

Holy Matrimony

An Adventure for Legend of the Five Rings, 4th Edition

Written by Tanner Clausen

I will be your spouse.

I will provide for you and our family.

I will honor you and accept you into my home.

Using This Story

This is an adventure scenario written for the Legend of the Five Rings RPG, and can serve either as a one-shot story, or the start of a longer campaign as the group explores the outcomes of the decisions they make during this scenario investigation and intrigue.

This scenario works especially well as an introduction to the L5R RPG and its world, and is designed to be played in one session at a convention or a home table.

At the end of this document, there are a set of appendices including player-facing cheat-sheets, GM cheat sheets, pregenerated characters tailored for this adventure, and more. Feel free to use these if they will make your game run smoother.

The Hook

There have been a string of murders in the borderland village of Koyo no Mura, a settlement split by a river with the Lion on one side, and the Crane on the other. The murders have grown increasingly brazen, and most fear that the ultimate goal is to kill Matsu Kikyo, the youngest daughter of the Lion daimyo in the village, on the eve of her wedding into the Scorpion Clan.

The players will be charged with investigating and piecing together the truth: the murders are being carried out by a Crane bushi on the other side of the river, Daidoji Natsumi. The motive is revenge: the Matsu daimyo traded her sickly eldest daughter to marry into the Crane Clan, knowing that she was incapable of

producing children. Daidoji Natsumi saw this move as an attempt to extinguish their bloodline, and plans to take matters into her own hands to render the same fate to the Lion's family.

The Spine

The PCs are yoriki of an Emerald Magistrate, sent to Koyo no Mura to look into the gruesome murder of a pair of peasants. When they arrive to the village, they receive word that another murder of a samurai has occurred during their travels overnight.

From there, the PCs have two immediate crime scenes to investigate (which will be their likely priorities), and then the entire village is open to them, with many tensions arising and avenues of inquiry. During this open-ended investigation, however, they will be on a bit of a time crunch, as they need to wrap up their business in two days, before the murder of Kikyo.

Assuming they ask the right questions from the right people and come across the core clues, they will arrive at the conclusion that the perpetrator of the murders is none other than Daidoji Natsumi. They will have to decide whether rendering their justice to her will be the best thing to do, or whether it will only increase tensions in Koyo no Mura between the Lion and the Crane.

Part 1: Teaching the Game

This section is a reminder of themes and mechanics to go over and explain before playing the game with a new group. If everyone at the table has already played L5R 4e, you can feel free to skip this part, but I still recommend you give them the content warning near the end of this section.

Things to Cover

Has anyone here played L5R before?

Explaining the World

You are all samurai in a world called Rokugan, the Emerald Empire. You are the ruling class of warrior-elites. You swear fealty to a lord, and theoretically, you take the code of honor called Bushido into every decision you make.

Samurai are divided into Clans, loose groupings of inter-related families.

Usually clans tend to their own business and police their own affairs, but when issues arise that involve more than one clan, the Empire has created a body of law enforcement called the Emerald Magistrates.

The Emerald Magistrates are basically Rokugan's FBI, capable of enforcing laws across clan borders, upholding the law of the Emperor. You will be playing as yoriki (deputies) of a proper Emerald Magistrate. As a yoriki, you represent your magistrate, and have the authority to look into criminal

actions, and render verdicts in your magistrate's name.

In criminal investigations, the testimony of a samurai is the most important and valuable piece of evidence, above the word of a peasant and even physical evidence. If you contradict the words of a samurai, it isn't uncommon for duels to be called for the spirits to decide who is correct.

Supernatural events are present in the world, but rare, and mostly the domain of the Crab clan, who protect Rokugan from the influence of the vile Shadowlands Taint, a physical and spiritual corruption that will sap the mind and body of its host and bend their will to Jigoku, the realm of evil.

Explaining the System

The core mechanic: Roll and Keep.
(Stat+Skill) k (Stat)

Calling Raises

Void Points

Tracking Wounds

Tone and Content

L5R works best when taken seriously, so let's work together to set a serious, dramatic tone for the game.

Content Warning: The scenario (as written) has off-screen depictions of domestic violence. Is that something that anyone has a problem with? If so, I can change the module easily, so if anyone isn't comfortable with it, it is no trouble for me to change it. Introduce the X-Card, just in case.

Part 2: Holy Matrimony

Setting and Overview

The setting of this adventure is Koyo no Mura, a village on a river between Lion lands to the West, and Crane on the East. Both clans keep a garrison here and a daimyo, and each see to the affairs on their side of the river. This agreement is a tense one at best, as over the past few hundred years, the village's ownership has switched sides more than a few times.

There have been a string of murders of peasants on the Lion side of the village, and one Lion samurai. They appear to have been killed with a heavy blade, in the style of the Matsu sword school.

The actual culprit is a member of the Crane, Daidoji Natsumi, who was trained in the Matsu fighting style in exchange for a marriage of a member of the Lion into the Crane.

Daidoji (Formerly Matsu) Koichi did not produce children, and was constantly weak and sickly. Matsu Himeyo, the Lion daimyo, knew this and used it to sabotage the future of the Crane in this region.

Daidoji Natsumi is trying to ruin the reputation of the Matsu in revenge, by slaying their peasants and samurai in an attempt to make the Matsu appear weak and incapable of defending their citizens. She is angry that her uncle's family has no

heir and the Lion had sabotaged their bloodline.

To complicate things, a host of Scorpion samurai, led by Yogo Kojima, have arrived in Koyo no Mura for his wedding ceremony to Matsu Kikyo, the Lion daimyo's youngest daughter. As the Matsu lord fears, Kikyo is Daidoji Natsumi's ultimate target.

