

# Past Heroes

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**System:** [Legend of The Five Rings](#)

**Type:** [Scenario](#)

**Category:** [Fantasy](#)

**Requirements:**

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*A new Emperor ascends to the throne, and a ceremony reaffirming his ties to those owed Imperial Gratitude ensues. If only things were that simple. In Rokugan there is always more than meets the eye. A Legend of the Five Rings scenario from Leprecon XXII.*

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**Graphic:** [Bayushi Fushita](#)

**Graphic:** [Hida Kito](#)

**Graphic:** [Kakita Tetsumaru](#)

**Graphic:** [Matsu Kabutako](#)

**Graphic:** [Mirumoto Hikaru](#)

## Past Heroes

It is now 50 years ago that our great Emperor Hantei the XXVIIth was born, first and only Child of the Son of Heaven, Hantei XXVIth. The night of his birth was a time of turmoil in the Empire. It was a time of civil war when the Sons of Shinjo returned to the Empire.

There was much debate and even battles regarding the succession of the heir-less Emperor, until the night when the third concubine gave birth to the Crown Prince. Courtiers and Samurai alike awaited anxiously news of the child's health.

However, it was then that Darkness struck. In a blink, the Prince was gone and the laughter of the Dark Lord echoed throughout the castle.

It was during that dark and stormy night that the Emperor sent forth five champions rose to save the child:

- | Matsu Kabuto: Captain of the Imperial Guard
- | Hida Kito: Crab General and Hatamoto (first counsellor) to the Emperor.
- | Bayushi Fushita: Champion of the Scorpion Clan
- | Doji Tetsumaru: Brother of the Empress
- | Mirumoto Kichi: Ambassador of the Dragon Clan

All five warriors went up the Mountain of the White Snow, after the treacherous creature that had taken the Crown Prince. In only two days they had reached the castle where the creatures of Darkness had

erected their fortress. Without a blink or a single shiver of fear, all six charged up and took the fortress by storm, they all took severe hits but managed to make their way into the fortress, Hida and Matsu leading the way. However, they both died upon reaching the Dungeons. Mirumoto stayed at the entrance to protect the others and disappeared, his body never to be found.

Doji and Bayushi pushed on fighting the forces of Dark Lord. Finally, they came upon the uppermost room where they faced the Oni, preparing to feast upon the newborn Prince. A quick strike by Doji nearly downed the beast. Bayushi, nearly dead from previous wounds, managed to take the baby away from the creature, as ordered to by Doji.

Three days later, the Prince and the Scorpion Champion appeared at the Village of the Sleeping Lion. Bayushi told the story to the scribe before dying of his wounds.

## **Past Heroes**

### **Introduction**

Past Heroes is a story that tells of perception of old heroes and how they become household names. All the Characters are descendants of such Heroes. All have been brought up on the tales of their grandfathers as being great heroes (except Mirumoto). All believe they are all nice and shiny. However, during this scenario, they will all learn that history is not as it seems and they will have to take decisions that will affect not only their lives, but also the entire empire.

This scenario will require you to set the scene in the first 3 scenes, then you should be able to relax, and follow the adventure along. The PCs should then carry the adventure to its close.

This scenario is set 300 years BEFORE the CCG/RPG, so fan boys should be a little out of their league here...

### **How to Run 'Past Heroes'**

This scenario will require the PC to interact amongst themselves quite a lot. Make sure they understand this BEFORE the game start. If they expect to meet 2-3 NPCs and solve the adventure, THEY ARE FUCKED!

Begin the scenario by reading them the Legend. Try to give it your best 'old Chinese man' voice. Yeah, the voice from old Bruce Lee films... This should give the character a basic understanding of the legend. You might even read it out BEFORE handing them the character sheets. You should leave the legend in the middle because all of their PCs should know it by heart.

Whenever you speak of the trip of their ancestors, make sure to add numerous adjective as being the GLORIOUS, GREAT, MEMORABLE, etc. The PCs reaction to what they will discover has to be of an extremely sharp contrast. Even when they will see things, keep on using the same language. DON'T STOP of the entire scenario.

Also I'd recommend you reading the character histories, their goals and backgrounds. This will enable you to either guide the players along and help them. Some might have a few surprises not in the scenario.

Be warned that this scenario can end in a bloodbath with the PCs killing each other off. That's fine and

acceptable. Try to prevent this before the end.

