

SHINSEI'S SCROLL

A Newsletter for

KEN SANO DOJI (SWORDS OF THE CRANE)

A Legend of the Five Rings RPG Campaign

ISSUE #2 - 6/18/08

GM PAGODA

When I put together "Blood Gold", I thought I had enough material for one session or possibly a bit more. As it's working out, I looks like we'll have at least three sessions or maybe four. That really takes the work load off me, which is good. I'm getting some time to work on some other things (I'm not running L5R exclusively. I'm going to bounce back and forth a bit).

Be sure to get on the new site more often if you can. Try out the forums especially.

OUR LAST CHAPTER... A SYNOPSIS OF THE LATEST SESSION

Blood Gold – Session 2

Players

Tony as Kakita Takahiro – A Bushi, duelist, and student of Iaijutsu. Takahiro keeps a secret that could potentially spell his doom.

Drew as Daidoji Ichigo – A Harrier with questionable tactics and a penchant for the dice. Unfortunately, Ichigo is a terrible gambler and is more than occasionally proven unlucky.

Dan as Hida Barukai – A Crab warrior and unlikely emissary to the Crane. As a diplomatic gesture, Barukai's daimyo has seen fit to send him to the Daidoji in support of the Crab-Crane alliance. He is to treat the Daidoji lord as his own, and learn what he can from the Iron Crane.

Takahiro, Ichigo, and Barukai stand in a muddy rice paddy, the dead ogre's blood swirling in the water around their feet. Ichigo has been injured. He nearly lost his head to the ogre's club, but at the last second turned his shoulder into the blow (Void Point Spent). His armor is damaged, with pieces of bark and twigs sticking out, left there by the impact.

The villagers begin to appear, leaving their various hiding spots. They cautiously approach fearing that the ogre may still be alive. Takahiro and Barukai help Ichigo out of the mud. They follow the peasants to a nearby house where the older women of the village see to Ichigo's wounds.

In the meantime, Takahiro and Barukai walk to the small shrine at the edge of town. Here, they are created by a young monk who sweeps the stones clean. He thanks them for saving the village. Takahiro leaves an offering of sake to Inari, the Fortune of Rice. He fears that the ogre and the combat have upset the kami of the rice paddy and hopes that the gift will set things back to a harmonious balance. He offers a prayer, brushing it onto a bit of rice paper and burning it.

Ichigo's wounds are tightly wrapped in clean linen and he begins to regain some sensation in his arm and shoulder. As he walks out of the house he sees that a spring storm is nearly ready to commence. He meets his two friends and they discuss their plans. Takahiro feels that they should press on regardless of the weather. The horses are made ready, and they ride north along the road.

The storm is intense but thankfully short. After an hour of wet riding, they come to the road that leads to Konyo-sama's estate. After a short time, they encounter a patrol of Konyo-sama's men. Their leader is named Kitaro, who politely introduces himself and examines their travelling orders and chops. He dispatches one of the riders ahead who gallops away.

As everyone begins riding along the road, Takahiro, Ichigo, and Barukai notice a stone mark where a side road comes joins the main one. It reads "Blue Stream Village." It travels up into the hills where can be seen an encampment of some soldiers. They bear the mon of Konyo, and seem to be guarding the road.

Kitaro gives the visitors a tour of the lands as they slowly ride along. He points out all the fields and farmhouses, along with the places where events happen in Konyo-sama's family. Everything is well kept, the peasants are healthy and the rice is growing as it should.

After an hour or so, evening has come. The sky is a deep indigo as the stars begin to shine. Calls of owls and crickets can be heard all around. Ahead is the warmly-lit estate of Konyo-sama. The stones of the road turn to white gravel. A head-high plastered wall surrounds the compound. Every few paces, a lantern hangs above, and in the center is a large, arched gateway. Over the wall can be seen the tops of trees and the tiles roof of the main house.

