages: Clear Thinker, Absolute Direction, Read Lips, Great Destiny (known only to Togashi Yokuni).

Wounds	4	
	4	- 0
	4	- 1
	4	- 2
	4	- 3
	4	- 4
	4	Down
	4	Out
	4	Dead

Disadvantages: Sworn Enemy (Shosuro Eizo), Bad Reputation: Indiscrete.

Skills: Ichi Miru 4, Battle 2, Kenjutsu 3, Law 3, Nazodo 3, Shintao 3, Courtier 2, Heraldry 2, History 2, Investigation 2, Medicine 2, Painting 2, Poetry 2, Poison 2, Etiquette 1, Herbalism 1, Iaijutsu 1, Bushido Lore 1, Scorpion Clan Lore 1, Shintao Lore 1, Tea Ceremony 1.

Fire: 3

Agility: 3
Intelligence: 2

Air: 3

Reflexes: 3
Awareness: 3

Weapons & Equipment: Katana (3k2), Wakizashi (2k2), Light Armor, Travelling Pack, Kimono (Fine), Small Fine Silver Statue of the Fortune of Wisdom, Medical Kit.

Special Benefits:

Ancestor, Agasha Kitsuki – Can spend void points to negate the effects of poison.

Mixed Blessing – Father was an Ise Zume. Gain Falcon Tattoo

Falcon Tattoo – You are immune to Fear effects and may add your school rank to your honor when making honor tests. However, all honor losses due to disservice to your lord are doubled.

Cousin to the Imperial Line.

Background:

As a child you noticed that other families had both a mother and a father while you had only a mother. You asked your mother, grandmother, and grandfather about this, but they would say nothing on the subject. The only hint you had was a traveling Ise Zume (tattooed holy man) who once remarked, "He will have to do. Definitely his father's son." On the day of your *gempukku* (coming-of-age) ceremony, you finally learned that your father was himself an Ise Zume; he attended the ceremony and afterward, gave you a tattoo. You could feel it burn into your soul at once, and the world grew vague and gray around you. You dimly remember your father telling you not to openly talk about or flaunt your gift – it was a secret, and only family should ever know about it. When you awoke from your trance, your father was gone, never to return. You could feel the tattoo shimmering and moving on your back, and to this day you can still feel it, like an old and comforting friend. You have never been afraid of anything since.

Like your mother before you, you became a Kitsuki Magistrate of the Dragon clan. You are a direct descendant of Agasha Kitsuki, and you have completely embraced his philosophy of life: material experimentation and observation will reveal the secrets of reality. While this view goes against the spiritualistic views of most of Rokugan, your own family has been impressed by your skills in the arts of observation and deduction. You have served your Clan for several years and have solved many crimes, even breaking up a Scorpion conspiracy in the Dragonfly lands. It was then you were appointed as Emerald Magistrate. A few months after you broke up that plot, a black-clad figure tried to kill you. Luckily, your friend Mirumoto Ryuji was visiting you, and he thwarted the assassin's strike. The assassin was unmasked and wounded during the struggle, but Ryuji was injured with a poisoned tanto before the assassin fled the scene. With his dying breaths Ryuji identified the assailant as Shosuro Eizo, a Scorpion Butei (actor). You quietly vowed to make this Eizo pay for his crimes.

Last week, you came across a Lion samurai-ko by the name of Matsu Hitomi. She seemed the epitome of the Matsu samurai, but you could tell she was just a very good Shosuro Butei impersonating a Matsu, no doubt to infiltrate the Lion clan. You have both been invited to spend Winter Court with the Akodos, so this will be a good chance to observe her further. Perhaps you will

learn something about Shosuro Eizo. The pieces of the puzzle are finally coming together...

Personality: Thorough, Analytical, Observant, Honorable, Dutiful.

Service to your Clan and to the Empire are everything. Nothing escapes your watchful eye. You have fully embraced the Kitsuki philosophy and believe every secret can be revealed by simple observation and experimentation. This philosophy of material evidence over personal testimony has sometimes caused you trouble in the past – Rokugani law places personal testimony above all else, but you sometimes violate this custom when it would be better to keep quiet. These indiscretions have given you a bad reputation among the other Emerald Magistrates.

Attitudes toward Clans:

Crab Clan: You have met many members of the Crab clan and find most of them very disturbing. The Hida and Kuni families are well suited to stand on the Wall and face the Shadowlands every day, but this vigilance has come at a cost. They generally are crude, rude, and in some cases very disgusting. However, they do a vital job that no one else wants, and for that you commend them.

Lion Clan: The Lion clan is very honorable and straightforward. They say what they mean and will back it up with steel. The ruling Akodo family tempers their actions with thought and planning, but the more numerous Matsu are temperamental and easy to anger. The Ikoma family are historians of the Empire, and are rivaled in their profession only by the Phoenix's Asako family. You personally don't see much difference in their styles.

