

Entanglements & Tied Snakes

Synopsis & Scenario Considerations

It is early in the summer (roughly late May), the current Emperor is Hantei the XXVIIth (yes, its in the Rokugani past). This scenario is something of a sequel to 'Past Heroes' I wrote for Leprecon. Knowledge of this scenario is not needed to run this scenario (but you are greatly encouraged to read/play it & give me some feedback! (jpchapleau@hotmail.com))

The PCs, a group of Emerald Magistrates are on the trail for a renegade cult. This cult was uncovered by one of them in earlier adventures. The scenario is in two parts; the first part places the PCs amongst the intrigues and petty jealousies of a small village; the second places the PCs in a sumptuous palatial room where they confront the villain and they must make a very difficult choice.

The Order of the Snake

Even if most of the PCs will believe the Order is actually a religious cult, it is not. The Order of the Snake (referred to as 'The Cult' in the text). The Order of the Snake was created a century ago as a counter-intelligence to protect the empire from the abuses of the scorpion clan. However, since then, Scorpions have become accepted member of the Order.

The goals of the Order is quite simple, to remove those who usurp power (Scorpion actors), and protect the ruling lines of each clans. This they have succeeded. No one knows who the Great Naga is (see The Villain). Keep the mystery until the final scene. The name Great Naga was taken to confused the group. Especially veteran players may make a false link between him & the Naga, the serpentine race living in Shinomen Mori.

The order is composed mostly of scholars and courtiers. Think of them as a rival to the Kolat, but less powerful and with a more precise goal. They all wear a snake tatoo on their bodies (usually on their backs or forearms) as a sign of recognition. However they maintain only minimal contact with each other (read: they don't know each other).

The Villain

The villain of this story is Doji Fuhito, the Emerald Champion and the PCs' boss. His goal is very simple: he hopes they won't succeed. However knowing samurai dedication, he has planted a spy within the group: Shiba Okyo.

The group of magistrates he has assembled include some of the worse he has: Miya lacks self-confidence and has been given command of the group. Seppun can't see shades of grey, especially in politics. Kuni has a severe anti-social behaviour. Shiba has neglected his martial studies.

Ide Albert was not ordered on the team by the champion, who would resent his presence. Ide is the reason the team got this far.

If the group fail, the Champion can say he tried everything to find the Cult.

If the group succeeds, then the Champion will let the PCs do his dirty work, kill the fake Emperor (that's the only link with Past Heroes). It is important to note that Seppun would be the next in line for the throne. But the player won't know this, until the end...

The champion has a win-win situation... Don't you like it when the villain wins in the end ???
MUHAHAHAHA I SURE DO !!!

Scene 0: Introduction

I'd recommend reading the following to the PCs.

It is now the fourth year of the Reign of Hantei the XXVIth

You have managed to crush the cult in Ryoko Owari, the Dark Gem of the Scorpion lands. There you were joined by another magistrate, Ide Albert who had some vital information about the Cult. Joining forces you were able to get information that the cult was located in the Village of Floating Flowers down river from here.

You currently riding there on proud horses. The village is of little strategic importance.

Scene 1: Village of Floating Flowers

This village is located in a central location, it is located between the Crab, Scorpion and Sparrow lands. It is near one of the major rivers and serves as one of the numerous stops for ships travelling from Crab & Crane lands to the rich markets of Ryoko Owari. It is another village just like so many others.

On the main plaza of the village are 3 main structures: the Flower House, the Yasuki Warehouse and the Harbor. All of them surround the town market, there are few farmers selling their products here, especially in the early summer. The local lord's house is located on the outskirts of town.

Lord Toyada was a Ronin until he was given charge of the village by the Emperor himself, under circumstances unknown. (Note: it's a secret and I don't know it, so it's not in this scenario)

The trick to running this scene is to get the PCs involved in the affairs of the small town. Let them lead a little and whenever they start to run out of leads, bring two farmers who are arguing over a cow or two women arguing about some drying clothes. Think soap opera, go all out, let those villagers bicker amongst themselves each talking and pointing the blame to the other. This should be a scene out of Coronation Street. They should never have much time to think...