Servants wait in the open gateway as the party rides up. All dismount, and Kitaro introduces the visitors to Junko. She is one of the household staff, who is to see after their needs. She is very pretty and holds herself with dignity as

she politely greets everyone. She wears a midnight-blue kimono with broad, white trim adorned with embroidered lily blossoms. Ichigo compliments her on the beauty of the home. She asks for Takahiro, Ichigo, and Barukai to follow.

Junko leads them through the gate and to the main house. They walk up the steps and across the veranda, into the house. They all pay their respects to the house's shrine in an alcove by the doorway, before proceeding.

The young samurai settle into their rooms, bathe and have tea. Konyo-sama's doctor comes in to assess Ichigo's wound. He finds that it has been treated to his satisfaction. After a while, Junko arrives to escort the visitors to dinner.

The people of Konyo-sama's household are gathered in the main room of the house. Takahiro, Ichigo, and Barukai walk in, between rows of other samurai, retainers, and courtiers. Konyo-sama is seated at the end of the room on a dais. With him is a man with an aquiline, hooked nose. He speaks quietly to the lord, and then leaves quickly through a side door.

Konyo-sama smiles at his guest. He is a short, stout man in his thirties. His hair is dyed white and is styled in the typical samurai fashion. Junko introduces the visitors. Konyo-sama smiles her, a look of pride on his face.

Takahiro presents Konyo-sama with the gift he purchased at Shiro Daidoji. It is an elaborate comb, carved with Konyo-sama's mon. He graciously accepts the gift. Takahiro delivers the letter from Daisuke-sama.

Ichigo is introduced. He is welcomed to the house.

Barukai is introduced and is asked a few questions by Konyo-sama. When he is asked what he thinks of the Crane lands, he struggles to find a diplomatic answer. He eventually does and is visibly relieved when he is asked to sit for dinner.

As the dinner goes on, Konyo-sama reads the letter given to him by Takahiro. For a moment, he looks visibly upset. He calls Kitaro up, and gives him an order. Kitaro quickly leaves through the side door.

Dinner is eaten and afterwards, the guests break up and head to various parts of the house. Takahiro, Ichigo, and Barukai go into the gardens and make polite conversation. Barukai is asked many questions by the bushi about the Kaiu Wall and The Shadowlands. Several people speak of the ongoing feud between Konyo-sama and Seibei-sama over Blue Stream village.

Later, Takahiro, Ichigo, and Barukai are asleep. Barukai is awakened by a draft of air and sees a form in the doorway to his sleeping room holding a gleaming katana. He has time to shout, which awakens his friends. Each of sees the same. Three assassins have entered their room!

Takahiro and Ichigo react first. They quickly dodge sword strikes and scramble for their own swords. Barukai is hit with a sword but it only grazes him.

Takahiro slips his blade from its saya in a lightning strike that is the mark of the Kakita swordsman. His assailant falls.

Ichigo fights with a sheathed sword and feints his opponent out of position. He draws his blade and strikes down his foe.

Barukai seizes his tetsubo and rains bloody carnage across the room. Several shoji screens are destroyed by the huge weapon. It crashed into the assassins head bursting it like a ripe melon.

After the fight, the samurai notice that these masked men are indeed Konyo-sama's bushi that escorted them to the estate. Outside, torchlight is seen. In the courtyard, Konyo-sama's men marshaled, and ride out through the gate as if to war.

Takahiro, Ichigo, and Barukai look at each other in stunned surprise...

NPC's

Konyo-sama – Provincial Lord

Kitaro – Konyo-sama's captain

Junko – Konyo-sama's lead house servant

Phrases of the Game

None

Spoils

5 experience points

Imperial Lore

Chopsticks are an important part of Rokugani life. They also vary widely between the clans. While the Crab have very utilitarian chopsticks, that are functional in nature, the Crane might have very elaborately decorated ones, made from exotic woods and finely lacquered.

The Tao of Shinsei

"Friendship is truly tested when it is time to share the burden."

The Next Session

NOTE! I changed the start time. If you can get to my house then, that's great, if not, no problem, either. I just wanted you guys to know I'm available then. We can work on individual character issues, upkeep, etc.

Wednesday June 25th, 2008, 4:30pm to 9:00pm