PCs are yoriki to an Emerald Magistrate and have been charged with resolving the situation, because Matsu Kikyo is getting married in the coming week to the Scorpion clan. The Matsu want this ugliness behind them before this occasion.

Daidoji Natsumi wants to continue to kill Lion peasants and humiliate them in front of the Yogo. She is not above hiring ronin to attack the PCs to drive them out of town. Her ultimate goal would be to kill Matsu Kikyo. She knows that Matsu Oda is tainted, and plans to blackmail him to get access to Kikyo.

The Timeline

These events are the course of what is to happen if the investigators do not solve the crimes in time. Obviously, the actions of the PCs can interrupt or prevent some of these events from happening, but this is a loose guideline for the timetable of the events of the adventure:

3 days before the PCs arrive

Morning: Yogo Kojima arrives in town with his entourage and begins wedding preparations.

Evening: Two peasants are found killed and dismembered in their homes. The Matsu send for a local Emerald Magistrate, who sends their yoriki (the PCs) to investigate.

2 days before the PCs arrive

Morning: Yogo Kojima meets with the Crane daimyo, and reveals to Natsumi that Oda is tainted, in exchange for a secret of her own.

Evening: A few ronin arrive in town, begging for food, money, or work.

1 day before the PCs arrive

Evening: Marriage rituals begin.

Night: Natsumi kills a Lion samurai and retainer of Lord Matsu Himeyo.

Day 1

Morning: The PCs arrive in the village, begin investigations. The body of the Lion samurai is found. The PCs are free to investigate all day.

Evening: Daidoji Natsumi meets with Matsu Oda and blackmails him into leaving Kikyo's window unguarded for the night of her wedding. She also meets with the ronin and hire them to drive off or kill the investigators.

Night: Ronin hired by Natsumi attempt to lure the PCs into an ambush, first offering to bribe them, then attacking them if they refuse to give up the investigation.

Day 2

Morning: Wedding preparations continue, more time for the PCs to investigate.

Evening: Wedding takes place. Scorpion and Lion are separated for Kikyo's last night at home as a Lion.

Night: If she has not been apprehended, Natsumi will kill Kikyo in her sleep. If nothing is done and no suspect can be found, the Lion immediately assume it was the Crane, and the Crane fight to defend themselves. Turmoil engulfs the village.

The NPCs

Lion

Matsu Himeyo: The Lion daimyo of Koyonohara. She is haughty, proud, and calculating. Her motivation is to get the matter wrapped up as soon as possible so her daughter's wedding can occur. She is in her early 50s, with a wicked white scar on her arm. She has three children: her oldest daughter, Koichi, is in her late 20s. Her middle child is a son named Oda, in his mid 20s. Her youngest daughter is Kikyo, in her late teens.

Matsu Oda: The only son of the Lion daimyo. He spent time on the Kaiu Wall, serving with the Crab Clan against the evil forces of the Shadowlands. During his time there he was wounded and contracted the Shadowlands Taint, which is slowly beginning to warp his mind and body. It is not obvious yet, and he is hiding his tainted nature, a great crime in Rokugan. He is normally soft-spoken, but will occasionally

fall into fits of severe anger as his mind is being warped. He bears an offensive body odor, another manifestation of his condition.

Matsu Kikyo: The Lion daimyo's youngest daughter, and the bride in the upcoming wedding. She is a well-meaning, if naive, but optimistic and excited at the prospect of her wedding. She is nervous about the murders and wishes the killer to be brought to justice. Her makeup on her face is heavily caked on (a courtier or anyone who can make an Etiquette (Perception) at TN 15 would note). She is using the makeup to cover up an ugly bruise on her cheek, where her brother struck her in a fit of rage a few nights earlier.

Matsu Asano: The Lion swordmaster and sensei of the local Matsu dojo. Asano has no direct family relationship with the daimyo of the village. She was the former yojimbo to another Lion lord, and killed Bayushi Haruko's brother in a duel. The resulting political fallout resulted in her demotion to being the master of this dojo. She is a severe woman in her mid-40s, and works her students hard.

Crane

Daidoji Tenshu: The Crane daimyo. He is an elderly, kind, pessimistic man who sees his family as a dead-end branch of the Crane. He is a polite and kind host to the PCs, however shares no love for the Lion, and barely acknowledges the existence of his young wife, Daidoji Koichi. He is in his early 60s with long white hair, a wrinkled face, and immaculate clothing.

Daidoji Koichi: Daidoji Tenshu's wife. She was formerly Matsu Koichi, and is the eldest

daughter of the Lion daimyo, although few will volunteer this information freely. She is pale, skinny, sickly, and prone to fits of coughing, a condition that she has had since a teenager. She was intentionally chosen to be Tenshu's bride by her mother, who intended to pawn her off knowing of her condition and her likely inability to bear children.

Daidoji Natsumi: Daidoji Tenshu's niece, and the culprit for the murders. She is the older of a set of fraternal twins, her younger twin brother being Daidoji Ryumaru. She is about 20 years old, and outwardly is the archetypical Crane maiden. On the inside, she is a calculating and vengeful killer, jumping at the opportunity to take her revenge with so many strangers in town. She, like her brother, was trained by Matsu Asano in the Matsu school of swordsmanship, specializing in polearms and heavy weapons.

Daidoji Ryumaru: Daidoji Tenshu's nephew, and the leader of the Crane soldiers at the Koyo no Mura garrison. He is fiercely loyal to his family, and is unaware of his sister's actions, but suspects what is going on. Outwardly, he is the paragon of the militaristic Crane bushi, trained to defend the lives of others. In reality, he is more than willing to overlook atrocities that do not affect the people he cares about. He, like his twin sister, was trained in the Matsu school of swordsmanship, and his favored weapon is a stout iron spear.

