

A Foreign Legacy

**A Two-Round Low-Rank Adventure for Living
Rokugan (Champions of the Emerald Empire)**

Round 2

by Robert Hobart

The Unicorn are holding a festival and tournament in remembrance of their Clan's return to Rokugan. You have the chance to win great honor and glory... but strange threats are afoot in Shiro Iuchi, and winning the competitions may be the least of your concerns.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

GM's Information

THIS TOURNAMENT SHOULD NOT BE RUN COLD!

This adventure is a Low Rank adventure. This means that only Rank 1 or 2 characters should be allowed to play. This adventure was not written with Rank 3 or higher characters in mind and cannot anticipate what these characters may bring to the table.

The world of Rokugan is a cross between feudal Japan and China. It is set in an age of honorable samurai, serving their Lords (Daimyo) and Empire. Remember that family names come before personal names. Akodo Toturi is from the Akodo family and his personal name is Toturi.

A note on female designations: If a samurai has the designation of -ko, then the samurai is a female. For example, if you see Samurai-ko, then this denotes a female samurai.

A note on commerce in Rokugan: Samurai are not supposed to care about worldly possessions, especially money. A samurai pays a commoner as if the money is meaningless, a concession to the commoner's silly needs. Between samurai, the exchange of money and merchandise is an exchange of "gifts."

Introduction

The PCs have come to Shiro Iuchi in Unicorn lands for a tournament to celebrate the anniversary of the Unicorn Clan's return to Rokugan. Representatives from all of the Great Clans are here, along with some of the Minor Clans and a few ronin. This is an opportunity to earn great Glory, with several members of the Emperor's court present to witness their accomplishments.

But there has been danger here as well. Imprisoned within a secret chamber of Shiro Iuchi is a creature of the Living Darkness, brought here years ago with the help of Kitsuki Kaagi. The Unicorn have been trying to learn the creature's secrets, hoping to discover more about their old enemy and its intentions. The Shadow decided it was time to free its minion, and infiltrated the tournament with its servants to that end. In the first round, the PCs had an opportunity to help defeat this threat, and to learn – perhaps for the first time, for many of them – of the threat from the Shadow.

With this chapter behind them, the PCs still face other threats in the remaining time of the festival. A Scorpion agent, Shosuro Tajiki, has entered the tournament in order to murder a Unicorn magistrate, Otaku Kubo, who is threatening to expose the Scorpions' opium smuggling network. While here, he has encountered a ronin named Kaze who betrayed the Scorpion Clan, and has decided to deal with him as well.

And Iuchi Dogo, a Unicorn shugenja obsessed with his hatred of the Crane, is plotting to use the festival to get revenge on the Crane family who ruined his own daimyo's line many years ago. Dogo is intended to be a recurring villain in the Living Rokugan campaign, so regardless of whether or not the PCs expose and thwart his plan, he should escape this scenario alive.

Notes on Running this Scenario

This event is designed as a two-round adventure, and may be run as either "round-robin" (all PCs advance) or "advancement" (top players advance). The first round ends with the attack of the Shadow on the second night of the festival; the second round ends with the completion of the tournament and the resolution of Shosuro Tajiki and Iuchi Dogo's actions.

Like many Living Rokugan adventures which center on tournaments and courtly activities, "A Foreign Legacy" has a large cast of NPCs. The GM should read the list of NPCs carefully, and try to decide beforehand how each character will be played. Also, the GM should be prepared to improvise additional NPCs – particularly additional Unicorns – at need, since there are numerous unnamed samurai at this tournament.

The GM should also carefully review the key encounters (the nighttime chase in particular) so they can run smoothly. There are many events occurring simultaneously, and the GM should make sure things flow smoothly for the players so they can understand what is happening.

Atmospherically, this scenario is intended to showcase the Unicorn Clan, with its exotic barbarian-influenced ways. Since the adventure takes place in the heart of Unicorn lands, PCs from other Clans will find themselves the "outsiders" while the normally fish-out-of-water Unicorn PCs will be right at home.

Player's Introduction

The third day of the Festival of the Unicorn begins in shouting and celebration. The tournament has been

placed on hold while the Unicorn hold a grand ceremony to remember the souls and deeds of all those who perished during their long ride back to the Emerald Empire. The shugenja of the Iuchi family invoke the spirits' blessing on these departed souls, and then a troop of Otaku Battle Maidens, led by daimyo Kamoko herself, rides through the valley, hoofs thundering, to draw up before the dias where the Clan Champion, Shinjo Yokatsu, awaits.

"Here we, um, we remember those of our Clan who did not complete the return," Yokatsu shouts, flushing as he stumbles over the words. "We recall their courage, their perseverance in the face of terrible dangers. Though they died, their, uh, their spirits and memories live on in their families. In us!" He lifts his sword, cutting off what was probably supposed to be a longer speech, but the watching Unicorns roar approval nonetheless.

Afterward, the ceremony turns festive, as musicians and artisans present offerings on behalf of their clans, Unicorns recite travel poetry, and impromptu shows of strength and skill proliferate across the fields. Not knowing when the great tournament will resume, you feel free to mingle with the crowd and enjoy such a rare time of exuberance.

The PCs are free to interact with the other contestants and the various guests scattered around the colorful fields before Shiro Iuchi.

- **Shinjo Toguda** and **Ide Doud** are, of course, absent. Their departure is explained by the Unicorn as a "sudden call of duty" which forced them to depart the tournament.
- **Bayushi Eriko**, the Scorpion Clan emissary to this castle, circulates through the crowd and speaks charmingly with everyone. At one point she joins up with **Shosuro Tajiki**, and the two pointedly approach each contestant (PC and NPC), asking after their health, inquiring how they are enjoying the festival, and wishing them well in the rest of the tournament. They will also ask about the apparent disappearances of Shinjo Toguda and Ide Doud, and question carefully any PC who seems to know anything about this matter.
- **Otaku Kubo** responds to the Scorpions' hospitality with stiff, rigid politeness. If any non-Scorpion PCs inquire about his attitudes, he remarks on the fact that Scorpion friendship is seldom what it seems. "The more I have learned, the more friendly they become," he remarks darkly.
- **Iuchi Dogo** is nowhere to be seen during these events. If the PCs don't ask about him, have

Kakita Kujiaki observe, with a wry laugh, that “my greatest Unicorn friend seems to disdain my company this morning.” Fellow Crane **Daidoji Ikori** growls that he would prefer Dogo did meet them, with a sword in hand, so that his insults could be paid back at last.

- If the PCs go in search of Dogo, they are eventually told that he is in the Iuchi libraries.
- If any of the PCs helped defeat the invasion by the Shadow in Round One, they are approached by **Iuchi Daiyu**. The aging but smooth-faced shugenja quietly and gravely thanks them for helping avert the plans of the Lying Darkness. If the PCs express curiosity about what they fought, Daiyu offers to let them read the Unicorn records in the Iuchi libraries.
- If the PCs were unable to defeat the Darkness, but at least tried to do so, Daiyu will again approach them, thanking them for their efforts. “The Lying Darkness is a terrible foe, and one ill-understood,” he says quietly. Again, he will offer to let the PCs learn more in his family’s library.
- If the majority of the PCs come from a first round where they took no action against the Darkness, Daiyu does not approach them.

A Visit to the Iuchi Libraries

The Iuchi Libraries are a single huge chamber occupying most of the castle’s first floor, carefully sealed off from the rest of the castle and guarded at all hours. If the PCs try to visit the libraries on their own (perhaps in search of Iuchi Dogo), they will have to convince the Shinjo bushi who guard the entrance to allow them access. Shugenja PCs can do so simply by asking permission and rolling Glory at TN 15; non-shugenja PCs must present a convincing reason (or a plausible lie) for why they should be admitted, and roll **Sincerity/Awareness** at TN 15.

If the PCs have been invited by Iuchi Daiyu, they are admitted without question.

Even with your first look you can tell the Unicorn libraries are very different from those of other Clans. Tall wooden shelves carved in strange, exotic patterns rise almost to the roof between the thin stone pillars which support the oddly curving ceilings. The usual scrolls are interspersed with other, obviously foreign, methods of preserving knowledge, such as thick, heavy scrolls, and sheafs of paper trapped between covers of something that might, shockingly, be leather.

The room is dark, only a little light seeping in through a few tall thin windows, and foreign lamps made of metal and glass provide most of the light. Small tables are set in between the shelves, and here and there you can see a Unicorn shugenja or scholar bent over a table, scrutinizing an ancient document.

