

Chance Encounters

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**Legend of the 5 Rings (3d edition) Module for six
players**

Module Information

Module Name

Chance Encounters

System

Legend of the 5 Rings 3d Edition

Revision Number

Date

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Acknowledgements

My thanks to Lynda Skinner for help with the maps and cross referencing the character sheets , drawing decent maps from my pencil sketches and condensing duelling rules down to a manageable level!

Module Appendix:

Setting Information

System Information

Player Handouts (7)

Map of the Outside of the Waystation

Map of the Inside of the Waystation.

Dramatis Personae:**PC:**

1. *Bayushi Akiko*: Swordsman of Bitter Lies, Gozoku Hunter. She is illegitimate, she doesn't know who her father is, only that he is dragon clan. Her father is, dun, dun, dun, Kitsuki Komachi. She knows Tai by reputation.
2. *Kitsuki Komachi*: Dragon Clan Magistrate in the great tradition of Kitsuki's. Shame sword hunter. He's married but currently having an affair with his yojimbo (bodyguard) Mirumoto Tai. He doesn't know of Akiko's existence. His brother and father have both fallen under Kokuji's influence.
3. *Mirumoto Tai*: Mirumoto Bushi, Shame sword hunter. She's truly in love with Komachi but realizes that they can't be together. She also knows Akiko by reputation.
4. *Otomo Mareshi*: Otomo Courtier. Kolat hunter and member of the Gozoku. He'll be looking to recruit Komachi.
5. *Seppun Soh*: Undercover Unicorn Kolat hunter Shugenja. She'll be looking to nail Taneji as soon as she figures out what he is.
6. *Shosuro Taneji*: Shosuro Shinobi, Gozoku Hunter, Kolat agent. He might be bluffed into thinking Soh is a friend. He and Akiko will both be gunning for Mareshi if they figure out that he's Gozoku.

NPC:

1. *Kokuji*: The mad monk. Kokuji was one of the few people born who could accept the power of Togashi inhabiting their body. Togashi had another use for him though. Before the second day of Thunder, the Dragon Kami (Togashi) needed to purify himself. To do this, he poured a thousand years of godly negative emotion into Kokuji. Kokuji, quite reasonably in my opinion, went mad. Since then he's had a knife in for Togashi and all his ilk. His current form of entertainment is to turn normal Dragon clan samurai into his puppets through the use of blood kihos (monk magic). He has done this with Machi, Kitsuki Komachi's brother. Kokuji is around and he delights in tormenting the Dragon samurai. He also has Machi with him and will happily send him against the party. Kokuji himself is extremely unlikely to engage in combat with the party and he will simply escape if they attempt to engage him. Including his stats meant extreme complications due to his magical abilities. He runs away, deal with it. He's the Mad Monk, he can do what he wants!!! (Except kill the party, much more fun to goad them into killing each other).
2. *Machi*: Kitsuki Komachi's brother and Kokuji's puppet. Machi was taken by Kokuji on the day before his wedding and Komachi married in his brother's stead. He was once a shugenja of the Dragon clan.
3. *Band of Kolat agents*: Out to hunt down Mareshi and Soh. Optional.
4. *The Ronin*: Truly an interesting man who knows much more than he should. I have no idea why said Ronin knows so much, but he does. He wanders the land and was drawn to this spot as a troublesome place where much might occur tonight. He's here to stir the pot and make sure what happens is for the good of the Empire.

The story in brief:

Six samurai with very different backgrounds and apparently unrelated missions arrive at the same secluded waystation late one afternoon. They have to overnight there, the sun is setting. They meet each other. That's actually more or less that. This module depends heavily on the characters.

You do have a few ways to prod them along. There's a band of Kolat agents that can attack, there's Kokujiin and Komachi's brother who can attack. Ideally though, they should be issuing each other duels half way through and Kokujiin should be laughing evilly in the back ground.

The group intermingles as follows:

Kitsuki Komachi <-> Bayushi Akiko

Kitsuki Komachi <-> Mirumoto Tai

Bayushi Akiko <-> Shosuro Taneji

Shosuro Taneji <-> Seppun Soh

Otomo Mareshi <-> Shosuro Taneji

Bayushi Akiko <-> Otomo Mareshi

Otomo Mareshi <-> Seppun Soh

Otomo Mareshi <-> Kitsuki Komachi

If you need to drop someone, drop Seppun Soh.

In scene 1, the characters meet and they should start interacting and taking it from there. With any luck, you won't need to use anything more except Kokujiin to torment them a bit. If you need some action, use scene two, Kolat Attack.

I've included an optional NPC for you to play with, a Ronin Samurai. The Ronin of course isn't what he seems (are Ronin ever?). He is indeed an interested observer, curious to see how this plays out. He is also the reason why Kokujiin won't attack directly, this Ronin tips the odds to far in the PCs favour. However, he might still send the brother against them, losing a puppet doesn't really hurt.

There is no real conclusion to the module. For one thing, the players might very well slaughter about half the party. For another, I have no idea how they will react to the revelations (if there are any) of the night. See whose survives the night and what they want to do the next day and end the module with them riding off to do that. The module is only one night long.

There are only 3 scenes, I'd advise you to read the setting information and the system information. If you still have time, skim the character sheets although the dramatis personae table gives you enough information on the characters to be able to run the module.

VERY IMPORTANT:

You can call someone out for a duel if you feel your honour has been insulted and you are of high enough station.

If Mareshi is accused of being a traitor, he can still call his accuser out, he does not lose his rights to do so as he is the highest ranking member of the party.

Taneji has a disk that identifies him as Kolat. He needs to establish where that disk so that people may search for it, if it comes to that.

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Scene 1: Arriving at the Secluded Waystation.

Read to the players:

The waystation lies nestled in the small valley formed by the foothills of the mountains of Seikitsu. There is a thin line of water that runs through the valley not more than twenty yards away from the door. The building is of sturdy stone construction that appears to have been weathering the harsh winters of the north for quite some time. A six stall stable appears to have been added on at some point, taking up about half of the field set aside for horses and ponies.

This scene is somewhat complicated. Bayushi Akiko and Shosuro Taneji (the Scorpions) are already at the waystation. Kitsuki Komachi and Mirumoto Tai (the Dragons) arrive shortly before Otomo Mareshi and Seppun Soh (the Imperials). As they meet each other there is quite a bit which happens.

Firstly, rank needs to be determined. An **etiquette roll with awareness** will reveal the following:

20 -> Kitsuki Komachi and Otomo Mareshi rank about the same, the other four rank about the same but below the two courtiers.

25 -> Otomo Mareshi slightly outranks Kitsuki Komachi, Seppun Soh slightly outranks the other three.

30 -> The exact order of rank is:

Otomo Mareshi
Kitsuki Komachi
Seppun Soh
Shosuro Taneji
Mirumoto Tai
Bayushi Akiko

Secondly, some of the characters do know one another and some have heard of the others. The player handouts take care of this problem.

When to give player handouts:

Bayushi Akiko: Bayushi Akiko Handout 1 when she meets the Dragons, Bayushi Akiko Handout 2 when she meets the Imperials.

Shosuro Taneji: Shosuro Taneji Handout 1 when he meets the Dragons, Shosuro Taneji Handout 2 when he meets the Imperials.

Kitsuki Komachi: Kitsuki Komachi Handout 1 when he meets the scorpions, Kitsuki Komachi Handout 2 when he meets Otomo Mareshi.

Mirumoto Tai: Mirumoto Tai Handout 1 when she meets the Scorpions.

Otomo Mareshi: Otomo Mareshi Handout 1 when he meets the Dragons.

Also, anyone who sees Bayushi Akiko and Kitsuki Komachi together can make an **investigate (notice) with perception** roll. If they make **TN 30**, they will notice that Komachi and Akiko look rather alike, especially for a Scorpion and a Dragon.