DO NOT GIVE MIRUMOTO THE "Revelations of Mirumoto Kichi" sheet just now. Hand it over at an appropriate time.

### **Scene 0: GM's Briefing**

The action takes place at the Castle of the White Snow, at the base of the Mountain of the White Snow. It is located on Imperial Land (the local lord is a distant Cousin of the Emperor). It is during winter, so you can scare them with that, but don't push it. In the first three scenes, mention the snow, the cold, but don't hit them with any hardship.

The PCs are to climb up the mountain, go to the fortress and come back. The old Emperor and the Crown Prince will be waiting for them. Upon their return, the old man will shave his head and become a monk. The PCs will then return to the Castle with the new Emperor, thus making perpetuating the tradition of their families returning with the Emperor and putting him on the throne.

### **Scene 1: The Introduction (15-30 mins)**

It is located in the mountains between the lands of the Phoenix and Dragon. It holds little strategic value because of its location. But the location is very nice during winter and Emperor Hantei XXVIth built a small hunting palace here. And it was here that 50 years ago, a concubine of the Emperor gave birth to the current Emperor: Hantei XXVIIth.

The characters have been summoned to the castle to recreate the GLORIOUS rescue of the then-Crown Prince by their ancestors some 50 years ago. They all begin in a small guardroom where their ancestors gathered before the rescue.

The climb will take the PCs from the Castle to the Village of the Wounded Lion (about a day of travel).

At this point, just make sure the PCs know what they are to do and let them introduce themselves to the others. Let them chat it out a little (none of the PCs know the others, except through rumors).

### **Scene 2: The Village of the Wounded Lion (1h)**

The scene should begin with the cries of joy of the crowd as they make their way out. Fill the scene with the cheers of the people, flower petals are thrown on their way and from the top of a nearby tower, they can see the Emperor looking kindly upon them as they leave the Castle.

Things change as soon as they leave the city behind. The roars of the crowds give way to the silence of the mountain, the cheers give way to the deafening howls of the wind... And the clear roads give way to snowy paths. The proximity of people gives way to the loneliness of the wilderness. The bright colours give way to the universal white coat of winter.

The PCs will reach the Village of the Wounded Lion after dusk. As they walk in the village, they will notice two large mounds of snow, obviously man-made, marking the entrance to the village

There is no reception, no lantern, as if they were not expected at all. A quick look around, will lead them to the house of the ji-samurai, Yoshi (a low-level samurai who serves as a mayor for the village). Inside, Yoshi will apologise profusely, his excuse being 'we were expecting you during the day' (its gibberish

but so what, it does make some sense). Yoshi cares little for the PCs adventure and only wishes his village returned to the blissful forgetfulness

The village has houses for less than 50 people, who obviously make a living off hunting and a herding few mountain goats (currently held in a pen outside the village).

Now unless your PCs are really stupid, they will be looking around for clues. Make them think you are giving them a tough time, but make sure they get it. Also, remind them that they only have a single night and that early in the morning they will have to climb the mountain.

### **Clues in the Village**

Yoshi's household: though not a clue in itself, the family include Yoshi (~30), his wife Yuki (~30), their children aged 14-6 and the grandfather (called Ji-ji by everyone (trans: Pops)). They have no real impact on the game. Except for Ji-ji.

Jiji: The old man is a little senile. He is currently 55 years old and remembers the coming of the heroes and his younger brother who was taken away by the samurai and the destruction of the village. He has a few papers he holds in his room about the records. Plus he might make a few cracks that he knows the Emperor. Truths that everyone takes for senility. Make sure Jiji looks senile enough to have his ranting seem just that: an old man's stories.

The snow mounds: a man digging through the snow will be able to uncover burnt wooden remains. However, without spending a lot of time (read: too long for the PC to actually do it), the only conclusion the PC can come up with is that the mounds wear initially either burnt huts or a funeral pyre.

Mirumoto: If the group's Dragon looks around, you can tell him that "somehow the houses seem to have changed place". (He might make the connection but its really not that important.)

The Village Name: This is not a clue, but something to throw the PCs off the track a little. Anyone in the village can tell the story. A long time ago, a lion samurai walked here after a battle (the battle is unnamed, peasants don't know this and Yoshi cares little for that). Here he ordered a group of shepherds to nurse him back to health. If asked what happened to him, all will answer "This place is not called the village of Dead Lion..."