Scorpion

Yogo Kojima: The groom, ready to take Matsu Kikyo's hand in marriage, and take her back to his province. He is here with his

entourage (about a half-dozen samurai and a dozen servants). Publicly, he will support the Lion in any possible conflicts as to not spoil his wedding, and willing to help the PCs if they have their sights set on the Crane. He always has a smug smile on his face, and looks like he knows too much. He is a fan of trading secrets and considers himself quite the spymaster. He is secretly having a romantic affair with his yojimbo, Bayushi Haruko.

Bayushi Haruko: The bodyguard of Yogo Kojima, and his secret lover. Several years ago, her brother was killed in a duel by Matsu Asano, and Bayushi has been rumored to have been nursing a murderous grudge. Her arrival in town has caused quite a stir to those in the know, but she intends to behave herself at all costs. She is reluctant to speak at all and will not fall for baited jabs, choosing her words carefully and speaking as little as possible.

Peasants

Takeshi: The peasant headman of the village, Takeshi is a man in his mid-40s who looks to be pulled between two worlds. Both the Lion and the Crane trust him to see to the affairs of the peasants, and be the intermediary between the lower classes and the samurai. He will likely be tasked with following the PCs during their investigation and offering his services as a local guide, but will defer to their superiority always, offering guidance only when it seems like they need it.

The Investigation

The investigation is to be run mostly free-form, as the PCs have two days to

explore the village, speak to its inhabitants, and arrive to conclusions. However, they do not have all the time in the world. As the GM, you should be roughly keeping track of time, and make sure that each scene that occurs takes up time that cannot be spent elsewhere. A good rule of thumb is that 2-4 major scenes or interactions should take up the PCs' entire day, given the realities of walking across the village, meals, breaks, etc. After every scene, remind the players roughly what time of the day it is, so you and the group are on the same page as to the passage of time.

The Core Clues

These are all the clues that the player characters **must encounter** to have everything that they need to "solve" the mystery correctly. I recommend not having the players roll to find these clues, so long as they are in a scene where it's plausible they could learn them.

Where they come across these clues is fluid, there are several scenes where it makes sense for them to learn these pieces of information. If you feel like they are passing them by, try to include a scene or moment where the player characters can find them. Similarly, if they are having trouble arriving at these clues, other characters may refer them to scenes where these clues can be found.

If you don't like the GUMSHOE-inspired methodology of including Core Clues in your game, feel free to omit this section, but note that your investigation may stall or your players might arrive at the incorrect conclusion if they don't arrive at these pieces of information.

Core Clue #1

The murder victims were all killed with a heavy, edged weapon, such as a two-handed sword or polearm.

Core Clue #2

Daidoji Ryumaru and Daidoji Natsumi were both trained at the Matsu dojo, on the Lion side of Koyo no Mura.

Core Clue #3

Daidoji Koichi used to be a Lion, the daughter of Matsu Himeyo. She is sickly and has produced no children for Daidoji Tenshu.

Physical Evidence

This is the physical evidence that the PCs would find at the scenes of the crimes, if they look around. You can call for rolls to find some of these clues if you wish, but remember to not hide any of the Core Clues behind a roll.

Remember also, that Rokugani value testimony, especially the testimony of a samurai, over physical or forensic evidence. Physical evidence on its own will not be able to condemn a samurai who claims their own innocence, but it is useful into pressuring them to confess.

Physical evidence can point the PCs in the right direction to the right people, but on its own it will not change many minds in Koyo no Mura.

The Murdered Peasants

A peasant couple, a man and a woman, were murdered in a small hut near the fields on the Lion's side of the river. The identity of the peasants seemed to have no connection to any samurai in the village, it appears that they were chosen at random (they were).

The bodies of the peasants have been burned, but those who found them say that they were each killed with a single strike from an edged weapon. One was found beheaded and one's spine was severed with a blow to the back.

The hut where the peasants were attacked has a large gash in its low ceiling, as if an oversized edged weapon was used indoors.

Nothing was stolen or vandalized inside the hut otherwise, aside from the wicker door that was kicked in.

The Murdered Samurai

A Matsu samurai, Matsu Okoma, was found killed on the back porch of the Matsu daimyo's estate, where he was guarding the garden. Matsu Okoma was another seemingly random victim, he was a young man who was only assigned to his post in the village a few weeks ago, and has caused no trouble during his time there.

Matsu Okoma was killed with three blows from a heavy, edged weapon. The weapon broke through his armor on his shoulder-pad, and split his helmet in two. His left arm is also nearly severed at his forearm, slicing through his wrist-guards.

A PC trained in kenjutsu or iaijutsu might be able to determine that the sort of wound on his arm is consistent with someone who was cut during the act of drawing their katana. It is a common wound or scar that slow duelists have suffered.

The Murder Weapons

This might not be apparent at either scene, but if the PCs ask around, they would learn that Matsu Asano has several heavy weapons at her dojo, and is famous with her skill with the no-dachi.

Similarly, Daidoji Ryumaru was quite skilled with the nagamaki when he was younger, and Daidoji Natsumi's favored weapon is the bisento (the actual murder weapon).

Testimonies

If the PCs ask the folks around town as to what they know or what they see, these are guidelines to consider. Samurai tend to be reluctant to help outside investigators, and are hesitant to explain their private affairs, lest they get duped into revealing something they did not intend to. If the PCs start asking personal questions, it might call for a social skill roll (remember not to gate Core Clues behind rolls if the players are asking the right questions). Otherwise, the NPCs will mostly recognize the authority of the PCs in this matter, and be forthright, if reluctant, with their answers.