An old man, dressed in a slightly tattered yukata (Rokugani bathrobe) with the Iuchi mon, shuffles forward and bows to you, his bald head reflecting the lamplight. “Greetings, noble visitors. I am Iuchi Mouroku, caretaker of the library. May I assist you?”

Old Mouroku is slightly addled with age, and has been given this position as an honored retirement. Almost any plausible story will gain his co-operation. If the PCs say they are looking for Iuchi Dogo, he will direct them to a back corner of the library. (“Dogo-san is back there, doing...something...” he trails off vaguely.) If they ask about the Living Darkness, he goes slightly pop-eyed. “Why would you want to know about something as terrible as that?” After some hemming and hawing he will finally lead the PCs to another corner of the library.

Researching the Living Darkness

If the PCs decide to research the Living Darkness, they must roll **Research/Intelligence** at TN 15 (or **Calligraphy** or **Investigation** at TN 20) to find anything useful amid the stacks of ancient scrolls. If successful, they discover an ancient, fraying document which chronicles the Unicorn’s first encounter with the Living Darkness (HANDOUT #1). Any PC who reads this scroll gains a free rank in the skill **Lore: Shadow**.

The PCs will also attract the attention of an aging Iuchi shugenja, a thin, firm-faced woman whose black hair is streaked with gray. She bows to the PCs and quietly introduces herself as Iuchi Notaiko. “You seek the secrets of the Lying Darkness?” She frowns slightly. “Learning too much of such things can be as dangerous as knowing nothing at all.”

Notaiko has personal experience of the Living Darkness, having been a part of the Unicorn troop which captured a Goju over ten years ago – the very Goju which is still (hopefully) imprisoned beneath Shiro Iuchi. If the PCs speak with her politely, and express a genuine interest in knowing more about the Darkness, she will recount the following tale:

“I was part of a troop of Unicorn magistrates which went in pursuit of one of the Lying Darkness. Our

family had known of the Darkness for generations, since we first encountered it in the Burning Sands beyond Rokugan, and we were determined to capture the thing and return it here, where our clan might learn more of our ancient foe. In this we succeeded, for we had armed ourselves with chains and weapons of crystal. The Lying Darkness cannot endure Mother Sun's tears. Unfortunately, our pursuit carried us into the lands of another Clan, the Crane, and we would not have been able to return safely without the help of a magistrate from the Dragon Clan, a man of the Kitsuki family. I regret I cannot recall his name.

The minions of the Lying Darkness pursued us fiercely, and only the courage and sacrifice of our comrades enabled us to return alive and untaken. Our daimyo and my grandmother, Iuchi Eniki, sacrificed her life to fuel the magic which brought us back ahead of our enemies. Others died as well, including my brother Renari." Her face tightens for a moment in remembered grief. "Since that day, the thing we caught has been held in the basement of Shiro Iuchi, bound in chains of crystal. I hope our Clan has learned from it."

Notaiko will warn the PCs about the peculiar nature of the Darkness. "It is a thing without name, without true form, which cloaks itself in the bodies of others. Even to learn too much about it is to risk being contaminated by it... to lose your name, your very self. I will pray that you do not have to encounter it again."

Again, any PC who listens to Iuchi Notaiko's story gains a free rank in **Lore: Shadow**.

Meeting Iuchi Dogo

Iuchi Dogo is rooting around in the library's documents, trying to find something to use against the Crane. If the PCs go in search of him, they must roll **Investigation/Perception** (or **Hunting/Perception**) at TN 20 to locate him in the narrow, dusty corridors between the shelves.

On a successful roll, the PC discovers Dogo busily looking through a cracked, ancient scroll. If the PC approaches, Dogo hastily rolls up the scroll and tucks it into his personal scroll satchel. If anyone asks about it, he will claim the scroll is one of his own, which he was comparing to something he had found in the records here. He's lying, of course (a Contested roll can determine that), but unless the PC is of much higher Glory rank, there is nothing they can do about it.

Dogo will be instinctively suspicious and close-mouthed around any PCs who are not overtly anti-Crane. If any PCs do express extreme hostility to the Crane, however, Dogo (who is desperate for someone to "understand" him) will spill out his lament:

"My daimyo's father was humiliated in a political struggle with that Crane's family. It wasn't even in our own lands – it was a question of influence in the Imperial courts. A courtier's game, which the Crane gave no more thought to than to a casual match at a go board. But our daimyo's failure was so utter that he was forced to commit seppuku, and his lands were impoverished. We, loyal retainers who had never done anything but faithfully serve our lord, were reduced to poverty. Even now, a generation later, our status does not even approach what it once was. And that... that Crane stands there and talks and smiles, and all our clan fall over themselves to sing his praises!"

"But," and here Dogo's expression turns cagey, "the Heavens do offer justice. I have found some ancient secrets here in the library, secrets to use against the Crane. Soon that accursed family and their thrice-accursed Clan will pay for all the pain they have wrought." Dogo will not explain himself further, insisting that he cannot imperil his precious "secret."

Witnessing a Secret Meeting

While the PCs are in the Library, have each of them make a **Simple Void** roll. The PC making the highest roll happens to look out one of the thin windows of the library, gazing down on one of Shiro Iuchi's inner courtyards. There, a pair of samurai are seated on a bench, observing the exotic layout of the garden and engaging in a quiet conversation. With an **Investigation/Perception** roll at TN 10, the PC can see that the two conversants are a Unicorn and a Scorpion. If the PC makes TN 20 or better, they see that the Scorpion is Shosuro Tajiki (TN 15 if they have encountered Tajiki in other adventures prior to playing *A Foreign Legacy*). The Unicorn cannot be identified, other than gender (male).

If the PC watches for more than a minute or so, they see the Unicorn give a folded fan to Tajiki, who tucks it into his kimono, rises, bows politely, and departs. The Unicorn sits alone for a few moments, his body language giving a distinct impression of gloom, then rises and departs as well.

The Unicorn is Shinjo Ataji, one of the bushi assigned to monitor the upcoming Night Ride contest. If the PCs

look for him later, they will need to roll **Investigation/Perception** (or **Courtier**) at TN 20 to find him among the huge crowds of Unicorn bushi. He will deny (with poorly-concealed alarm) that any conversation or exchange ever took place. Tajiki will laugh off any accusations. “Cannot a Scorpion share a bench with another samurai without some sinister motive being imputed to him? I have never seen that Unicorn before...what did you say his name was?”

The Fifth Contest: Battle

Around midmorning, Otaku Kamoko gathers the other contestants on the field below Shiro Iuchi.

“Strength is nothing without cunning,” she proclaims. “Our founder Shinjo taught us to master the skills of the battlefield as well as the purity of single combat. And when we returned to the Empire, those skills enabled us to hold our own until the Empire could accept us.” She nods her head at the Lion champion, Akodo Toturi, and he returns the gesture with a smile. Any PC rolling Intelligence/History at TN 5 can recall that it was the Lion who were first, and most spectacularly, defeated by the returned Unicorn.

“The ability to command on the field of battle is a crucial skill for any samurai who wishes to serve a daimyo in honorable fashion. To this end, we have gathered bushi from the Unicorn and, with the assistance of our noble guest Toturi, the Lion. They shall enact a battle here on the fields before Shiro Iuchi, and you each shall be given the command of a unit in the battle. We judges shall decide the outcome of your actions. Prepare yourselves!”

This simulated battle is an unusual and somewhat risky notion, and the PCs can plainly see (with **Simple Perception** at TN 10) that the bushi participating in this fight are more than a little uncertain about the whole thing – particularly the troop of 100 Akodo infantry who are here at Toturi’s orders.

The soldiers in this simulated “battle” are armed with wooden and bamboo weapons to reduce any damage they may take. The purpose of the competition is to demonstrate battlefield skill and adroitness, rather than to slaughter the opposition. Success is measured through the ability to support one’s “side” through battlefield success, rather than through duels or other personal glorifications.

The competition runs as follows: the contestants (both PCs and NPCs) are split evenly between two sides,

“North” and “South.” Each PC is assigned command of a unit on their side. The “battle” is fought in a total of three rounds on the Battle Table; on the first round, the battle is considered to be Even. Each PC must roll Battle/Awareness to determine their unit’s status (Winning, Even, or Losing) on the two subsequent rounds. Making TN 10 or better gets the PC’s unit to Even, TN 20 or better is Winning. Failure to make at least TN 10 puts the PC’s unit in the Losing column.

All Wound totals for this “battle” are reduced by two dice (over and above reductions for shugenja and heavy armor) to reflect the use of wooden and bamboo weapons. There are no Duels or Heroic Opportunities – this is a simple test of battlefield command.

