

# *A Mantis and His Rat*

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

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Many dangers lurk in the ocean waters south of the great Land Bridge, everything from storms and pirates to the monsters of the Shadowlands. But now an unnatural storm may herald the return of some of Rokugan's greatest enemies.

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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.

In addition to the text of the adventure below, you will need to be familiar with the Legend of the Five Rings rulebook.

## GM's Information

This adventure is a Low Rank adventure. This means that only Rank 1 and Rank 2 characters should be allowed to play. This adventure was not written with Rank 3 through 5 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 (Daimyos) 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."

## Background

During the Fifth Century of the Emerald Empire, a fleet of gaijin warships arrived at the Imperial capital of Otsan Uchi, offering – and then demanding – to open trade relations with Rokugan. When words did not suffice, they used force, attacking the capital with their strange weapons of smoke and fire. Only the combined efforts of all the Clans were able to defeat them. The Emperor ordered the gaijin and all their works purged from the Empire forever.

Among the gaijin tools banned was the so-called gaijin pepper (gunpowder), the sulfurous powder which charged their weapons. Rumors persist, however, that gaijin pepper is still secretly used by some in Rokugan. The Lion Clan, for example, has charged the Crane Clan's Daidoji family with using gaijin pepper on the battlefield. Although such claims have never been substantiated, there is no denying that the current

Daidoji daimyo, Daidoji Uji, is fascinated with all things gaijin.

There is another faction in Rokugan that is quite interested in gaijin pepper: the secret conspiracy known as the Kolat. Access to such a powerful forbidden technology would be very useful to them. Working through their agents in the Crab Clan's Yasuki family, and with the help of other agents in the cities of the Burning Sands, the Kolat has recently arranged to smuggle a large quantity of gaijin pepper into the Empire.

The fulfillment of this mission has been assigned to Yasuki Benkai, commander of the Yasuki trading vessel Gyokou, and a dedicated Kolat agent. Operating out of a hidden coastal port in the swamps of the southern Crane lands, Benkai is rendezvousing with a gaijin vessel that carries the forbidden "merchandise."

Unfortunately for the Kolat, chance intervenes in their plans: bad weather delays the latest voyage of the Gyokou, and a Mantis trading vessel, the Ichibousenri, accidentally stumbles across the gaijin ship. The gaijin cannon cripple the Mantis boat, and the Gyokou arrives to deliver the final blows. Many of the Mantis crew are killed, the rest taken prisoner, and the gaijin set a powder charge to destroy the Mantis ship.

This event has not gone completely unnoticed, however. The strange sounds of cannon fire are heard ashore, and some recognize them for what they are. The next morning, the Mantis ship, crippled but not destroyed, washes ashore. A local Emerald Magistrate orders an investigation, and the PCs will find themselves swept into this along with everyone else. With effort and a little luck (not to mention the assistance of a pack of ratlings sheltering in Crane lands), they will be able to track down the hidden Yasuki base and foil the Kolat's plan.

## PC's Introduction

*It is a cool late-autumn night in the southern lands of the Crane, where the Daidoji family holds sway. Storm clouds are gathering to the south, over the ocean, and the colorful pennant above the inn's door is snapping in the building wind. Inside of the inn, the main room is filled with samurai of various Clans, Crane most abundant. Hot food and a warm hearth hold the autumn chill at bay. You are seated with several other samurai around one of the large dining tables.*

The players should describe their characters and decide for themselves why they are here in Crane lands. (Given the season, most samurai will be on their way to one of the Winter Courts.) This is an opportunity for the players to role-play, introduce themselves, and interact with the NPCs at the table.

Besides the PCs, the following NPCs are present at the table:

**Doji Okiku:** a beautiful woman in her twenties, this Doji courtier is on her way to Winter Court with the Emperor. She wears a fine kimono and has her white-dyed hair pulled back in a long wrapped tail. Okiku is a skilled courtier, but suffers a bit from vanity and arrogance. She will speak smoothly and elegantly with the PCs, and will always make sure to ask where they are spending the winter (so she can subtly boast of her invitation to the Emperor's court). She will also make subtle digs at those she regards as dishonorable or crude (Scorpion, Crab, Lion), but will be careful to avoid an open insult. She looks down on Minor Clan samurai as unimportant, and will be more open in expressing her opinion of them. Ronin are beneath her notice.

**Daidoji Hajime:** Okiku's personal bodyguard, this is a stern, fit young man with white-dyed hair in a short ponytail. He wears light armor at all times and always carries at least one concealed weapon (usually a tanto), even inside the inn. Hajime will speak (politely) when spoken to, but will not otherwise join the conversation. He will react suddenly and ferociously to any threat or open insult against Okiku.

**Kaiu Hiromi:** this petite, sweetly pretty young woman does not really seem to fit the image of a Kaiu Engineer – except for the light armor she routinely wears. She is on the way to Winter Court in Akodo lands. Hiromi is normally polite and quietly friendly to all, but if the topic of siege craft comes up, she lights up and seems to positively glow with enthusiasm. If someone else acts genuinely interested in siege craft, she will go so far as to demonstrate siege assaults on the table using bowls, chopsticks, pieces of origami, and so forth to represent military units, castles, and fortifications. Hiromi will be oblivious to the social ramifications of her actions (such as the cold looks she will get from Doji Okiku).

**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 that 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 does not eat or drink 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?”

### **A Strange Storm**

During the dinner, the sound of thunder begins to rumble from the ocean. With a **Simple Perception** Roll, TN 15, the PCs notice that the thunder sounds odd and unnatural, although they cannot be sure of exactly how. Kaiu Hiromi will immediately notice the difference; she rises and goes to the window of the inn, looking out over the water. If the PCs speak with her, she remarks how the thunder sounds so much like explosions. If the PCs look out at the ocean, they will see flickering orange light preceding each rumble of “thunder.”

If any of the PCs have the skills Siege or Lore (Gaijin), they can make a skill roll (with **Intelligence**) at TN 25 to recall tales of the gaijin weapons which shelled Otosan Uchi, which thundered and belched orange fire when they were used. A PC can also recall these facts with an **Intelligence+History** roll (TN 30) if they specifically ask if there is anything in the Empire’s history that matches the strange noises and lights.

The strange thunder continues for about an hour before abruptly ending with a white flash. In the wake of these strange events, the storm clouds roll in from the sea and a thin, cold drizzle begins to fall, mixed with sleet.