The following testimonies are from the people the investigators are most likely to interview, but is not an exhaustive list. If the players latch onto one person as a source of information, they may recommend one of the other NPCs listed here. Alternatively,

you are free to decide that maybe the random peasant or retainer that the PCs have inexplicably latched onto could know a piece of information from some other NPC's testimony, for the sake of keeping the story moving along.

Matsu Oda

The night before the PCs arrive (the night of the murder of Matsu Okoma), Oda will claim that he was deep in meditation and did not notice any disturbance. He has no one to corroborate this story.

It's a lie, at any rate, as the previous night he was in a raging argument with Kikyo (a consequence of his Shadowlands Taint), and struck her in the face. (If your players objected to the element of domestic violence in your game, perhaps he threw a piece of furniture through a screen).

Matsu Asano

Matsu Asano's alibi for both nights of the murders was that she was cleaning the dojo, and preparing it for the next day. This alibi can be corroborated by her students.

Daidoji Ryumaru

The nights of the murders, Ryumaru will claim that he was training with his sister in the Crane barracks for the evening. This is a lie, as he is trying to deflect suspicion from the Crane for the murders. He will likely try to point the investigators in the direction of one of the tensions in the village, below.

Yogo Kojima

According to Kojima, he spent every night since he has been in town working on his calligraphy. His yojimbo, Bayushi Haruko, will confirm that alibi if asked.

They are both of course, lying, as they spent most of the night in each other's intimate company.

Takeshi

Takeshi will report that he saw a small figure with a polearm cross the bridge to the west side of the village, the night before the PCs arrived. He will also note that they looked like they were carrying some sort of large stick or something, but it was dark. He will not dare to speculate at their identity.

Takeshi also overheard a large argument that night between a man and a woman on the Lion side of the river, prior to his sighting on the bridge (this was Oda and Kikyo, but Takeshi doesn't know this). Again, Takeshi will not want to get himself into hot water by speculating as to who he overheard.

Tensions

These conflicts and tensions are present in the Koyo no Mura during the investigation, and can be brought up to the players (or better yet, shown) to complicate the investigation if you feel they are arriving to a conclusion too quickly.

Daidoji Tenshu and Daidoji Koichi

Tenshu clearly resents his wife for not producing him a child, and this may be common knowledge to many upper-level Crane samurai in the village. It is certainly the subject of gossip among the peasants, however, none would dare speak ill of samurai in front of a samurai. This tension is the main motive of the murders in Koyo no Mura, so this piece of information can actually be used to lead the investigators back on track.

Matsu Oda and Matsu Kikyo

As Oda has returned from serving near the Shadowlands, his sister has found him a changed man. Oda's Taint causes him to be prone to fits of rage and violence, and such outbursts could easily be overheard by servants or Matsu retainers. He may even leave a physical mark on Kikyo in an aggressive rage, and the investigators should be able to pick up on this and stoke their suspicions.

Bayushi Haruko and Matsu Asano

Asano's slaying of Haruko's brother several years ago is still a fresh wound in the eyes of the Scorpion yojimbo. However, Asano's reaction is more tepid, and she viewed the death of the Scorpion as an inevitable part of her duty as a samurai.

Yogo Kojima and Bayushi Haruko

If revealed, the illicit affair between these two Scorpion would certainly dishonor the groom-to-be in the eyes of all true samurai, and the information could be useful to many parties. A clever PC might be able to leverage this blackmail if they are aware of it.

The Ronin and the Village

Koyo no Mura is currently at full capacity, and patience wears thin for these beggar samurai on both sides of the river. Daidoji Natsumi is completely capable of hiring these samurai to attack and drive off the investigators in the dead of night. Consider doing this if you feel like your players are itching for action. Perhaps they receive a message from an anonymous source

wanting to help the investigation, telling the samurai to meet them outside the village at midnight.

The ronin will be carrying a note in a lovely handwriting on fine stationery, instructing them to drive out the investigators out of town.

The Endgame

If the PCs accuse Natsumi of the killings, she may do one of several things.

If they accuse her without evidence that would convince her daimyo, she will call for a duel to clear her name and innocence.

If they accuse her with substantial evidence and testimony, she will ask for the right to commit seppuku. She will ask for a bushi or Crane amongst the PCs to serve as her second.

If she is caught directly in the act of a crime, she will battle the PCs and attempt to survive. If she doesn't, daimyo from both sides of the village would be powerless to argue for her innocence.

If you plan to use this adventure to spin off into an entire campaign, ask yourself a few questions. How do the Lion feel about the outcome of the investigation? How do the Crane feel? Have the PCs made any allies or enemies during the adventure? Have tensions in the village increased, or decreased? How would the PCs' lords feel about their performance? The answer to any of these questions can help you figure out where the story can go next.

Special Thanks

A supremely special thank you to all of those who have played this scenario over the years and given me excellent feedback on it: Alex, Jess, Amie, Matt, Dakota, Justin, Ryan, Michael, Kendall, Quinn, Dusty, Mike, and Brian.

Thoughts and Feedback

If you have any comments or constructive criticism after playing the adventure, feel free to reach out at:

shadowofthecabal@gmail.com

I love to hear about everyone's experiences with the adventure, please tell me how it went!

Appendix I: NPC Stats

This is a list of NPCs that the investigators would be most likely to come into conflict with. If you think that some other NPC's stats may be needed, you can be free to roll those up as well. Most NPCs in the village are Rank 1 or Rank 2 samurai.

