

# The Edge of Treachery

A Legend of the Five Rings Campaign

By Scott Gearin

**Type:** Fealty (all PCs serve a single lord)

**Time:** Reign of the 23rd Hantei emperor (Post Iuchiban, Pre-Kaiu Wall. No Unicorns, Kitsuki, or Wasps.)

**Focus:** Court Intrigue, Mass Battle (epic samurai fiction- the clash of houses)

The PCs will be hatamoto in the service of dono Daidoji Toshiya. Toshiya is the likely heir to Daidoji Kazuo, the current head of the Daidoji house. As his advisors, the PCs will receive a free Social Position (hatamoto) advantage. Additional ranks of Glory will be 3 CPs instead of the usual 5. Also, as they are encouraged to make Crane characters, but not to be limited to Crane schools, the Different School advantage is only 3 CPs. I am also hoping for a spiritual advisor for Lord Toshiya, so I'm hoping for a Henshin, Ise Zumi, or Monk character. One player has volunteered to help test the Doji Bushi School, and another has expressed interest in playing a merchant.

## Book 1: The First Stones

### Chapter 1: The Gathering of Storms

The White Squid pirates have captured some of lord Toshiya's most important cargo of this season, including a gift for the emperor. Toshiya-sama has decided to send a new gift: the pirate captain's head!

The activities of the pirates have attracted several other samurai to the chase. The most important outsider is Otomo Shinken, an imperial magistrate of considerable fame. While she will not interfere in the PC's efforts, she won't tolerate their interference in her investigation either. Should she reach the pirates base first with her forces, the PCs will be left to clean up the scraps, and only the emperor will benefit from any resolution she brings about. Shinken acts as the clock in this adventure, and a spur to keep the PCs running hard.

Another possible encounter will involve Yasuki Tessai. This powerful southern lord has also lost considerable wealth in the wako attacks. Unlike Shinken, Tessai will be most helpful, with the understanding that such a favor incurs a debt...

The White Squid Pirates are actually lead by four brothers. Three of them command small ships and pirate crews, while the fourth is an albino, and a shugenja, who stays at the White Squid Shrine erected at the pirate's main cache. The similar appearance of the three captain brothers, and their deliberately similar ships has created the mystique that the pirates are on only a single ship, but can strike at ships hundreds of ri apart in the same day. Investigations into previous raids will provide interesting, but sometimes misleading clues about the pirates.

The most startling discovery is that the albino brother, is both maho-tsukai, and able to produce a few types of what appear to be nemurani. These fetishes give the PCs unexpected difficulties when facing the captain brothers, and a need to approach the Asahina masters. A breach in the security surrounding the Crane's prized magic could have catastrophic consequences for the balance of power in the empire. If Shinken takes the White Brother alive...

### Important Passages:

- 1. Toshiya's command-** The PCs give introductions. Iwase Osamu briefs them on their assignment. Trip to the port and choosing a captain.
- 2a. The Search North-** The PCs meet the magistrate. Clues. Spot the City of Broken Flowers.
- 2b. The Search South-** The PCs meet Tessai. Clues. Encounter the wrecked victims.
- 3. Face of the Enemy-** Between the two searches, a battle with the middle wako brother. This is the first serious sign of nemurani among the pirates. Players should now be able to determine there is more than one pirate ship.
- 4. Temples of the Sun-** Travel to the Asahina provinces to learn more of the White Squid and the wako charms. Shinken is there to keep the pressure on.
- 5. Along the Coast at midnight-** The PCs spot one of the wako ships. If aboard the merchant, the pirates attack. The warships give chase. Fight with the youngest wako captain.
- 6. Gathering Storms-** Interlude on the way to the pirate lair. As the weather worsens, sailors claim to have spotted the Orochi, but the PCs see nothing.
- 7. Island of the Heavenly Sheen-** Battle with the eldest wako brother, and the spirit of the White Squid.
- 8. Battle at the Pirate Shrine-** Final showdown with the Albino and any surviving captain brothers.
- 9. The Head of My Enemy-** Epilogue with Toshiya.

