LEGACY

OF

DISASTER

For the Legend of the Five Rings RPG, 4th Ed.

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DO NOT RUN THIS ADVENTURE WITHOUT PREPARATION!

Please read through the entire document before presenting it to your players. There are many sections of the adventure that require the GM to skip sections and pass on to the next, depending on the actions of the players. Make sure you are familiar with the options and the skipped possibilities before you run this adventure.

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.

This adventure is a Low Level adventure designed to be played with pre-generated characters. This means that the adventure is created with Rank 1 Characters in mind. This adventure was not written with Rank 2 through 5 Characters in mind and cannot anticipate all that these characters may bring to the table. If there are less than six players at the table, you should adjust the combats slightly – especially the bandit encounter, which can be lethal to unlucky PCs.

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

Rokugan is separated by a series of factions called Great Clans. Each Great Clan banded together thousands of samurai under a common philosophy towards life, war, and culture. While all Great Clans seek to serve the Empire, a degree of competition exists between the Clans. Over the years, many of the Great Clans have fostered rivalries with the other factions. While the Clans cooperate against larger enemies of the Empire, samurai of the Great Clans often squabble and fight amongst each other. Of course, these samurai push aside all their minor arguments when a greater threat appears on the horizon.

A note on female designations: If a samurai has the designation of –ko, then the samurai is 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."

Now, before you run the module, you should know how the new edition works! Here are some of the game's basic rules to help you get started...

Basic Mechanics: the Roll & Keep System

At its core, the Legend of the Five Rings Role-playing Game uses a very simple mechanic. When a player wishes to have his character take an action, the Game Master determines what abilities the character should use to determine success or failure (these abilities most often consist of one Trait and one Skill used in conjunction with one another). The Game Master must also decide how difficult the task should be, and choose a Target Number (TN) based on this difficulty. The player rolls a number of ten-sided dice based upon the abilities on the samurai's character sheet that the Game Master has identified as necessary for the task. The player then adds the total of the dice rolled and compares the sum to the TN chosen by the Game Master. If the total meets or exceeds the TN, the character successfully completed the task in question. If the total is less than the TN, the character has failed to complete the task.

It is rare that a player will keep all of the dice rolled when his character is taking an action. Typically, a player can keep a smaller number of dice than the amount rolled, and in almost all situations the player will choose the highest rolling of the dice, although he may keep whichever ones he chooses; if for some reason he wishes for his character to fail the roll in question, he may choose lower rolling dice. When denoting the number of dice that should be rolled and kept, the format used is XkY, where X represents the number of dice rolled, or "rolled dice," and Y the number of dice kept, or "kept dice." For example, the notation 4k2 means that four dice should be rolled and two of them chosen to be kept and added together; if the player rolled a 3, 6, 7, and 9, the player would likely choose the 7 and 9 for a total of 16 on the roll.

Target Numbers

A Target Number is a measure of the difficulty of any given task, as determined by the Game Master. A task that should be easy will be assigned a low TN, whereas a difficult task will have a higher TN. While individual Game Masters are encouraged to use their own judgment to determine the difficulty of any task, a general idea of how difficult a given task might be is as follows:

TN	Difficulty	Physical	Mental
None	Mundane	Getting out of bed	Remembering details of your sword
5	Very Easy	Striking an immobile target	Recognizing an old friend
10	Easy	Carrying half your weight	Finding a misplaced item
15	Average	Lifting your weight	Remembering someone you've seen once
20	Moderate	Jumping a ten-foot ditch	Recognizing someone in disguise
25	Difficult	Scaling a cliff without rope	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	Impossible	Shattering stone with bare hands	Outwitting a Fortune

Void Points

Unlike the other four Rings (Air, Earth, Fire, and Water), there are no Traits associated with the Void Ring. Instead, a character gains a number of Void Points equal to his Void Ring, and may use them to enhance die-rolls and other actions made during the course of the game. Void Points represent a moment of enlightened insight or an epiphany that a character experiences, that moment when, for just an instant, he is at one with the universe. A character's pool of Void Points is refreshed each day after an opportunity to rest, although certain meditation techniques allow them to be recovered more quickly.

A player may declare he is spending a Void Point any time when it would be applicable, but the most common instances are before the player's character makes a roll, takes certain types of Actions, or takes damage. The expenditure of a Void Point enhances a roll or the character's abilities in one of a number of different ways. A character may normally only spend one Void Point per Round for one of the following effects, although some abilities may allow them to spend more than one under certain circumstances. By spending a Void Point, a character may:

- Gain a bonus of +1k1 to a Skill, Trait, Ring, or Spell Casting roll (the Void Point expenditure must be declared prior to the roll being made). Damage Rolls may not be enhanced in this manner.
- Temporarily increase his rank in a Skill from 0 to 1, avoiding Unskilled Roll penalties.