Daidoji Natsumi

Air 2, Earth 3, Fire 2, Water 3, Void 2
Initiative: 3k2

Attacks:

Bisento (5k3, damage 6k3)

Katana (6k3, damage 6k2)

Armor TN: 15

Skills: Defense 2, Iaijutsu 2, Stealth 2,
Jiu-jutsu 2, Polearms 2, Kenjutsu 2

Wounds: 15-20 (+3), 21-26 (+5), 27-32
(+10), 33-39 (+15), 39-44 (+20), 45-50 (+40)
51+ (dead)

The Ronin

I recommend using my house rules for mooks for the ronin encounter, given in Appendix II below. I recommend to balance the encounter you include a number of mooks equal to the number of PCs. Additionally, the mook ronin will be commanded by their leader, Akira, who is not a mook and has his own stat block below.

Akira (Ronin Leader)

Air 2, Earth 2, Fire 2 (Agility 3), Water 2
(Strength 3), Void 2

Initiative 3k2

Attacks

Katana (6k3, damage 6k2)

Armor TN: 15

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

Wounds: 10-14 (+3), 15-18 (+5), 19-22
(+10), 23-26 (+15), 27-30 (+20), 31-34 (+40)
38+ (dead)

Ronin Mooks

Threshold: 10

Initiative: 3k3

Armor TN: 15

Base Attack Pool: 3k3

Damage: 5k3

Appendix II: Mook Rules

Sometimes, it makes sense that your players should fight large numbers of no-name “thug” type NPCs in combat, whether they are bandits, ronin, pirates, or ashigaru.

To keep the combat cinematic, fast-moving, and to avoid needless bookkeeping, here are some optional rules for taking care of that as the GM. Make sure to inform your players that this is how the Mooks work.

Mooks are organized into groups. A group of mooks is treated like one combatant, with one Initiative Score, adopting one Stance per round, has one Armor TN, and makes one attack roll on their turn.

Wounds

Mook groups take Wounds from attacks like normal. However, every time their Wounds taken exceeds their Threshold (equal to 10+any reduction due to armor), a mook dies. So a group of unarmored mooks loses a mook every 10 Wounds. A mook group that has taken 27 Wounds has lost 2 members, and once they hit 30 Wounds they lose another.

Armor TN

Pick the Armor TN for the group that makes the most sense, based on their makeup: A group of clumsy mooks has an Armor TN of 15. A group of competent mooks has an Armor TN of 20. A group of trained mooks has an Armor TN of 25.

Attacks

Mook groups have a base attack pool that they use to make attack rolls. Pick the base attack pool that makes the most sense, based on the group's makeup:

A group of unskilled mooks has a base attack pool of 2k2. A group of skilled mooks has a base attack pool of 3k3. A group of veteran mooks has a base attack pool of 4k4.

For each mook in the group, you increase that pool by +1k0. For example, a group of 4 skilled mooks makes an attack roll of 7k3. A group with 1 unskilled mook left in it has an attack roll of 3k2. These attack pools are modified as normal, based on the stance that the group collectively takes in combat.

Every time a mook dies, they lose a member, and thus lose -1k0 to their attack rolls until there are no mooks left in the group.

Damage

A mook group's damage rating is a static value that does not change, no matter how many mooks are left in the group. This reflects the idea that getting hit with a sword is deadly no matter what, and the fact that there are more or less mooks in the group just changes your chances of taking a hit, not how hard it hits you.

A group of mooks using simple weapons does 4k2 damage. A group of mooks using standard weapons does 5k3 damage. A group of mooks using heavy weapons does 7k3 damage.

Appendix III:

Characters and Handouts

The following pages have four pre-generated characters in simplified character sheets, designed for this adventure.

Also included are pieces of “secret information” and a secret objective for each of the pre-generated PCs. They are presented as letters to the PCs from people in their lives. Feel free to cut out the notes and pass them around as you start the game.

If you’re not using these pre-generated characters, feel free to make up your own “secret objectives” tailored to the PCs. Keep in mind that you should design these objectives to create tension between the PCs and possibly put them at odds, but the victory conditions of these secret objectives should not be mutually exclusive.

Also included at the end of this section are some cheat sheets for the players and the GM.



NAME: Matsu

CLAN: Lion

SCHOOL: Matsu Berserker

RINGS AND ATTRIBUTES

EARTH **2** (Stamina 3, Willpower 3)
AIR **2** (Reflexes 2, Awareness 2)
WATER **3** (Strength 4, Perception 3)
FIRE **2** (Agility 3, Intelligence 3)
VOID **2**

SKILLS

Kenjutsu 5k2

(Katana, No-dachi Emphasis)

Iaijutsu 3k2

Defense 4k2 (Defense Rank 2)

Jiu-jutsu 3k2

Kyujutsu 3k2

Courtier 1k1

Etiquette 3k2

Lore (History) 3k2

Investigation 4k3

INITIATIVE – 3k2

ARMOR TN – 15 (Unarmored),
20 (Light armor, reduction 3)

ATTACKS

No-Dachi

Attack: 5k2

Damage: 7k3 + 6

Katana

Attack: 5k2

Damage: 7k2 + 6

WOUNDS:

PENALTIES

0-10: Healthy (+0)
11-14: Nicked (+3)
15-18: Grazed (+5)
19-22: Hurt (+10)
23-26: Injured (+15)
27-30: Crippled (+20)
31-34: Down (+40)
35-38: Out
39+: Dead

TECHNIQUES

The Lion's Roar: You add your honor rank (6) to the total of all damage rolls you make (already included on this sheet).