## **The Four Brothers**

### **Ryohei- The Eldest**

Mantis Bushi 2 Glory:- Honor:1

Air:4 Earth:3 Fire:3 Water:3 Void:3

Skills: Athletics 2, Battle 3, Defense 3, Leadership 3, and Nunchaku 3

Specials: Tactician

### **Katsuo- The White Brother**

Maho-Tsukai 3 Glory:- Honor:0

Air:3 Earth:2 Fire:2 Water:4 Void:2

Skills: Athletics 1, Defense 2, Tanto 3, and Tsangusuri 3

Specials: Bad Fortune (Albino)

### **Yosuke- The Bold**

Ronin Bushi Glory:- Honor:1

Air:3 Earth:2 Fire:2 Water:4 Void:2

Skills: Athletics 1, Defense 3, Hunting 2, Kenjutsu 3, and Leadership 2

Specials: Natural Leader

### **Chihaya- The Quick**

Ronin Bushi Glory:- Honor:0

Air:4 Earth:2 Fire:3 Water:3 Void:2

Skills: Athletics 3, Defense 4, Kenjutsu 3, and Leadership 1

Specials: Combat Reflexes, Quick, Perfect Balance

## **Chapter 2: The War of Fans**

After the battle with the pirates, the story moves to the winter court of the Asahina. The emperor has chosen to winter in the lands of the Lion, to reward the successes of the Lion Champion in crushing the gaijin invasion. The Cranes are suitably nervous about the Lions moving into political ascendancy. While the Crane champion and the Emerald Champion attend the Emperor's court, the Doji and Kakita Daimyo meet at the Doji Palaces. The Asahina and Daidoji families have gathered at the Temples of the Asahina. Important lords of the Crab and Scorpion Clans are also present, while a handful of other clans have sent emissaries to the Asahina court.

The Asahina court is a bit of free form political maneuvering. PCs have free reign to develop contacts, make deals, and try to gather glory. Key events center on the personalities of major NPCs being introduced.

### **Important Passages:**

#### **The Lords of the Asahina Court**

Asahina Nimura:

Asahina Kouji: This young astrologer has a great deal of charm and wit. To pass the long winter nights, He offers to tell the fortunes of the visiting lords. Some of his predictions will prove uncannily accurate...

#### **The Crab Guests**

Hida Gennosuke:

Sugita Tsutomu: A young but dedicated tsukai-sagasu, Tsutomu has come to the court watch for Taint amongst the soft courtiers, and to search for warriors who might be willing to come to the lands of the Crab and learn more of the many threats to the south. He is a poor ambassador, but earnest and direct in his wisdom.

Tomioka Akiya: The Yasuki have long been out of favor amongst the Crane. Akiya is here on her best behavior, trying to build bridges over the shadow war between the Daidoji and Yasuki. She will be an ideal middle-woman in several marriage arrangements that this court will launch.

### **The Lion Guests**

Akodo Minako: A talented young painter, Asahina Nimura has gone to some lengths to secure her for his court. She is eminently eligible, and her social graces and breeding are impeccable. As a distant cousin to the Akodo Champion, Minako is this season's most sought after artisan.

Goseki Sho: This Lion warrior has the temperament and sensibilities of a monk. He is calm, collected, and very pious. His presence at a Crane court would normally be a cause for comment, but his refinement and discretion quickly move him into the background... until the son of a kenshinzen challenges him to a duel. Sho and the boy, Tsume Atsushi, face each other several miles from the Temples (it being forbidden to shed blood on these lands by Imperial Order). Atsushi's death sets the stage for Sho's duel with his father in the sixth chapter.

### **The Scorpion Guests**

Bayushi Shinya: The highest ranking Scorpion to attend the Asahina court, and a powerful warlord, Shinya wields incredible influence at this year's court. The Scorpion clan is equally concerned with Akodo Shigemi's rising fortunes. Shinya is considered by many to be the Scorpions greatest tactician, and one of the few living generals who could challenge Shigemi. Securing his good will could be of vital importance to the interests of the Crane.