## **Scene 1: A Summons from Daidoji Katsuyoshi**

The next morning, as the PCs and other guests are enjoying their morning meal, a troop of five Daidoji bushi march into the inn. Their leader, a stern and businesslike gunso (sergeant) named Daidoji Fujitsu, makes the following announcement:

***“Daidoji Katsuyoshi, by the Emperor’s grace Emerald Magistrate to these lands, hereby requests the immediate presence of all samurai. Please follow us at once to the Magistrate’s residence.” Startled looks pass between the various samurai at the inn, but all of***

***them obediently rise to follow the Daidoji troops. Togashi Bokkai also rises and walks forward, bowing low to the Daidoji sergeant.***

As an Emerald Magistrate, Daidoji Katsuyoshi has the right to call on local troops to help him enforce the Imperial law, but requesting the assistance of any and all available samurai is highly unusual, which the PCs will know if they roll **Intelligence+Law** at TN 15. Fujitsu and his troops will not explain themselves, suggesting that the PCs should save their questions for Katsuyoshi-sama. Strictly speaking, unless the PCs are Cranes they are not absolutely required to obey (the Daidoji said “request,” not “demand”), but refusal will be rude and insulting. Also, any Emerald Magistrates among the PCs will lose 1 point of Honor if they refuse to assist a fellow magistrate.

Ultimately, it is up to the PCs whether to answer Katsuyoshi’s call (if they don’t, of course, there will be no adventure). PCs who are not true samurai (ronin and Ise Zumi) are not covered by the request, but can volunteer themselves anyway if they so choose (as Togashi Bokkai does).

***You are lead across the town to the local castle, and into a large house that rests comfortably in the shade of the castle walls. This is clearly the residence of a wealthy Crane samurai, but you are given only a few minutes to admire the artistry of the place before you are ushered into a large meeting room where Daidoji Katsuyoshi waits for you. The Emerald Magistrate is a short man, thick in the middle, but his eyes are sharp and clear as he looks you over and then nods, acknowledging your bows. “I apologize for the haste of my summons, and the interruptions to your personal affairs, but the circumstances require decisive action. Some of you may recall the strange storm last night. This morning, a Mantis trade vessel, the Ichibousenri, was found beached on the mud flats south of here, in the marshes near the Land Bridge. Much of her deck had been blown away and huge holes had been punched through her hull. I believe this to be the work of a gaijin warship.” Gasps and muttered oaths sound throughout the room.***

Everyone is startled and alarmed at the prospect that the heathen gaijin may have returned, and all the NPCs present will immediately pledge their assistance to the Emerald Magistrate. Katsuyoshi believes this may be a scout for a future invasion, and is determined to search the swamps and learn whether the gaijin have made landfall. In the meantime, word will be sent to Otsan Uchi to warn the Emperor of the threat. Togashi Bokkai will step forward and bow, offering to carry a

letter to the Emperor. “It will be in the capital tomorrow evening,” he promises with a small smile.

Matsuyoshi orders the assembled samurai to form three groups and search the marshes for any sign of gaijin invasion. Each group will be accompanied by a Daidoji bushi. The PCs will be assigned together, and accompanied by a soldier named Daidoji Makoto. Since the PCs’ group is the largest, Katsuyoshi will order them to search the area near the beached Mantis ship, since this seems the most likely place to find the gaijin.

If the PCs have questions, Katsuyoshi can share the following information:

- A local fisherman named Mito found the beached Mantis ship early this morning, and reported it to a local bushi.
- The PCs can speak with Mito if they wish. A stoic old man who has been wresting fish from the sea since his earliest youth, Mito saw the beached ship from his own tiny fishing packet. He can describe, in vague terms, the same damage the PCs will discover at the site.
- No samurai has yet seen the ship in person, but Mito’s testimony combined with the events of the “storm” last night is enough to convince Katsuyoshi of the need for immediate action.
- The Daidoji know of several sheltered coves in the swamps, some of which have been used in the past by pirates. Katsuyoshi suggests the PCs check these for signs of the gaijin. “We cannot allow them to gain so much as a foothold on our sacred soil.”

Any PC who rolls **Simple Awareness** (+Ichi Miru, if they have it) at TN 20 suspects that Katsuyoshi has an ulterior motive in this rush to seek out supposed gaijin invaders. However, it will be impossible to determine what his real motives are. In actuality, Katsuyoshi hopes to acquire some gaijin weaponry (perhaps even some of the famed gaijin pepper) to strengthen the Crane Clan in case of war with the Lion.

## Scene 2: To the Mantis Ship

**Daidoji Makoto** will provide the PCs with water and marching rations (rice balls), and urges them to depart for the marsh as quickly as possible. He is a “typical Daidoji,” a stern, hard-faced man with his undyed hair in a topknot. He will be polite to the PCs and will attempt to cooperate with them as much as possible, but

will not tolerate any insult to himself, his family, or his Clan. He dislikes Lions and Scorpions and will watch any such PCs carefully. Katsuyoshi has ordered him to try to acquire any gaijin weaponry he discovers under the pretense of taking evidence back for the Emperor.

It will take the PCs the better part of a day to reach the beached Mantis vessel. Much of this time will be spent trudging across the mud flats, and mud will quickly cake up on the PCs’ sandals, weighing them down and seeming to suck the life out of their legs. Daidoji Makoto will remain alert and active despite the cloying weight of the mud, and keeps a sharp eye out for any sign of the gaijin.

In late afternoon, the PCs finally come in sight of the beached ship. It is a standard kobune, the awkward, square-shaped vessels which are considered the pinnacle of ship making in Rokugan, and the damage to the ship is easy to see even from a distance. There are ragged holes punched through the hull, and the deck is blown open and covered in scorch marks.

Investigation of the ship will reveal the following:

- **Perception+Investigation** (or Sailing) at TN 15 will note that there are very few bodies, and no sign of the ship’s cargo.
- If the PCs examine the handful of bodies (without touching them, of course), they can see that while some were killed by arrows, others are marked with small clean holes. An **Intelligence+Archery** roll (TN 15) can establish that these holes were not caused by arrows, which would make a larger and more irregular wound.
- If the PCs examine the hull and deck, they discover a large hole blown out of the top and side of the ship. A **Perception+Siege** (or Lore – Shugenja) roll at TN 15 notes that the sides of the hole are buckled outward, as though by a large internal explosion. There are even bits of wreckage embedded in the far walls. Any shugenja (or a PC with the Lore – Shugenja skill) can say that a spell could cause such damage, but it would have to be very powerful.
- Any PC rolling **Simple Perception** at TN 20 while examining the area of the explosion will detect a faint scent of sulfur. A PC who notes this can roll **Intelligence+Lore (Gaijin)** at TN 25, or **Intelligence+History** at TN 35, to recall that gaijin pepper leaves that characteristic odor.