- Reduce the amount of Wounds suffered from one source of damage by 10 (this must be done immediately after the damage total is announced).
- Increase his Armor TN by 10 for one round. This is done at the beginning of the combat Round.
- Exchange his Initiative Score with one willing target for the remainder of the current skirmish. This is done at the beginning of the combat Round. Only one of the two characters needs to spend a Void for this effect to take place.
- Increase his Initiative Score by 10 for the duration of the current skirmish. This is done at the beginning of the combat Round.

Also, Void Points may be spent to activate certain School Techniques (see the *Book of Fire* for discussion of Schools) – this does not count against the once per Round restriction.

Raises

There are times when simple success is not enough. When a character needs to accomplish something truly spectacular, Raises are the means by which that can be accomplished. When a player declares he is making a Raise, he is choosing to voluntarily increase the TN of the task his character is attempting, by an increment of 5 per Raise. Raises are generally made when a player feels his character's abilities will allow him to easily exceed the TN for a given task. The most common use of Raises is to allow characters to perform Maneuvers in combat (described later in this chapter), but individual GMs can allow any number of different effects with sufficient Raises. Players who wish to try unconventional or creative actions that are not covered by the basic rules should simply ask the GM how many Raises will be required to succeed.

A character can make a maximum number of Raises per roll equal to his Void Ring. A character with Void 2, for instance, can make 1 or 2 Raises per roll, but not 3. Some mechanical effects grant a character Free Raises. These give the benefit of having made a Raise without actually increasing the TN of the roll in question, and do not count toward the maximum number of Raises that may be made per roll. Free Raises may also be used to reduce the TN of the task being attempted by 5 instead of augmenting the roll in the same way as a normal Raise.

Raises are not without risk, however. If a player declares Raises on a roll, and the result of his roll fails to meet the new, increased TN, the roll fails. This is a failure even if the result of the roll meets the original TN but falls short of the new, increased TN.

The Combat Round

Combats in L5R are referred to as skirmishes (to distinguish them from the Mass Combat rules in the *Book of Water*), and skirmishes are played out in a series of short time-units known as Rounds. An L5R combat Round is a very short period of time, measured in seconds. Combat situations can vary wildly depending upon the circumstances, so there is no strict determination of how long a Round lasts, but it can be assumed that one Round never takes longer than ten seconds. Although the Round is short, there are a lot of options for what a character can do during that time, and ten seconds can be very busy.

Definition of Terms

- *Action* – What a character does when it is their Turn during a combat Round.
- *Initiative* – A measure of how quickly a given character reacts compared to other participants in a skirmish.
- *Round* – A unit of time, 3 to 10 seconds in length, during which all participants in a skirmish have an opportunity to take Actions.
- *Turn* – The opportunity for an individual character to take Actions during a combat Round. Under normal circumstances, every participant in a skirmish has one Turn, which takes place on their Initiative.

Sequence of Events

A combat Round unfolds in the following stages:

- *Stage 1: Initiative* – During the first Round of a skirmish, all participants make an Initiative Roll, rolling Reflexes and Insight Rank (see *Book of Fire* for information on Insight Ranks), keeping Reflexes (noted as Insight Rank / Reflexes). The result of this roll, called the Initiative Score, determines the order in which all characters will act. An Initiative Roll is only made on a character's first Round of participation in the skirmish, and the resulting Initiative Score is used for the remainder of the skirmish. However, in subsequent Rounds, Initiative Scores may potentially change as a result of different character abilities or situational modifiers. During the first Round of combat, characters also select their Stance immediately before they make their Initiative Roll.
- *Stage 2: Turns* – The bulk of a combat Round involves each individual participant taking their Turn. When this stage begins, the character with the highest Initiative Score takes their Turn first, and may take any legal Action. A character may choose to delay taking their Turn, and instead allow the character with the next-highest Initiative Score to take their Turn. After that, the character who delayed their Turn has the chance to take it or delay again, and so on. Delaying a Turn has no effect on a character's Initiative Score the following Round, and Turns cannot be "saved" from one Round to the next. If every participant Delays their Turn, when the participant with the lowest initiative score is reached he must take his Turn, then the Round ends. After the first Round of a skirmish, characters may change their Stances at the beginning of their Turn, before taking any Actions. A character only ever has one Turn per Round, regardless of how many Actions he may take during the Round.
- *Stage 3: Reactions* – At the end of a Round, when all characters have taken their Turn, there are certain abilities that take effect as a result of the events of the Round. For example, spell effects that have expired end during the Reaction Stage. All such effects happen simultaneously during Stage 3. Reaction effects, typically generated by Techniques, Spells, or Advantages, are always clearly labeled as such.