No actual Glory is awarded for this false battle – instead, the total of Glory points earned is used to determine the winner of the competition. The highest total earns 6 points for the winner, the next highest 4 points, and the third and fourth highest 2 points each.

Glory totals by NPC Competitor:

Iuchi Dogo (Unicorn): 6
Iuchi Sogatsu (Unicorn): 6
Shinjo Yasamura (Unicorn): 11
Otaku Yui (Unicorn): 10 (after reduction)
Otaku Kubo (Unicorn): 7
Shosuro Tajiki (Scorpion): 8
Daidoji Ikori (Crane): 14
Kakita Kujiaki (Crane): 7 (after reduction)
Hida Rokotsu (Crab): 16
Kuni Takaoka (Crab): 5
Shiba Tomodachi (Phoenix): 9
Togashi Bokkai (Dragon): 9
Kitsune Sanae (Fox Clan): 4
Kaze (ronin): 5

Shugenja in Battle

The shugenja in this battle are expected to use their non-lethal spells to assist their unit, and the PCs will notice both Kaze and the two Iuchi employing Air and Water magics to support their troops, while Kuni Takaoka uses Earth magic to soften the ground beneath opposing units. PC shugenja who come up with creative non-lethal uses for their magics in battle should be rewarded with a favorable modifier (+1 to +3, at the GM’s discretion) to either their next Battle roll, or their Glory award for that round of Battle (player’s choice).

At one point, however, something unexpected occurs. As Iuchi Dogo invokes the Air Spirits to ease his unit’s advance across the field, they suddenly break free and whirl away, tearing at samurai’s armor and garments,

and whipping through the hair of the watching crowd, which gasps and murmurs disconcertedly. The worst of the angry winds seem to fall on three other units, commanded by Kakita Kujiaki, Otaku Yui, and a PC (randomly chosen) respectively. All three units are badly disrupted by the fierce winds, which knock many samurai off their feet, and those units have their Glory award reduced by three (to a minimum of zero) for that round of the battle.

After the simulated battle ends, Otaku Yui hurries across the field, demanding to know what happened. Kujiaki restrains himself from following her, but frowns quietly as he watches Dogo's response. Daidoji Ikori angrily suggests challenging Dogo to a duel, but Kujiaki shakes his head. "That would accomplish nothing, here in the seat of his family."

Dogo apologizes to Yui (and any angry PCs) for the incident. "I'm afraid I was weary from the earlier shugenja contest, and my control of the winds slipped. I am very sorry." His words seem sincere, but any PC rolling **Investigation/Perception** (or **Ichi Miru/Awareness**) at TN 15 notices the glint of concealed malice in his eyes as he darts a quick glance at Kakita Kujiaki.

Otaku Yui will appeal to the judges of the contest (Yokatsu, Kamoko, and Toturi) that the errant spell unfairly penalized her unit. After conferring, however, the judges rule that the incident was part of the "Fortunes of War" and that the results stand.

A Pause for Rest

After the conclusion of the false battle and the announcement of the winners, there is a two hour break for the contestants to bathe and rest. During this time, the PCs are free to interact with the various contestants.

- Otaku Yui will angrily insist that Dogo's spell was "misdirected" on purpose, and will question other shugenja (especially fellow Unicorns, like Iuchi Sogatsu) about this. Any PC rolling **Lore (Shugenja)/Intelligence** at TN 15 will suspect that Dogo did, indeed, deliberately unleash the winds.
- Kakita Kujiaki will be more circumspect in his accusations, acting to "talk down" the angry Daidoji Ikori, but will confess to fellow Cranes that Dogo does, indeed, seem determined to do him harm. "Since we are guests of his family, I will bear his insults in good measure... but it would please me, I think, if he were to someday pay a visit to Crane lands." Ikori nods and smiles grimly.

- Kuni Takaoka has no opinion on the matter, dismissing it all as "stupid courtly games."
- Iuchi Dogo will be very cagey on the whole matter. Only if a PC has been a whole-hearted supporter of Dogo's anti-Crane prejudices (or had a friendly meeting with him in the library) will Dogo secretly confess that he did, indeed, willfully misdirect the winds. He will never confess to a Scorpion (he's obsessed, not stupid).
- The Scorpions (Shosuro Tajiki and Bayushi Eriko) regard this whole affair with detached amusement. Tajiki, however, will amuse himself by pointedly asking Kaze his opinion on the matter. "You seem quite skilled with Air magics yourself, Kaze-san. Do you think that was an accident?" Kaze scowls and mutters, "Am I a Scorpion, to read others' hearts?" He breaks off the discussion and departs as quickly as he can.
- Shosuro Tajiki will also needle Otaku Kubo. "Perhaps, as a Clan magistrate, you should investigate this matter, Otaku Kubo-san. After all, it wouldn't do for the Festival of the Unicorn to be marred by accusations of dishonesty." Kubo smiles tightly but makes no reply.
- If any non-Scorpion PCs speak to Kubo about this incident (or his other problems and suspicions with the Scorpion), his smile turns grim. "As friendly as these Scorpions have become, I fear my life will not last much longer. Hopefully my yoriki will continue the investigations into the opium trade after my death." If any PC (especially a non-Unicorn) offers to help him, Kubo is surprised and gratified. "I ask only that, someday in the future, you strike a blow against the illegal opium trade that rots our Empire from within."

Sixth Contest: The Night Ride

It is evening, the western sky stained orange-purple with the setting of Mother Sun, as you gather for dinner once more in the grand pavillion before Shiro Iuchi. The meal pauses, however, after the initial bowls of miso soup. Iuchi Daiyu walks slowly to the head of the your table. He regards you for a long, measuring moment before speaking. "Tonight, we will recreate in our tournament the most dangerous and difficult part of our journey back to the Empire. Before we could reach the Shadowlands, we rode through a land of darkness, a land where the sun shone little and even the very colors seemed leeched from the stone. Tonight, you will recreate that desperate journey. You will ride from this castle after

sunset, and seek a path marked only by a few torches, few and far between. You must find the samurai who stand at each torch, taking from them each a specially-marked fan, and return here with those fans before the dawning of the new day. Your task will be neither safe nor easy, but a true samurai scorns safety and leisure. Fortunes smile on your efforts.”

Daiyu bows to the PCs and departs. Behind him, the contestants see several palace servants leading an assortment of Unicorn riding horses from the stables. For this contest, each participant will be given a new, unknown horse to ride, thereby placing all on an equal footing. If a PC chooses, they may opt to compete on foot, but their TNs will be at +10.

While they finish their meal, four Unicorn samurai ride out into the darkening evening, each carrying a bundle of fans. If any PC witnessed the earlier conversation between Shosuro Tajiki and Shinjo Ataji, they can roll **Simple Perception** at TN 10 to recognize one of the departing samurai as Ataji.

The Unicorn wait until it is full dark, Lord Moon casting a pale luminescence across the land, before the contestants are permitted to ride out from the gates of Shiro Iuchi. They may take whatever weapons or equipment they wish, but no armor and no light-sources. Torches set above the gates cast yellow-orange light over the scene, and the Unicorn watch in silence from the walls as the contestants depart.

The PCs are expected to compete alone (without conversing or sharing information), although they are not forbidden from following each other. (Knowing who to follow is itself a skill to the Unicorn.)

First Leg

The torch of the first way-point is just barely visible from the gates of Shiro Iuchi. In order to guide their mounts through the dark, rugged ground to the torch-bearer, the PCs must roll either **Horsemanship/Awareness** (at TN 10), **Hunting/Perception** (TN 15), **Navigation/Intelligence** (TN 15), or **Simple Intelligence** at TN 30. Those who fail the roll will eventually find their way to the torch, but they will be lagging far behind their rivals (see “Picking the Winner,” below).

If any of the PCs decide to ride near Iuchi Dogo, or are trying to keep an eye on him, have them roll **Simple Perception** at TN 15 or **Investigation/Perception** at TN 10. If none of the PCs are near Dogo, have them all roll, but at +5 on the TN. Regardless, if they succeed,

they hear Dogo mutter a swift incantation, then turn his horse and strike diagonally across country, breaking from the route to the first way-point.

Iuchi Dogo has cast a spell to misdirect Kakita Kujiaki into a patch of boggy ground which he knows is nearby. The spell is actually an invocation of a kansen (dark spirit) and is thus a form of maho, although it does not require a blood sacrifice. Dogo will ride directly to the bog, knowing his prey will be waiting for him. If any PCs approach and ask him where he is going, or try to redirect him to the correct route, he angrily dismisses them. “I know where I’m going!” He will grow quite frantic if the PCs do not leave him alone, shouting for them to “follow your own route, and leave me to mine!” If the PCs are truly persistent, Dogo eventually loses his nerve and flees, using magic to aid his escape. In this case, Kakita Kujiaki will be found alive, trapped in the bog, at dawn.