-Local Lord: Toyada, Glory 2, Honor 2, Age 35

Toyada received this after he performed some service to the Emperor. Of it, he will say only that the Sons of Heaven has sworn him to secrecy. Toyada is a total ass-kisser, he will follow the magistrates around, smiling constantly and tries to be helpful. He will follow them but will refuse to enter any of the unsavory buildings (the merchant, the Flower House or the Eta's house). Toyada knows nothing of what is going on in his town.

-Local Lady: Toyada Chibi, Glory 1, Honor 2, Age 20

Chibi, is a woman who was the bastard daughter of a defeated lion general. She was raised roughly while her father wandered the Empire in search of work. She has travelled a lot and her current life does not suit her well. She bosses her husband around and instills terror in him and most of the villagers. Many speak of her in low tones. Like her husband she knows nothing about the conspiracy. However, have fun with her, she's a great red herring.

-Merchant: Yasuki Taranosuke, Glory 1, Honor 0.8, Age 28

The local merchant is one of the sleaziest, slimiest side-dealer there is. Think of the worse car dealer you know about, and double your stereotypes. Yasuki deals with the snake cult and he knows of their secret hideout. However he is currently growing too fat & rich off of them that he doesn't want to risk it. Taranosuke is madly in love with the local Eta whore Mara. He visits her everynight by slipping out of the village. To make him spit it out, the magistrates will have to threaten to expose his relationship with Mara AND offer him some form of monetary compensation. He has good relations with Lord Toyada

-Local Madame: "Mama-sama", Age 36

The local Madame was trained in Ryoko Owari' Teardrop Island. She excelled in her trade as a Geisha until she bought her freedom and moved here. She set up her shop and the small village grew around the Flower house. The sailors only too happy to find a "friendly" stop. The Mama-sama has heard about the cult. She is more than willing to help. However she will want the PCs to rid her of Mara who keeps undercutting her, especially since she keeps him from getting Yasuki Taranosuke' business. She has good relations with Mishima and most ship captain, but is hated by Toyada and his wife.

-Ship Captain: Yasuki Kyuko, Glory 3, Honor 3, Age 24

Kyuko is a rare event among the Yasuki; she actually is a fair trader. However she is known to do some smuggling but she does not trade in any of the shoddy merchandise the Yasuki are known for. She does not want the Magistrates on his boat but she will assist them. If the magistrates ask her about anything weird, she will say that she only saw a few peasant boats downriver (into the mountains). Basically nothing of interest to any of the samurai.

-Harbormaster: Mishima, Glory 0, Honor 0, Age 28

Mishima is the local harbormaster. He settled here while travelling on a ship. Using his knowledge of ships, he setup a small dock. Mishima is well liked by almost everybody in town. He deals fairly with everyone, even the eta. Unmarried, he frequent Mama-sama's establishment but has leaked the secret of the Cult to her. He doesn't remember it because he was so drunk. Mishima is a member of the cult. He only knows Naga, the leader' pseudonym. He believes Naga to be a scorpion, but will not reveal anything. He will point any suspicions to Yasuki Taranosuke (or try to)

-Local farmer selling at the market

The local farmers are selling mostly herbs and some wild fruits their children picked in the wilds. They are not very talkative and don't like having Magistrates around, but won't let it show. They will admit seeing someone leaving the village at night.

-Local Eta: Leathercutter

Leathercutter is a local eta. He was brought here sometime ago by Mama-sama to work for her. Leathercutter serves a number of positions in town: the butcher, the body burner, manure clearer. For an eta, he is given a pretty good deal. He gets more respect than most eta, with people leaving him scraps of food and sometimes (just sometimes) paying him. Leathercutter lives with Mara north of town in a small riverside house he built himself.