Kochako Yasuo: One of Shinya's most trusted advisors, Yasuo is also a skilled performer of the classic plays. He is leading a troupe of less famous actors, to perform on the behalf of the Scorpion Clan.

### **The Minor Clans**

Kitsuki Natsumi: A fox onnamusha and dancer. She is performing at the Crane court, and keeping an eye on her clan's interests.

Suzume Tadashi: The most powerful of the Sparrow generals, Tadashi is here to encourage the peace between Scorpion and Crane. Battles between those clans devastated the Sparrows' province, and he hopes that he will not see such war again in his lifetime.

### **Chapter 3: The Walking City**

Kusatte Iru marches on Rokugan.

### **Chapter 4: Aboshi's Breath**

A plague spreads from the aftermath of battle with the great oni.

### **Chapter 5: The Bleak Lord**

An evil sword possesses a major figure.

### **Chapter 6: The Strike of Silent Waters**

The duel between Matsu Sho and Kakita Seiji

# Edge of Treachery Player's Guide

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## Character Creation

A number of points need to be made about the character creation process for the Edge of Treachery campaign. First and foremost, all characters will logically be in the service of Lord Daidoji Toshiya, and have at least the appearance of loyal and devoted vassals (or kin). While individual party members may serve a second, secret master, or some other form of back stage skullduggery (with GM approval naturally), every character will be able to sit in a room with all the others, smile politely, and serve the Crane cause, generally without fighting amongst themselves.

### Social Class

The first step in character creation for this campaign is choosing which caste of society the character comes from. The categories are bonge (peasant), ronin (lordless samurai), buke (samurai in service), and kuge (noble gentry). Peasant characters are made in much the same way as True Ronin. They receive extra CP's but have severe social penalties and no schools to speak of. Creation of ronin (both Clan and True) works exactly as described in the main RPG. Buke are created as in the RPG, but come from vassal families. A short list of vassals to the Great Houses will be included in the Reference Points section. They may choose any attribute favored by one of the Great Houses of that clan. Kuge must pay 5 CP for the Gentry advantage, and come from the noble blood of one of the Great Houses. These characters actually carry the names of one of the Kami or their immediate followers.

Glory Rank has been replaced by Position Rank, while Glory is still awarded in points. Position is a tool to measure status, while Glory represents recognition of your deeds. Thus, peasants may amass Glory (called 'Worth' for peasants) in the service of their daimyo. A daimyo may hold a peasant with 50 or more points of Worth in the highest regard, and while he is technically inferior to a Position 2 samurai, only a fool dismisses him lightly. Glory will effect your standing of the moment, but Position indicates where the true power lies.

### Schools & Techniques

Due to the period this campaign is set in, there are several schools that are prohibited. The Unicorn Clan has not returned from their far wanderings at this time, so all Unicorn Families, Schools, and Ancestors are forbidden. Agasha Kitsuki has not been born yet. The Wasp Clan has not been founded, and the Mantis Bushi School has yet to develop a fourth technique.

A wide array of the Schools at the Agate Palace will be in play for this campaign. These include:

**Crab:** Hida Berserker, Hiruma Bushi, Kaiu Builder, & Yasuki Dealer

**Crane:** Daidoji Scout, Doji Bushi, & Kakita Artisan (Drummer, Potter, Puppeteer, Tea-master)

**Dragon:** Agasha Craftsman & Mirumoto Archer

**Lion:** Akodo Tactician, Ikoma Scholar, Ikoma Budoka, Kitsu Sodan-Senzo, & Matsu Bushi

**Phoenix:** Asako Henshin & Asako Magistrate

**Scorpion:** Soshi Bushi & Yogo Assassin

Further a number of techniques and school skills from official schools have been slightly altered. Finally, a fair number of the vassal houses of the buke class hold two and three technique schools. For a full description of the new schools and modified skills and techniques, refer to Appendix I: Dojo.