- If the PCs examine the holes punched through the ship, they can roll **Simple Perception** (+Siege, if they have it) at TN 15 to realize that whatever made them traveled through the ship on a flat trajectory. If they roll TN 25 or better, they discover a heavy iron ball, the size of a man’s head, embedded in one of the ship’s timbers.
- There are several arrows embedded in both the deck and some of the bodies. The arrows are fletched in dark red, and can be identified (with an **Intelligence+Heraldry** or Archery roll at TN 20) as of Crab Clan make. If the PC makes TN 40 or better, they can tell that these particular arrows are of the sort favored by the Yasuki family.

Daidoji Makoto will be very interested in the various signs of gaijin technology to be found here. He will also notice the Crab arrows, and will become quite agitated at the thought that the hated, dishonorable Yasuki may be in league with the gaijin. If there are no Crab PCs, Makoto will become vocal in his condemnations of the Yasuki, proclaiming that the honorless scum would sell out the entire Empire to make a few koku. Regardless, Makoto will be eager to search the coast for any signs of the gaijin, and will encourage any PCs who seem reluctant to continue.

### Scene 3: The Ambush

Unknown to the PCs, their progress into the swamp has been observed. The Yasuki smugglers have learned, through spies in the village, that the Mantis ship did not sink and that samurai are now searching the marsh for the “gaijin invaders.” They have ordered troops into the marsh to ambush and destroy these intruders, lest they discover the secret Yasuki base before their activities have been completed.

As the PCs enter the marshes to begin their search, the Yasuki troops spring their ambush. Unknown to them, however, a pack of ratlings is lurking nearby, hoping for a chance to strike at the “not-nice gray-gray mens” who have been troubling them lately.

*As you begin your search of the coastal swamp, your senses are assaulted by the fetid stench of rot and decay. The ground squishes unpleasantly beneath your feet, and progress is slow and wearisome. The tedium is suddenly interrupted, however, by a rattle of wood as a large group of men, all armed with yari (spears), spring from cover and charge you!*

The PCs must roll **Simple Perception** at TN 15 to avoid being surprised on the first round. Surprised PCs can take no actions and are TN 5 to be hit.

The spearmen (they are commoner ashigaru, not samurai) are dressed in simple kimono of dark gray, and wear no identifying marks or symbols. There are eighteen of them, led by Yasuki Toguto, a Hida-trained bushi. His armor can be identified as Crab, but he wears no mon. Two spearmen can attack each PC; Toguto will personally attack whichever PC looks to be the strongest warrior.

This combat is designed to be deliberately unfair – the PCs, unless they are extremely lucky or unusually powerful, cannot hope to prevail against such numbers. Luckily, the nezumi (ratlings) will intervene after two combat rounds.

*You hear a massed cry of “Squeee-ya!” as over twenty ratlike humanoid creatures, a little under four feet tall, rush out of the thick marsh underbrush and set upon the spearmen. In moments the tide of battle turns.*

The ratlings can be identified for what they are with an **Intelligence+Lore (Shadowlands)** roll at TN 10. Any Crab PC will automatically know them. Once they join the fight, only five spearmen and Yasuki Toguto will be able to remain in combat with the PCs. The ratlings will kill the spearmen at the rate of four per round until none are left; two ratlings per round will die as well. The spearmen will not surrender (they know they can expect no mercy from samurai), but if the fight is going badly against them, they and Yasuki Toguto will try to flee and warn their superiors. The ratlings will easily hunt down the fleeing spearmen, but Toguto will get away unless the PCs chase him down. See Scene 6 for details of how the Yasuki smugglers will react to Toguto’s warning.

#### Yasuki Ashigaru (commoner spearmen)

FIRE 2	AIR 1
	Reflexes 2
EARTH 2	WATER 2
VOID 1	

School/Rank: None

Honor/Glory: 0/0

TN to be Hit: 10

Skills: Athletics 1, Defense 1, Lore (Waterways) 1, Sailing 2, Stealth 1, Yarijutsu 2

*Advantages/Disadvantages:* None/Dark Secret (smugglers).  
*Equipment:* Clothing, Yari (3k3)

### **Yasuki Toguto, smuggler bushi**

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

*School/Rank:* Hida Bushi 1

*Honor/Glory:* 0.6/1.0

*TN to be Hit:* 20 (light armor)

*Skills:* Athletics 2, Commerce 2, Defense 2, Etiquette 2, Iaijutsu 1, Kenjutsu 2, Lore (Gaijin) 1, Lore (Shadowlands) 1, Sincerity 2, Stealth 2, Tsubojutsu 2.

*Advantages/Disadvantages:* Allies (Gaijin), Strength of the Earth (rank 1)/Dark Secret (Smuggler, Gaijin Allies).

*Equipment:* Light Armor, Daisho set.

## **Scene 4: An Unlikely Alliance**

When the battle is finished, the surviving ratlings regard the PCs warily, chittering and squeaking among themselves as they decide what to do. One larger ratling, who wears crude armor and carries a sword, steps forward and looks the PCs over carefully.

Any PC who rolls **Simple Intelligence** at TN 15 will recall that there have been rumors of Ratlings invading the southern Crane lands. If any of the PCs have played through the adventure “Winter Court: Kyuden Asahina,” they will have personal knowledge of the ratling problem. These particular ratlings do not belong to the Odd-Eye Clan that appears in that adventure, but are part of the same general “folk migration” which has brought them into southern Crane lands.

If any of the PCs can understand the Nezumi tongue, they can pick up the following from the general ratling chatter:

*Hey boss! Why we not kill them now and take shiny-shinies?*

*I see blue-blue ones here! We should kill now, or they go back and bring more to our new home!*

*Boss, boss, I bet we can trade for some real nice shinies with them!*

*Where’s Wh’ezir!? He’s gonna start trouble!*

The leader of this particular pack of ratlings is a ratling bushi named Rik’Tchik’Tchik, distinguished by his weaponry and his unusually large size (almost five feet tall). He will greet the PCs in crude, halting Rokugani. *“You enemy of gray men-men? Or you here to drive us out again like they do?”* He stamps his ratlike foot in frustration. *“What we need to do to make you men-men leave us alone? Hm?”*

If the PCs are not immediately hostile (or if they start asking questions about the “gray men-men”), Rik’Tchik’Tchik will relax a bit and may even offer to trade with the PCs. *“You got any shiny-shinies to trade samurai-man? We make good deal.”* He will also share what information he has on the “gray men-men,” especially if the PCs promise to attack them (or to leave the ratlings in peace). He and his fellow Nezumi know the following:

- The ratlings came here to Crane lands to escape “big nasty bad-magic” in their Shadowlands territory. After they got here, they settled in the swamps near a “big pond,” but then the gray men appeared and drove them away from there. Now they are looking for a new home.
- The “gray men” are mean and don’t want to trade like most gray men do. This confuses the ratlings a great deal. If there are any Crab among the PCs, the ratlings will ask them why their friends are acting so strangely.
- The ratlings have been trying to fight back against the gray men, but recently other men, strange men, came to visit the gray men. They have loud stinky weapons that burn and sting. The ratlings do not know how to fight these men. Daidoji Makoto will become very interested when the ratlings mention this, and overcomes his dislike of the ratlings long enough to question them at length about the “strange weapons.”
- The ratlings know where the gray men are camped.