If any PCs rode near Kakita Kujiaki, they will notice his horse suddenly whinny and turn aside, galloping down into a narrow depression in the ground and finally splashing into the bog, despite Kujiaki’s best efforts to control it. Any PC rolling **Horsemanship/Awareness** at TN 10 can tell that the horse is behaving unnaturally. If they follow, they must roll **Horsemanship/Perception** at TN 10 (or **Simple Perception** at TN 15, if they are on foot) to avoid getting trapped in the bog themselves. Go to “The Murder Scene,” below.

If none of the PCs notice what happens, have them all roll **Simple Void**. The PC with the highest roll hears Kakita Kujiaki’s muffled death-cries. The PC can track down his body by rolling **Hunting/Perception** (TN 15), **Navigation/Intelligence** (TN 15), or **Simple Intelligence** at TN 20. Again, see “The Murder Scene,” below.

The Murder Scene

In a patch of soft, marshy ground, drenched in shadow, Kakita Kujiaki’s mount struggles in a bog, whinnying softly. The samurai is considering whether to dismount and try to lead his mount out of the bog when Iuchi Dogo arrives.

Dogo will gloat briefly (telling Kujiaki the same tale he told any sympathetic PCs), then casts *Sympathetic Energies* (the far nastier 1st Edition version of the spell) to reduce Kujiaki’s rings – all four, first his Fire, then Water, then Air, and finally Earth. The spells are more effective than they should be, for the dark Air kansen which Dogo invoked is still here, aiding him.

Having thus drastically weakened his opponent, Dogo then wades into the mud and kills him with a knife. Kujiaki struggles valiently, defiant to the end, and manages to wound Dogo and tear his garments, but with his rings reduced to 1 he is ultimately unable to effectively defend himself. Dogo kills him, cutting off a handful of his white hair as a trophy, then mounts up and flees, laughing maniacally.

If any PCs got caught in the bog, Dogo will ignore them while focussing his efforts on Kujiaki. Only if the PC(s) intervene will Dogo turn his attentions to them, trying to kill them as well. PCs must roll **Athletics/Agility** at TN 20 to move through the thick, clinging muck of the bog; it will take two such rolls to reach Kujiaki, and four to escape the bog. Also, any PC fighting in the bog is at +5 to all TNs due to the clinging weight of the mud. Any PC who is unable to save Kujiaki because they were trapped in the bog loses a point of Honor (three points if they are magistrates or Crane Clan).

If any PCs followed Iuchi Dogo, they will arrive just as he is making his gloating speech and pulling out the scroll for *Sympathetic Energies*. Dogo will try to fight if there are only one or two intervening PCs, but flees if there are three or more (not counting those trapped in the bog). He also flees if he is losing any fight, regardless of the number of opponents. The dark air kansen will help his escape, buffeting and blinding pursuing PCs. (Any PC who Communes with the local spirits, or who rolls **Spellcraft/Awareness** at TN 15, can learn of the presence of the kansen.)

If the PCs drive off Dogo before he can kill Kujiaki, the noble Crane will be deeply grateful, and promises his eternal friendship. Any such PCs will be certain to finish last in the race, of course.

If the PCs could not save Kujiaki, or if they discover the scene later, the final result is as follows:

Kakita Kujiaki lies waist-deep in thick, tarry mud, slumped against the unmoving side of his horse, which whickers morosely. Kujiaki is horribly mutilated, stabbed repeatedly and savagely, his fine white hair slashed away from his bloody scalp. He did not go without a struggle – the hilt of his sword is just visible above the muck, clutched in one pale bloodless hand – but it would seem all his skills went for naught in the clinging bog. His face, what is left of it, is still twisted in an expression of horrified disbelief.

If no-one found the scene during the race, it is discovered the next morning after the seventh contest.

Second Leg

The second leg of the journey requires a feat of nighttime navigation: the next torch is not visible, and the bearer simply gives the contestants the bearing on where they must go. To make the trip without veering off-course and getting lost, the PCs must roll **Hunting/Perception** (TN 20), **Navigation/Intelligence** (TN 15), or **Simple Intelligence** at TN 30.

If none of the PCs witnessed the murder of Kakita Kujiaki, have them all roll **Simple Awareness** at TN 20 (or **Spellcraft/Awareness** at TN 15). If successful, they feel a strange chill in the air which lifts the hackles of their necks. A moment later they hear distant, maniacal laughter. Any PC who states they are looking around for the source of the laugh will catch a distant glimpse, limned by moonlight, of Iuchi Dogo riding away, his formerly bound hair swirling around his head like a halo. The PC must roll **Simple Perception** at TN 15 (or **Investigation/Perception** at TN 10) to identify him with certainty. Dogo is fleeing, with the help of the Unicorn spells *Ride Through the Night* and *Speed of the Unicorn*, and the PCs will not be able to catch him.

If any PCs are following Shosuro Tajiki, or riding near him, they lose track of him at this point. Tajiki is using his Shadow Brand to melt into the darkness. To follow him, PCs must make a Contested roll of their **Investigation/Perception** (or **Hunting/Perception**) against his **Stealth/Awareness** +10. Any PC who fails the roll by more than 10 has alerted Tajiki.

Kubo's Death

If no-one intervenes, Tajiki begins shadowing Otaku Kubo, then moves ahead of him, dismounts, puts on his silk "ninja mask," and waits in ambush. Tajiki will strike shortly before the third torch-bearer, when Otaku Kubo's attention is focused on the flickering torch just visible ahead. The Scorpion agent leaps silently out of the dark and beheads Kubo with one quick strike, then throws a few shuriken into the body to pin the blame on "ninja." He then retreats to his own horse, mounts, and rides quickly on to where he knows the fourth torch-bearer awaits, bypassing the third torch-bearer altogether (he has the fan already, of course).

If Tajiki detects a PC following him, he either attempts to quickly kill the PC (if he judges them weak enough) or simply drops his plan and rides on to the third torch-bearer. If a PC intervenes during the murder, as a result of following either Tajiki or Kubo, Tajiki will attempt to either quickly slay them or flee, depending on circumstances. He never speaks or shows his face.

Only if the PC is a Scorpion will Tajiki reveal himself and demand their cooperation (hissing, “this has been ordered by those higher than you, cousin”).

If Tajiki successfully kills Kubo, the headless body remains on the horse, which (lacking guidance) trots back to Shiro Iuchi. By the time the PCs return from the Night Ride, the Unicorn are already out hunting for the “ninja” who murdered their kinsman.

Third Leg

Again, to navigate from the third torch-bearer to the fourth, the PCs must roll **Hunting/Perception** (TN 20), **Navigation/Intelligence** (TN 15), or **Simple Intelligence** at TN 30. The third torch-bearer is Shinjo Ataji, and if any PC witnessed the earlier conversation between him and Shosuro Tajiki, they can roll **Simple Perception** at TN 10 to recognize him. If the PCs ask, he will always claim that Shosuro Tajiki has already passed through.

Attack on Kaze

If Shosuro Tajiki slew Kubo successfully, he will now look for a chance to ambush the ronin Kaze. This is a “bonus” killing, and so Tajiki will not risk himself unduly – if any non-Scorpion PCs are near Kaze, he will not make the attempt.

If nobody is specifically accompanying Kaze, have all PCs riding toward the fourth torch-bearer can roll **Investigation/Perception** (or **Hunting/Perception**) at TN 25 to spot Tajiki crouching in the darkness. If they say anything or otherwise show they have detected him, he stands up and claims he spotted a fleeing dark figure and was investigating its trail. “A ninja, perhaps,” he remarks, and sure enough, there is a shuriken lying on the ground where he was.

If no PC spots Tajiki, and Kaze is travelling alone, Tajiki attempts to duplicate his earlier killing. Kaze spots him, however, and shouts for help (“Help! Ninja!”) while throwing a *Wind’s Distractions* on Tajiki. PCs may roll **Simple Perception** at TN 10 to hear Kaze’s shout; if they go to help immediately they must roll **Hunting/Perception** at TN 10, **Navigation/Intelligence** at TN 10, or **Simple Intelligence** at TN 15 to reach him in time. Interrupted, Tajiki flees. If the PCs fail the roll, or seek help before following the shouts, they arrive to find Kaze slashed to death and peppered with shuriken. If Kaze is saved, he will insist his attacker was a ninja (he knows better than to publically blame the Scorpion) unless privately approached by another ronin, in which

case he might confess that the Scorpion Clan has marked him for death.