### Advantages

Like many other aspects of the basic L5R rules, several Advantages have been altered, and a number added. Advantages are also divided into Fates and Fortunes. Fortunes may be purchased in play. Fates may only be purchased at character creation. A full description of the costs, benefits, and categorization of Advantages may be found in Appendix II: Fates & Fortunes

Of particular importance to this campaign are the Different School, Gentry, and Social Position Advantages. Different School has a reduced price of 3 CP, to encourage players who wish to play non-Crane schools to do so, while still creating Crane characters. Social Position is also reduced to 3 CP to promote the creation of more powerfully placed characters, the logical hatamoto of lord Toshiya. The Gentry advantage is especially significant, as it marks the character as a member of the elite kuge class, and a blood relation of the ruling family of that house.

## **Skills**

A basic principle that guides my games of L5R is “every single skill can save your life at some point.” I make very certain that the variety of challenges set before my players will reward innovative use of skills, and challenge characters to be as broadly capable as experience permits. One of the advantages of group play is that characters are able to bring to the group much needed skills. In one session the skill of Courtier places valuable information in Player hands. Not long after that, Mountaineering proves necessary to act on it. In a group, the typical Kakita and Mirumoto have both made victory possible, while staying true to their origins.

A few skills will be of particular use in this setting, and deserve special explanation. These skills -will- save lives during this campaign.

### **The Tactics of Peace**

**Bard:** In addition to the telling of the tales of glorious battles known throughout the empire, the character skilled in Bard is also versed in how best to present his own accomplishments, in challenge, duel, or war. Bard is a key skill in gaining Glory for one’s martial deeds.

**Calligraphy:** Others will judge your entire character from the quality of your brushwork, often with a high degree of accuracy. A high Calligraphy not only shows refinement, but also allows the subtext of your correspondence to accentuate your good qualities and downplay flaws. The value of this skill is incredible, being one of the skills expected of any gentleman.

**Courtier:** This skill is essential to the gathering of information from a social situation. The character is more knowledgeable about the structure of Rokugan’s courts, and better able to infer correct information from the swirl of rumor and innuendo.

**Etiquette:** The value of this skill cannot be overstated. While all characters are capable of basic etiquette, the highly skilled are both more precise, and more effortless in their social graces. No other skill is as likely to set the tone for social interaction.

**Gambling:** Make no mistake, the nobility of Rokugan are not to be found sitting in parlors throwing dice! But tremendous sums do change hands over all manner of “courtly wagers.” An appreciation of odds, a sound judgment of risk vs. reward, and that little tickle when fortune smiles or a streak is about to end make Gambling a surprisingly useful skill, even amongst courtiers.

**Govern (NEW!):** It takes a skilled hand to balance the demands of imperial taxes, the maintenance of manor and army, and the handling of farmers, craftsmen, and retainers. Characters skilled in Govern have both management skills and a degree of financial acumen.

**Law:** This skill includes knowledge of Rokugan’s legal structure, and insight into the workings of the imperial bureaucracy. It is a useful skill in identifying whom to contact or minimize delays when dealing with the Imperial Government or magistrates.

**Oration/Rhetoric:** The skill of public speaking and cogent argumentation. A clear and persuasive speaker can change the face of almost any situation in Rokugan’s appearance driven culture. Where Sincerity leads to convincing words, Oration is the basis of the moving or inspiring speech.

**Poetry:** The act of poetry is well understood, but the social context bears mention. Poetry contests are a given in courtly gatherings. Poetry is also used in more intimate exchanges, and can be one of the subtlest ways of presenting your position amongst the nobility. Superb poetry can change the world.

**Sincerity:** Often mistaken for a ‘lying’ skill, sincerity is more the gift of personal persuasion. A character with high Sincerity is able to present his words as acceptable truth. It is as useful in presenting unpleasant truths as in lying. Sincerity is also used in the elaborate rituals of gift giving. To receive a gift in perfect form, but without sincerity is as grave an insult as opening the gift before the giver.

### **The Art of War**

**Battle:** The knowledge of maneuver and tactics. This is the primary skill used in determining effectiveness in command of a battle. It is an intuitive and adaptive skill, required once battle is joined and all carefully laid plans are put to the test.