Scorpion Clan: The Scorpion clan's motives are honorable – to protect the Empire and her secrets from all that would do her harm – but their methods are to be despised and reviled. They are a cancer on the Empire that grows and spreads all too easily. They hoard secrets which they use to blackmail others into doing their bidding. This misguided and delusional clan has thrown away the tenets of bushido for its own personal gain. You will do your best to oppose them at every turn.

Interactions with other PCs:

Kaiu Maiko: A brash, hot-headed, and vengeful woman, but with an honorable soul. Kaiu Maiko is not a typical Kaiu, since she went to the Hida bushi school instead of joining the Kaiu corps of engineers. Her motivation is easily learned, since she speaks of it constantly: revenge. In addition to her personal crusade against the Shadowlands, she is also hunting the same Shosuro Eizo who killed your friend, Mirumoto Ryoga. Even though she is on a quest for vengeance, Maiko strictly adheres to the tenets of bushido; you admire her for this and will help her find Shosuro Eizo if you can. However, you will not dignify her improper personal propositions with a response.

Matsu Hitomi: Her persona is classic Matsu: honorable and hot-headed to the point of madness. But Matsu Hitomi is actually a Shosuro Butei acting the part of a Matsu.

From what you can tell, she is really an honorless, cold-hearted, and dangerous agent infiltrating the house of Akodo. You will watch her and learn what her plans are before you reveal her – if you exposed her at once, you would learn nothing, since she would fight to the death.

Shiba Mitsuo: Mitsuo is Asako Mina's champion and friend. He is a very honorable and rather naive young samurai who is quite obviously in love with Asako Mina. She just as obviously doesn't return his feelings, but he does his duty anyway. That is fortunate, since it will prevent any problems when your marriage to Mina is announced. Also, Mitsuo is strangely pacifistic for a bushi, almost to the point of foolishness – more like the Isawa shugenjas of his Clan.

Asako Mina: Mina is your personal historian, jointly appointed by your Clan and the Phoenix. Soon after your Clan revealed that, by the personal order of Togashi Yokuni, you are to wed Asako Mina next summer. You are happy to obey the order of your Clan Champion, for you have already seen she is a very capable young woman and a promising historian with a quick mind and very accurate recall. You find her innocence and enthusiasm appealing; you are comfortable in her presence and approve of Mina as your future bride – though of course, you would marry her whether you approved of her or not. Mina will be informed of the marriage after the details have been worked out between your clans. Until then, you will avoid the subject unless she really must know.

Ikoma Tobei: A skilled and honorable Lion historian, you met him briefly a few weeks ago. He seems to be a family friend of Asako Mina. You have read his recent history of Matsu Joruri at the Battle of Kanashimi no Komichi (the Battle of Sorrow's Path) and found it very accurate, with many lessons for the observant reader. The story itself was interesting, if a bit too pretentious, but that was probably necessary considering Tobei's chief audience, the Matsu family.

Shiba Mitsuo

Rank 1 Shiba Bushi Male Phoenix

Earth: 2

Stamina: 2
Willpower: 3

Water: 2

Strength: 3
Perception: 2

Void: 3

Fire: 4

Agility: 4
Intelligence: 4

Air: 2

Reflexes: 3
Awareness: 2

Skills: Kenjutsu 4, Archery 3, Defense 3, Meditation 2, Naginata 2, Shintao 2, Tea Ceremony 2, Battle 1, Bushi Lore 1.

Weapons & Equipment: Katana, Bow, 20 Arrows (Ya 2k2), Light Armor, Wakizashi, Traveling Pack, Naginata, Kimono, 2 Koku.

Honor: 2.9

Glory: 2.3

Insight: 150

Techniques:

The Way of the Phoenix

Can add their Void Rank to any "to hit" or "damage" rolls. They may also spend as many Void Points as they wish on any one action.

Primary Weapon:

Katana

Primary Armor:

Kimono (Light Armor)

TN to be Hit:

15 (Kimono)
20 (Light Armor)

Advantages: Clear Thinker, Luck (6) (Re-roll 2 unsuccessful rolls), True Friend (Asako Mina).

Disadvantages: Can't Lie, Soft Hearted.

Wounds	
_____ <input type="text" value="4"/>	- 0
_____ <input type="text" value="4"/>	- 1
_____ <input type="text" value="4"/>	- 2
_____ <input type="text" value="4"/>	- 3
_____ <input type="text" value="4"/>	- 4
_____ <input type="text" value="4"/>	Down
_____ <input type="text" value="4"/>	Out
_____ <input type="text" value="4"/>	Dead

Background:

You were born on the Aojiroi Oku Heigen (Pale Oak Plain) in the Phoenix lands. Your childhood memories are filled with the times you played with Asako Mina, the child of family friends; she was always the ever-attentive historian recording her family's glorious deeds, while you were her *yojimbo* (bodyguard), protecting her from any and all dangers.

You always cared for Mina-san, for as long as you can remember. From your earliest days you wanted to make her happy and protect her from any possible harm. By the time you finished your *Gempukku* (coming-of-age) ceremony, your feelings of deep friendship for Mina-san had blossomed into love. After the ceremony you pledged yourself to Mina-san as her bodyguard and champion so you could be with her at all times and protect her from the ravages of the world. You have fulfilled this role admirably, and you hope to prove yourself enough to petition her family for permission to marry her. She still thinks of you as a kind of surrogate older brother, but you are sure she will eventually come to see things in a new light and return your love.