### **Scene 3: The Fort & Child (1h-1h30)**

In the morning, the characters will make their way up the mountain towards the fortress. Describe the climb, being difficult. Also mention that Hida's training allows him to wade through the snow faster than the others.

The first day will be uneventful. At dusk, they will reach a pass in the mountain. There, they will find an old rock shelter with a yari (spear) sticking out. An Imperial Guard banner can be guessed from the remnants of color. Note: though the PCs have no way to know this, the banner was placed here not by Matsu Kabuto, but by the rebels as a trail marker. Let the players ponder. The yari is frozen and useless.

The second day, the PCs will walk through the pass and up to the fort. About three hours away, as they are about to leave the pass and make their way up, have them notice a frozen hand poking out of the snow. Examining the body will show it to be a crane warrior (not Doji Tetsumaru) wearing the Imperial crest, making him a member of the Imperial Guard. His body is riddle with arrows they can be with the

same green & white of the Imperial Guard. They can determine that a member of the Imperial Guard was shot by Imperial Guardsmen... Don't tell this to the PCs, but Matsu shot him, anxious to avenge his humiliation.

This should come as a shock to the PCs because so far the Imperial guard was not mentioned anywhere in the story. If your PCs didn't severely doubt the past, now they should. Let them ponder about the situation, before continuing.

A few hours later, they will reach the castle, untouched for years still under an eternal anvil of ice. From afar, the fort stands strong and made of black stone. Remnants of old banners can be guessed, the last treads floating loosely in the endless wind. The door has been bashed open. The only internal structure is a half-ruined pagoda. From afar, the story holds...

It is only when the PCs reach the gates that the illusion is finally shattered. The courtyard serves as an open-air cemetery for about 50-60 samurai of different clans, but mostly Lions and Crabs (former rebel Imperial Guard). Frozen armours, body parts and weapons all lie in the courtyard. It is a real scene of carnage. Point out to all that nowhere did the legend mention such a battle...

To boost the horror factor, mention the beauty of the sight, with the horror of the cemetery. Mention the strange peace and the calm here, all in this ocean of unbroken white... (Note: White is the colour of death for Rokugani)

If anyone ask, have them make a battle roll and you can tell them they all seem to be defending the place. Most hits seem to be of Scorpion, Dragon and Lion style. But stress that they are not focusing on each.

Eventually they will enter the pagoda. This is where Mirumoto made his stand until he heard the cries of the baby within. Only Bayushi, Hida and later Matsu made their way inside.

From here on, there are few bodies. The main room holds 3 things of importance. A kneeling Matsu warrior forever frozen in place with his wakizashi in his belly. A Hida warrior cut in two and a large stone bird bath on a pedestal filled with little black pebbles in the middle of which emerge a wakizashi (think King Arthur and sword-in-the-stone).

Now, give Mirumoto the "Revelations of Mirumoto Kichi" Sheet. Don't let him read it, make him paraphrase it. Under no circumstances is he to hand the sheet over to anyone else either. The Matsu Warrior

Kneeling before the stone bath is Matsu Kabuto, his wakizashi in his belly. He has since frozen in place. Before him, in his own blood is written what might've been his death haiku. However, there is only a single kanji. 'I have failed' is read. To his right lies the family Katana. Kabutako thinks she has the real one. She might take it for herself.

Nothing else can be learned from the frozen Lion.

### **The Hida Warrior**

Cut in two is Hida Kito. His Katana still in his hand. His face twisted in a nasty snarl. Nothing of importance can be learned from him.

## The Stone Bath

Now this is where you break all the hearts and the blood might start to flow. The Wakizashi in the bath belongs to Hida Kichi (his name is written on the tsuba (blade guard)). Whenever someone will put a hand over the stone, they will quickly melt into blood (to reform into pebbles when the hand is pulled away).

The PCs may learn this only if Bayushi makes an Intelligence+Lore: Maho (the others have had no contact with mahō hence no roll for them). The pebbles are called bloodstones and are created when pure blood touches impure stone. Unless he rolled very high, don't tell him that the stones can be created without any ritual.