**Heraldry:** The ability to identify the mon and allegiance of officers and daimyo. Includes a certain amount of genealogy knowledge as well.

**Leadership:** The ability to lead troops, inspire loyalty, and organize servants. Unit commanders will particularly benefit, but generals, karo, and samurai wives are also well served by this skill.

**Siege:** The knowledge of siege tactics and effective use of fortifications.

**Strategy (NEW!):** Through games like go and shogi, along with study of the classics of Sun Tao, the character gains an understanding of the largest scales of warfare. Go teaches the broader military concepts of terrain, entrapment,

supply lines, and sacrifice. It is commonly used as test of skill between strategists. Shogi teaches the value of creating treachery in enemy ranks, the use of ambush, and the value of spies. Shoji masters are versed in “unconventional tactics” and indirect means of waging war. This skill provides strategic benefits to generals, being used in the calculations a good general performs before battle is joined, and gives an awareness of the classic games and puzzles. It is also a favorite of infiltrators and saboteurs, revealing the points of minimal effort for maximum gain.

**Tessen:** While a useful weapon skill, Tessen also include the various forms of signaling used by generals on the battlefield. Strangely the chief value of the tessen derives for its weakness as a weapon; tessen may be carried in places where swords are not allowed.

### **The Refinement of Wisdom**

Any of the artistic skills can help the samurai in his quest for enlightenment and perfect service, reflecting a refinement of the spirit.

**Ancestor Lore:** One of the three religions of the Rokugani is the veneration of your ancestors. This skill gives the character extensive knowledge of his genealogy and the tales of deeds performed by his ancestors. It also includes knowledge of the correct formulas and rituals to appease and honor the ancestors of any samurai.

**Instruction (NEW!):** Hatamoto are expected to pass on their skills, so that children and protégé may continue to serve the house of their lord even beyond their own passing.

**Meditation:** Self-control is a principle practiced by all of the samurai class. Meditation is a key element of this belief. Meditation focuses the mind and refreshes the spirit. Of particular importance to retainers of lord Toshiya is the skill it imparts in remaining completely motionless, sometimes for over an hour, while seated in council. This sort of display of personal discipline is highly valued by the Crane lord.

**Shintao:** The wisdom of “The Little Teacher” has been a cornerstone of Rokugani civilization since the dawn of the empire. Shinsei’s wisdom can serve a character in any endeavor. Quoting the Tao is an elegant and basically irrefutable way of making a point.

**Theology:** The third face of Rokugan’s religion is the veneration of the Fortunes. Samurai will find the power of prayer alive and well in the Emerald Empire. Shrines dot the landscape, and Theology includes both identification and proper prayer to these powerful spirits.

### **The Way of the Warrior**

**Bushido Lore:** All samurai draw a measure of strength from the Code of Bushido and even the crudest Crab or vilest Scorpion has a working knowledge of the Way of the Warrior. Characters with this skill are far better prepared to explain their beliefs, solve difficult quandaries of the spirit, and display the refinement that is also part of the warrior’s ethic.

**Kenjutsu:** The knowledge of arms is at the heart of the samurai’s code. The daisho is the embodied soul of the warrior, being both the means by which he enforces his lord’s will upon the world, and the source of his own destruction should he fail.

**Kyujutsu:** Second only to the sword in traditional bushi schools, the yumi is a weapon that demands both clarity and precision. As such it is an ideal tool to both train and test the spirit of a warrior.

**Nodachi:** A separate skill from kenjutsu in this campaign, the no-dachi is strictly a weapon of war. Like all weapons of war, its use is less acceptable than the katana in polite company.

**Stealth:** An important change- this is a bugei skill, not a low skill. The bushido practiced in this game is NOT chivalry. Stealth and surprise attacks are normal, ordinary, and accepted ways of conducting warfare. This skill can be used for dishonorable purposes, but it is that purpose, not the skill, which dishonors the samurai.