Fourth Leg

Navigating from the fourth torch-bearer back to Shiro Iuchi is the easiest part of the contest, since the castle is well-lit and visible on the horizon. Here speed (and not stumbling in the dark) is all that matters. The rolls are **Horsemanship/Awareness** at TN 10 or **Simple Awareness** at TN 20.

The last leg is not completely uneventful, however. If any of the PCs became Shadow-tainted in Round One, have them roll **Simple Perception**. No matter what they roll, the PCs suddenly notice someone riding beside them. They can see, in the dim moonlight, that it is a Unicorn. Then the rider turns its face toward them. For a moment it is the face of Shinjo Toguda; then it is the PC’s own face; then it is a featureless blank that somehow is smiling.

If the PC strikes at the apparition, it laughs and vanishes in tendrils of unravelling blackness. If they speak to it, or try to ignore it, it reaches out and touches them briefly on the shoulder, its fingers clammy and soft like slugs, and a voice which only they can hear whispers in their ears, “We know you now. And we want you.” Then the Toguda-thing spurs ahead, vanishing into the darkness like a fish into water.

Picking the Winner

The winner and runners-up for the Night Ride contest are determined as follows: for each increment of five by which a PC makes a roll for travelling between the way-points, the PC gains one token (represent with a penny, die, or other suitable item). For each increment of five by which they fail a roll, subtract a token. A PC who stops to deal with the attack on Kakita Kujiaki automatically loses six tokens (there can be negative token totals). A PC who stops to defend Otaku Kubo or Kaze loses four tokens. A PC who stops to speak with Shosuro Tajiki loses two tokens.

The competitor with the highest total of tokens wins the race and earns six points. Second place earns four points, and third and fourth place two points. Ties split the points.

Token totals for the other contestants (those who finish the race alive) are as follows:

Iuchi Sogatsu (Unicorn): 1
Shinjo Yasamura (Unicorn): 6
Otaku Yui (Unicorn): 4
Otaku Kubo (Unicorn, if alive): 2

Shosuro Tajiki (Scorpion, if here): 3 (CHEAT! Actual total is -1.)
 Daidoji Ikori (Crane): 2
 Hida Rokotsu (Crab): 1
 Kuni Takaoka (Crab): 0
 Shiba Tomodachi (Phoenix): 1
 Togashi Bokkai (Dragon): 5
 Kitsune Sanae (Fox Clan): -1
 Kaze (ronin, if alive): 0

The Seventh and Final Contest: the Battle with Fu Leng's Minions

Dawn shines pale beams across Shiro Iuchi as the final day of the great tournament begins. The contestants (those who are still around) are weary and pale as they arise scarcely two hours after the nighttime ride concluded. The rest of the Unicorn, however, are full of energy and enthusiasm as they prepare for the conclusion of the tournament.

A group of monks and shugenja offer prayers to Shinjo, the founder of the Clan, and to Daikoku, the Fortune of Wealth, of all the seven Great Fortunes the one most revered by the Unicorn. Finally, at a signal from Shinjo Yokatsu, another Unicorn nobleman rides forward. He is one you have not seen before, and it is with a shock that you recognize the white paint on his face and the blank white disc of his mon. He is one of the Moto, the cursed family which was nearly devoured by the Shadowlands.

PCs may roll **Heraldry/Perception** at TN 15 to recognize Moto Soro, the current daimyo of the Moto family. The Moto's appearance sends a ripple through the ranks of the contestants, as the non-Unicorn among them almost visibly recoil from his presence. He waits a long moment before beginning to speak, in a voice that is flat and harsh.

"When our clan returned to the Empire, the last obstacle we faced was the northern edge of the Shadowlands. It took us but a few days to cross that blighted realm, but even so, we faced terrible dangers from the monsters and abominations that dwell within. With courage, strength, and honor, we defeated them. Now you must do so as well." He gestures toward the western end of the field, where several pits have been dug overnight. "You may face the challenge alone, or in teams of two. Make your choice."

The contest is simple: each pit contains an ogre, captured from the Shadowlands and brought here at great difficulty and expense. The contestants are lowered into the pits to fight the ogres; they may do so alone, or in teams of two. If they decide to retreat from the fight, they need only seize the ropes and tug, and an Otaku warhorse will pull on the rope, hauling them swiftly free.

4 points are awarded for defeating an ogre, 2 points for surviving at least four rounds and then fleeing. Unsurprisingly, the Crab are the most successful competitors, each single-handedly slaying an ogre. Shinjo Yasamura and Togashi Bokkai also manage to kill an ogre alone; Daidoji Ikori attempts it, but retreats after four rounds. The other contestants form teams: Otaku Yui will team with Iuchi Sogatsu (successfully), and Shiba Tomodachi will team with Kitsune Sanae (without success).

If Shosuro Tajiki is still here, he will fight alone (successfully lasting four rounds before retreating). Kakita Kujiaki, Otaku Kubo, and Kaze (if alive) will also fight alone, none successfully (although Kubo and Kujiaki manage to last four rounds).

Ogre

FIRE 3	AIR 1
	Reflexes 3
EARTH 2	WATER 1
Stamina 6	Strength 6

TN to be Hit: 20

Attacks: 5k3

Damage: 8k2

Carapace Armor: 7

Wounds: 15: +5; 30: +10; 45: +15; 60: Dead.

Winning the Tournament

The PCs who participate in the tournament are awarded points as listed in each event. Each player from the first round will have a point total from the events they competed in. Add that total to those points earned in this round, and compare the totals to those earned by the NPCs. The NPC totals (less those for the Battle and Night Race competitions) are listed below. Add the points for placing in the Battle and Night Ride contests to those listed below, and compare to the PCs' totals to determine the winner of the tournament. If two or more contestants are tied, the final winner will be determined with a (non-lethal) Iaijutsu duel.

Note that, in all likelihood, Kakita Kujiaki and Otaku Kubo are now dead, possibly Kaze as well, and Iuchi Dogo has fled the scene. Shosuro Tajiki will stay and brazen out the rest of the competition unless the PCs confront him openly with overwhelming evidence.

Point Totals for NPCs (plus Battle and Night Ride results):

Iuchi Sogatsu: 23
Shinjo Yasamura: 27
Otaku Yui: 23
Otaku Kubo (if alive): 22
Shosuro Tajiki (if still here): 25
Daidoji Ikoru: 18
Kakita Kujiaki (if alive): 25
Hida Rokotsu: 17
Kuni Takaoka: 11
Shiba Tomodachi: 14
Togashi Bokkai: 22
Kitsune Sanae: 11
Kaze "Wind" (if alive): 11

Aftermath and Conclusion

If one of the PCs actually won the tournament, that PC is publically (if somewhat awkwardly) congratulated by Shinjo Yokatsu himself, and receives 3 points of Glory.

The PC is also rewarded with the gift of a splendid Otaku Warhorse (Honors Certificate). If the PC is a Unicorn, Yokatsu is actually somewhat eloquent in his praise, and is joined in his speeches by Iuchi Daiyu and Otaku Kamoko. Unicorn PCs receive one additional point of Glory. If the PC is an Otaku, the warhorse is still awarded (rare and privileged is the Otaku who owns two warhorses).

If the PCs confront Shosuro Tajiki with accusations of murder, he will attempt to bluff his way through the matter, insisting that his honor is above question, he would have no reason to murder the poor Unicorn, and so forth. The presence of shuriken at the crime scene (or scenes) suggests that ninja are to blame – and the Unicorn, acquainted with the Lying Darkness, may well be inclined to agree.

Only if several PCs from different Clans are able to offer witness testimony against Tajiki will their combined word outweigh that of Tajiki (remember, he is an Emerald Magistrate with substantial Glory). In such a case, he will fall back on demanding a duel (to first blood) to prove his innocence. Given Tajiki's formidable duelling skills and intimate knowledge of Rokugani rules and law, it is unlikely the PCs can prove their case against him.

If all else fails and Tajiki is arrested, he mysteriously disappears before he can be tried.

If the PCs prevent Iuchi Dogo from murdering Kakita Kujiaki, on the other hand, they are privately thanked by Iuchi Daiyu for stopping this serpent in their midst. If Kujiaki died but the PCs proved Dogo to be the culprit, Daiyu again thanks them, and promises that Dogo will be brought to justice.

Dogo is not seen again. He will return in future Living Rokugan adventures.