-Eta Whore: Mara

Mara's story is quite sad. She was the wife of an important (heimin) merchant. She cheated on him and was caught. Her husband then branded her forehead. She now bears her shame clearly. Mara is the local whore. She lives on what men give her. Fortunately for her, Yasuki Taranosuke fell in love with her, so her lot is not so bad. She lives in Leathercutter' house but does not share his bed on a regular basis. Every night, her Yasuki lover sneaks out of town in secret to be with her. Mara only leaves the house to go fishing or to pick some berries, and then only wearing a wide-brim hat.

-Clues in town

Mishima' Office: the office of the harbormaster is located on the second story of a small house. The office has a great view on the river, giving the harbormaster time to prepare for the arrival of boats. Mishima's office does contain a number of letters from the "Great Naga".

Mishima' House: conveniently enough, Mishima lives under his office in a small house. Walking around inside should yield nothing. However a few floor mats are quite loose, but are located in areas no one would usually look (under tables). These lead to the Snake Den (chapter 2). Make sure the PCs don't find them early on.

Yasuki Warehouse: Taranosuke does have a large number of Imperial coins. Though not incriminating, the sheer number of such coins is a rare occurrence. This should raise a few eyebrows. All the products are very basic: rice, leather and a few bags of herbs and spices. No contraband (Taranosuke is too clever to leave any contraband in his warehouse).

Yasuki Kyuko' boat: Kyoko is surprised by the presence of the Magistrates, thinking they are after her and some of the smuggled goods she is carrying on her boat. When the magistrates will be having a look, she will order a reorganisation of the cargo, so the legal stuff comes up first. The boat should be a good give-away.

Farmers' House: Almost all of the local farmers are members of the order. Should the Magistrates engage in a door to door search of the farmers' houses they will find a large number of weapons stashed all around the place. But they will be difficult to find, a casual glance won't reveal anything.

Flower House: The girls all know that Yasuki tends to roam about at night. Or that Mishima does receive a lot of letters. However, none of them will talk to the Magistrate without the Mama-sama's order. There are 3 'new girls' working there (but they know nothing). A total of 20 girls live & work there.

The Eta's House: It is one of the few places that is actually free of any lead in town ! Mention the house whenever they go near it. This place should be the ideal location for PC suspicions...

Toyada's House: If your party is going nowhere, and time is running short, then get Chibi to come screaming after Toyada about the chest. Said chest contains the possessions of a Scorpion Samurai who came to town 2 years ago. He was found floating in the river, behind the harbormaster' house/office. Mishima's house is mentioned as his last diary entry. This scorpion apparently followed roughly the same links the characters did.

Scene 2: The Snake Den

When time starts ticking down (there is about 45 mins left), make the suspicious of Mishima's house and let them break in and find the snake den. It is hidden under floormats and would be very difficult to see otherwise.

If your players are itching for a fight, this would be a good place to let them fight some peasant 'ninjas'. Don't let this go on for too long, just quench their bloodthirst a little.

The basement should leave to a small network of tunnels. There, they will enter a room whose floor is made of white sand. In the middle of the room are kanji made of black sands (calligraphy = 'Only Snakes may pass'). The walls have 2 inch holes a 2, 3, 4 & 5 feet from the ground and are 8 inches apart.

This is OF COURSE a trap ! (DUH !)

The ONLY WAY to pass without harm is to crawl like a snake on the sand (white or black, makes the difference). Otherwise, the room will fill with flying black shadowy snakes, except for the bottom 2 feet from the ground. Those standing in the snakes will take 2k2 damage AND take some poison (which will only affect them later...). The snakes are magical and no protection will work from them.

This is not much of a trap for most people however for those with high status & honor, this is particularly humiliating (this happened in the play-test). Only Kuni is unaffected by this, but the others may have a moment of hesitation.

The cave will end on a great stone-carved serpent whose mouth is large enough for a man to walk in. There is a sickly greenish light covering the entire cave. The light is emitted from the snakes' mouth & eyes. Let the PCs do their PC-thing (worry) but the light is just that: light ! As they will approach about halfway to the mouth, the light will turn white. (its just for effect).