A full listing of skills that are commonly chosen in this era is included in Appendix III: Skills

### **The heart of a Traitor**

A quick word about low skills; these skills are fundamentally corrosive to the honorable spirit. Learning them produces an Honor loss equal to the rank earned. Using them is almost always an Honor loss as well. The sole exception is low skills taught as part of the samurai’s school. The character’s indoctrination into bushido includes the use of that skill in the service of one’s lord. These schools tend to have low starting Honor scores, reflecting the shaky ground they are based on. Characters who have low skills as part of their school do not lose Honor for learning new ranks in the skill, nor do they lose honor while using the skill directly for their lord’s benefit or at his command. Use of low skills for personal benefit still results in an Honor loss even for such characters.

### **Insight & School Rank**

There are several changes in the calculation and use of insight. School Skills (the 6-7 skill taught as part of the first Rank of a skill) count double towards that character's insight so long as he remains a member of that school. Characters who reach 250+ insight are considered "Rank 5+". Techniques keyed to School Rank may not increase beyond "5". Additional techniques may be learned or created by such legendary characters for every 25 insight earned beyond Rank 5. It is my sincere hope that this campaign will last long enough for this to become an issue amongst PCs.

## Player's Aide 1: Cast List:

### The Player Characters

Muso Kaigen	-A young scholar of the Muso, vassals of the Asahina. Dark dreams and bloody urges haunt this hidden grandson of Asahina Yajinden... Comes to Toshiya's court at the insistence of his sensei, to learn more of the world outside the Asahina Temples.
Kakita Mina	-A bushi from the Silver Fan Legion. Comes to Toshiya's attention after defeating both Scorpion and Hare warriors at an impromptu tourney on the western border. Placed in command of a small group of Daidoji bushi and charged with the protection of Muso Kaigen and the Spiritual Advisor. Studying to become a master of the naginata.
Togashi Ojuban	-An ise zumi, Toshiya has purchased his services as an advisor from the Dragon Clan. While considered a bit of a prodigy, the power of his tattoos frequently overwhelms the young monk.
Kyokanzen	-The ronin protégé of Muso Nagateru. Introduced to Toshiya's court by Nagateru.

### The Imperials

Hantei the 22 <sup>nd</sup> "Seichoji"	-The former ruler of Rokugan, Seichoji has taken the tonsure and become a monk. He is not far from the Palace at Otosan-Uchi, and still has considerable influence.
Hantei the 23 <sup>rd</sup>	-Emperor of Rokugan. The new emperor has ruled for five years, since his father stepped down. So far he has proven an able and enthusiastic monarch.
Otomo Yukinao*	-An imperial magistrate. Yukinao is a driven investigator, and wields her authority with vigor.
Seppun Keizou	-The emperor's much younger brother.

### The Champions

Hida Tomoya	-Crab Champion, Hida Daimyo, A strong warrior, and capable leader of men. His attention is focused to the south, where he suspects that something is not quite normal...
Doji Masaaki	-Crane Champion, A skilled courtier, He is hard at work keeping the Emperor from being completely enamored with his Lion General.
Togashi Suguru	-Dragon Champion, Togashi Daimyo, A mystery, as always.
Akodo Shigemai	-Lion Champion, Akodo Daimyo, All that is heroic in Lions. He has been in the field for months crushing a major barbarian invasion.
Shiba Kuroda	-Phoenix Champion, Shiba Daimyo, A man that has lost the struggle with his many souls, reclusive, and taking the entire Phoenix Clan down the paths of isolationism.
Bayushi Hideo	-Scorpion Champion, Bayushi Daimyo, A dashing, dynamic presence in the south and the capitol, Constantly alert for the opportunities to expand his clan's hold over Rokugan.

