

THE PROWLERS

v.1.0

A One Sheet L5R Adventure by Tanner Clausen.

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The first snows of winter begin to fall. The PCs, who one way or another are all indebted to the Crab Clan, are enjoying the company of a Crab daimyo in the village of Senbo Mura, and celebrating the betrothal of Hida Makano to his bride, Hiruma Sumi. But the festivities are interrupted by a daring Scorpion attack on the farms outside the village! The PCs rush to defend the farms, but when they return to the daimyo's estate, they find Sumi has been abducted by shinobi, using the farm attack as a distraction.

Makano and his father implore the PCs to help them rescue Sumi from her captors, and the PCs and Makano undertake a winter journey north to the lands of the Scorpion to get his betrothed back. Along the way, they skirt the borders of the Shinomen Forest, and overcome dangers both mundane and mystical.

When the war party finally arrives to the Scorpion village of Jirasu Mura several months (!) later, they find that Hiruma Sumi is now Bayushi Sumi, and is expecting a Scorpion child. She has married into the family of her captors, and seems happy. She will not return with Makano and the PCs willingly. Makano flies into a rage, and wants to strike out and kill the Scorpion, his betrothed, and anyone who stands in his way. His interactions with the PCs during the journey will determine if he will listen to reason and compassion, or if he will die along with his former love in Jirasu Mura.

Part 1 has the PCs meeting Makano and Sumi, and rushing to the defense of the farms when the alarm is sounded. The attackers aren't trying to kill the PCs, they're just there to cause a distraction. Make the combat easy, as PC death should be avoided at this point. This is a chance for the PCs to squash some villainous Scorpion and come to the rescue of peasants in a rough situation. Upon their return, the daimyo and Makano recruit the PCs into undertaking the dangerous winter journey north.

Part 2 is the meat of the journey. Overland travel during winter in Rokugan is perilous, and the PCs and Makano have a long road ahead of them, travelling for several months and several hundred miles north along the edge of the Shinomen Forest. Roll 3 times on (or pick 3 favorites from) the table to the right to determine the encounters over the several-month montage. Each one should require at least one roll or a clever idea to overcome. Don't let failure stall the progress of the story. If a roll is failed, the PCs and Makano should suffer a consequence and continue marching on to the next leg of the journey.

After each obstacle, have a camp scene with the PCs and Makano where he shares his feelings on the matters at hand, immediate and long-term. He is anxious and sour about rescuing Sumi.

The PCs' responses and RP in this scene will determine how dark Makano's heart becomes:

- If the PCs console him, remind him of healthy thought processes, or support him as anyone would a troubled friend, put a token in the "Grace" pool.
- If the PCs stoke his paranoia, allow him to give into his rage at the Scorpion, or otherwise enable his dangerous thought processes, put a token in the "Fury" pool.

Part 3 has the PCs following the trail of the Scorpion to Jirasu Mura, arriving as the snows of winter thaw. Begin the scene with the group storming into the daimyo's hall, and being confronted with the reality of what's happening. Sumi is a full-blown Scorpion, visibly pregnant with a Scorpion child, and has no desire to live any other life. Whether she is brain-washed or not, she will not return to the Crab willingly, as she enjoys her life here. Makano is dumbfounded at this development, and his hand goes to the hilt of his katana.

If Makano has more Grace tokens, the PCs will have a chance to calm him down, and have him listen to sense. They can see his murderous desire for everyone in the room, especially Sumi. This can be a strictly RP scene, or you can require rolls for the PCs to cool off Makano and convince him to come home empty-handed.

If Makano has more Fury tokens, the PCs have no chance to talk him down. He draws his blade and his first target is Sumi, meaning to strike her down in a bloodthirsty rage. The PCs have to decide to let this happen, or to intervene. Either way, Makano will not leave Jirasu Mura alive. He intends to die here and take as many Scorpion out with him as he can.

2d6 Roll	Travel Complication
2	A giant boar (think 12ft tall) from the Shinomen comes to the group's campsite to root around.
3	The group encounters a Fortune in disguise, seeking aid.
4	A yuki-onna attempts to lull the group into sleep and death.
5	A naga patrol from the Shinomen Forest accuses the group of trespassing.
6	The group must cross an icy river.
7	A blizzard roars in, and the group must seek shelter.
8	The group comes across a group of travelling Scorpion, suspicious as to the group's motives.
9	Hostile wildlife (wolves or bears?) stalk the group.
10	The group finds their rations disappearing. What is taking them?
11	Starving bandits beg, and then fight for the group's food.
12	The group comes across an abandoned village. What caused the villagers to leave this place?