A loud voice will echo from the serpent head. *WHO GOES THERE !* Let the PCs answer. If they ask back the inevitable question of 'who are YOU ?' the voice will answer *I am the Great Naga and you are not welcomed here. Leave at once.*

Let them go on... The voice will always reply the same thing.

Finally they will enter the mouth which leads to some kind of stargate-like portal.

Scene 3: The Judgement

When the PCs all cross the portal the following will happen. They will find themselves in a magical location. They have no bodies, only their consciousness. A man will appear in the distance. The voice of the Great Naga will be heard once more.

This man is an impostor. He has killed thousands of innocents and will kill thousand more. What is your judgement ?

Let each of the PCs answer out loud and pass their judgement. Once they all answered they will appear in a room. After a second, the man they saw in the vision appears. He is unharmed and wearing a nice but otherwise unremarkable outfit.

Breaking the usual code of etiquette, he will not present himself. If asked any questions, he will be very insulting and demand the characters bow to him. (It happened in the playtest that Miya told him off!) Should Shiba, Miya or Seppun ask for a high Courtier roll (at least 25-30) to identify this man as the Emperor.

If they do indeed kill him, the Emerald Champion walks in, looks with a pointy smile and demand to know what has happened. Then he will walk to Seppun, kneel before him and say the following Haikyū:

Lord Son of Heaven,
Kneels at your feet, Hantei,
Is the Great Naga

If they do not kill him straight away. The Emerald Champion will STILL appear, but with a surprised look on his face. Pulling out a scroll from his obi, after a quick bow to the Emperor, he will walk to the characters, and tell them one of his magistrates has brought him this riddle. He will walk to each of the characters and show the paper. 'What is your answer to this ?' He asks them each in turn. (It would be ridiculous for the PCs to try & attack him. He's a Kakita rk 5 warrior. None of the PCs could withstand him.) Once they have all answered, he will walk to the Emperor, put the paper on the ground so it can be read. *"Sama, it seems judgement has been passed."* The Emperor will turn all white. The Champion will leave from the way he came. *"And judgements must be executed. So speaks the Great Naga."* As he closes the paper wall.

It is important to make sure that AT NO POINT the Emerald Champion will order the Magistrates to kill the Emperor. This is not the Crane way...

Seppun Mishiro, Seppun Miharo

Mishiro is a first cousin of the current Hantei (27th) and a second cousin to the Emerald Champion. Mishiro holds no illusion that his current position comes from family relations. He does not care, he has a duty to perform. Mishiro is fully behind his current lord and would willingly give his life for Doji Fuhito, the Emerald champion. To say that he sees the world in black and white gives him too much choice. He only sees his duty to serve his master, nothing else. He grew up with Doji Fuhito (the Champion) and has an undying loyalty to him. This has always served him well in the past.

Mishiro serves with a group of Emerald Magistrate where his talents as a warrior and his family relations open them many doors. He has grown quite apt at using these to threaten those he believes are hiding something. He doesn't like to do this, but once the others' methods fail. Mishiro walks in.

Personality

Mishiro is not a courtesan, but understands the ways of society. In these occasions, he prefers to stay behind and listen, his senses at full attention. Never far from his sword and never off duty. Take all the stereotypes you have about Lions and make them worse. Just never bully anyone who don't deserve it.

Never look the other way when someone wishes to do a dishonorable act, **honor never blinks, neither do you.**

Goals

1. Serve Doji Fuhito, the Emerald Champion
2. Serve Doji Fuhito, the Emerald Champion
3. Serve Doji Fuhito, the Emerald Champion
4. Serve Doji Fuhito, the Emerald Champion

Relations

Kuni Yakamura: Kuni has a mean streak, which might be zeal or too much time on the wall.

Shiba Okyo: Okyo is very cheerful, but he has neglected his martial studies.

Ide Albert: He smiles too much. His name covers him because it can't be pronounced.

Miya Yakumo: The leader of the group, she lacks resolve.