Pulling out the wakizashi will also pull out the real Crown Prince... Frozen and wearing a rich silk robe with chrysanthemum patterns. Unharmed except for the sword (read: he was not tortured or mistreated until the wakizashi was plunged into his heart)

At this point, let the PCs discuss what they want to do. Answer their questions, but don't steer them in any direction. This is THEIR test. THEY must choose what to do. Until the con-people begin buzzing around you like flies, let them play their characters. Very likely this might include fighting between the PCs, just referee the event.

Play-testers have asked me to point out here that you should remind the players about the importance of On (appearance), that the Appearance of the Truth IS the Truth. If they have not come to the conclusion as to the reason Bayushi lied give them subtle hints. But let them figure it out for themselves.

## Scene 4: Conclusions (5-10 mins)

Now, there is no prescribed ending. However, let the PCs who will return (those not dead) to have a few moments with the Emperor as he will ask them about the trip. If they say ANYTHING that is not in line with the tale at the start, then there will be Civil war.

The best way (for the empire) to remain in peace is to have only Bayushi return and tell the same story. This will seal the episode forever. The current Emperor will not be as attached to the location and will not continue the tradition his own father wished to continue. The whole thing will sink in forgiveness and greater tales, the PCs and their ancestors will simply become heroes.

## Appendix One: 50 Years Ago

Okay, now you want to know what happened 50 years ago. This story is NOT the elaborate tale of Oni and dark magic spun at the start of the scenario, but a much worse and darker story. This is a tale of jealousy, envy, greed and power, ultimate power.

The night the Prince was borne, he was captured by a group of rebel Imperial Guards loyal to Hida Kito. The Crab left for one of his fortresses after the disappearance of the Prince was discovered. Thinking he was going to the rescue, Matsu Kabuto, Doji Tetsumaru and Bayushi Fushita tagged along. The Crab didn't care, he knew his boys were up there and they would take care of these fools. Then Mirumoto Kichi appeared and tagged along. The climb was arduous. They stopped at the village of the Wounded Lion before pressing in the morning. They reached the pass where they set up camp at the shelter in the pass.

Again came morning, Hida was on his way again. The group' cohesion had broken down with the Crane and Lion fighting each other. During the day, they met a Crane in the pass. Matsu shot him down with a few well-placed arrows.

Then they saw the fortress, with Hida Kito' flags floating over the walls. All understood that Hida ran up to his troops. Bayushi and Mirumoto couldn't keep the pace with the Crab. Matsu and Doji got into an argument which lead to Doji' demise.

At the fortress, Bayushi used explosives to open the door (why it was smashed), then he and Mirumoto burst inside and attacked the rebels imperial guard.

### **[Skip the Hong Kong battle scene].**

Eventually, Bayushi and Mirumoto made their way to the dungeon. Bayushi proceeded inside while Mirumoto held the door. The Baby began to cry, and Mirumoto ran away to his monastery.

Bayushi confronted Hida in the pagoda, but fled when the Crab killed the Prince, no sense in dying for a lost cause. Matsu had finished off the guards in the courtyard ran inside and confronted Hida. However, the Lion faced the Hida to the death. Matsu won. However, he preferred to die here near the Crown Prince than to admit his failure. With his blood, he wrote of his failure in front of him. Then died.

Bayushi, severely hurt, made his way to the village of the Wounded Lion. There he told the story of what happened to Jiji' father. He sent the old man with his new-born son to see the Emperor. Jiji' father disobeyed and brought Jiji with him. During their absence, Bayushi slaughtered everyone, thus eliminated all traces of the truth then burned everyone before himself jumping into the funeral mound.

Jiji' father was trapped, he had brought the story to the Emperor. He could not go back and deny everything, it was his word vs. that of the Scorpion Clan Champion who had saved the Prince...

Why then did no one contest or verify the story of the Scorpion? Because everyone looks good in it: the Lion and Crab die bravely, the Dragon is given to simply disappear into the night, most likely to die in the snow and the Crane heroically attacks the creature as he is dying sends the scorpion to save the baby. The story pleases everyone, and Bayushi knew it.

On (face) and peace was kept in the empire, at least for a generation. Can the PCs do the same? (Writer guesses: FAT CHANCE!)

### **Appendix Two: Revelations of Mirumoto Kichi**

The night was stormy and cold. Kichi was not a favored courtier or a samurai of great renown. He was a young samurai, barely out of his gempukku, travelling the land, as Lord Togashi had ask of him. Living the life of a near-ronin. It was almost by chance that he happened on the city of the Purple Bloom. He stumbled on the five warriors heading out in the rain. He recognized a number of them for their high standing in the Empire.