After dark, an **investigation (notice) with perception** roll **TN 30**, will reveal that the peasants are still labouring in the distant (some 2 miles off) rice paddies.

A further **investigation (notice) with perception** roll **TN 45**, will reveal that the peasants have little metal bits on their bodies and they are not really working, this is the Kolat band.

This is probably the longest part of the module. The characters need to take it from here, so encourage them to talk and make a fire and cook or whatever they want to do. If it starts stalling, move on to either scene two (Kolats attack) or scene three (Kokuji's entrance).

Scene 2: Enter the Ronin

Read to the players:

A figure in a Ronin's ill kept armour approaches the door. He appears to be in his early thirties and bears both Katana and Wakazashi, though neither have markings of any sorts on their plain sayas. He bears light pack on his back and the dust of the road is thick on his sandals. He slides in noiselessly, bows without speaking and retreats into one of the empty rooms.

The Ronin will change and join them. He will introduce himself as Tawagato. The Ronin knows that Mareshi is an ambitious man who follows the teachings of Bushido not at all. He can't just walk out and accuse of him of such but he can provoke and tempt the others into accusing Mareshi. Bearing in mind Mareshi's station relative to the Ronin's (a Ronin is like the scum of the earth), Mareshi could just laugh in his face.

The Ronin also knows that there is something not right about Shosuro Taneji. He isn't sure what but something about him doesn't ring true. He can't just accuse the man, but he can provoke (hopefully without provoking a duel).

The Ronin might go so far as to search Taneji's stuff and perhaps find the Tiger disk that identifies Taneji as Kolat.

The Ronin thinks that anyone who doesn't follow bushido fully is a GIT and must be struck down. He hates Taneji & Mareshi equally and isn't too fond of Komachi's womanizing ways either.

All of this is up to you, if you need to stir the pot, that's what the Ronin is there for.

If he does need to fight:

Name: Tawagato
Clan: Ronin

Rings and Traits

EARTH: 3
Stamina: 3
Willpower: 4

WATER: 4
Strength: 4
Perception: 4

FIRE: 4
Agility: 6
Intelligence: 4

AIR: 4
Reflexes: 6
Awareness: 4

VOID: 5
Void Points: 5

Skills:
Etiquette 3,
Kenjutsu (Katana) 4,
Kyujutsu 1,
Artisan: Bonsai 2,
Iaijutsu 7,
Meditation 3,
Athletics 4

Wound Level	Total	Current	Penalty
Healthy	6		0
Nicked	6 (12)		3
Grazed	6 (18)		5
Hurt	6 (24)		10
Injured	6 (30)		15
Crippled	6 (36)		20
Down	void to act 6 (42)		40
Out	can't act 15 (57)		-

Scene 3: Kolat Attack

Read to the players:

With a cacophony of war cries a band of men charge the waystation! They are poorly dressed and none wear armour but the blades in their hands mean business and there is nothing but dire commitment in their expressions.

This is the Kolat band that has been tracking Otomo Mareshi and Seppun Soh. They had gotten wind of their mission and they are out to kill the two Imperials. Anyone who stands in their way, they will attempt to go through or around, whichever is easier.

There are ten of them.

If the players defeat them and kill them and manage to work around to searching them, they will find on their bodies small metal disks with the snarling Tiger symbol of the Kolat.

It requires a **Investigate (notice) with Awareness TN 40** roll to see one of the disks without searching the body.
It requires a **Lore: Kolat with Intelligence** roll **TN 15** to know that the symbol is that of the Kolat.

Kolat Agent(10):

Rings:

Air: 2 (Reflexes 3, Awareness 2)

Earth: 3 (Stamina 4, Willpower 3)

Fire: 3 (Agility 4, Intelligence 3)

Void: 3

Water: 2 (Strength 3, Perception 2)

Rolls when attacking: 7k3 Damage: 5k2

TN to be hit: 25 Initiative: 6k2

Wounds per level: 6 (8 wound levels)

Equipment: Katana, Metal disk with snarling tiger face.

Scene 4: Kokuji's Entrance

Read to the players:

A low sinister voice echoes around the valley "Well, what have we here?" it chuckles, "A group of samurai all clinging to their version of Bushido while secrets veil their past. How nice. How pretty. Are you ready for the hard choices Samurai? Do you know what your past holds? Do you know the past of your companions?"

This is Kokuji. He knows the pasts of the characters (how you ask, well, he is Kokuji, the Mad Monk). He will taunt them with their past and slowly reveal it to them (why you ask, he is Kokuji, the Mad Monk).

He knows:

Bayushi Akiko is the illegitimate daughter of Kitsuki Komachi.

Kitsuki Komachi's father neglected his duty to search for Machi and in fact, died in the Shadowlands.

Mirumoto Tai is deeply in love with Kitsuki Komachi.

Shosuro Taneji is a member of the Kolat.

Seppun Soh is a Unicorn Clan Samurai in disguise, hunting the Kolat.

Otomo Mareshi is a member of the Gozoku.

He might also decide to send Machi (Kitsuki Komachi's brother) against them. Especially if this will cause Komachi more grief (which it should).

Machi

Rings:

Air: 4 (Reflexes 4, Awareness 5)

Earth: 4 (Stamina 4, Willpower 4)

Fire: 5 (Intelligence 5, Agility 5)

Water: 3 (Strength 3, Perception 5)

Void: 4

Shadowlands taint: 3

Machi can do nothing but Kokuji's will. His magic is no longer accessible to him and he fights with his bare hands.

Rolls when attacking: 10k5 Damage: 5k5

TN to be hit: 30 Initiative: 8k3

Wounds per level: 8 (8 wound levels)

Machi does count as being 3 levels higher than Bayushi Akiko.

If they do fight Machi, Kokuji will delight in taunting Kitsuki Komachi's about killing his own brother.

Current Topics of Conversation:

1. The Lost Samurai in the Shadowlands (bad guys) have sent an ambassador to the emperor's court and requested to be recognized as a Great Clan and part of the Empire. The Emperor has decided that this is not something to be decided on hastily and has retreated into seclusion, leaving the iron throne empty.
2. The Dragon have attacked and burnt down a Crane city and war exists between the two clans. No one is entirely sure why, but the Crane courtiers are trying to make it appear as though the Dragon are jealous of the Crane since Asahina Sekewa found enlightenment.
3. A Unicorn has won the Topaz championship (the best young samurai in the Empire).
4. At the Topaz championship, Doji Akiko, wife of Doji Kurohito the Crane Clan Champion, was revealed to be a Gozoku traitor. Kurohito killed her and then himself, thus erasing the stain of dishonour from his family and clan.
5. The Lion have gone to war with the Dragon, coming to the aid of their allies the Crane.
6. There is war between Phoenix and Mantis, but Phoenix and Dragon have come to a tentative peace which has been lasting a few years at least.

Bayushi Akiko Handout 1

To be given when she meets the Dragons:

What you know of the Dragons:

Dragons! Excellent, perhaps you can learn a few things about the Clan of your father tonight. Don't give away your strange parentage though!!

Kitsuki Komachi: You have heard of this Dragon Magistrate. He is rumoured to be one of the Dragon's very best Kitsuki Magistrate, extremely well versed in their techniques.

Mirumoto Tai: You have definitely heard of her! She is reputed to be one of the best swordsmen to walk Rokugan and has apparently slain enough bloodspeakers to just about empty the lands of the Phoenix! She looks to be alert for any danger threatening Komachi. There seems to be a great deal shared between them, she has probably been his yojimbo for quite some time.