Rewards for Completing the Adventure

At the end of the scenario, any PCs with Shadowlands Taint must make a Simple Earth roll with a TN of 5 + (5 x Taint Rank). If the roll is failed, the PC acquires one additional point of Taint.

Experience Points

Playing the adventure:	2 XP
Good role-playing:	1 XP
Stopping Shosuro Tajiki's assassination attempt (non-Scorpion) or helping Tajiki complete his mission (Scorpion):	1 XP
Uncovering Iuchi Dogo:	1 XP
Total Possible Experience:	5 XP

Honor

PC won the tournament: +1 Honor
PC trapped in bog couldn't save Kakita Kujiaki: -1 Honor (-3 for Cranes and magistrates)
Scorpion PC helped Tajiki complete his mission: +1 Honor to that PC
Non-Scorpion PC helped thwart Tajiki's mission: +1 Honor to that PC

Glory

Winning the Tournament: 3 points of Glory (4 points for Unicorn PCs).

Other Awards/Penalties

If the PCs rescued Kakita Kujiaki, they get the advantage Major Ally: Kakita Kujiaki.

If the PCs successfully researched the Living Darkness in the Iuchi libraries, and spoke with Iuchi Notaiko, they can gain up to two free ranks in the skill **Lore**:

Shadow. (One rank for reading the scroll, one rank for speaking with Notaiko.)

If a PC actually managed to win the tournament, award the certificate for the Otaku Warhorse.

Handout #1 (The Scroll in the Iuchi Libraries)

On the third day, they encountered a man. He came to them at dusk, and they were amazed to see that he looked just as they did. They were filled with joy to finally see one of their own, and welcomed him. He was courteous, though his customs were strange: he would not eat meat, nor come close to the fires. He said his name was Togashi Ginave, and that he was travelling for the sake of curiosity. He said the land they sought, Rokugan, was very near, and the people celebrated that news. But in the morning three men were dead, and one of them was the stranger.

There was no mark on the bodies, and much confusion and argument broke out on how the men could have died. Was it sickness, brought by the stranger? In the end they burned the bodies and journeyed on.

A few days later, one of the men went to the girl he planned to marry, and presented her a gift: a necklace of crystal, the Tears of Mother Sun. When the warrior put the necklace on her throat, the light through the crystal shone right through her body. Seeing its deception revealed, the Darkness abandoned its false form, and the man watched in horror as his beloved unravelled like smoke. He ran through the camp raving about what he had seen, and at first he was thought to be mad. But his family supported him, and they went all through the camp, holding up the crystal necklace to all as they passed. Three more disappeared, screaming, when confronted with the light of Mother Sun's Tears. And they found one empty one, a body that light passed through but which did not or could not disappear. It was a young girl, fifteen. The elders ordered her throat slit and her body burned.

When the people came to Rokugan, they were suspicious, and kept crystal always close at hand. But the folk they met showed no understanding of their tales, and they did not vanish in the light of crystal. And in time the people came to believe that they had met only a lone monster, or that the stranger had been a vessel for demons which had all been destroyed.

The NPCs (Round Two)

Judges and Daimyos

Shinjo Yokatsu: the Champion of the Unicorn Clan is famed for both his skill as a warrior and his utter ineptitude in the courts of the Empire. A gruff, awkward man who seems only truly at home when riding the steppes beyond the mountains, Yokatsu for the most part holds aloof from those of other clans, preferring the company of his own people, who love him the more for his eccentricities.

Iuchi Daiyu: the oldest shugenja in the Iuchi family, and the keeper of that family's lore and prophecies, Daiyu has a clear, unlined face despite his age, and wisdom shines from his eyes. A self-made man (he turned down a chance to study with the Phoenix), Daiyu respects those who learn on their own as he did.

Otaku Kamoko: the young, fiery daimyo of the Otaku family carries a bitter grudge against the Lion who killed her father, and is clearly uncomfortable at having Akodo Toturi here as a judge and guest. She is very enthusiastic about the tournament, however, and will serve as the primary judge on the competitions of riding, archery, and mounted combat.

Akodo Toturi (honored guest): the Champion of the Lion Clan is a tall, pale, intelligent young man with a keen sense of honor and duty. He will be scrupulously fair in judging the contests, and shows no favoritism or bias of any kind.

Notable Contestants and Guests

Iuchi Dogo: a short, thin man of early middle age, with a neatly-trimmed goatee and a kimono which, while of poor quality, is immaculately maintained. Normally quiet and slightly anxious around other, wealthier PCs, he is actually a seething cauldron of hatred and envy, directed against those more fortunate than himself and, especially, against the Crane, who he blames for his family's poverty and humiliation. Dogo has allowed his hatred to overturn his Honor and judgement, and is sorely tempted by the power of Maho. At this tournament, the presence of the rich and charming Crane Kakita Kujiaki will finally push Dogo over the edge, driving him to commit murder.

FIRE 2	AIR 3
EARTH 3	WATER 4

VOID 2

TN to be Hit: 15

School/Rank: Iuchi Shugenja 2

Honor/Glory: 1.1/1.3

Skills: Acting 1, Athletics 2, Battle 2, Courtier 1, Defense 2, Etiquette 2, Heraldry 2, Horsemanship 3, Hunting 2, Kenjutsu 2, Law 2, Lore (Crane Clan) 1, Medicine 3, Poetry (Unicorn) 2, Sincerity 3, Spell Research 4, Spellcraft 2, Stealth 3, Tantojutsu 4, Theology 2, Yarijutsu 1, Yomanri 1.

Spells: *Sense*, *Commune*, *Summon*, (Water) *Ride Thorough the Night**, *Speed of the Unicorn**, *Sympathetic Energies* (both 1st and 2nd Edition versions), *The Horse's Nose**, (Earth) *Earth's Stagnation*, *Elemental Ward*, *Know the Ground*, (Air) *The Four Wind's Favor**, *Way of Deception*. Spells marked with an asterix (*) are found in *Way of the Unicorn*.

Advantages/Disadvantages: Crafty, Innate Abilities (1st Edition *Sympathetic Energies*, *Know the Ground*, *Way of Deception*), Strength of the Earth (rank 1)/Compulsion (gain power), Dark Fate (evil version of Great Destiny), Driven (to hurt the Crane Clan), Social Disadvantage (poor family).

Equipment: Kimono, Unicorn riding horse, wakizashi, tanto, scroll satchel.

Iuchi Sogatsu: a sharp contrast to his pinched-in fellow shugenja Dogo, Sogatsu is a frazzled, unkempt man whose balding head is wreathed in a cloud of thinning unbound hair. Fascinated by the Name magic which his family brought back from the distant cities of the Burning Sands, Sogatsu will discuss the secrets of this strange magical power with any shugenja who are willing to tolerate the topic. An honorable man, Sogatsu is genuinely interested in Name magic and does not see the problems in remarks like, "If the elements exist beneath, and independent, of the spirits, does this not call into question our belief that the spirits ARE the elements?"

FIRE 2	AIR 3
Intelligence 3	
EARTH 2	WATER 3
Willpower 3	
VOID 2	

TN to be Hit: 15

School/Rank: Iuchi shugenja 1

Honor/Glory: 2.7/1.4

Skills: Acting 1, Archery 4, Astrology 2, Athletics 3, Battle 2, Courtier 1, Defense 2, Etiquette 3, Heraldry 1, Horsemanship 4, Hunting 1, Kenjutsu 1, Lore (Name magic) 3, Medicine 3, Shintao 3, Sincerity 4, Spell

Research 5, Spellcraft 1, Tantojutsu 4, Tea Ceremony 1, Theology 2, Yarijutsu 2.

Spells: *Sense*, *Commune*, *Summon*, plus 3 Water, 2 Earth, and 1 Air, as chosen by the GM.

Advantages/Disadvantages: Allies (Iuchi family), Innate Ability (one spell)/Fascination (Name magic)

Equipment: Kimono, Unicorn riding horse, tanto, scroll satchel.

Shinjo Yasamura: the awkwardly charming younger son of Shinjo Yokatsu was entered in the tournament almost as an afterthought, to represent the Clan Champion's line. He fancies himself a lady's man and will endeavour to flirt charmingly with the various female contestants, including any female PCs. Unfortunately, his talents in this endeavour do not measure up to his self-image.

Additional information on Yasamura may be found in *Way of the Unicorn*.