ADVANTAGE

Paragon of Duty: You may spend a Void Point on any skill roll to ignore TN penalties you would have on the roll (such as suffering Wound Penalties).

DISADVANTAGE

Consumed by Will: You must get your way, and others must give way to your wishes. You have no respect for the opinions or desires of others. You suffer a -1k1 penalty to all Courtier and Temptation Skill Rolls (already included).



NAME: Kakita

CLAN: Crane

SCHOOL: Kakita Duelist

RINGS AND ATTRIBUTES

EARTH **2** (Stamina 2, Willpower 2)

AIR **3** (Reflexes 3, Awareness 3)

WATER **2** (Strength 2, Perception 2)

FIRE **3** (Agility 3, Intelligence 3)

VOID **2**

SKILLS

Kenjutsu 6k3

Iaijutsu 6k3

Defense 4k3 (Defense Rank 1)

Kyujutsu 4k3

Sincerity 5k3

Etiquette 5k3

Tea Ceremony 3k2

Divination 4k3

Investigation 3k2

INITIATIVE – 4k3 + 6

ARMOR TN – 20 (Unarmored)

ATTACKS

Katana

Attack: 6k3

Damage: 6k2

Wakizashi

Attack: 6k3

Damage: 5k2

WOUNDS:

PENALTIES

0-10: Healthy (+0)
11-14: Nicked (+3)
15-18: Grazed (+5)
19-22: Hurt (+10)
23-26: Injured (+15)
27-30: Crippled (+20)
31-34: Down (+40)
35-38: Out
39+: Dead

TECHNIQUES

The Way of the Crane: Add twice your Iaijutsu Skill rank to your Initiative (already included). You add +1k1 to all Attack and Focus rolls in the Center Stance, as well the round afterwards in combat.

ADVANTAGE

Luck: Once per session, you may immediately re-roll any one roll that you make, and take either result.

DISADVANTAGE

Soft-Hearted: You must make an Earth roll at TN 20 before you can take a human life. If you do, for the next day, all of your TNs are increased by +10 as you are wracked with the guilt of killing another.



NAME: Yasuki

CLAN: Crab

SCHOOL: Yasuki Courtier

RINGS AND ATTRIBUTES

EARTH **3** (Stamina 3, Willpower 3)

AIR **2** (Reflexes 2, Awareness 3)

WATER **2** (Strength 2, Perception 3)

FIRE **2** (Agility 2, Intelligence 3)

VOID **2**

SKILLS

Defense 3k2 (Defense Rank 1)

Commerce 5k3

Courtier 6k3

Etiquette 6k3

Intimidation 5k3

Sincerity 5k3
(Deceit emphasis)

Engineering 4k3

Investigation 5k3

INITIATIVE – 3k2

ARMOR TN – 15 (Unarmored)

ATTACKS

Wakizashi

Attack: 2k2

Damage: 4k2

WOUNDS:

PENALTIES

0-15: Healthy (+0)
16-21: Nicked (+3)
22-27: Grazed (+5)
28-33: Hurt (+10)
34-39: Injured (+15)
40-45: Crippled (+20)
46-51: Down (+40)
51-57: Out
58+: Dead

TECHNIQUES

The Way of the Carp: You get a Free Raise when using the Commerce skill. When you speak with someone for a few moments, you can make a Commerce Roll vs their Etiquette to discern some material object, or service that they desire.

ADVANTAGE

Precise Memory: You have a near-photographic memory, and you get a +1k1 to any roll made to recall information.

DISADVANTAGE

Failure of Compassion: You must spend 1 Void Point before you are able to bring yourself to act on behalf of someone of lower status or caste.



NAME: Shiba

CLAN: Phoenix

SCHOOL: Shiba Bushi

RINGS AND ATTRIBUTES

EARTH	2	(Stamina 2, Willpower 2)
AIR	2	(Reflexes 2, Awareness 2)
WATER	2	(Strength 2, Perception 3)
FIRE	3	(Agility 3, Intelligence 3)
VOID	3	

SKILLS

Polearms 6k3

Kenjutsu 5k3

Defense 5k2 (Defense Rank 3)

Meditation 4k3

Lore (Theology) 4k3

Courtier 4k2

Investigation 5k3

INITIATIVE – 3k2

ARMOR TN – 15 (Unarmored)
20 (Light armor, reduction 3)

ATTACKS

Naginata

Attack: 6k3

Damage: 4k3

Katana

Attack: 5k3

Damage: 5k2

WOUNDS:

PENALTIES

0-15: Healthy (+0)
16-21: Nicked (+3)
22-27: Grazed (+5)
28-33: Hurt (+10)
34-39: Injured (+15)
40-45: Crippled (+20)
46-51: Down (+40)
51-57: Out
58+: Dead

TECHNIQUES

The Way of the Phoenix: When you spend a Void Point to enhance a roll, you may choose to spend 2 Void Points to increase your bonus to +2k2. Also, as a Free Action in combat, you can give an adjacent ally +5 to their Armor TN.

ADVANTAGE

Sage: You know a little bit about everything. You can make any Knowledge roll with a roll of 4k3, as if you had 1 rank in every Knowledge skill.

DISADVANTAGE

Unlucky: Once per session, the GM may force you to immediately re-roll one roll you make, and you must accept the second of the two rolls, regardless of the results.

MATSU –

YOU HAVE ACCEPTED A MOST HONORABLE UNDERTAKING IN YOUR DUTY AS A YORIKI TO THE EMERALD MAGISTRATES. I HEAR THAT YOUR TRAVELS WILL SOON TAKE YOU TO THE VILLAGE OF KOYO NO MURA. YOUR FORMER SENSEI AND SWORDSMANSHIP INSTRUCTOR, MATSU ASANO, HAS TAKEN UP RESIDENCE THERE.