Shosuro Taneji Handout 1

To be given when he meets the Dragons:

What you know of the Dragons:

Kitsuki Komachi: You have heard of this Dragon Magistrate. He is rumoured to be one of the Dragon's very best Kitsuki Magistrate, extremely well versed in their techniques. You must be careful where the conversation goes tonight, the Kitsuki have almost magical ways of determining the truth.

Mirumoto Tai: You have definitely heard of her! She is reputed to be one of the best swordsmen to walk Rokugan and has apparently slain enough bloodspeakers to just about empty the lands of the Phoenix! Duelling her wouldn't be an activity you'd want to engage in, therefore, careful not to insult Komachi, she'd almost certainly be his champion.

Bayushi Akiko Handout 2

To be given when she meets the Imperials:

What you know of the Imperials:

Otomo Mareshi: A courtier who has managed to earn the hatred of your clan well enough to be marked. He even married a scorpion and she has made his life in court very difficult. He's probably on some no account mission as his standing in court drops. You'd further that drop if you could.

Seppun Soh: Random Seppun probably press ganged into being Mareshi's yojimbo. She could be useful though, it's likely that she could know things about him.

Shosuro Taneji Handout 2

To be given when he meets the Imperials:

What you know of the Imperials:

Otomo Mareshi: A courtier who has managed to earn the hatred of your clan well enough to be marked. He even married a scorpion and she has made his life in court very difficult. None of your business really.

Seppun Soh: Some poor Seppun Shugenja press ganged into being Mareshi's yojimbo no doubt. There is something familiar about her build though. As though you might have seen her before, but her face is strange to you. Perhaps you have? Perhaps the Kolat have survived in more places than you thought...

Kitsuki Komachi Handout 1

To be given when he meets the Imperials:

What you know of the Imperials:

Otomo Mareshi: You have met Mareshi before. He hangs on the Shogun's coat tails, there is no doubt about it. He might even be a Gozoku follower. (The Gozoku society believes the Emperor should be only a figurehead with the power residing in "more capable hands". Traitors, all of them, including the Shogun. Pity one can't just say that). He has made overtures to you once or twice and you have strung him along a little, if he betrays himself, you have something to use over him. Of course, you need to be careful, his rank does exceed yours and you are not in Dragon lands.

Seppun Soh: Some poor Seppun Shugenja press ganged into being Mareshi's yojimbo no doubt. There is something about the way she moves though. Something that suggests a more outdoors life than a Seppun Shugenja normally leads. She carries a katana, so perhaps it is from sword practice, but you don't think so. Something is bothering your magistrate sense about her.

Kitsuki Komachi Handout 2

To be given when he meets the Scorpions:

What you know of the Scorpions:

Bayushi Akiko: You have never met this young lady but she is a beauty. Perhaps flirting a little with her will bring Mirumoto Tai's issues to a head and then you can deal with them openly.

Shosuro Taneji: Not all Shosuro are ninja (not that ninja exist of course) but still, any Shosuro bears watching.

Mirumoto Tai Handout 1

To be given when she meets the Scorpions:

What you know of the Scorpions:

Bayushi Akiko: You have heard of her. She is one of the Bitter Lies Swordsmen, those strange ones who go far out of their way to find trouble. She is apparently a master of their technique and it could prove quite interesting to exchange some conversation regarding the differences in styles.

Shosuro Taneji: Never heard of him, but he is a good looking young man.

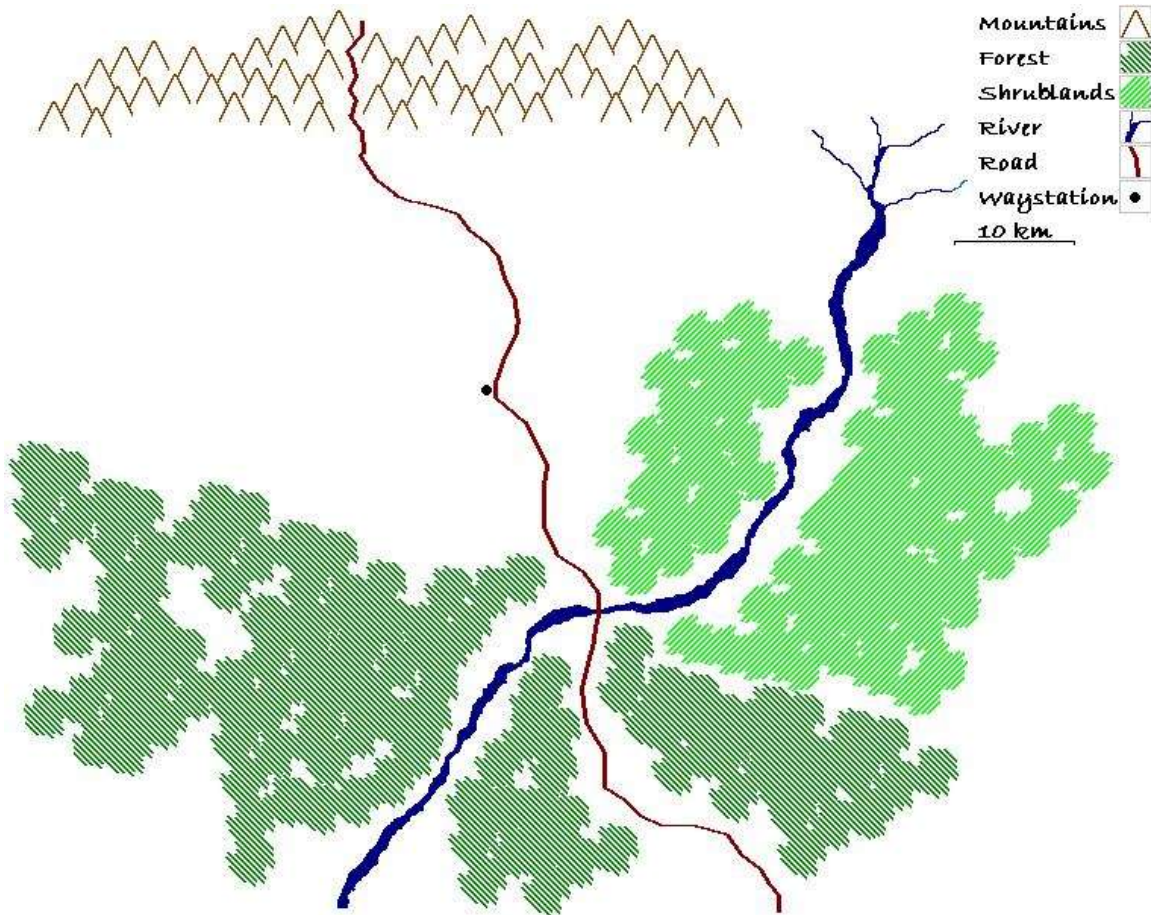
Otomo Mareshi Handout 1

To be given when he meets the Dragons:

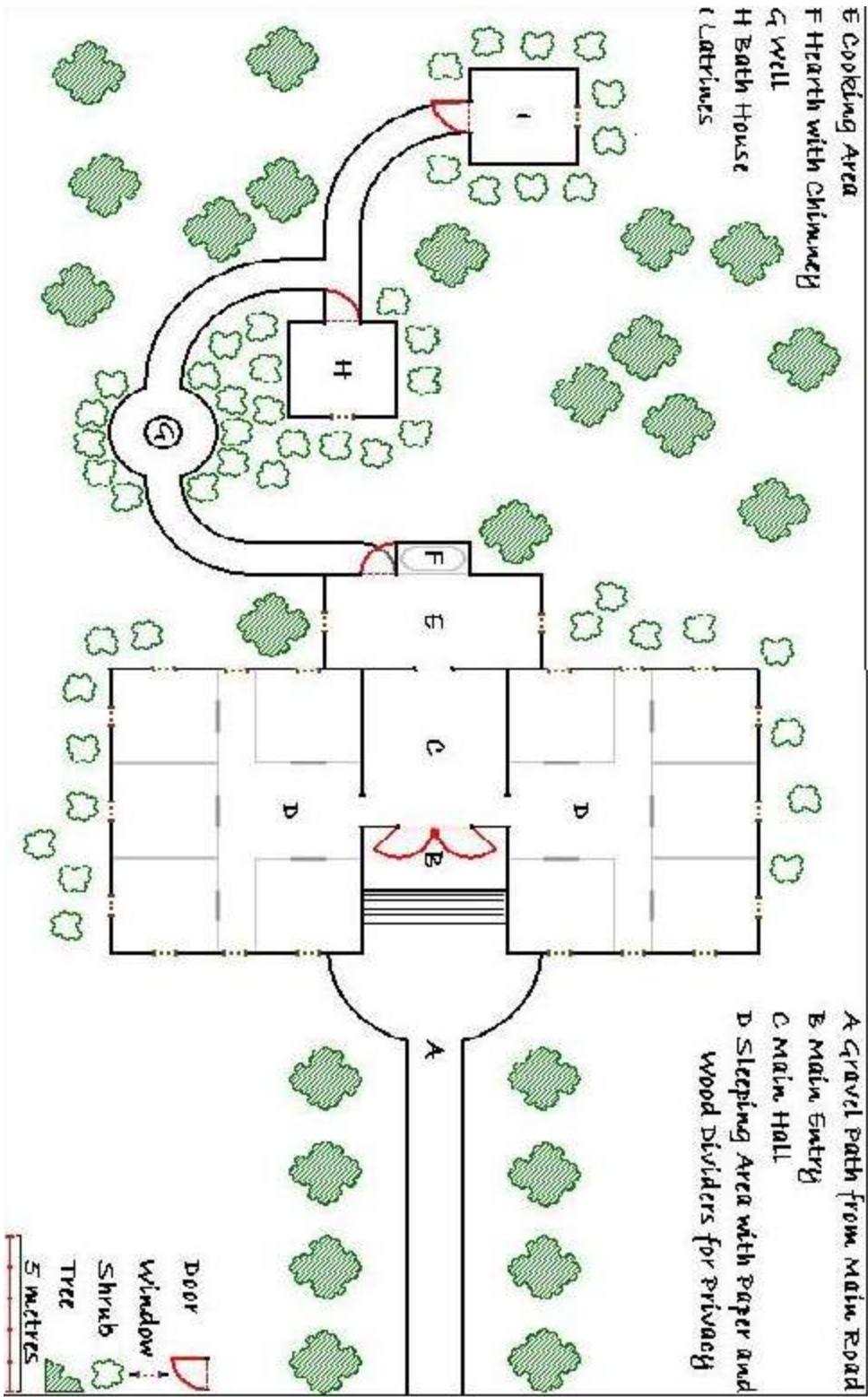
What you know of the Scorpions:

Kitsuki Komachi: You have met Komachi in court before. He is an excellent Dragon magistrate and more than competent courtier. You have once or twice hinted in the direction of the Gozoku and the Shogun's plans and he has seemed interested, but with Dragons you never really know.

Map 1: The Waystation outside.



Map 2: The Waystation inside



Characters (6)

Name: Bayushi Akiko

Clan: Scorpion

Family: Bayushi

School: Bayushi Bushi School \ Path of Bitter Lies

Rank/Insight = 4/207

Rings and Traits

EARTH: 2

Stamina: 2

Willpower: 5

WATER: 2

Strength: 2

Perception: 5

FIRE: 3

Agility: 5

Intelligence: 3

AIR: 4

Reflexes: 5

Awareness: 4

VOID: 4

Void Points: 4

Advantages/Disadvantages and Skills

Advantages:

Dangerous Beauty, Balance, Benten's Blessing, Heartless, Luck (3)

Disadvantages:

Driven, Fascination, Dark Secret, Bad Reputation

Skills:

Artisan: Origami 4,

Courtier (Political Maneuvering) 7,

Deceit 8,

Defense 3,

Etiquette 7,

Game: Sadane 7,

Iaijutsu 6,

Kenjutsu 4,

Kyujutsu 1,

Lore: Dragon Clan 4,

Lore: Gozoku 3,

Lore: Shadowed Tower 3

Techniques:

The Way of the Scorpion, Pincers and Tail, Strike at the Tail, Strike From Above,

The Dark Sword of Bitter Lies

Equipment

Katana, Wakazashi
 Bow, 15 Willow leaf arrows, 5 humming bulb arrows (used for signaling)
 2 Kimonos, Sandals
 Travelling pack
 Light armour
 Origami paper.
 7 Koku

Extras:

Honour: 2.3 Glory: 2 Status: 2

Height: 5ft
 Weight: 150 lbs
 Eyes: Green
 Hair: Brown, topknot

Mask: Red, very fine see through silk from beneath the eyes to just above the mouth.

Equipment

Katana
 Wakazashi
 Bow
 15 willow leaf arrows (2k2 damage) 5 humming bulb arrows (0k1 damage)
 2 Kimonos, Sandals
 Travelling pack
 Travelling papers for yourself and Tanji
 Koku: 15

History:

Your cousin is Bayushi Kwanchai and he taught you to follow his path, the Path of Bitter Lies. Ultimately, all depends on luck. Luck is more important than skill but luck must be cultivated, encouraged. Therefore, plunge into battle. Especially if it is against an opponent where you will need luck. This philosophy struck a strange cord with you and while you didn't embrace it entirely as fully as Kwanchai, you found much merit in it, considering your past.

You are the daughter of Bayushi Adachi and ... someone some twenty years ago. All your mother ever told you was that your father was of the Dragon Clan. You always looked on the Dragon with interest since then, trying to understand what your father's nature might have been like. She was going to tell you his name after your gempukku (adulthood ceremony) but she died a year before that while you were still in training, a victim of the Shadowed Tower conspiracy. That was when you met Kwanchai for the first time. He made sure your training was complete, he found out what had happened to your mother and helped you hunt down her killer, Shosuro Kenji. During this hunt, Kwanchai taught you of the Path of Bitter Lies and you mastered it. Shortly after your revenge was complete, Bayushi Sunetra, Scorpion Clan Champion (then disguised as Bayushi Yojiro) destroyed the Shadowed Tower. You thought that your mother could now rest in peace and you returned to your normal life.

However, the Gozoku conspirators, who were behind the Shadowed Tower conspiracy, were more cunning than anyone thought. The Gozoku yet existed. You and Kwanchai were stationed in Toshi Ranbo, the Imperial City. One day, as you were returning to the palace from the market place, you noticed a Crane Clan Courtier who was talking to a stranger dressed as a ronin (masterless samurai). Curious, you drifted past them, straining your ears. You didn't hear all of the conversation, but you did hear enough to brand them both as Gozoku traitors.

You went immediately to Bayushi Kaukatsu, the Imperial Chancellor and reported what you had heard.

The Crane Courtier quietly disappeared and you thought that that was the last of the matter. Then Bayushi Sunetra visited you late one night. Clearly the rumours of her death was somewhat exaggerated. She had been tasked to eradicate the Gozoku conspiracy by Emperor Naseru himself. She could not however be everywhere at once, so you and a Shosuro Shinobi (nijas don't exist, but if they did, this

would be them) by the name of Shosuro Taneji would investigate in Unicorn Clan lands, looking for the traitors. She had heard disturbing rumours coming from Kaeru Toshi, the City of the Rich Frog especially. So that is where you are headed, you and Taneji.

Your cover story is that Taneji is a Scorpion Clan diplomat on his way to Dragon Lands and you are just stopping in the city of the Rich Frog to pay your respects to the new Governor. You are acting the part of Taneji's yojimbo (bodyguard).