Seppun Mishiro

Miharu, Rank 1

Earth	3	Stamina	3	Skills	
		Willpower	3	Kyujutsu (Archery)	2
Air	2	Reflexes	3	Battle	2
		Awareness	2	Defense	2
Water	3	Strength	3	Etiquette	1
		Perception	3	Iaijutsu	3
Fire	2	Agility	3	Kenjutsu	5
		Intelligence	2	Obiesaseru	3
Void	2			Law	3
				Athletics	2
				Horsemanship	2
Honor	5	TN to be hit: 15 (+10 for armor)		Yarijutsu	2
Glory	4				

Technique

Never in Darkness

May add school rank (roll & keep) to all Willpower or Honor rolls to resist ANY temptation away from his duty (except for Magic & Maho).

Equipment

Daikyu & Arrows, Katana, Wakizashi, Naginata, Heavy Armor

Kuni Yakamura, Kuni Shugenja

Yakamura studied at the Kuni school. Something of a bully, Yakamura enjoys the fact that many take him for a Witch Hunter. He never denies it, and usually replies *"Is not the duty of all Crabs to keep you safe from the Shadowlands?"* He is the Magistrates' main interrogator. Though he would *"never"* stoop so low as to torture a prisoner (unless alone), he will use psychology to make him crack. And he is very good at it too.

Yakamura earned his charge as an Emerald Magistrate when he foiled a plot to kill the Emerald Champion, Doji Fuhito, this plot was lead by a number of high-ranking members of the Crane. Bayushi Kazuma (another traitor) *'admitted'* after a night with Yakamura that he did this to foil a secret society known as the Cult of the Snake. Kazuma did not live long enough to say more.

Yakamura has been ordered to lend his assistance to a group of Magistrates. However, he hates being forced to obey orders and tends to brood in silence (he "meditates" often).

Personality

Yakamura looks only after himself and like any good bully would love nothing more than to be recognized and get forward in life. He has no love for his current position because he is forced to follow orders from others.

Goals

1. Get recognized for the great work he is doing, in the service of the Empire
2. Become better than anyone else and be recognized as such.
3. Look after himself
4. Look after the interests of the Crab Clan

Relations

Seppun Mishiro: An honor-bound pompous, inbred piece of shit.

Shiba Okyo: A useless bookworm, son of a bowed-headed "champion"

Ide Albert: An ass-kissing, dirty barbarian with a name no man was ever supposed to utter

Miya Yakumo: Why does she lead this group? She is the most useless of them all!

Kuni Yakamura

Kuni Shugenja, Rank 2

Earth	4	Stamina	4	Skills	
		Willpower	4	Calligraphy	1
Air	2	Reflexes	2	Defense	2
		Awareness	2	Kenjutsu	3
Water	2	Strength	3	Meditation	2
		Perception	2	Shadowlands Lore	3
Fire	2	Agility	3	Investigation	3
		Intelligence	3	Torture	3
Void	3			Athletics	2

Honor 1 TN to be hit: 10

Glory 2

Technique One free raise to all Earth Spells

Equipment Katana, Wakizashi, Tanto, Scroll satchel

Spell List

Sense. Base TN 5

Commune. Base TN 5

Summon. Base TN 10

EARTH SPELLS

Hands of Jurojin

TN (based on poison toxicity)

Heals/Neutralizes poison.

Share the Strength of Many

TN 15

Target (not self) can keep one extra dice for duration of spell

Benevolent Protection of Shinsei

TN 20

Keeps Creatures away

FIRE SPELLS

Fires of Purity

TN 10

Roll & keep one additional dice to all rolls for a single turn

Fury of Osano-Wo

TN: 5

Bring down DR2 lightning from the heavens

WATER SPELLS

Path of Inner Peace

TN: 5

Healing spells

Shiba Okyo, Shiba Warrior

Third son of the current Shiba champion, Okyo has studied many textbooks and is a good historian. Because of his family relations, he was never given the task of protecting a shugenja, but that did not prevent Okyo from learning and mastering the techniques of his clans way of warfare.