SHE IS ONE OF THE MOST STEADFAST SERVANTS OF OUR CLAN, AND DURING THE COURSE OF YOUR INVESTIGATION THERE, YOU MUST ENSURE THAT THE NAME OF THE MATSU FAMILY, AND HER NAME SPECIFICALLY, BE KEPT IN HIGH REGARD.

THE SAMURAI WHO DISHONORS THEIR TEACHER, DISHONORS THEMSELVES TENFOLD.

-YOUR DAIMYO,

MATSU KUWAMI

Shiba –

The Oracles of the Elements say that the future is clouded.

We live in uncertain times. Both the nature of Rokugan, and the machinations of the human world will attempt to obscure, confuse, and cloud you.

True enlightenment is achieved by seeing through the fog. Do not stray from your path. Find the truth, protect the innocent within your reach, and bring honor to yourself.

-Isawa Kojaku

Kakita –

My whisperers tell me that you may be taking an extended trip to Koyo no Mura. This is excellent news! Daidoji Ryumaru, a handsome young bushi (and a fellow cousin in the Crane Clan) resides in that village, and he is betrothed to your sister and will be marrying her in two springs hence.

Of course, I need not remind you that your presence will be a representation of our side of the family, and your interactions will color the upcoming marriage relations between our family and theirs.

I'm sure you will conduct yourself with grace and composure.

-your Father,

Kakita Yatsugi

Yasuki –

We hear you are heading north into the lands of the Crane and the Lion. We have unconfirmed reports that a samurai there may possibly be bearing the Shadowlands Taint, knowingly or unknowingly.

If you could identify the suspected bearer of the Taint, you would be a great asset to the Kuni Witch-Hunters. Remember, signs of the Shadowlands Taint often include spiritual, moral, and physical corruption or degradation.

DO NOT engage or attempt to apprehend a suspected bearer of the Shadowlands Taint yourself. Simply report their presence to Kuni Hotaru, in the Castle of the Swift Sword, a few leagues to the south.

The Mountain Shall Never Fall.

-Your friends in the Kuni Family

Roll and Keep:

Roll a number of dice equal to your stat plus your skill, keep a number of dice equal to your stat, and add them together to try to hit a target number (TN).

(Stat + Skill) keep (Stat)

The Seven Virtues of Bushidō:

Compassion, Courage, Courtesy, Duty, Honesty, Honor, Sincerity

Combat Stances	
Stance	Effect
Attack	No Action restrictions are imposed.
Full Attack	+2k1 to Attack Rolls, move +5 feet beyond normal allowable amount. -10 to your Armor TN.
Defense	Add (Air Ring + Defense Skill Rank) to Armor TN. May not attack.
Full Defense	Roll Defense / Reflexes, add ½ of result to armor TN. Restricted to free Actions only.
Center	Take no actions this round. Next round, increase your Initiative score by 10 for the round. Add (1k1 + Void Ring) to any one roll made during your next turn.

Actions	
<u>On your turn you may take:</u> One Complex Action + Free Actions Two Simple Actions + Free Actions	
Complex	-Make an Attack -Cast a spell -Use a skill -Any other long, complex action
Simple	-Move (10 x Water Ring) feet -Draw a large or medium weapon -Interact with an object -Activate a Kata
Free	-Draw a small weapon -Speak up to 5 words -Move (5 x Water Ring) Feet -Drop an item

Using Void Points
You have a number of Void Points equal to your Void Ring. They are replenished when you rest at the end of the day, or perform a Tea Ceremony. Use them to...
Gain +1k1 to any Skill, Trait, Ring, or Spell Roll (not a damage roll). You must spend the Void Point before you make your roll.
Temporarily give yourself 1 rank in a Skill if you have none, adding +1k0 to the roll and allowing the dice to explode.
Reduce the amount of Wounds you are about to take by 10.
Increase your Armor TN by 10 for one round. You must spend this point at the beginning of the round.
Exchange your Initiative Score with one willing target for the rest of the encounter. You must spend this point at the beginning of the round.
Increase your Initiative Score by 10 for the rest of the encounter. You must spend this point at the beginning of the round.

CONDITIONS	
Blinded	-3k3 to ranged attack rolls, -1k1 to melee attack rolls. A blind character's armor TN is (their Reflexes + 5 + armor). Their water ring is considered 2 ranks lower for determining movement as part of a Move Action. Any Simple Move Action requires Athletics/Agility at TN 20 or the character falls prone.
Dazed	-3k0 to all actions. Can only use Defense and Full Defense stances. Recovery by making Earth Ring Roll vs TN 20 during reactions, TN decreases by 5 for every failure.
Entangled	Can only use Actions to break free. Strength Roll against TN set by GM.
Fasting	Without food or water for 24 hours. Cannot regain Void Points via rest, only meditation. +5 TN to all rolls for each day fasting after the first. After # of days equal to Stamina, takes 2k1 wounds per day.
Fatigued	Without rest for 24 hours. +5 to all TNs per day without rest. After # of days equal to Stamina, must make Willpower Trait Rolls at TN 20 to avoid falling asleep. Cannot take Full Attack Stance.
Fear	Resisting fear requires Willpower at TN = (5+ 5 x Fear rank). Can add Honor Rank to roll. Failure results in -Xk0 penalty to all rolls, where X is Fear Rank.
Grappled	Characters in a Grapple reduce Armor TN to 5
Mounted/Height Advantage	+1k0 to Attack Rolls to lower characters. Cannot use Full Attack Stance while mounted.
Prone	-10 to Armor TN vs melee attacks. Cannot use Move Actions. Can only adopt Attack or Defense Stances. Cannot attack with large weapons, -2k0 to medium and small weapons. Standing up is a Simple Action.
Stunned	Can take no actions. Armor TN becomes (5+Armor bonuses). Recover by making Earth Ring Roll at TN 20 during reaction stage. If this fails, the character is no longer Stunned at the end of the next Combat Round.