He is an odd man. His physical beauty cannot be denied, but his attitude is somewhat like Kwanchai's, very brash and forward. His hatred for the Gozoku seems to match your own, though he has not told you why he hates them so much. Nor have you told him why you hate them so much.

It is late afternoon and you are deep in Unicorn lands. You have stopped for the evening at a convenient waystation and have started cooking your evening meal of rice and spring vegetables. Taneji is a surprisingly good cook. As the steam rises from the pot, you both hear hoof beats approaching the waystation from both sides.

Gozoku: Secret organization that essentially wants to turn the Emperor into a puppet figurehead while they rule from the shadows. The Gozoku have been incorporated into Shogun Kaneke's ranks. **Your mission is a secret one, so don't blurt out that you hunt the Gozoku!**

Also, Sunetra is dead. Dead. Everyone knows that. No, she's not running around hunting a secret conspiracy for the Emperor. She'd dead, ok?

 L5R Character Sheet

Name: Kitsuki Komachi
 Clan: Dragon Family: Kitsuki
 School: Kitsuki Courtier School Rank/Insight = 5/249

Rings and Traits

EARTH: 3

Stamina: 3

Willpower: 4

WATER: 2

Strength: 2

Perception: 5

FIRE: 4

Agility: 4

Intelligence: 6

AIR: 3

Reflexes: 3

Awareness: 5

VOID: 5

Void Points: 5

 Advantages/Disadvantages and Skills

Advantages:

Clear Thinker,

Benten's Blessing,

Heartless

Disadvantages:

Dark Secret

Skills:

Etiquette (Bureaucracy) 8,

Artisan: Origami 4,

Lore: Law 4,

Underworld 3,

Courtier (Gossip) 8,

Game: Sadane 7,

Poison 3,

Theology 4,

Anatomy 4,

Shadowlands Lore 4,

Investigation (Notice) 9,

Lore: History 6,

Meditation 5,

Calligraphy 3,

Game: Go 5

Techniques:

Kitsuki's Method,
 Wisdom the Wind Brings,
 Finding The Path,
 Know the Rhythm of the Heart,
 Kitsuki's Eyes

Info and Description

Height: 5'3"
 Weight: 150 lbs
 Eyes: Green
 Hair: Brown, hanging to just beneath the shoulders, loose
 Marks: None
 Sex: Male

Equipment

Wakazashi
 2 Kimonos, Sandals
 Travelling pack
 Kitsuki Investigator's Diary
 Travel Papers for yourself & Tai.
 Origami Papers
 Go board & stones.
 Koku: 15

Honour: 4.0

Glory: 3.0 (4 in Dragon Lands)

Status: 4 (5 in Dragon Lands)

Dark Secret(Your brother is one of Kokujin's creatures and has fallen to Shadowlands, this has driven your father mad and he has ventured into the Shadowlands to attempt to reason with your brother. You must find them both and stop them)

History:

Your childhood is a blurred memory. But then, it passed in time of great upheaval for the Dragon Clan. The Agasha family deserted to the Phoenix Clan, your mother among them. Lady Hitomi ascended to the heavens and took Lord Moon's place. Lord Hoshi and the Togashi family returned and took up leadership of the Clan again.

But to you and your twin brother Machi, these great events paled against the fact that your mother had deserted you both to pledge her allegiance to the Phoenix and you were unlikely to ever see her again.

Your father, Kitsuki Yari, was rarely home as his duties as magistrate took him far from home. You and Machi grew very close and it was devastating to both of you to be separated when you entered training. He felt the calling to become a shugenja (priest) and you were to follow in your father's footsteps and become a magistrate. This was your duty and you learnt on that day that duty is more important than anything else that could be imagined.

The years of training passed and then you were posted to the far reaches of Dragon lands while Machi was assigned to the army. His talent for fire magic was great, even for a Dragon shugenja.

You were nearly seventeen when you saw each other again. Machi had been betrothed and you had been given leave to attend his wedding. He had changed so much! He had become serious, introspective, thoughtful in ways he had never been before. The battles he had partaken in, the powers at his command, they had changed him greatly. Though you too had changed. Too clear a view of the world and the truth is not good for a samurai.

You were walking together in the hilly wilds on your father's lands when you stumbled upon a cave. It stunned you both as you knew these hills well from your childhood. You were not eager to enter the cave, but Machi said that he could feel something calling to him. You tried to stop him, but he would not listen and he walked in. You would have followed him, tried to reason with him, but the moment he set foot in the cave, it was gone and he with it...

To preserve the alliance that would have been made with his marriage, you married his betrothed, Doji Yoshi of the Crane Clan. You made peace with your brother's death and continued with your life. Your father could not seem to do so however. He spent years searching for your brother, desperately trying to find what had happened to him and neglecting his duties in the process.

You were sent to Scorpion Clan lands on a mission shortly after your marriage and there you met a delightful woman called Bayushi Adachi. For the few months you were there, you had a secret affair with her. It was your first such affair. Sometimes you wonder if you would have fallen into the habit of affairs if it wasn't for Machi's disappearance. Activities of the bedroom always provide a distraction when your thoughts darken.

Late one night some five years after Machi's disappearance, when you were visiting with your father, he revealed to you what his research had turned up. Machi was not dead. Kokujiin, the Mad Monk had trapped him and forced him to do his bidding by means of the dark tattoos. To you, it was as if your brother was dead. There was nothing that could be done to free him and you begged your father to let the matter rest, but he did not. Two years later, he disappeared. You found a note in which he told you that it was his purpose to venture into the Shadowlands and find Machi. You burned the note and counted them both dead, planning never to reveal to anyone the shame of your father's actions and his dereliction of duty.

Shortly after this, you were assigned to investigate suspected bloodspeaker activity in a small village on the Dragon-Phoenix border. There you met Mirumoto Tai, a young bushi (warrior) who, along with her squad, had been assigned to guard the border due to rising tension between the Dragon and the Phoenix. You enlisted her aid in hunting the Maho Tsukai and together you found that the bloodspeakers were entering Dragon lands from the Phoenix side. You laid an ambush for them and all went well, except that the enemy targeted you and destroyed the two bushi Tai had assigned to guard you.

You were desperately holding them off with your wakazashi when she came hurtling across the battlefield. She dispatched one of the fiends in one efficient stroke. The other clawed her across the face but this caused not even a brief moment of hesitation as her katana bit into his torso and cleaved him in two.

With the bloodspeaker threat eliminated, you left the village with some regret. You and Tai had begun to grow close during your time there. Six months after that, you were tasked to find and destroy the Shame Swords. This was a duty which would lead you to strike directly at Kokujiin and your satisfaction was great. You were also instructed to take a yojimbo (bodyguard) with you and you asked for Mirumoto Tai.

In the months spent travelling across the Empire, hunting the swords, the friendship that had started between you blossomed into a love affair. You were careful to be discreet and it has been a most pleasant diversion.

Your hunt was finally successful, you tracked down one of the Shame Swords to a village near Beiden Pass. Each time that you meet one of Kokujiin's creatures you fear that it might be your brother or your father, but you were lucky and it was some other poor fool that had fallen foul of the mad monk. Tai dispatched him with ease and you took the Sword back to Dragon lands and cast it into the mountain. Watching it destroyed was probably the greatest reward you could have asked for.

You spent a few months recovering at home and during this time Yoshi gave birth to your son. Then you heard rumours of a sword in Unicorn Clan lands that corrupts the bearer. You summoned Tai and together you left Dragon lands once more. She has eagerly taken up your old relationship again and you are more than happy to oblige, but there might be a bit too much eagerness there. You have considered speaking to her about it, but what would you say to her?