### The Crab Clan

Hida Tomoya	-Crab Champion, Hida daimyo
Hida Gennosuke	-Crab daimyo attending the Asahina court (HidBu 3)
Sugita Tsutomu	-Witch hunter (KWH 1)
Yasuki Saemi*	-Yasuki family daimyo
Yasuki Tessai	-Younger Brother of the Yasuki daimyo (YaTrd 5)
Tomioka Akiya*	-Merchant (YaTrd 3)

### The Crane Clan

<u>Asahina Nimura</u>	-Asahina Daimyo (ASg 5)
Kakita Korin	-Magistrate of Shinohata village
Kakita Haruko	-Magistrate Korin's wife
Muso Kouji	-Astrologer (ASg 3)

Murai	-Monk, Korin's retire elder brother
<u>Daidoji Kazuo</u>	-Daidoji family daimyo (DdYjb 5)
Daidoji Toshiya	-Daimyo, the player character's lord (DdYjb 4)
Iwase Osamu	-Toshiya's chief advisor
Iwase Hirotora	-Saibankan (magistrate-judge) of Sakaiyo
<i>Muso Nagateru</i>	-(Deceased) Merchant advisor and shugenja in Toshiya's council
Okawa Saburo	-Toshiya's chief general
Okawa Warate	-The Harbor-master at Sakaiyo
Gontaro	-A kobune captain of Toshiya's fleet
Mariko	-Tazuma's widow, resident of Shinohata and skilled gardener
<i>Samasu</i>	-(Deceased) Merchant-vassal escorting Toshiya's gift
<i>Tazuma</i>	-(Deceased) Captain of the "Winds of the West", a native of Shinohata
Tenkazu	-Toshiya agent in the Asahina port
Daidoji Yoshio	-Daidoji Yojimbo Sensei (DdYjb 5)
<u>Doji Kaname</u>	-Doji Daimyo, younger brother to Masaaki (DojBu 4)
Doji Masaaki	-Crane Champion, elder brother to Kaname (DjCrt 5)
Tsume Atsushi	-Young Duelist, Seiji's son (KakBu 2)
Tsume Seiji	-Kenshinzen, Atsushi's father (KakBu 4)
Doji Naruhisa	-Kakita Artisan Sensei (Artsn 5)
Doji Natsumi*	-Imperial Advisor, Doji Courtier sensei (DjCrt 5)
<u>Kakita Junichi*</u>	-Kakita Daimyo (Artsn 4)
Kakita Sachiko*	-Kakita Dueling Sensei (KaBu 5)

#### Dragon Clan

<u>Agasha Akio*</u>	-Agasha family daimyo
<u>Togashi Suguru</u>	-Dragon Champion, Togashi family daimyo

#### Lion Clan

Akodo Minako*	-Master Painter (Artsn 3)
Goseki Sho	-Ascetic Warrior (MatBu 3)
<u>Akodo Shigemii</u>	-Lion Champion, Akodo family daimyo (AkTac 5)
Kitsu Wataru	-Spirit Medium (SdSzn 2)
<u>Matsu Tatsumi*</u>	-Matsu family daimyo

#### Phoenix Clan

Asako Tokiko*	-A master of the tea ceremony (Artsn 4)
Ozawa	-A young kaze-tensai, twin of Ozawa
Ozawa	
<u>Shiba Kuroda</u>	-Phoenix Champion, Shiba family daimyo (ShbBu 4)
Isawa Hajime	-Master of Water (Mizu-Tensai 5)

#### Scorpion Clan

<u>Bayushi Hideo</u>	-Scorpion Champion, Bayushi family daimyo (BayBu 4)
Bayushi Shinya	-Warlord, Captain of the Black Cabal (BayBu 4)
Kochako Yasuo	-Actor (Shinya's hatamoto, Actor 3)

#### Minor Clans

Kitsune Natsumi	-Fox Clan Warrior (FoxBu 2)
Suzume Tadashi	-Sparrow Clan Warlord (SpwBu 3)

#### Miscellaneous

O-Toru	-Holy Madman
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## Player's Aide 2: Locations:

### CHIJI PROVINCE

Sakaiyo Castle -Daidoji Toshiya's home and headquarters  
Sakaiyo-jomako -The small city surrounding Sakaiyo Castle. Home to the PCs.  
UMI PROVINCE  
Shinohata -Small village on the border between Chiji and Umi provinces. Under the control of the Asahina daimyo.  
City of Broken Flowers -A ghost city, destroyed hundreds of years ago by an enormous oni.Only a handful of ruins remain today.