Three months ago, Mina-san was assigned as personal historian to Kitsuki Kanjiro, an Emerald Magistrate from the Dragon Clan. Since then you have seen many parts of the Empire which you had only heard about before, including much of the Dragon, Dragonfly, and Lion lands. You have protected Mina-san (and incidentally, Kanjiro-san as well) from bandits and the occasional *bakemono* (goblin). She is always grateful for your courage and devotion, but you have noticed the look in her eyes when she talks to Kanjiro-san. For the first time in your life, you are truly worried.

Now, as you travel through the Lion lands, winter is fast approaching. Kanjiro-san, Mina-san, and yourself have been invited to attend Winter Court at Shiro Akodo, to share the company of Akodo Toturi himself. Perhaps you can distinguish yourself enough here to finally earn the right to marry Mina-san...before she slips away from you.

Personality: Honest, Friendly, Protective of Life, Caring, Determined.

You are a guardian of life in Rokugan. You have always felt compelled to help others in need, a compulsion that goes beyond the pacifistic teachings of the Phoenix Clan. You can't stand to see anyone suffer, especially Asako Mina, your childhood friend. You would do anything to protect Asako Mina from harm. *Anything*. Mina's happiness means everything to you.

You also find it difficult to knowingly telling a lie. Every person who hears you speak knows for sure you are lying. This has led you to make a personal policy of not lying. You either don't speak, leave, avoid the subject, change the subject, or tell the truth.

Attitudes to other Clans:

Crab Clan: You have met a few Crab Samurai and find them crude, rude, and thoroughly brutish. They have a noble goal, to protect the Empire from the Shadowlands, but it has clearly corrupted them somewhat. However, you have heard they work in partnership with their peasants, which suggests they may be more enlightened than they appear.

Lion Clan: The bushi of the Lion clan seem honorable and wise, but you have never seen a Clan that treats its peasants worse. The Lion work their peasants into the ground without a word of thanks or appreciation. This is certainly an unenlightened approach, and you would help these poor peasants if you could, but confronting the Lions with your views would only end in your death. You are not afraid to die, but you can't leave Asako Mina alone and unprotected.

Phoenix Clan: The Phoenix clan believe in peace, harmony, and enlightenment. They seek to learn the secrets of reality for the betterment of the Emerald Empire. All within the Phoenix lands live in harmony, unlike the other Clans. You fully believe in the Phoenix Clan and its goals, and have pledged yourself to protect your Clan from dangers that would otherwise distract its noble pursuits.

Scorpion Clan: You have heard many disturbing stories about the Scorpion clan's deceitful and clandestine ways, but all the Scorpion you have ever met have been friendly, caring people. You have also heard they treat their peasants very well. You will have to visit their lands someday and judge for yourself.

Interactions:

Kaiu Maiko: This bushi really worries you. She is a very beautiful woman in a rather rough-hewn way, but she often stares at you with a disturbing hunger in her eyes – the look of a predator

stalking its prey. You have been told that the Kaiu are the more civilized family of the Crab Clan, but Maiko acts just like any Hida bushi. You will have to be careful around her.

Kitsuki Kanjiro: Kitsuki Kanjiro is the subject of Mina-san's history. You have traveled with him for the last three months and know he is an honorable man; he serves the people of the Emerald Empire with a fairness and accuracy that is rare outside the Phoenix lands.

Matsu Hitomi: An honorable, capable, and dangerous woman. Kanjiro-san has warned you not to cross this woman, and you tend to agree with him. She is obviously a very capable samurai and is very beautiful, even more so because she is so violent and dangerous. You sometimes find yourself strangely attracted to her, but such thoughts always make you feel ashamed of yourself. It is as though you are being unfaithful to Asako Mina just by thinking about Hitomi-san.

Asako Mina: Beautiful, caring, gentle, and perfect. To put it bluntly, *you love Asako Mina*. You have always loved Mina-san, ever since you were children together, but she has always innocently misinterpreted your total loyalty and attentiveness as mere friendly affection. Once you have proven yourself, you plan to approach her family for permission to marry her. However, Mina-san seems to be growing more interested in this Kitsuki Magistrate. You are determined to prove to Mina that you are the only man for her. If, against all probability, she somehow chooses Kanjiro-san over yourself, you will accept her decision; but your heart will be in a million pieces.

Ikoma Tobei: You remember Ikoma Tobei from his visits to Mina's family – indeed, for a while it was almost like he had become a member of the family. He is very personable without being overpowering, and has a strong sense of duty and honor. He spent most of his time in the those days with Mina's older sister Risa. When he left you were surprised Risa did not go with him; you knew they felt strongly for each other, since you accidentally read one of their letters before you left with Mina-san. You can't understand why he hasn't asked for Risa's hand in marriage yet – after all, he is quite famous for his history of Matsu Joruri and could probably arrange such a marriage any time he wants.