If the PCs ask to be guided to the base of the “gray men,” Rik’Tchik’Tchik will agree to lead them there if they offer him something shiny and visually appealing (to ratling sensibilities, at least). Any bright, shiny object will work, but jewelry, trinkets, and weapons work best. If the PCs promise to destroy the “gray men,” Rik’Tchik’Tchik will be quite enthusiastic, and promises to help all he can.

Daidoji Makoto will be hostile to the idea of cooperating with the ratlings, which he says have been “marauding” Crane lands for many months now. If the PCs decide to work with the ratlings anyway, he will reluctantly go along with them, but makes it clear he considers their actions questionable and possibly dishonorable. He will also suspiciously question any Crab PCs (and especially any Yasuki PCs) about the activities of what appear to be their fellow Clansmen.

### **Rik’Tchik’Tchik and his Friend**

Once the deal is made, Rik’Tchik’Tchik turns to his fellow Nezumi and chitters to them for a few minutes. PCs who understand Nezumi Speech can interpret that he is explaining his mission to the rest of the ratlings and telling them to disperse and wait for him to return. The other ratlings nod obediently and chitter to each other before dispersing into the swamp. Rik’Tchik’Tchik turns back to the PCs, but before he can say anything, another, much smaller ratling runs up to him and chitters excitedly, dancing around at his feet. Rik’Tchik’Tchik chitters back and aims a few kicks at the smaller ratling, who dodges the blows with amazing agility and continues chittering eagerly. The ratling bushi finally puffs out his whiskers with an expression of throttled fury and speaks to the PCs.

***“Rik’Tchik’Tchik ready to lead you, samurai-man. This thing behind me called Wh’ezir. He very dumb rat, but he always follow me, so he come too.”***

If any of the PCs can understand Nezumi, they can interpret Rik’Tchik’Tchik and Wh’ezir’s conversation as follows:

Wh’ezir: ***“Me go with you boss! Me good rat, follower of great and powerful Rik’Tchik’Tchik!”***

Rik’Tchik’Tchik: ***“Wh’ezir not go with me! It be important mission with samurai-men. Can’t be distracted by stupid rat! You go away and steal from someone else!”***

Wh’ezir: ***“Me be good boss! Please please please please!”***

Rik’Tchik’Tchik: ***“No-no! Stupid rat, stay here and not bother me!”*** (Tries to kick him.)

Wh’ezir (dodging): ***“Wh’ezir not stay here, follow great and magnificent Rik’Tchik’Tchik!”*** And so forth.

### **A Night in the Swamp**

Night will fall soon after the PCs finish their meeting with the ratlings. Presumably the PCs make camp (moving through a swamp at night is extremely dangerous). It is up to the PCs how paranoid they want to be this evening (do they light a fire? Set watches?) but, regardless, nothing will disturb them.

If they agreed to a deal with Rik’Tchik’Tchik, however, their night is more interesting. The ratling bushi is polite by the standards of his race, and may even help the PCs scrounge for food and drink, but his parasitic companion Wh’ezir is a colossal annoyance. The little ratling scampers around the party constantly, chittering and gesturing, snatching for shiny objects and watching for chances to root through the PCs’ traveling packs. Nothing the PCs say or do will dissuade Wh’ezir from these obnoxious activities, and by morning at least some PCs will undoubtedly be missing a few small, shiny objects. If any of them are especially mean to Wh’ezir, he may slip mud, dead animals, or other unpleasant things into their packs. Rik’Tchik’Tchik looks frustrated and apologizes occasionally for the creature’s antics: “He stupid-stupid rat, but he so quick, we never able to get rid of him.”

Wh’ezir’s special advantages of Paranoid Git and Skitter enable him to escape any snare or trap and to dodge any attack (even a missile or spell) so long as he sees it coming. Since he is also a hyperactive little creature who never seems to rest or sleep (at least not where the PCs can see) he will be able to avoid any immediate consequences for his irritating activities. Wh’ezir is basically a comedic figure, a tormenting little pest who never goes away, no matter what the PCs try.

### **Scene 5: Kitahachi’s Plight**

The next morning, the PCs (perhaps somewhat the worse for wear after Wh’ezir’s activities) can resume their journey through the swamp. If they hired Rik’Tchik’Tchik to help them, he leads them directly toward the Yasuki base, deftly avoiding patches of quicksand and tangles of bamboo. Around mid-morning, the journey is interrupted by the sounds of a fight, coming from beyond a nearby patch of woods: battle cries, yells of pain, and the clack of wood on wood. If the PCs investigate, they witness the following scene:

***In a clearing beyond the trees, you see a strange battle. A compact, tough-looking man, wearing the***

*topknot of a samurai but dressed only in torn pants and sandals, is battling five spearmen dressed in the same dark gray peasant clothes you remember from yesterday. The samurai is armed only with a piece of rotten wood, which he wields with surprising skill. One of the spearmen is standing back, clutching a bleeding head. The other four are slowly pressing the samurai back, using the advantage of their spears' reach.*

This man is Kitahachi, a Mantis Clan samurai and the second-in-command of the Ichibousenri. If the PCs ask, they can spot the Mantis mon on his pants with a **Perception+Heraldry** roll at TN 15. He survived the battle and is now searching for his missing crew. The ashigaru were making a routine patrol around the base when they stumbled across him.

Presumably the PCs will intervene; if they don't, the ashigaru will kill Kitahachi within a few rounds. They will then take his equipment, burn his body, and head back for the Yasuki base. PCs who watch this without revealing themselves lose 2 points of Honor for failing to help a fellow samurai, but they can follow the ashigaru to their base.

If the PCs attack, the ashigaru will try to flee as soon as they see the situation. If the PCs do not hunt them down, they will alert the base (if Toguto did not do so already). If any of the ashigaru are taken alive (due to being reduced to Out in wounds, for example), they will say nothing unless they are tortured (a dishonorable activity, costing one full Rank of Honor for any PC except Scorpions and Ronin, who lose only 3 points). In that case they can reveal the following (one piece of information per 3 Wounds of torture):

- The location of the Yasuki base. Rik'Tchik'Tchik can verify this information.
- The base commander is Yasuki Benkai. He is rich and has powerful friends, and the PCs will regret troubling him.
- The base normally boasts a ship, forty to fifty peasant troops (sailors and ashigaru), and four Yasuki samurai (Benkai, Toguto, Korin, and Maresuke). Maresuke is a shugenja.
- A gaijin ship has come to the base sometimes. Benkai's ship sails out and escorts the gaijin in to the base. The gaijin have strange dark skins and round eyes, and carry weapons that spit fire and smoke.