From the start, he knew that the expedition was not going well: Doji & Matsu both kept arguing for the command of the expedition each arguing their standing gave them the power to do so. Bayushi listened in silence, smiling behind his mask while Hida was out on his own, not relying on any one. He walked several paces ahead and did not acknowledge the presence of the others.

When the soldiers of the Imperial Guard began to attack the group, Kichi knew something was wrong. When the heroes made their way up to the fort, there flew the flag of Hida Kito. The Crab began a mad dash for the fort, his Crab training allowed him up faster than everyone else. Doji & Matsu began to fight each other. What Kichi is not sure is who attacked the other.

Kichi & Bayushi went up to the fort, to kill the Crab, but without . There, they fought a group of Imperial guard. Covered in blood, Kichi heard the cries of the infant and immediately made his way back. He saw Matsu who was rushing up into the fort.

Then he returned to his meditations, but his focus was gone. The words of the curse spoken upon him echoing in his mind all this time.

NOTE: You should paraphrase the following story and not read it out loud. Remember that telling his secret will free Kichi/Hikaru from the torture he is living in. Neither should you simply hand it over to the other players.

### **Matsu Kabutako**

Kabutako is a typical Matsu woman: she is loud, brash and very proud of herself, her family and her clan. She believes that bushido is the sword of the mind, a way to make a samurai great and powerful. She loves to charge into the enemy and has already risen in ranks and is seen as having a great future within the clan.

She was one of the only officers to achieve her objectives against the Unicorns during a recent border skirmish. This has brought her fame and notice. Kabutako knows that upon her return, war is likely to start again in earnest. However, the armies of the Lion clan are not prepared for a joint Scorpion-Uncorn war. Peace must be maintained and order kept in the Empire.

In preparation for the ceremony, Kabutako went to see a Kitsu sodan-senzo (a "shugenja of the ancestors") to ask for advice from her grandfather. The Kitsu said the prayers, performed the rituals. All he could offer to Kabutako was "I do not know why, but your ancestor refuses to speak to me out of shame. Shame he says for himself and his life."

This has shaken Kabutako to the core. She always thought that her ancestors were looking at her with pride, but one of her most illustrious ancestors, even in death kept his head low in shame. Kabutako is now obsessed with the ceremony, she is ready to leave and feels like a caged tiger because she must wait for the Emperor arrival.

Kabutako has searched the libraries of the Ikoma and discovered that Hida Kito was married to the only other living heir of Emperor Hantei XXVIth. If the prince had died, then the Crab would've become the Prince consort to the Empress.

### **Playing Matsu Kabutako**

Kabutako is a martial person, she is dedicated and focused, even if she is temperamental and prone to act without thinking. At the moment her mind is set on finding the cause of her grandfather's shame. She is certain the Crane are behind this and that somehow they plotted the entire thing.

### **Goals & Ambitions**

Kabutako is obsessed by the glory of her family, any insult or wrong word about her family will very likely result in a fight. Any attack to her honour or the honour of any of her ancestors is very likely to be an offence punishable by death. She has no sense of humour when it comes to honour.

She plans on using the journey to boost her glory and discover the secret of her grandfather's shame. She would even go so far as to commit dishonourable acts in order to protect her family honour (as any good samurai should).

Carrying around the sword of her Grandfather is the greatest pride in her life. She likes to brag of her Grandfather's accomplishment with the blade.

### **Legend of the Five Rings**

NAME : Matsu Kabutako

CLAN :Lion Family : Matsu Profession : Matsu bushi  
TRAITS AND RINGS

FIRE : 2 Agility : 4 Intelligence : 2  
AIR : 2 Reflexes : 3 Awareness : 2  
EARTH : 2 Stamina : 2 Willpower : 2  
WATER : 3 Strength : 3 Perception : 3  
VOID :2

#### SKILLS :

Battle ( 3 )  
Archery ( 2 )  
History ( 2 )  
Kenjutsu ( 5 )  
Hand-to-Hand ( 5 )  
Intimidation ( 4 )  
Athletics ( 4 )  
Bard ( 1 )  
Defense ( 2 )  
Investigation ( 2 )  
Lore : Ancestors ( 2 )

#### ADVANTAGES / DISADVANTAGES :

Death trance  
Quick  
Fascination: Grandfather' Shame  
Proud: Family

GLORY : 4  
HONOR : 4+5 boxes  
TN to be hit : 15  
INSIGHT : 142  
WOUND RANK : 4

## **Hida Kito**

Like your grandfather, Kito is half-Kaiu (the combat engineers). Though Kito was trained at the Hida school, he did spend a lot of time with his Kaiu cousins building war machines. His father looked favorably upon this because he has told Kito that HE would one day soon become a general in the crab army, and replace his father.