FIRE 2 Agility 4	AIR 2 Reflexes 4
EARTH 4	WATER 3 Strength 4
VOID 3	

TN to be Hit: 20 (25 in light armor)

School/Rank: Shinjo bushi 2

Honor/Glory: 2.7/7.4

Skills: Athletics 3, Battle 3, Defense 4, Etiquette 2, Kenjutsu 7, Horsemanship 8, Horse Archery 5, Hunting 5, Lore (Unicorn Clan) 3, Naginata 5, Sincerity 2, Umayarijutsu 4, Yarijutsu 4, Yomanri 3

Advantages/Disadvantages: Bente's Blessing, Quick/Soft-Hearted, Vain

Equipment: Kimono, light armor, Unicorn riding horse, daisho set, yari (all of fine or excellent quality).

Otaku Yui: a cheerful, friendly, often flirtatious battle-maiden, a studied contrast to their more common dour aspect. Yui embraces life as a series of games and challenges, and laughs at danger and embarrassment alike. She wears her hair long and loose, allowing it to swirl around her head when she rides. Yui will flirt light-heartedly with any attractive males around (PCs and otherwise) but will not allow such amusements to go too far.

FIRE 2 Agility 3	AIR 3
EARTH 2 Willpower 3	WATER 2 Perception 3
VOID 2	

TN to be Hit: 15 (25 with heavy armor)

School/Rank: Otaku battle maiden 1

Honor/Glory: 3.3/1.5

Skills: Athletics 4, Battle 3, Defense 3, Etiquette 1, Heraldry 2, Kenjutsu 4, Horsemanship 6, Horse Archery 4, Hunting 3, Naginata 3, Sincerity 2, Umayarijutsu 4, Yarijutsu 3, Yomanri 2.

Advantages/Disadvantages: Daredevil, Luck (rank 2)

Equipment: Kimono, heavy armor, Otaku steed, daisho set, naginata, umayari.

Otaku Kubo: a serious, dedicated man who wears the symbol of a Unicorn Clan magistrate. He is balding, and shaves his remaining hair close to his head, giving him an almost monk-like appearance. Kubo has seen first-hand to destructive effects of opium addiction (his sister fell prey to its seductive call), and is determined to stamp out the illegal opium trade. He is even a little doubtful about opium's medicinal uses, believing the risk of addiction is too great. After many years of research, he is increasingly convinced that the opium trade is masterminded by the Scorpion Clan... and he is right, as he will soon learn.

FIRE 3 Intelligence 4	AIR 3
EARTH 2 Willpower 3	WATER 3
VOID 2	

TN to be Hit: 15 (20 in light armor)

School/Rank: Shinjo bushi 1

Honor/Glory: 2.8/2.3

Skills: Athletics 4, Battle 1, Courtier 2, Defense 4, Etiquette 3, Heraldry 4, Investigation 5, Kenjutsu 3, Law 6, Lore (Opium trade) 4, Horsemanship 4, Horse Archery 2, Hunting 4, Naginata 2, Shintao 2, Sincerity 5, Stealth 2, Umayarijutsu 2, Yarijutsu 2, Yomanri 2.

Advantages/Disadvantages: Clear Thinker, Social Position (clan magistrate)/Driven (to stamp out opium trade), Sworn Enemies (Scorpion opium cartels).

Equipment: Kimono, light armor, Unicorn riding horse, daisho set, badge of office.

Shosuro Tajiki: Tajiki is a charming, friendly Scorpion who wears a minimal mask. Trained as a Bayushi bushi, he earned an appointment as Emerald Magistrate last year, and wears the sash of his office proudly.

In actuality, he is also a ruthless Shosuro assassin and accomplished liar, a "trouble-shooter" who the Scorpion Clan dispatches to deal with problems that threaten their goals. In this case, Tajiki is here to assassinate Otaku Kubo, whose meddling threatens Scorpion control over the opium smuggling network.

Once he realizes who Kaze is, he will attempt to deal with that problem as well.

FIRE 4	AIR 3 Reflexes 4
EARTH 3	WATER 3 Perception 4
VOID 3	

School/Rank: Shosuro Shinobi 3

Honor/Glory: 0.4/3.7

Skills: Acting 6, Archery 6, Athletics 3, Battle 3, Defense 4, Etiquette 5, Explosives 3, Horsemanship 4, Iaijutsu 5, Kenjutsu 4, Law 3, Medicine 4, Ninjutsu (shuriken) 5, Poetry 3, Poison 4, Seduction 6, Sincerity 5, Stealth 6

Advantages/Disadvantages: Apparent Honor (2), Dangerous Beauty, Heartless, Shadow Brand (1), Social Position (Emerald Magistrate)/Dark Secret (Shosuro assassin), Sworn Enemies (many).

Equipment: Kimono, light armor, daisho set, poisoned shuriken (in hidden pouch), puzzle box (contains poisons), sash of an Emerald Magistrate.

Bayushi Eriko: a lovely young maiden who fits the mold of the classic manipulative Scorpion courtier. Eriko always smiles, always keeps her eyes properly averted, always has a polite question or a clever witticism ready to hand. Beneath her façade, she is an icy, brutally ruthless Scorpion agent who will do literally anything to support her Clan and its goals. She is aware of the threat from Otaku Kubo (not least because she helps run the local opium network), and her reports of this problem are what brought Shosuro Tajiki to the festival. Apart from that, her principle goal is to accumulate blackmail material on as many of the guests as possible.

FIRE 3 Intelligence 4	AIR 3 Awareness 4
EARTH 2	WATER 2 Perception 3
VOID 3	

TN to be Hit: 15

School/Rank: Bayushi courtier 2

Honor/Glory: 1.2/3.7

Skills: Acting 3, Defense 2, Etiquette 6, Law 3, Lore (Unicorn clan) 4, Poetry 4, Poison 5, Political Maneuvering 4, Seduction 7, Shintao 2, Sincerity 8, Sleight-of-Hand 5, Stealth 6, Tantojutsu 5, Tea Ceremony 5, Tessen 3, Theology 4.

Advantages/Disadvantages: Dangerous Beauty, Heartless/Dark Secret (opium smuggler).

Equipment: Kimono, tanto

Daidoji Ikori: this Crane warrior is a tough, bandy-legged man in his early twenties. He wears his hair cropped short with no topknot, an unusual style for a samurai (which he defends as “practical on the battlefield”). He tends to be a bit blunt and plain-spoken for a Crane, the legacy of his stint on the Kaiu Wall a few years ago – he made friends then, among the Crab, whom he still remembers fondly. That notwithstanding, Ikori is fiercely protective of his own Clan, and has an instinctive dislike of Lions and Scorpions. He also grows increasingly angry, as the tournament progresses, with the insults of Iuchi Dogo.

FIRE 3	AIR 3 Reflexes 4
EARTH 3	WATER 3
VOID 2	

Wounds are at +2 per rank (Daidoji school)

TN to be Hit: 20 (25 in light armor)

School/Rank: Daidoji bodyguard 2

Honor/Glory: 2.4/1.5

Skills: Archery 4, Athletics 5, Battle 4, Defense 6, Etiquette 3, Hand-to-Hand 3, Heraldry 2, Horsemanship 3, Hunting 3, Iaijutsu 5, Kenjutsu 5, Shintao 3, Sincerity 2, Yarijutsu 4.

Advantages/Disadvantages: Balance/Driven (to strengthen Crane Clan against the Lion)

Equipment: Kimono, light armor, daisho set.

Kakita Kujiaki: Kujiaki is a fine example of the best the Crane have to offer – elegant, charming, handsome, honorable, and highly skilled. His white-dyed hair is worn long and loose, his skin is clear, his eyes a striking gray-blue, and every movement is a study in grace. Unlike many Cranes who openly sneer at the cruder, less mannered Clans, Kujiaki is polite and friendly to all, seeking to convert others to friendship with the Crane rather than score points against them. He even extends this policy to his Clan’s ancestral enemies in the Lion Clan. Not surprisingly, he quickly becomes the most popular guest at the festival.

Unfortunately, Kujiaki is also a direct member of the Crane family which humiliated Iuchi Dogo’s family in a political struggle a generation ago.

FIRE 3 Agility 4	AIR 4
EARTH 2	WATER 3
VOID 3	

TN to be Hit: 20 (25 with light armor)

School/Rank: Kakita duellist 2

Honor/Glory: 3.7/2.7

Skills: Archery 7, Athletics 5, Battle 4, Courtier 3, Defense 5, Etiquette 6, Hand-to-Hand (Mizu-do) 3, Horsemanship 4, Iaijutsu 7, Kenjutsu 4, Poetry 2, Sincerity 5, Yarijutsu 6

Advantages/Disadvantages: Bente's Blessing, Gentry, Kakita Blade, Luck (rank 1)/Can't Lie, Sworn Enemy (Iuchi Dogo).