- The gaijin have delivered a large and valuable cargo.
- These peasants are unaware of the fate of Toguto and his troops (they left the base on their patrol yesterday morning). They will not want to believe PCs who claim to have destroyed Toguto's ambush.
- The peasants do readily admit they have been having trouble with the ratlings. "But they haven't been much trouble since the gaijin came with their magic weapons."
- Much of the crew of the Mantis ship are being held prisoner in the base. The peasants don't know why they were kept alive.

Kitahachi, if saved, is profoundly grateful, and thanks the PCs with great eloquence. He identifies himself as the second officer of the Ichibousenri, and explains that he was knocked overboard during the battle and managed to swim to shore. He is now searching for his ship's crew, many of whom were taken alive. He asks the PCs to help him with his quest, and also asks if they have any spare weapons, since his own were lost in the sea.

Kitahachi is generally a friendly and practical man, as befits a sailor of the Mantis Clan. He normally has no prejudices against other Clans, but is currently a bit suspicious of Crabs (especially Yasuki Crabs) due to his recent experiences. He does not consider himself inferior to the PCs merely because he is of a minor Clan (an attitude which will irritate Daidoji Makoto). Kitahachi doesn't know quite what to make of the ratlings (he has never seen such creatures before) and when not otherwise occupied will watch them (especially Wh'ezir) with an expression of mingled fascination and revulsion.

Kitahachi carries the blood of Osono-Wo in his veins, making him immune to the effects of weather and temperature. If the PCs ask how he survived the swim to shore, or mention his lack of clothing, he smiles and says, "The storms have always been my friend, and all forms of weather are kind to me."

Kitahachi can provide the following specific information about recent events.

- The Ichibousenri was on its way back to the Mantis islands, returning from a trip to Crane lands. The

ship's captain (the now-dead Kanetori) chose to risk a night voyage to try to outrun the approaching storm.

- They encountered a strange, sleek-shaped vessel, a gaijin vessel, which attacked them with weapons of smoke and fire. Kitahachi was knocked overboard by the shock of the first attack. Captain Kanetori was able to call upon the fire of Osano-Wo to strike the gaijin vessel and damage it, but he was killed immediately thereafter.
- A Yasuki vessel arrived shortly thereafter and joined the fight on the side of the gaijin. Kitahachi swam for his life when he saw that. He glimpsed some of his crew being taken aboard the Yasuki vessel as prisoners.
- He soon swam out of sight of the ships. A few minutes later, a loud explosion boomed across the water, and he glimpsed flames behind him. He presumes the Ichibousenri was sunk by the blast. If the PCs tell him it survived, he is delighted, and laughs at the foolish gaijin. "They should have blown out the bottom of the ship, not the deck!"

Kitahachi has spent the day-and-a-half since traveling through the marsh, trying to track down the Yasuki vessel. "From the speed with which it appeared, it must be based close by." He becomes quite excited if the PCs share Rik'Tchik'Tchik's information, and urges them to attack the Yasuki at once.

**If the PCs did not hire Rik'Tchik'Tchik**, they will probably be wandering through the marshes, Daidoji Makoto leading them toward various minor inlets and anchorages known along the coast. If they try to follow the tracks of the ashigaru who ambushed them, they will need three Perception+Hunting rolls at TN 30 to find their way to the Yasuki base. In this case they will never know about Kitahachi.

If they lose the trail (or never follow it), then in early afternoon they will stumble across evidence of the fight between Kitahachi and the ashigaru (broken weapons, trampled ground, bloodstains). From there, a single Perception+Hunting roll at TN 20 will lead them to the Yasuki base.

## **Scene 6: The Yasuki Secret Base**

It will be early afternoon by the time Rik'Tchik'Tchik leads the PCs to the Yasuki base. If they did not use the ratling's help, but instead followed the trail from the ambush site (or from where Kitahachi was killed), it will be late afternoon when they arrive. In either case, they will see the following:

*From a copse of dense trees atop a low hill, you look down on a small sheltered harbor. A simple encampment, consisting of crude huts and tents, hugs the shore. You can see what appears to be a large, low, fortified structure on one side of the base, and near the middle is a wooden corral containing a dozen men in Mantis green. Ahigaru stand guard at both places.*

*In the bay are two ships, one a proper Rokugani kobune and the other a strange, sleek vessel, with multiple masts and a knife-like bow. You can see a smaller boat, similar in design to the large gaijin vessel but without the masts, drawn up on the beach. Several gaijin with brown skins and straight black hair, dressed in loose-fitting robes, are seated in the boat. Others are standing on the shore, speaking with gray-clad men who are clearly Rokugani.*

The layout of the base is shown on Map #1. The exact condition and defense of the base depends on whether anyone got here to warn of the PCs' presence. If the base was not alerted, there will be four ashigaru guarding the powder bunker (the fortified structure), four guarding the Mantis prisoners, and a group of six more patrolling the perimeter of the base. The remaining peasants (twelve of them) are "off-duty," unarmed, and carrying out various menial tasks around the camp.

If the base has been alerted, there will be four ashigaru at the bunker, six at the prisoner corral, and two groups of eight patrolling the perimeter of the base on opposite sides. Also, if Toguto made it here alive, he will be accompanying the other three Yasuki as they meet with the gaijin.

The two gaijin leaders, Akbar ibn Jahar and Hasan ibn Aldreb, are negotiating with the Yasuki merchants on the price for the Mantis sailors, who are being sold as slaves (Yasuki Benkai's greed having got the better of him). If the PCs arrive at midday, they will be in the process of loading the longboat with gold and silk to pay for the latest shipment of gaijin pepper. If the PCs arrive in late afternoon, the gold and silk have already been transferred to the gaijin ship, and final negotiations have begun on the sale of the Mantis prisoners.

The PCs have several possible options here, and it is up to them how (and if) they attack. Kitahachi will advocate an immediate attack with the goal of freeing his crew from the corral (“they can arm themselves, once they are free”). Daidoji Makoto will prefer a more cautious (one might almost say “sneaky”) approach, spying out the situation and learning the enemy capabilities before attack. Rik’Tchik’Tchik will defer to the humans’ judgment, observing only that the “strange humans” (gaijin) carry dangerous weapons. Regardless, if the PCs attack, all three will do their best to help.

If the PCs remain in hiding and observe the scene, they will eventually see the gaijin begin loading the Mantis prisoners onto their ship. If Kitahachi is here, he will now become frantic, declare “If you won’t do the honorable thing, I will!” and attack on his own. Only force, or the Obeisaseru skill, will stop him. If the PCs do stop him and wait further, the gaijin ship sails away with the evening tide, and the Yasuki camp relaxes for the night (patrols are reduced in half, and there are no longer troops guarding the corral). This decision will cost the PCs Honor, as they have allowed samurai to be taken away as prisoners by the gaijin.