That day changed Kito' life. Since then, he has strived to be the best. He has trained to become as focused as a lion. He went to the courts of the Crane as a representative of his father. He negotiated maritime treaties with the Mantis and has even studied the use of magic in battle with the Phoenix. This has made Kito one of the great leader of men, a natural leader.

Unlike most Hida, Kito is very used to the courts and ways away from the Wall. Like most Hida, he tends to be blunt, direct and to the point. Just because he understands the game, doesn't mean that he plays. Kito has never served on the Wall for any extended periods of time, although he has faced many of its horrors within the frontiers of the Empire.

Kito was told by the Crab Champion, that talks will take place during the celebrations. Upon the success of these talks, there might be war with the Crane. Kito himself will be given command of a small army to target several Crane seaports on his return. However Kito knows that the Crane Navy will easily defeat the Crab and these seaports will not be destroyed. The only way to make sure Crab lives are not lost uselessly is to keep the peace in the empire.

Before shaving his head and becoming a monk, Kito's father told him that his own father once had an affair with the Mirumoto' wife. The affair was kept secret and no one ever knew. Ever since he was invited to the celebrations, Kito believes the Mirumoto is preparing to get back at him. To your surprise, the Dragon have sent a former Ronin. Who better to do the job than an honorless ronin ? Watch your back.

## **Playing Hida Kito**

Kito is NOT a typical Crab veteran covered in scars and sour with life. Instead, he is rather business-like, think of the German Businessmen in the Simpsons: doesn't quite seem comfortable in court, but is at his best once on the field. Kito sees this opportunity to get in touch with his ancestor and to show himself to the Empire.

## **Goals & Ambitions**

Kito wants to use this to increase his prestige and the prestige of his clan. If he can return a great hero, certainly his own position will give him more power. His grandfather has put his father to prominence and Kito plans on doing the same thing for himself.

Kito is very proud of his grandfather and his numerous acts of heroism and longs to be just like him.

NAME : Kito

CLAN :Crab Family : Hida Profession : Hida bushi  
TRAITS AND RINGS

FIRE : 2 Agility : 3 Intelligence : 2  
 AIR : 2 Reflexes : 2 Awareness : 2  
 EARTH : 4 Stamina : 4 Willpower : 4  
 WATER : 3 Strength : 3 Perception : 3  
 VOID :2

#### SKILLS :

Archery ( 1 )  
 Battle ( 4 )  
 Defense ( 2 )  
 Hand-to-Hand ( 1 )  
 Kenjutsu ( 4 )  
 Tetsubo ( 3 )  
 Lore: shadowlands ( 3 )  
 Athletics ( 3 )  
 War fan ( 4 )  
 Siege ( 3 )  
 Courtier ( 3 )

#### ADVANTAGES / DISADVANTAGES :

Strength of the earth 4 pts  
 Large

GLORY : 5  
 HONOR : 2+5 boxes  
 TN to be hit : 20  
 INSIGHT : 161  
 WOUND RANK : 8

### **Bayushi Fushita**

Fushita's father should've become clan Champion, but he was only 2 when his father died. The clan placed one of his uncles as clan Champion. Because his youth was spent by his Yogo Mother running all the time, trying to evade those would have liked to ensure that Fushita never reached maturity to claim his rightful place. Fushita feels cheated and feels that he must regain the title for himself and his ancestors.

Following his mother's teachings, Fushita became a Shugenja, and a good one at that. To become Champion, he has also trained in the mastery of the sword, but his greatest weapons are his wit and his cunning.

Fushita has vowed never to betray travelling companions. His firstmost loyalties lie in (listed in order): his Mother and Sensei, his travelling companions and the empire. Fushita cares little for his clan except to lead it, even if he will never admit it. His Mother is now aging and her health is rapidly declining. This concerns Fushita much because he fears that on his return, his mother will not greet him.