It is afternoon now and you are deep in Unicorn territory, approaching a waystation. You wonder if you will be alone there this night, but as you come closer, you see two ponies already grazing in the small paddock. It seems there are other travellers that find shelter here tonight.

Maho Tsukai: Evil mages who use blood magic. Bloodspeakers.

Shame Swords: These were forged by Kokujiin, the Mad Monk using the souls of Dragon Clan members that he had slain. They corrupt the ones who wield them.

 L5R Character Sheet

Name: Mirumoto Tai
 Clan: Dragon Family: Mirumoto
 School: Mirumoto Bushi School Rank/Insight = 5/232

Rings and Traits

EARTH: 4
 Stamina: 4
 Willpower: 4

WATER: 3
 Strength: 4
 Perception: 3

FIRE: 4
 Agility: 6
 Intelligence: 4

AIR: 4
 Reflexes: 5
 Awareness: 4

VOID: 4
 Void Points: 4

Advantages/Disadvantages and Skills

Advantages:

Ambidextrous,
 Balance,
 Combat Reflexes

Disadvantages:

Can't Lie,
 True Love

Skills:

Theology 5,
 Kyujutsu 4,
 Defense 7,
 Game: Go 3,
 Lore: Shugenja 4,
 Battle 4,
 Meditation 5,
 Kenjutsu (Katana) 7,
 Athletics 3

Techniques:

The Daisho Technique,

Strong and Swift,
The Blood of my Brothers,
The Unrighteous Will Fall,
Heart of the Dragon

Info and Description

Height: 5 foot
Weight: 150 lbs
Eyes: Brown
Hair: Brown, samurai topknot
Marks: Three scar marks from what appears to have been claws on the right side of the face.
Sex: Female

Equipment

Katana
Wakazashi
Bow
15 willow leaf arrows (2k2 damage) 5 humming bulb arrows (0k1 damage)
2 Kimonos, Sandals
Travelling pack
Koku: 5

Honour: 4 Glory: 3.5 Status: 4

True Love(Kitsuki Komachi)

History:

You were born some 25 years ago shortly after the tumultuous time when the Agasha family left the Dragon Clan and Lady Hitomi killed Lord Moon and ascended to the heavens. For your clan, it was a time of changes, a time of devastation, loss, gains, vindication. But you were sheltered from all this by your youth and it was only later, when you had entered training at the Mirumoto dojo (school) that you learnt of all this that was your heritage.

For you, life was good. You trained as a bushi (warrior), following in the footsteps of your father, Mirumoto Kenji. Of your mother, who died in battle when you were four, you remember little, but she too had followed the path of the blade and you hoped that you made her proud.

You entered the ranks of the Dragon army and soon became known as an excellent swordsman with a clear grasp of strategy.

You advanced in rank and learnt to command the men under you with skill and surety. Your squad of ten men were assigned to guard an outlying village on the Dragon-Phoenix border, as there was some inter-clan tension between the Dragon and the Phoenix Clans after the Agasha's defection.

You had been occupied with this duty some fifteen days when a Kitsuki Magistrate came to the village, claiming to be hunting bloodspeakers. He introduced himself as Kitsuki Komachi and requested your aid, which you gladly gave, but you didn't think that there were actually Maho practitioners in the village.

Turned out you were both right. There were bloodspeakers in the area, but they came from the Phoenix side of the village and caused trouble in Dragon lands. With your help, Komachi planned an ambush and you lay in wait for these dogs.

For most part, the ambush went off as planned, except that Komachi got cut off from the men you had assigned to protect him and he was desperately trying to fend off two Maho Tsukai with his wakazashi! You leapt across the battle field, hurling yourself at the fiends from behind and managed to kill the one in a single stroke. As you turned to face the other, it raised a hand that

was more beast than man and clawed across your face, leaving behind the scars you still carry. But you had been wounded before and you managed to make short work of it. You thought, after Komachi finally left, that you would never see him again and the thought caused you pain, but also relief. At least this way you would not be torn between a man you had come to love and your duty. But it was not to be.

Some six months after the bloodspeaker incident, you were re-assigned. Kitsuki Komachi had been chosen to hunt the last of the Shame Swords and he had requested you as a yojimbo (bodyguard).

You spent months together on the road, crisscrossing the Empire in search of these creations of Kokuji's. During those months, the love between you and Komachi came to fruition. It was always a love that could not be anything but illicit as he was married, but it is a sweet love for all that.

Your hunt has had some success. You found one of the Shame Swords in a village near Beiden Pass. It was in the possession of a man who might once have been a proud Dragon Samurai, but between the corruption of the sword and the foul tattoos engraved on his skin by Kokuji, he had become nothing more than a corrupt shadow of what he once was. You managed to overcome him despite his lack of honour in battle and together, you and Komachi returned with the blade to Dragon lands where he cast it into the fiery mountain.

This happened some few months ago. You both spent a month or two at your respective homes, a month during which you missed him fiercely and a month during which your father proposed that you should marry. This was not an option that you were willing to entertain yet. You felt torn between love and duty. Your heart had become a battlefield. It was with gratitude that you received Komachi's summons a week ago. He had heard rumours of a strange sword that corrupted the bearer in Unicorn Clan lands and had received permission to go and investigate. Nothing between you had changed, that much became clear as you gratefully returned to his arms at night. However, his son had been born and once or twice he has attempted to start a conversation about your relationship, but each time he has stopped. It is strange, you fear this more than any battle you have ever entered.

It is afternoon now and you are deep in Unicorn territory, approaching a waystation. You wonder if you will be alone there this night, but as you come closer, you see two ponies already grazing in the small paddock. It seems there are other travellers that find shelter here tonight.

Maho Tsukai: Evil mages who use blood magic. Bloodspeakers.

Shame Swords: These were forged by Kokuji, the Mad Monk using the souls of Dragon Clan members that he had slain. They corrupt the ones who wield them.

L5R Character Sheet

Name: Otomo Mareshi
 Clan: Imperial Family: Otomo
 School: Otomo Courtier Rank/Insight = 5/234

Rings and Traits

EARTH: 3

Stamina: 3
 Willpower: 4

WATER: 3

Strength: 3
 Perception: 4

FIRE: 3

Agility: 3
 Intelligence: 7

AIR: 3

Reflexes: 3
 Awareness: 6

VOID: 4

Void Points: 4

Advantages/Disadvantages and Skills

Advantages: Clear Thinker, Percieved Honor

Disadvantages: Bitter Betrothal, Dark Secret (Gozoku Member)

Skills:

Calligraphy 4,
 Courtier (Manipulation) 9,
 Deceit (Intimidation) 8,
 Defense 4,
 Ettiquette (Bureaucracy) 8,
 Game: Go 4,
 Game: Sadane 7,
 Investigation (Interrogation) 4,
 Lore: Heraldry 8,
 Lore: History 4,
 Lore: Law 4,
 Meditation 2,
 Underworld 4,
 Theology 2

Techniques:

Destiny Has No Secrets,
 My Master's Voice,
 Dividing The Stars,
 The Emperor's Protection,
 Virtues of Command

Info and Description

Height 4'10"
 Weight 150 lbs (overweight)
 Eyes Brown
 Hair Brown, but greying, tied back, long mustache
 Marks None

Equipment

Wakazashi
 Traveling Papers for both you and Seppun Soh
 Go Board
 Paper, calligraphy brushes and ink
 2 Kimonos, Sandals
 Traveling pack
 Koku: 13

Honour 3.3 Glory 4.3 Status 5

History:

There must be an emperor, of course. The masses need something to look up to. But can one man truly rule an empire as vast as Rokugan?

You and your associates think not. There is a name for your organization. You are a member of the Gozoku and you truly hold power in Rokugan, for all that it is a power in shadows, the best kind of power there is.