Whenever and however the PCs do attack, the base defenders will react as follows:

- Unarmed peasants will rush to their tents and arm themselves. It will take them four rounds to join any combat.
- The ashigaru at the powder bunker will rush to engage the PCs. The ashigaru at the corral will remain there to guard the prisoners, but will engage any PCs who go near them.
- If the PCs bypass the perimeter patrol(s), those troops will reach any combat in two-three rounds, depending on how far away they are when action begins.
- The gaijin and Yasuki will spend the first round quickly deciding what to do. The gaijin will then try to push off their longboat and row for their ship. It will take them two rounds to push into the water, and they will be in arrow range for four more rounds. If the PCs threaten them, the two gaijin merchants (Akbar ibn Jahar and Hasan ibn Aldreb) will fire their pistols and then (if need be) draw scimitars.
- Yasuki Benkai, Yasuki Korin, and Yasuki Toguto (if he made it here) will draw swords and attack as

soon as the gaijin begin to depart. Yasuki Maresuke will cast Elemental Ward on himself and then use his spells against the PCs.

- The captured Mantis sailors will try to help as best they can, by reaching through the bars to grapple their captors, snatching up bits of junk for weapons, and so forth. If they are freed from the corral (it will take one round to force/break the gate from outside), they arm themselves with whatever they can find and join the struggle.
- The gaijin ship is too far offshore to attack with arrows, but could be hit by spells. If it is threatened in this manner, the ship’s cannon fires a single shot, sending a cannonball screaming overhead to shatter a tree on the far hilltop. All PCs must roll Fear at Rank 4 (TN 20) to continue to attack the ship. Regardless, the gaijin vessel will escape unless the PCs blast it with enough Fire spells to completely engulf it (the gaijin are pretty good at firefighting). If not destroyed, the gaijin vessel sails away, never to be seen again.

The Yasuki will fight to the death unless they see a good chance to escape. If Yasuki Maresuke believes their cause to be doomed, he will run to the powder bunker and detonate it with an Inflame spell (it will take him two or three rounds to get there, depending on where he is when he makes this decision). See “Gaijin Pepper” for details of what will happen if the powder detonates.

## **A Mantis and His Rat**

Rik’Tchik’Tchik will fight willingly alongside the PCs so long as they seem to have a good plan and be doing well (if the fight turns badly against them, the ratling flees). Wh’ezir, however, does nothing useful during the fight, merely hopping around excitedly, wringing his paws and chattering, “Oh my, oh my” in Nezumi. He is completely focused on the spectacle of combat and ignores everything else.

At some point during the fight, Kitahachi should either lose or break his weapon. Looking around quickly for something else to use, he spies Wh’ezir’s pink tail twitching nervously back and forth. With lightning speed Kitahachi snatches up the hapless ratling and proceeds to use him as an improvised two-handed weapon, smashing the miserable, screeching, struggling ratling into his foes with cheerful abandon.

A ratling is a 1k3 weapon.

Wh'ezir shrieks and chitters wildly throughout this event, although he loses energy and volume as Kitahachi continues to smash him into the enemy. If anyone in the party can understand Nezumi, they will pick up the following from the desperate ratling's squeals:

*Whoa, whoa! Put Wh'ezir down! Me not do it!* <Crack>  
*Wh'ezir good rat, me only borrow! Me give back!* <Smash>  
*I not know shinies yours! Me find in woods!* <Thud>  
*Me not put those things in your stuff!* <Smack>  
*Me just tryin' give you presents! Me bring fun ...* <Thawack>  
*Ow! Wh'ezir not weapon! Whe'zir good rat!* <Crash>  
*You hurtin' Wh'ezir! Me hurtin' real bad samurai-man!* <Smash>  
*Rik'Tchik'Tchik not let you hurt me. He gonna ...* <Crash, Smash, Wack>  
*Now Wh'ezir real mad. When I gets out I'm gonna ...* <Smash>  
*Ohhhh! Wh'ezir's a die'n. Oh, it hurts...* <Thawack, Smack, Smash>  
*Ohhh, the pain...* <Crash>

At the fight's end, Wh'ezir is left lying on the ground, semi-conscious and moaning in agony. (He has one Wound remaining.) Vengeful PCs can kill him if they wish (he can't dodge them in his present state), although even the most stony-hearted Lion may feel that Wh'ezir has already suffered enough...

## Gaijin Pepper

The bunker is built of stout timbers, reinforced with earth; the interior is actually sunk several feet into the ground. Within are over thirty barrels filled with gaijin pepper. The barrels are normally sealed, but can be pried open easily enough.

If the gaijin pepper is detonated (by Yasuki Maresuke, or by the PCs), the bunker blows sky-high with a tremendous crash. Everyone around the bunker takes 20k15 damage, reduced by 1 die per five yards distance from the explosion. If the PC is behind soft cover (such as a tent, or another human being), the top three dice are dropped. If the PC is behind hard cover (earth, stone, solid wooden construction), drop the top five dice.

Regardless, both Kitahachi and Wh'ezir will miraculously survive the explosion with one Wound remaining.

## Aftermath

If all the Yasuki die, or the bunker is blown, the remaining ashigaru will try to flee. They will not willingly surrender, nor will the Yasuki. Prisoners will only be taken alive if reduced to the Out rank, in which case the PCs can take them back for trial. They will refuse to talk in any case.

If the PCs actually manage to capture a gaijin (unlikely, but possible), they will feign ignorance of Rokugani while looking for a chance to escape.

Yasuki Benkai and Hasan ibn Aldreb both carry one of the Tears of the Oni, the small crystal slivers taken from the Oni's Eye. The Kolat uses these items to supervise and communicate with its most important agents. Any shugenja PC will be able to tell that these are items of power, but their exact function and purpose cannot be determined. None of the prisoners will ever reveal anything about the Tears of the Oni. Regardless of whether the PCs keep these items, or hand them over to the authorities, they will mysteriously disappear a few weeks later. The Kolat cannot allow them to remain in the hands of enemies.

The two large tents in the center of the camp belong to the Yasuki. If the PCs search these tents, they discover several scrolls containing detailed accounts of payments for shipments of gaijin pepper. They also discover several scrolls written in a strange, ciphered text, one the PCs have never encountered before. PCs with the Cipher skill will be able to tell that it will take weeks, perhaps months, of study to break this cipher...if it can be done at all. The scrolls, like the Tears of the Oni, will disappear mysteriously a few weeks later.