In order to prepare and gain as much prestige as he could, Fushita has read every thing on his grandfather and on the expedition. He knows the legend by heart. Only one thing doesn't add up: why would his grandfather speak so highly of those for whom he had little respect? He hated Matsu Kabuto. The Lion must have had some rather serious blackmails on his grandfather. Fushita intends on

discovering what the Lion knew, and to turn it to his full advantage.

Fushita knows that both the current Emperor and the Crown Prince were born to Scorpion concubines. Which made his Grandfather an uncle to the current Emperor. The current courtesan comes for the Soshi family and is not known to Fushita

Recently the Scorpion and Unicorn have made talks of alliance against the Lion. Fushita knows that a war would solidify his uncles' hold on the clan, therefore peace must be maintained and the seat of his uncle must be left unstable.

Playing Bayushi Fushita

Fushita is filled with envy and ambition. Fushita plans on using the celebrations to gain prestige and have his mother cured, then turn his attentions to make ties with other clans to ensure his ascension.

### **Goals & Ambitions**

Fushita wishes to gain power and support from this trip. He only needs to come back alive and he will be one of those who crowned the Emperor like his Grandfather did...

### **Yogo Curse**

The Yogo curse is an ancient curse that was cast upon Yogo by the Phoenix clan. All his descendants now share the curse. At some point in their lives they will betray those they love most.

NAME : Bayushi Fushita

CLAN :Scorpion Family : Bayushi Profession : Yogo shugenja  
TRAITS AND RINGS

FIRE : 3 Agility : 3 Intelligence : 3  
AIR : 4 Reflexes : 4 Awareness : 4  
EARTH : 2 Stamina : 2 Willpower : 2  
WATER : 3 Strength : 3 Perception : 3  
VOID :3

SKILLS :

Calligraphy ( 2 )  
History ( 3 )  
Lore: shadowlands ( 1 )  
Lore: maho ( 1 )  
Meditation ( 3 )  
Theology ( 3 )  
Spellcraft ( 3 )  
Acting ( 1 )  
Etiquette ( 3 )  
Courtier ( 4 )  
Kenjutsu ( 4 )

**ADVANTAGES / DISADVANTAGES :**

Crafty : considered to have all low skill at level 1  
Yogo Curse

GLORY : 1

HONOR : 1+5 boxes

TN to be hit : 20

INSIGHT : 178

WOUND RANK : 4

**SPELLS:**

Casting: Ring+3kRing

Most of Fushita's spells are for hiding, invisibility (both air) or divination (water) You make up the spells and the GM will assign targets numbers for you.

**Kakita Tetsumaru**

Doji Tetsumaru only had a daughter. You are the first son born to his daughter and Kakita Arata. Trained to be warrior, a courtier and a poet. Tetsumaru believes he is the Kamis' gift to womankind. He goes around breaking hearts and making himself hated by fathers but loved by daughters & wives... A risky life, but Tetsumaru knows his ancestors smile on his lifestyle.

Ever since he was a child, his mother has told him about the exploits of his grandfather. His heroic adventures and finally, his heroic death fighting to save the Crown Prince. Tetsumaru is certain that he will, like his grandfather, die a hero's death and become the subject of legends and poems.

Just before leaving, his uncles have told him that war is brewing and that there soon will be war. The Crab are ready to move their armies to destroy a number of Crane strongholds on the coast. The Crane are not ready for war, so peace must somehow be kept.

Tetsumaru is certain that Bayushi lied upon his return, but has a strange feeling that his grandfather was played and tricked by the Crab. Tetsumaru plans on finding what the Crab did, discover the truth and show that uncivilized brute who is the best.

Tetsumaru has learned that the current Crown Prince is a distant relative of Bayushi Fushita (both of the old one and the current one), through his mother, who is a Scorpion concubine.

**Playing Kakita Tetsumaru**

Tetsumaru is full of himself. He thinks he is the best at EVERYTHING. He keeps getting into fights and into trouble. Never back down for anyone. Never refuse a challenge. He is arrogant and looks down at everyone. Any bad mouthing of himself or his hero (his grandpa) will result in a duel.

However, in fairness he IS pretty good with his sword. Which is probably the reason he is still alive today.

**Goals & Ambitions**

Tetsumaru wishes to return with his grandfather' katana. It is still up there. He also wishes to make sure no one dirties his reputation.