Equipment: Fine kimono, light armor, daisho set (Kakita blade)

Hida Rokotsu: a big, gruff Hida bushi in the classic mold, Rokotsu has little time for the prancing and manners of the other Clans, and even the Unicorn strike him as fancy and foolish. He will dismiss most friendly approaches with scowls and insults, and comes close to provoking a fight with Shinjo Toguda several times. Aside from fellow Crab, the only people he seems to get along with are Daidoji Ikori and any others who have served time on the Kaiu Wall.

There is much more to Rokotsu than meets the eye, however. He is a high-ranking Kolat, probably their highest-ranking Crab operative, and actually came here to meet with Ide Doud about the possible threat from the Living Darkness. The two were careful to avoid any public meetings, and only Rokotsu's sudden appearance during the battle with the Goju hinted at his true nature.

FIRE 3	AIR 3
EARTH 4	WATER 3 Strength 4
VOID 3	

TN to be Hit: 15 (25 with heavy armor)

School/Rank: Hida bushi 3

Honor/Glory: 0.4/3.2

Skills: Acting 5, Archery 4, Athletics 6, Battle 5, Defense 5, Etiquette 1, Hand-to-Hand (kubo) 5, Horsemanship 3, Kenjutsu 5, Lore (Kolat) 9, Lore (Shadowlands) 6, Sincerity 5, Sleight-of-Hand 5, Stealth 6, Tsubojutsu 7, Yarijutsu 4.

Advantages/Disadvantages: Allies (Kolat, Daidoji family), Apparent Honor (1), Large, Strength of the Earth (rank 3)/Bad Reputation (anti-social), Dark Secret

Equipment: Kimono, heavy armor, Rokugani pony, daisho set, tetsubo, tear of the Oni.

Kuni Takaoka: This Crab shugenja is a dour, grim man with bony limbs and thick, clumsy-looking hands. His hair is worn long and loose, giving him a

somewhat wild look. He has better manners than many Crabs, but still makes occasional mordant comments on the wealth and safety which the other Clans enjoy, courtesy of the sacrifices of the Crab. Takaoka has no secrets, but treats Scorpions with instinctive hostility and looks down on non-militant clans such as the Crane and Phoenix.

FIRE 3	AIR 2 Awareness 3
EARTH 4	WATER 3
VOID 2	

TN to be Hit: 10 (15 with light armor)

School/Rank: Kuni shugenja 3

Honor/Glory: 1.7/3.8

Skills: Athletics 2, Bard 1, Battle 2, Calligraphy 3, Defense 4, Etiquette 2, Hand-to-Hand (Kubo) 4, Kenjutsu 3, Horsemanship 2, Lore (Shadowlands) 6, Medicine 7, Meditation 3, Shintao 2, Sincerity 1, Spell Research 5, Spellcraft 6, Tantojutsu 3.

Spells: *Sense*, *Commune*, *Summon*, plus 5 Earth, 4 Fire, 2 Water, and 1 Air, as chosen by the GM.

Advantages/Disadvantages: Hands of Stone, Strength of the Earth (rank 2)

Equipment: Kimono, light armor, wakizashi, tanto, scroll satchel.

Shiba Tomodachi: a Phoenix bushi who was honored to train at the Kakita duelling school, he is also a Clan magistrate. This man is calm, placid, a pool of water left undisturbed by whatever ripples pass. A student of shintao, he is also an expert swordsman who enjoys sparring with others, seeing it as an exercise in meditation. He is concerned about recent events in Phoenix lands (the theft of certain scrolls relating to the imprisonment of the legendary Bloodspeaker, Iuchiban) and PCs who watch him closely will notice these worries gnawing at him often.

FIRE 3 Agility 4	AIR 3 Reflexes 4
EARTH 2	WATER 3
VOID 3	

TN to be Hit: 20 (27 in light armor)

School/Rank: Kakita Duellist 2

Honor/Glory: 3.4/1.8

Skills: Archery 4, Athletics 3, Battle 2, Courtier 3, Defense 3, Etiquette 4, Horsemanship 3, Iaijutsu 5, Kenjutsu 6, Lore (Kakita school) 2, Shintao 5, Sincerity 4, Tea Ceremony 2, Theology 3, Yarijutsu 4.

Advantages/Disadvantages: Balance, Different School, Irreproachable
Equipment: Fine kimono, fine light armor, fine daisho set

Togashi Bokkai: this man is one of the Dragon Clan tattooed men, the Ise Zumi. He wears only a simple green robe, and looks both serene and ageless. Visible tattoos include the open waters of the ocean (on his chest) and the centipede (climbing around his right arm and up over the top of his head). A **Simple Perception** roll, TN 15, will reveal a Crane tattoo peaking over his shoulder. Bokkai is actually 268 years old, his life extended by the legendary Crane tattoo, and has seen many things which other Rokugani know only as history. He will speak openly and animatedly with everyone, and has a tendency to speak of historical events from his direct experience, forgetting that others will be unsettled by such behavior. He never eats or drinks anything (due to the Ocean tattoo) and if asked about his abstinence, remarks, "The waters of the ocean run deep. What are my needs in comparison to that?"

FIRE 4 Agility 5	AIR 3 Awareness 4
EARTH 3	WATER 3 Perception 5
VOID 5	

TN to be Hit: 15
School/Rank: Togashi Ise Zumi 4
Honor/Glory: 4.3/2.0
Skills: Athletics 8, Bojutsu 8, Hand-to-Hand (kaze-do) 8, Shintao 9, all other skills in existence at 2. Note that the Tortoise tattoo allows Bokkai to have skill rank 4 in *anything* four times a day.
Advantages/Disadvantages: Brink of Enlightenment, Tattoos (Crane, Centipede, Ocean, Tortoise, Arrowroot)/Ascetic
Equipment: Hakema pants, sandals, bo staff.

Kitsune Sanae, Fox Clan: A quiet, gentle woman whose eyes show flecks of green amid their dark brown. Sanae wears her hair long and carefully bound up on her head, and always moves and speaks with complete calm and deliberation. Trained as a Mirumoto bushi, she avoids wearing armor or carrying weapons except when necessary (such as during the competitions) and spends the rest of her time dressed in formal flowing kimono and carry only a simple tanto tucked under her obi. Indeed, many have mistaken her for a courtier or shugenja on first encounter.

FIRE 2 Agility 3	AIR 3
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EARTH 3	WATER 2
VOID 3	

TN to be Hit: 20
School/Rank: Mirumoto bushi 2
Honor/Glory: 2.4/1.3
Skills: Archery 4, Athletics 3, Courtier 5, Defense 3, Etiquette 6, Hand-to-Hand 2, History 3, Horsemanship 2, Iaijutsu 5, Kenjutsu 5, Lore (Fox clan) 4, Lore (shugenja) 5, Meditation 4, Sincerity 5, Tea Ceremony 3, Yarijutsu 2.
Advantages/Disadvantages: Balance, Different School (Mirumoto bushi)
Equipment: Fine kimono, hakema, daisho set, tanto.

Kaze ("Wind"): This plain-featured, unremarkable man wears rough, colorless garments, and ties his hair in a loose ponytail that seems to always be drifting in the breeze. Kaze is a former Yogo Scorpion, fled from his Clan after betraying their trust (he sold one of the Black Scrolls to the Crab Clan). He has spent the last several years as a mercenary ronin, and hopes (vainly) to earn enough recognition at this tournament to get admission to the Unicorn Clan.

Unfortunately, one of the guests here – Shosuro Tajiki – recognizes Kaze for who he really is.

FIRE 3	AIR 4
EARTH 2	WATER 3
VOID 2	

TN to be Hit: 20
School/Rank: Soshi Shugenja 1
Honor/Glory: 0.4/1.1
Skills: Archery 4, Athletics 2, Calligraphy 3, Courtier 2, Etiquette 5, Horsemanship 3, Kenjutsu 2, Meditation 4, Poison 2, Sincerity 5, Stealth 4, Tantojutsu 4, Theology 3
Spells: *Sense, Commune, Summon*, (Air) *Mists of Illusion, Wind's Distractions, Know the Shadows*, (Earth) *Earth's Stagnation, Jade Strike*, (Water) *Torrential Rain, Reflecting Pool, Path to Inner Peace*, (Fire) *Amaterasu's Blessing, Evil Ward*.
Advantages/Disadvantages: Bland, Innate Ability (*Wind's Distractions*)/Sworn Enemy (Scorpion Clan), Social Disadvantage (Ronin)
Equipment: Kimono, scroll satchel, tanto (1k2).