You were a young courtier full of idealism when you first heard of Gozoku. At first you held nothing but contempt for these fools who would dispute the divine right of the Son of Heaven to rule. You even betrayed one of your friends to the agents of the Emperor. You thought you were being rewarded when you were told that you would be marrying a Scorpion Clan bride.

Then came your marriage. In stead of supporting your actions and running your household, your wife, Bayushi Genmei, caused you nothing but problems at court. She made your life miserable at home and came dangerously close to ruining your reputation among your peers.

It was then that your friend, Shosuro Tae, approached you with a proposition. For the second time, the Gozoku were offering you a chance to join them. This time you decided to forge your own destiny and you took your first steps down the path that would lead to power.

You joined the Gozoku conspiracy.

In the ten years since then, your life has become significantly easier. The other members of the Gozoku ensured that your wife's lies fell on death ears and you gained honour and power in court.

Recently, however, things have not been going that well for the Gozoku. Bayushi Sunetra destroyed the Shadow Tower conspiracy and she has become the Emperor's Underhand, hunting down the members of Gozoku. Her success is frankly frightening and you have started to fear for your own skin. Even worse, she is truly in the shadows now, her existence not even acknowledged by the rest of Rokugan.

You have suffered some personal set backs as well. The Scorpion Clan, acting through your wife, has managed to send you away from court on a wild goose chase. They managed to convince Emperor Naseru that the Kolat cult was resurfacing and that something had to be done. They also managed to convince him that you were the only appropriate candidate to do something about this.

You were assigned a Seppun Shugenja (mage), Seppun Soh, as a yojimbo (bodyguard) and sent off to Kaeru Toshi, the City of the Rich Frog to investigate how matters stood there. Soh is an uncomfortable traveling companion. She seems extremely competitive and almost too aggressive for a shugenja. You had hoped to find her more...accommodating, but she seems uninterested in having a more informal relationship than the one your positions imply.

It is a bit strange to have a Shugenja as a yojimbo, but you do know how to defend yourself until help arrives so you should be able to buy her the time needed to cast her spells should the worst occur.

You have been on the road for some weeks now and you are nearing your destination. It is nearing darkness and you see a waystation ahead of you. There are already four ponies there, so it seems you will have company this night.

Kolat: Secret organization that wants to destroy the Celestial Bureaucracy and put in place an Empire of Man.

Gozoku: Secret organization that essentially wants to turn the Emperor into a puppet figurehead while they rule from the shadows. The Gozoku have been incorporated into Shogun Kaneke's ranks.

L5R Character Sheet

Name: Seppun Soh
 Clan: Imperial Family: Seppun
 School: Seppun Shugenja Rank/Insight = 7/279

Rings and Traits

EARTH: 4

Stamina: 4

Willpower: 4

WATER: 5

Strength: 5

Perception: 6

FIRE: 4

Agility: 4

Intelligence: 4

AIR: 3

Reflexes: 6

Awareness: 3

VOID: 5

Void Points: 5

Advantages/Disadvantages and Skills

Advantages: Blessing of the Elements, Friend of the Elements

Disadvantages: Jealousy, Insensitive

Skills:

Calligraphy 4,

Defense 4,

Etiquette 4,

Game: Go 3,

Iaijutsu 7,

Investigation (Notice) 4,

Kenjutsu 7,

Lore: Kolat 8,

Lore: Shugenja 4,

Meditation 8,

Spellcraft 7,

Theology 9,

Techniques: Seek The Forgotten

Info and Description

Height 5'

Weight 110 lbs

Eyes Black

Hair Black, worn long and loose

Marks Your skin is paler than most Rokugani, shading to a very light yellow

Equipment

Wakazashi + Katana

Mask of Disguise - cannot be removed except by 24 hour ritual.

Go Board

Paper, calligraphy brushes and ink

2 Kimonos, Sandals

Traveling pack

Koku: 13

Honour 3 Glory 2.3 Status 3

Spells	
How To Cast:	TN: 10 + (spell mastery x 5) - roll ring + 5, keep ring
Time to Cast:	Spell's mastery level (in rounds).
You can raise the TN to do the following:	
	Increase Duration by spell's duration
	Increase the area of effect by spell's area of effect
	Decrease the casting time by one round
If injured while casting, roll ring + 5, keep ring TN wound levels received. If you fail, spell fails	
You cast from a scroll unless it is an innate ability.	
Fire Spell Slots	4
Water Spell Slots	3
Air Spell Slots	3
Earth Spell Slots	4
Void Spell Slots	5 (May be used to cast any spells)

Universal Spells (May be cast using any slot)Commune

Mastery Level	1
Duration	Total Concentration
Area of Effect	One Kami
Range	100 feet
Effect	Speak with a kami (spirit) in the area. It can answer simple questions about the area.

Sense

Mastery Level	1
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Duration	Total Concentration
Area of Effect	10 feet radius
Range	Self
Effect	Gain an awareness of the elements around you.

Summon

Mastery Level	1
Duration	Special
Area of Effect	One cubic foot
Range	10 foot
Effect	Summon one cubic foot of elemental matter. Appears in a ball in the area of your choosing.

Air SpellsBy the Light of Lady Moon

Mastery Level	1
Duration	5 rounds
Area of Effect	10 foot radius
Range	Self
Effect	Reveals all things in the area that have not been magically hidden

Way of Deception

Mastery Level	1
Duration	Casual Concentration plus 1 minute
Area of Effect	50 foot radius
Range	Self
Effect	Creates an exact duplicate of yourself within the area of effect. Any attack has a 50% chance of missing.

Secrets on the Wind

Mastery Level	2
Duration	Full Concentration plus 5 minutes
Area of Effect	50 foot radius
Range	1 mile
Effect	You hear any conversation taking place within the target area.

<u>Secrets on the Wind</u>	
Mastery Level	2
Duration	Instantaneous
Area of Effect	Target Person
Range	10 feet
Effect	Determines if the last thing the target said was true or false.
<u>The Wrath of Kaze-no-Kami</u>	
Mastery Level	6
Duration	Total Concentration
Area of Effect	1 mile radius
Range	Self
Effect	Create a hurrican, the 20ft around you is the eye and is calm. Lifts and throws anything less than 500 lbs. 2k2 wounds per round if in the storm.
Void	
<u>Void Strike</u>	
Mastery Level	4
Duration	Instantaneous
Area of Effect	One Target
Range	50 feet
Effect	Make a contested void roll with the target, if succeed, you gain one void the target loses one Void. If they have no void, you gain none.
Water	
<u>Peace of the Kami</u>	
Mastery Level	6
Duration	Instantaneous
Area of Effect	One person \ or creature
Range	Touch
Effect	Cures all wounds from any source. Removes all diseases and poisons. Eliminitates one full rank of shadow taint (not below 1.0)
<u>Words of the Kami</u>	
Mastery Level	6
Duration	Instantaneous
Area of Effect	50 foot radius
Range	Self
Effect	Shadowlands tainted things in the area of effect makes a contested roll using their highest ring vs your Water + 5. If they fail, they are destroyed.

History:

The strange thing about pretending to be someone else is, you have to live yourself into that person. All the way. No holding back. Somewhere in the back of your mind, you know that you are really of clan Unicorn and a Shinjo, not Seppun, but there is nothing gained by thinking too deeply on that thought.

Soh was once a Kolat agent. She was captured by a Shinjo magistrate you knew well. Through means you have never chosen to question, he learnt much from her, including that more of the Kolat survived than the Unicorn Clan had hoped! After much discussion, it was decided that you have a golden opportunity to infiltrate the Kolat as you had a mask that would make you appear exactly like the dead Seppun Soh. With the blessing of The Khan, you took her place. It has been your duty to investigate the Kolat infestation in the Imperial City.