Okyo is a good samurai. He is both apt in the art of war and the ways of the court. However his main love is for history. Okyo has read time and again the stories of Shiba, Akodo, Lady Doji and all of his ancestor.

Okyo has a secret, a dark secret, he has found in a forgotten corner of the family library. He great-grandfather (on your mother' side) belonged to a secretive group. This group' goal was to remove usurpers from places of power. Daimyos and generals were killed in the night. Your grandfather believed that what he did was right and that only through purity could the Empire be protected. Okyo agrees with the idea. He has thus joined the Order of the Snake. Like all members of the order, Okyo has a snake tattoo on his body. His is hidden under his hair, so it is not visible.

Note: that makes you something of a traitor to the group. However does not act directly against them UNDER ANY CIRCUMSTANCES. He simply follows & observes what they are doing. He keeps his tattoo under his hair, where it is invisible. The Great Naga (the leader of the order) has ordered Okyo not to get caught by the others.

Okyo has been sent to serve the Emerald Champion as a magistrate. Okyo is very good in this capacity because of his even temper and thoughtfulness. However he fears his current assignment because he has been sent to find the head of the Order and destroy him.

Personality

Okyo is a good guy. He plays by the rule and is not one to give in to anger. He tries to ponder situation whenever he can. If he has a problem, its that he isn't very outgoing and is quite introverted.

Goal

1. Serve the Empire
2. Follow his grandfather' footstep
3. Serve the Phoenix Clan

Relations

Seppun Mishiro: Mishiro has no life outside his duty. Though admirable, he should spend time cultivating his mind too.

Kuni Yakamura: This guy has a severe attitude problem, not only does he thinks he is the center of the world, but he also tries to make everyone join him in dellusion.

Ide Albert: Albert is okay, even if you find him a little too curious, and what a weird name.

Miya Yakumo: Yakumo must have some Phoenix blood, because she is very peace-bent and an advocate of compromises.

Shiba Okyo

Shiba Bushi, Rank 1

Earth	2	Stamina	2	Skills	
		Willpower	2	Kyujutsu (Archery)	2
Air	2	Reflexes	2	Defense	2
		Awareness	2	Kenjutsu	3
Water	2	Strength	2	Meditation	3
		Perception	2	Yarijutsu	3
Fire	3	Agility	3	Shintao	1
		Intelligence	4	Tea Ceremony	1
Void	3			History	5
				Order Lore	2
				Bard	5
				Battle	1
				Horsemanship	1

Honor 2 TN to be hit: 10 (+5 with Armor)

Glory 4

Technique

Way of the Phoenix

Add void to all To Hit & Damages rolls

Equipment

Katana, Wakizashi, Naginata, Light Armor, Daikyu & arrows

Ide Albert, Ide Emissary

Albert was born in Ootosan Uchi where his mother was attending winter court. Albert never knew his father, but he believes that his mother was a favorite of the Hantei that winter. This illusion has made Albert a very cheerful lad. He loves affairs of the court, not because he is a master of manipulation, but because he finds the game of court to be very amusing. Think of Albert as a voyeur of courtly games.

Albert became an Emerald magistrate when he came in second in a tournament held by the Hantei. He impressed the Champion when he managed to prove the winner (a scorpion) had cheated. His argument and subsequent proof (made in a Perry Mason way) gave him a reputation as a very astute and interesting character.

Albert has since worked on a number of missions, including the negotiation of a risky Crane-Crab treaty. It was during that mission that he heard about a secret Cult. Following leads he followed the trail to Ryoko Owari. There he joined a group of magistrates (the other PCs) who were looking after the same thing. The group is very interesting because of their clash of personalities. Albert is one of the reasons they can remain together.

Personality

Albert is a jolly man who sees the good side of things. He enjoys studying people and unlike many of his fellow samurai likes to hear both sides. Think of him a Rokugani version of Perry Mason, with a sense of humor. He carries the Unicorn' laugh everywhere.