If Daidoji Makoto is still alive, he will speak at some length on the villainy of "dishonorable Yasuki merchant scum" and argue that the gaijin pepper should be preserved as evidence against them. He will advocate this position very strongly, even going so far as to suggest carrying a few barrels back to the village immediately. PCs who succeed on a Contested Perception vs Awareness roll can tell he is not being completely honest here, but he will never admit to any questionable motives. Only if all the PCs are against him will he back down (Kitahachi could care less).

If Kitahachi survived, he and his remaining crew will thank the PCs for their help and promise to remember them in future. "You have the gratitude of our house, and of the Mantis Clan," they say. The crew will ask Kitahachi to captain their next ship, but he declines. "It's strange, but I feel as though I've fulfilled my life's

work already. I will return to my home and start a new life.”

If Rik’Tchik’Tchik survived, he loots the camp for an assortment of small shiny objects, and collects a bundle of yari from the fallen ashigaru. He chitters thanks to the PCs for defeating the “bad gray men-men” and comments “it good to finally know what Wh’ezir useful for.” He then departs to rejoin his tribe; if Wh’ezir yet lives, he limps weakly after his chief, still moaning and whimpering.

### No Combat?

If the PCs decide to withdraw and seek help from the rest of the Empire, Kitahachi will denounce them as cowards and leave their company. Daidoji Makoto will go along with such a course, suggesting that “brave Crane troops” can get here quickly. The ratlings go their own way. However, whenever the PCs return with help, they find the base completely gone, only a few tracks and bits of junk suggesting it was ever here.

## Scene 7: Conclusion

Assuming the PCs successfully defeat the smugglers and return to the Crane village, they are met by the other local samurai (who had no luck in their search of the swamp) and immediately escorted to see Daidoji Katsuyoshi. He will ask them to report what they have discovered, and listens to their story attentively.

If the PCs destroyed the store of gaijin pepper, Katsuyoshi is disappointed and angry, but hides it well – the PCs will have to roll **Awareness+Acting** (or Ichi Miru) at TN 25 to see the subtle signs of his emotions play across his face. If the PCs don’t mention the gaijin pepper, Katsuyoshi will ask Daidoji Makoto (or the PCs, if Makoto died) whether they recovered any “evidence of gaijin weaponry, such as their accursed powder.” If he is told they did not, he murmurs, “Unfortunate. It would have been good to have it as evidence against the Yasuki.”

If the PCs went along with Makoto’s suggestion to bring some of the gunpowder back as evidence, Katsuyoshi nods with a pleased look. “Excellent, this will be final proof of the Yasuki treachery. You have done the Empire a great service.” He will react in a similar, but more restrained, fashion if the PCs brought no powder with them but left it intact in the swamp.

Regardless, Katsuyoshi thanks the PCs for their services to the Empire. “All the Empire stands in your debt, and

the Emperor himself will hear of your deeds at the Winter Court.” Each PC is also offered a gift – a single item of fine quality (can be a weapon, but not a katana). Polite PCs refuse twice...

Katsuyoshi is truthful about one thing, at least – both the Crane Clan and the individual PCs are hailed at Winter Court as heroes for protecting the Empire from the gaijin threat. The PCs receive Glory as listed at the end of the adventure, and their Clans have earned favors with the Crane. The PCs also learn that three mid-ranking Yasuki daimyo have committed seppuku after being “exposed” for their involvement with Yasuki Benkai’s smuggling activities (these are actually “fall guys” for the Kolat, of course). Oddly, however, if they brought back any gaijin pepper they hear nothing of it being presented to the Emperor as evidence. How curious.

And in the months that follow this incident, the PCs can’t help feeling as though someone is watching them. All surviving PCs must write “Minor Enemy: Kolat” on their character sheets.

## Rewards and Consequences

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 Point Awards:

Playing through the scenario:	2
Finding the Yasuki base:	1
Defeating the Yasuki (and driving off the Gaijin):	1
Destroyed the gaijin pepper (all PCs except Daidoji):	1
(Daidoji/Scorpion PCs only) Ensured that some gaijin pepper made its way into your family’s hands:	1
<b>Total Possible Experience Points</b>	<b>5</b>

### Honor Awards/Penalties:

Saving Kitahachi and the Mantis sailors:	1 point
Destroying the smuggling operation:	1 point
Failed to save Kitahachi:	-2 points
Failed to save the Mantis sailors:	-4 points

### Glory Awards:

Defeating the Yasuki smugglers:	2 points
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Destroyed the gaijin pepper: 1 point  
Rescued the Mantis sailors: 1 point  
(Daidoji/Scorpion only) Recovered gaijin pepper  
for their family/Clan: 1 point

### Gifts

If the PCs drove off the gaijin, defeated the Yasuki, and reported back to Daidoji Katsuyoshi, they will each receive an item of fine quality. This can be a weapon, but not a katana.

### Intangible Awards (and Penalties)

If the PCs dealt with Rik'Tchik'Tchik and treated him fairly, they each gain the **Ratling Ally: Rik'Tchik'Tchik** advantage.

If the PCs rescued both Kitahachi and his crew, they gain the advantage **Minor Allies: Mantis Clan**.

Finally, if the PCs succeeded in stopping the smuggling operation, they gain the **Minor Enemy: Kolat** disadvantage. The PCs must write this down on their character sheets and must inform the GM at the start of each subsequent adventure that they have this disadvantage.

## Non Player Characters

### Yasuki Benkei, Crab Clan Smuggler and Kolot Agent

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

*School/Rank:* Yasuki Merchant 3

*Honor/Glory:* 0.8/3.5

*TN to be Hit:* 20

*Skills:* Etiquette 3, Heraldry 3, Sincerity 5, Defense 3, Commerce 5, Craft 3, Gambling 2, Gaijin Tongue 2, Trade Route Lore 2, Stealth 2, Yarijutsu 3.

*Advantages/Disadvantages:* Allies (Gaijin), Luck (Rank 1) /Dark Secrets (Gaijin Allies, Kolat), Greedy (rank 3).

*Equipment:* Kimono, fine daisho set (4k2 katana), Tear of the Oni.

### Yasuki Korin, Crab Clan Smuggler/Merchant

FIRE 3	AIR 3
EARTH 3 Stamina 3	WATER 3
VOID 3	

*School/Rank:* Yasuki Merchant 2

*Honor/Glory:* 0.3/2.3

*TN to be Hit:* 15

*Skills:* Etiquette 2, Heraldry 2, Sincerity 4, Defense 2, Commerce 4, Craft 2, Gambling 2, Gaijin Tongue 3, Lore (Gaijin) 3, Lore (Trade) 2, Stealth 2, Archery 2, Kenjutsu 2, Poison 2.

*Advantages/Disadvantages:* Allies (many, including gaijin), Quick/Dark Secret (gaijin allies), Bad Reputation (Criminal).