This was some two years ago. It has been slow going, but you have found and quietly dealt with some five Kolat agents. Finally you came to the conclusion that you had eradicated all Kolat within the Hidden Guard. It was time to range further a field.

Using your contacts among the courtiers, you managed to have word reach the relevant ears that the Kolat was resurfacing. You also managed to get yourself assigned as Yojimbo to Otomo Mareshi, the man sent to investigate in Kaeru Toshi, where rumour had placed some Kolat agents.

Mareshi seems a competent courtier, if a bit taken with himself. He seemed interested in being more than a travelling companion, but you shut that down quickly. You think that he might be a supporter of the Shogun, which is a definite point in his favour. You have always appreciated the Shogun's direct manner of dealing with things and thought that the Emperor should allow the Shogun more power. Not a topic to discuss lightly though! Perhaps he is even Gozoku, wouldn't that be interesting? The Shogun is rumoured to have taken control of that organization, even though it is no illegal.

It is a bit difficult to be a Shugenja yojimbo as spells take time to cast, but Mareshi can fend people off for a while and keep himself reasonable safe, should the unthinkable occur and someone actually attacks one of the Emperor's magistrates.

You left from Kyuden Seppun about a week ago and you are currently near to the Seikutsu pass and dusk is falling. There is a waystation in sight and four ponies are grazing in the camp. Apparently you will have company tonight.

Notes on the character of Soh:

An extremely good Shugenja who suffers from jealousy. She apparently knew she was *that* good and wanted everyone else to know it as well. She is also not the best pick for a body guard as she didn't really have that throw yourself in front of a Katana instinct going. At least you can bring some reasonable duelling to the party!

Kolat: Secret organization that wants to destroy the Celestial Bureaucracy and put in place an Empire of Man. All Kolat members wear full face masks and use assumed names at meetings.

L5R Character Sheet

Name: Shosuro Taneji

Clan: Scorpion

School: Shosuro Shinobi School

Family: Shosuro

Rank/Insight = 5/229

Rings and Traits

EARTH: 3

Stamina: 4

Willpower: 3

WATER: 3

Strength: 3

Perception: 4

FIRE: 3

Agility: 4

Intelligence: 3

AIR: 4

Reflexes: 5

Awareness: 4

VOID: 4

Void Points: 4

Advantages/Disadvantages and Skills

Advantages: Dangerous Beauty, Wary, Forbidden Knowledge (Kolats)

Disadvantages: Brash, Dark Secret (Kolats Member), Overconfident

Skills:

Athletics 9,

Deceit 9,

Defense 4,

Explosives 3

Kenjutsu 6,

Lore: Kolats 4,

Ninja Ranged Weapons 8,

Stealth (Sneaking) 9,

Underworld 7,

Techniques:

The Shadow Has No Mask,

The Shadow Has No Mercy,

The Shadow Has No Form,

The Shadow Has No Substance,

The Shadow Has No Soul

Info and Description

Height 5 foot
 Weight 150 lbs
 Eyes Brown
 Hair Brown, samurai topknot
 Mask Think bandit handkerchief tied around the lower half of the face. Black silk with red trimming

Equipment

Ninja Tao (concealed – illegal weapon)
 Wakazashi
 Blowpipe (concealed – illegal weapon)
 20 darts
 20 Shuriken
 3 doses of poison.
 A metal disk with a snarling tiger etched on it (symbol of the Kolat). You need this to make contact with your people. Concealed, establish with your GM where it is.

Glory 2.3 Honour 1.2 Status 2.5

History:

Your father, Shosuro Ryushi, brought you up alone. Your mother died in childbirth. He mourned her deeply and sometimes you wondered if he had blamed you for her death. If he ever did it was not to your detriment, you never wanted for anything.

You entered the Shinobi dojo (school) at eight and after that you rarely saw him. The Shinobi dojo still “doesn’t exist”. Ninja are no longer the tainted servants of the Lying Darkness, but they are still not legitimate members of society, much less the “oh so honourable” Samurai caste.

You went through your gempukku (adulthood ceremony) without difficulty and were counted a man and a Samurai, albeit one who sacrificed his honour for the good of Clan & Empire.

That’s were it all started going slightly wrong. You were stationed in some kami-forsaken Crab Clan village when you first met Kaelung. He was once a Dragon Clan monk. You were curious to find out what a man such him was doing in such a tiny place and hiding his origins and clan affiliation to boot.

Slowly you became friends with the man, gaining his trust while at the same time following his moves.

You learnt which nights he snuck off into the mountains, but you could not follow him. The speed with which he could move was supernatural and there was no way you could jump seventy feet straight up the way he could.

After a few months, you got to being fairly good friends and he started his own bid for your loyalty. You recognized his pitch for what it was as soon as he broached the topic. Intrigued, you let him draw you in and you learnt of the Kolat. The Kolat has existed for centuries and it is their stated beliefs that the Kami (gods) had no right to come to Rokugan and warp the civilization of man that had existed here before their coming.

Somewhere within you, this struck a strange chord. You were expected to do your duty and sacrifice all that you were for the clan. And why? Because some stupid gods had fallen from the sky and forced their beliefs on men. What right did they have?

And so you became a devout member of the Kolat.

You have had no difficulty keeping your lives separate, that which the Kolat asks you to do is often what for you are minor missions and you accomplish them with ease under the very nose of Clan Scorpion, the clan of secrets, your clan.

All was well until some four months ago. You were summoned home urgently from your station in Crab lands. On your arrival, you found your father murdered. All signs pointed to the Gozoku conspiracy that had been started here in Scorpion lands with the Shadowed Tower conspiracy. It wasn’t until your father was no longer there, that you realized how much you missed the old man. It would have made him proud to hear you swear vengeance against anything and everything Gozoku. Very Samurai.

They let you have a week before your next assignment and what an assignment! Bayushi Sunetra (who was supposed to be dead or at least missing in action or something) visited you late one evening. At Emperor Naseru's command, she was Gozoku hunting and she wanted your help. Well, what more could one ask for?

You were teamed up with Bayushi Akiko, a young Bitter Lies Swords...girl. She is very beautiful and as lucky as most Bitter Lies swordsman, but she seems a little quiet to be part of that rowdy crew. She hates the Gozoku, though you haven't yet found out what drives her so. The two of you are on your way to Kaeru Toshi, the City of the Rich Frog to determine truth of the rumours that there are Gozoku sympathizers among the ronin (masterless samurai) who run that city.

Your cover story is that you are a Scorpion diplomat on your way to Dragon Lands, stopping in Kaeru Toshi to pay your respects to the new Governor of the city. Bayushi Akiko is your yojimbo (bodyguard) .

What makes this journey even more intriguing is that the Kolat have sent you a message that there is a man you have to meet in Kaeru Toshi and he will have a mission for you. You are looking forward to serving those who hold your true loyalty again.

It is late afternoon and you are deep in Unicorn Clan lands. You have stopped for the evening at a convenient waystation and have started cooking your evening meal of rice and spring vegetables. You discovered early on that Akiko couldn't cook to save her life, so you promptly took over that side of camp. As the steam rises from the pot, you both hear hoof beats approaching the waystation from both sides.

Kolat: Secret organization that wants to destroy the Celestial Bureaucracy and put in place an Empire of Man. All Kolat members wear full face masks and use assumed names at meetings.

Gozoku: Secret organization that essentially wants to turn the Emperor into a puppet figurehead while they rule from the shadows. The Gozoku have been incorporated into Shogun Kaneke's ranks. **Your mission is a secret one, so don't blurt out that you hunt the Gozoku!**

Also, Sunetra is dead. Dead. Everyone knows that. No, she's not running around hunting a secret conspiracy for the Emperor. She'd dead, ok?