COMBAT ORDER		ACTIONS (One Complex, or Two Simple, plus Free)	
1. Initiative	Select stance, roll Initiative. (Insight + Reflexes)k(Reflexes)	Complex	Melee or ranged attack, cast a spell, use a Skill, string a bow, mount a horse.
2. Turns	Go through turns or delay	Simple	Move Water x 10ft, draw a weapon, dismount, pick up an item, stand up
3. Reactions	Apply mechanical effects	Free	Move Water x 5ft, drop an item, speak up to 5 words.

STANCES	
Attack	No restrictions on actions.
Full Attack	Can only use actions to attack, and can only move towards a foe. Grants +2k1 to attack rolls, -10 to armor TN. Cannot be used while Mounted.
Defense	Cannot Attack. Add (Air Ring + Defense Skill) to Armor TN.
Full Defense	Roll Defense/Reflexes and adds half the total to their Armor TN for the round. Can take only Free Actions.
Center	Character takes no Actions. The next round, they add 1k1 plus Void Ring to the total of one roll. Add +10 to Initiative Score the next round.

USING VOID POINTS	
Add +1k1 to any Skill, Trait, Ring, or Spellcasting Roll	
Increase a Skill from 0 to 1 for the Round	
Reduce wounds suffered by 10	
Increase Armor TN by 10 for the Round	
Exchange Initiative Score with a willing target	
Increase Initiative Score by 10 for the encounter	

MANEUVERS	
Called Shot	1 raise for a limb, 2 for hand/foot, 3 for head, 4 for smaller part
Disarm	3 raises. Inflict 2k1 damage, Contested Strength Roll. If target loses, they drop the weapon.
Extra Attack	5 raises. Make another attack immediately after the first.
Feint	2 raises. If successful, half the amount the attack beats the Armor TN is added to the damage roll. (Max of Insight Rank x 5)
Guard	Simple action, cannot be in Full Attack Stance. One person within 5ft increases Armor TN by 10, yours is decreased by 5.
Increase Damage	For every raise, +1k0 on damage roll.
Knockdown	2 or 4 raises (for 2 or 4-legged creatures). If successful, damage is normal and target is knocked Prone.

STANDARD TNs	
5 (Very Easy)	Striking an immobile target Recognizing an old friend
10 (Easy)	Carry half your weight Finding a misplaced item
15 (Average)	Lifting your weight Remembering someone you have seen once
20 (Moderate)	Jumping a 10ft ditch Recognizing someone in disguise
25 (Difficult)	Scaling a cliff bare-handed Finding a well-hidden object
30 (Very Hard)	Diving safely from a waterfall Remembering someone's exact words
40 (Heroic)	Out-wrestling a troll Naming all of your ancestors... in order
60 (Legendary)	Shattering stone with your bare hands Outwitting a Fortune

GAINING/LOSING HONOR						
ACT	0	1-2	3-4	5-6	7-8	9-10
Accepting a Bribe	0	0	-3	-4	-7	-8
Accepting Responsibility for a superior's shameful action	8	7	6	4	3	3
Acknowledging a superior opponent	5	4	4	2	2	0
Aiding a wounded enemy	9	8	6	6	5	3
Being an accomplice to a major crime	-1	-4	-8	-12	-16	-20
Being an accomplice to a minor crime	-0	-1	-4	-4	-8	-8
Breach of etiquette, blasphemous	-1	-6	-10	-10	-16	-20
Breach of etiquette, major	0	-2	-2	-2	-6	-6
Breach of etiquette, minor	0	0	-1	-2	-2	-2
Disloyalty to lord, spouse, or superior	0	-2	-6	-10	-14	-18
Duped into performing a criminal act	-1	-4	-8	-12	-16	-18
Duped into performing a disloyal act	0	-2	-4	-6	-10	-14
Duped into performing a foolish act	0	-2	-4	-4	-6	-8
Disobeying a lord's command	0	-2	-2	-6	-6	-10
Enduring an insult to your ancestors	0	-2	-4	-4	-6	-8
Enduring an insult to yourself	2	2	2	0	0	2
Enduring an insult to your family or clan	0	0	-2	-2	-4	-4
Facing a superior foe in the name of your family	8	6	5	4	3	2
Fleeing from battle	0	-2	-4	-6	-8	-10
Following orders despite personal misgivings	6	4	0	0	-2	-4
Fulfilling a promise despite great personal cost	10	8	6	4	2	0
Giving a truthful report at your own expense	8	6	4	2	0	0
Lying to bolster your reputation	0	-2	-4	-6	-8	-10
Manipulating another into dishonorable behavior	0	-2	-4	-6	-8	-10
Politely ignoring another's dishonorable behavior	3	2	0	0	-2	-2
Protecting family/clan/lord's interest despite risk to yourself	8	8	6	6	4	2
Showing kindness to those beneath your station	6	6	4	4	2	2
Showing sincere courtesy to enemies or rivals	9	7	5	2	0	0
Using a Low Skill	0	-1	-2	-3	-6	-9
Using false courtesy to gain advantage over an enemy	0	0	-2	-6	-10	-10