*Equipment:* Kimono, fine bow (1 skill die), fine daisho set (+1 skill die).

### Yasuki Maresuke, Crab Clan Smuggler/Shugenja

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

*School/Rank:* Kuni Shugenja 2

*Honor/Glory:* 0.4/3.0

*TN to be Hit:* 15

*Shadowlands Taint:* 0.5

*Skills:* Calligraphy 2, Defense 2, Kenjutsu 3, Meditation 2, Lore (Shadowlands) 2, Heraldry 2, Yarijutsu 2, Gaijin Tongue 2, Lore (Gaijin) 1, Law 2, Medicine 3.

*Spells:* Sense, Commune, Summon, Counterspell, (Earth) Jade Strike, Courage of the Seven Thunders, Earth's Stagnation, Elemental Ward (Innate); (Fire) The Fury of Osana-Wo (Innate), The Fire From Within, Inflammation; (Water) The Ties that Bind.

*Advantages/Disadvantages:* Allies (Gaijin), Innate Abilities (Elemental Ward, Fury of Osano-Wo), Luck (rank 1), Magic Resistance (rank 3), Quick Healer/Dark Secret (Gaijin allies), Shadowlands Taint.

*Equipment:* Light armor, daisho set.

### Yasuki Toguto, Crab Clan Smuggler/Bushi

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

*School/Rank:* Hida Bushi 1

*Honor/Glory:* 0.6/1.0

*TN to be Hit:* 20 (light armor)

*Skills:* Athletics 2, Commerce 2, Defense 2, Etiquette 2, Iaijutsu 1, Kenjutsu 2, Lore (Gaijin) 1, Lore (Shadowlands) 1, Sincerity 2, Stealth 2, Tsubojutsu 2.

*Advantages/Disadvantages:* Allies (Gaijin), Strength of the Earth (rank 1)/Dark Secrets (Smuggler, Gaijin Allies).

*Equipment:* Light armor, daisho set.

### **Yasuki Ashigaru (commoner spearmen)**

FIRE 2	AIR 1 Reflexes 2
EARTH 2	WATER 2
VOID 1	

*School/Rank:* None

*Honor/Glory:* 0/0

*TN to be Hit:* 10

*Skills:* Athletics 1, Defense 1, Lore (Waterways) 1, Sailing 2, Stealth 1, Yarijutsu 2

*Advantages/Disadvantages:* None/Dark Secret (smugglers).

*Equipment:* Clothing, Yari (3k3)

### **Hasan ibn Aldreb, Gaijin Merchant**

FIRE 3	AIR 2 Reflexes 3
EARTH 2	WATER 2 Strength 3
VOID 0	

*School/Rank:* None (Gaijin Merchant)

*Honor/Glory:* 0/0

*TN to be Hit:* 15

*Equipment:* 2 Gaijin Pistols, Scimitar, and Tear of the Oni.

*Weapons:* Gaijin Pistol, 4k2 to hit, 3k2 damage, and ignore armor. Scimitar, 5k3 to hit, 4k3 damage.

### **Akbar ibn Jahar, Gaijin Merchant**

FIRE 3	AIR 2 Reflexes 3
EARTH 2	WATER 2
VOID 0	

*School/Rank:* None (Gaijin Merchant)

*Honor/Glory:* 0/0

*TN to be Hit:* 15

*Equipment:* 2 Gaijin Pistols and Scimitar.

*Weapons:* Gaijin Pistol, 4k2 to hit, 3k2 damage, and ignore armor. Scimitar, 5k3 to hit, 3k3 damage.

### **Kitahachi, Mantis Clan Bushi**

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

*School/Rank:* Mantis Bushi 2

*Honor/Glory:* 1.5/3.0

*TN to be Hit:* 15

*Skills:* Athletics 3, Battle 2, Commerce 3, Defense 2, Kenjutsu 2, Sailing 3, Archery 2.

*Advantages/Disadvantages:* Large, Quick, Blood of Osano-Wo/Phobia (Claustrophobia, rank 2), Driven (to use a living creature as an improvised weapon).

*Equipment:* Clothing.

### **12 Captured Mantis Clan Sailors**

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

*School/Rank:* Mantis Bushi 1

*Honor/Glory:* 1.0/1.0

*TN to be Hit:* 15

*Skills:* Athletics 2, Battle 1, Commerce 2, Defense 2, Kenjutsu 2, Sailing 2, Wrestling 1.

*Advantages/Disadvantages:* None/None

*Note:* These sailors start at the -2 Wound Rank.

### **Rik'Tchik'Tchik, Nezumi Bushi**

FIRE 4	AIR 2 Reflexes 3
EARTH 4	WATER 2 Strength 4
VOID 0	

*School/Rank:* None (Nezumi Bushi)

*Honor/Glory:* 0/0

*TN to be Hit:* 25

*Carapace Armor:* 6

*Skills:* Athletics 3, Kenjutsu 3, Stealth 3, Shadowlands Lore 3, Hunting 3, Rokugani Language 2.

*Wound Ranks:* 16 (0), 32 (-1), 48 (-2), 64 (Dead).

*Equipment:* Light armor, katana (3k2)

### **Wh'ezir, obnoxious follower of Rik'Tchik'Tchik**

FIRE 3 Agility 4	AIR 2 Reflexes 6
EARTH 4	WATER 2 Perception 6
VOID 0	

*School/Rank:* None (Nezumi Sycophant)

*Honor/Glory:* 0/0

*TN to be Hit:* 30

*Carapace Armor:* 5

*Skills:* Stealth 5, Pick Pockets 4, Dodge 5 (Agility, Contested Roll versus attacker), Scavenge 3, Nezumi Sincerity 3, Bootlicking 3, Set Snares 3

*Advantages/Disadvantages:* Paranoid Git (Automatically dodges the first successful strike by an opponent, if he sees it coming), Great Destiny (to be used as an improvised weapon), Skitter (avoid any traps or snares)/Bad Reputation (Thieving Git), Compulsions (steal shiny objects, play pranks on samurai, leave presents in samurai's equipment), Hyperactive.

*Wound Ranks:* 10 (-1), 20 (-2), 30 (Dead).

*Equipment:* small shiny objects, any missing PC items, all kept in multiple small bags tied around his waist.

### **Daidoji Makoto, Crane Clan Bushi**

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

*School/Rank:* Daidoji Bodyguard 2

*Honor/Glory:* 2.4/1.5

*TN to be Hit:* 25

*Skills:* Archery 2, Athletics 2, Defense 3, Etiquette 2, Heraldry 1, Iaijutsu 3, Kenjutsu 3, Lore (Crane swamplands) 1, Sincerity 2, Yarijutsu 2.

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

*Equipment:* Light armor, daisho set, bow with 20 arrows.

Map #1