Remember, always smile because you are happy.

Goal

1. Serve the Unicorn Clan
2. Serve the Emerald Champion
3. Enjoy life

Relations

Seppun Mishiro: You wonder why a guard of such devotion (you wouldn't say fanaticism) is doing among a group of Magistrates. Maybe if you ask him gently (again...)?

Shiba Okyo: Okyo speaks little but is a great repository of knowledge. He has read more books than there is in the great Iuchi library

Kuni Yakamura: Kuni needs to be controlled. He is a hurricane of fury waiting to go boom. You try to keep an eye on him

Miya Yakumo: You understand her. She is insecure, but tries her best to hide it. Back her up, but don't step on her toes.

Ide Albert

Ide Emissary, Rank 1

Earth	2	Stamina	2
		Willpower	2
Air	3	Reflexes	3
		Awareness	3
Water	3	Strength	3
		Perception	3
Fire	2	Agility	2
		Intelligence	2
Void	2		

Skills

Calligraphy	1
Horsemanship	2
Etiquette	3
Law	2
Kenjutsu	1
Investigation	3
Sincerity	3
Commerce	2
Courtier	3
Heraldry	3

Honor 3 TN to be hit: 15

Glory 2

Technique

The heart speaks

Add Honor to all Social rolls

Equipment

Wakizashi, Tanto, Many sets of nice Kimono & courtly gear

Miya Yakumo, Miya Herald

Yakumo always lived a sheltered life. Moving from palace to palace, from castle to cities, she never made any long-lasting friends. Naturally shy, her main talent rests in her mediation skills. She understands that a peaceful empire is a prosperous Empire. She cannot tolerate dissention or disobedience, but does not have the will to enforce her wishes.

Yakumo has pointed out to the Emerald Champion the leads to a secretive cult. The Champion immediately placed her in charge of finding & stamping out that cult. Yakumo has been afraid ever since.

Personality

Yakumo is the head of the group. However she has a major problem: she has a self-esteem problem. She does not believe she has any right to lead the Magistrates. Born to the Miya family, she is a good Magistrate and takes her job very carefully. She has a lot of experience as a Shisha and a Magistrate. Should she one day realize all the good she has done, maybe, just maybe, she might become one of the best and most valuable Magistrate in the Empire.

Responsibility weighs heavy on her shoulders. She would love to get married so she could be rid of all this.

Goal

1. Serve the Emperor
2. Make sure no one discover your weakness
3. Find a husband

Relations

Seppun Mishiro: Mishiro can't see the world for what it is. He sees only honor and righteousness. He is a fool, although a dangerous one.

Shiba Okyo: Okyo seems to have something serious on his mind, he is holding back and does not help the team to his maximum potential. But you don't want to confront him and put his honor in doubt.

Ide Albert: Albert is after you like a leech. He keeps offering to help you, which makes you uncomfortable near him. He smiles too much, and his name... who can pronounce it?!

Kuni Yakamura: Kuni has a problem. He only barely respects you. You fear that he might come after you. Try not to contradict him, or let Ide take the blame.

Miya Yakumo

Miya Shisha, Rank 2

Earth	2	Stamina	2
		Willpower	2
Air	3	Reflexes	3
		Awareness	3
Water	2	Strength	2
		Perception	3
Fire	2	Agility	2
		Intelligence	3
Void	4		

Skills

Courtier	3
Defense	4
Law	3
Etiquette	3
Heraldry	5
Horsemanship	1
Kenjutsu	1
Investigation	1
Chisaijutsu (warfan)	2
Sincerity	2
Dancing	2
Painting	2

Honor 2

TN to be hit: 15

Glory 5

Technique

Voice of the Emperor

If she flees, her TN goes up by school rank x5 (can be combined with total defense)

Eyes of the Emperor

Gains Way of the land (Imperial lands around Otosan Uchi)

Equipment

Wakizashi, Tessen, Light Armor, Many nice sets of clothes