NAME : Kakita Tetsumaru

CLAN :Crane Family : Kakita Profession : Kakita bushi  
TRAITS AND RINGS

FIRE : 2 Agility : 3 Intelligence : 2  
AIR : 2 Reflexes : 3 Awareness : 2  
EARTH : 2 Stamina : 2 Willpower : 2  
WATER : 2 Strength : 2 Perception : 2  
VOID :2

SKILLS :

Archery ( 2 )  
Etiquette ( 5 )  
Iaijutsu ( 5 )  
Kenjutsu ( 1 )  
Sincerity ( 4 )  
Courtier ( 4 )  
Political maneuver ( 4 )  
Calligraphy ( 2 )  
Music ( 2 )  
Athletics ( 1 )

ADVANTAGES / DISADVANTAGES :

Benten's blessing  
Voice  
Meddler  
Vanity

GLORY : 4  
HONOR : 4+5 boxes  
TN to be hit : 15  
INSIGHT : 130  
WOUND RANK : 4

**Mirumoto Hikaru**

On the first cries of your journey,

You will return to meditate at the monastery

Upon seeing the child in his bed of rocks,

will your silence alas be broken.

Those were the words Lord Togashi Hikaru said to you when you met him about 50 years ago. To this day, they still echo in your head, like a curse. You were not born Mirumoto Hikaru, but Mirumoto Kichi, the same Mirumoto Kichi who walked up the mountain with the Heroes and the same one who disappeared during the battle. You did hear the cries of the Crown Prince, but as your master ordered you, you left immediately. You have tried to find peace in your meditations, but you have only found rage.

A year following your return, Lord Togashi came to you once more. This time, he explained his words. You were not imposed a vow of silence. You were ordered not to speak about your past history until you saw the child in his bed of rock. Lord Togashi then had his master tattoo artist draw all over your back a beautiful Crane, which would forever protect you from sickness and time. You would forever be a living book of history for Lord Togashi.

Unable to find your focus, you left the Dragon lands and travelled far and wide as a ronin, taking on the name Hikaru. Somehow you knew that Lord Togashi had acted with a purpose.

It was during one of the many festivals that your nephew (Kichi's brother) recruited you and married you to the daughter of one of his hatamoto, this made you Dragon again. Your nephew prepared himself to leave and represent the Dragon clan, when Lord Togashi appeared again. He did not speak, but only lifted a finger towards you. All were astonished but the will of Lord Togashi is not to be discussed. So you left once more, to finish what you started 50 years ago.

NOTE: You (the player) are not told what has happened because of the secret imposed on him. At some point though you will be told (provided you live to that point... Hehehe)

### **The Tattoo**

The Crane tattoo that today covers Hikaru's back makes him immune to aging and to disease. However, Hikaru takes great pride not showing it to anyone.

### **Playing Mirumoto Hikaru**

Hikaru is a man without peace and calm. He sleeps only a little, then only to be haunted by nightmares. He cannot speak of anything and events of the past are still imprinted in his mind. Hikaru knows that what happened can break the Empire in the worst civil war. It would be like holding the key to World War Three but being honor-bound not to reveal it.

Now think of it... Did you REALLY want to play the Dragon ???

### **Goals & Ambitions**

Hikaru only seeks internal peace. He cares not for politics or temporal glory. He only wants to free himself of Lord Togashi's curse.

NAME : Mirumoto Hikaru

CLAN : Dragon Family : Mirumoto Profession : Mirumoto bushi  
TRAITS AND RINGS

FIRE : 3 Agility : 4 Intelligence : 3

AIR : 3 Reflexes : 3 Awareness : 3  
EARTH : 3 Stamina : 3 Willpower : 3  
WATER : 2 Strength : 2 Perception : 2  
VOID :3

SKILLS :

Archery ( 4 )  
Defense ( 3 )  
Kenjutsu ( 3 )  
Meditation ( 5 )  
Lore : Shugenja ( 2 )  
Nazodo ( 4 )  
Athletics ( 3 )  
Medicine ( 3 )  
Poetry ( 1 )  
Stealth ( 1 )  
Theology ( 3 )  
Shintao ( 3 )  
Mountaineering ( 3 )

GLORY : 1 (6 as Mirumoto Kichi)  
HONOR : 1+5 boxes  
TN to be hit : 25  
INSIGHT : 178  
WOUND RANK : 6