Attack & Defense

Any attack a character makes against an opponent requires a roll, typically a Skill Roll that includes a Weapon Skill as one of its components. Attacks may be melee or ranged in nature, depending upon the weapon being used. These rolls are made using the rules included for Skill Rolls above, and the result of an attack roll is compared to the opponent's Armor TN. All characters have an Armor TN that is calculated by multiplying their Reflexes Trait by 5, adding 5, and adding any bonuses that apply to the Armor TN (typically from Stances or from the character wearing armor of some kind). If the result of the attack roll meets or exceeds the target's Armor TN, then the attack was successful and the opponent was struck with the weapon in question. Damage must now be rolled.

Penalties or bonuses may be applied to attack rolls for a variety of reasons. The most obvious and frequent penalty is for being injured (see the discussion of Wounds immediately following this section). Any ranged attack made against an opponent who is within melee range also suffers a penalty of -10 to the total of the attack roll, due to the awkwardness of firing at someone who is a direct threat. Additional bonuses and penalties are discussed under Stances and Status Effects, and the GM can apply bonuses or penalties based on specific circumstances (a character trying to attack while balancing on a railing would probably suffer a penalty, for example).

Every weapon has a damage rating (DR). This rating indicates how much damage the weapon inflicts upon those struck with it. The katana, the most common weapon wielded by samurai, has DR 3k2. For melee attacks, characters add their Strength to the first number of a weapon's DR. A character who makes a successful attack roll wielding a katana, and who has Strength 3, would roll 6k2 for damage (3 Strength plus the 3 from the first number of the DR). The character's player selects the two dice he wishes to keep out of the six and totals them together. This is the number of Wounds the attack has inflicted upon its target. A character adds his Strength to certain types of ranged attacks in the same manner, but not all (see the equipment section in the *Book of Fire* for more information).

Wounds

Individual characters have Wound Ranks that measure the amount of damage that they can sustain before it begins to impair their ability to take actions and eventually incapacitates or kills them. The Wounds inflicted by an attack fill up these Wound Ranks in order, with each Rank containing a maximum number of Wounds determined by the character's Earth Ring. As soon as a character suffers damage that begins filling in a particular Wound Rank, the character is then considered to be in the state described by that Rank. Once that Rank has been filled, additional damage goes to the next Rank. The ranks are as follows:

Healthy

This is the default condition of any character who has not suffered damage. Regardless of what Earth Ring multiplier is chosen for a campaign (see sidebar), this Wound Rank should utilize the character's Earth x5 in order to create a buffer for normal activity.

Nicked

(Increase the TN of all rolls made by +3 while Nicked)

A character who has been nicked has suffered a mild but distracting injury.

Grazed

(Increase the TN of all rolls made by +5 while Grazed)

A grazed character is injured, but still able to function without tremendous difficulty.

Hurt

(Increase the TN of all rolls made by +10 while Hurt)

A character who is hurt has begun to suffer noticeably from the effects of his injuries.

Injured

(Increase the TN of all rolls made by +15 while Injured)

An injured character has difficulty focusing his attention on the task at hand.

Crippled

(Increase the TN of all rolls made by +20 while Crippled)

A crippled character can barely stand, much less move. Any attempt to make a Move action is increased by one level of difficulty (a Free Action becomes Simple, etc.)

Down

(Increase the TN of all rolls made by +40 while Down)

A character who is Down is virtually incapacitated. They may speak only in a whisper. Such a character may only potentially take Free Actions unless a particular wound makes such action impossible (and cannot take Move actions), and must spend a Void Point in order to be able to do so.

Out

A character who has been reduced to this level is immobile, unconscious, and likely dying. Once this Rank is filled, the character is Dead.

Lethality & Wounds

Since the first edition of the L5R RPG, the game has been famous for how easy it is for a character to be killed. This has been a deliberate design decision because, quite frankly, if a samurai gets hit with a katana, chances are he is maimed or dead. However, this highly lethal system is not what all players are looking for, and GMs are encouraged to tailor the system to suit the flavor of their campaigns. When considering how the Earth Ring should determine the number of Wounds per Wound Rank for characters in a campaign, please keep the following guidelines in mind:

- Earth x2: This is the default that is assumed to be in use for the L5R RPG, 4th Edition. This system is quite lethal, and it is entirely possible that characters can be killed or at the very least removed from a skirmish after being hit by a single blow. Combats using this multiplier for Wound Ranks should last somewhere between 1 and 3 rounds.

- Earth x3: This option increases survivability by a mild degree, and should result in combats roughly 3-4 rounds in length.

- Earth x4: This option should result in combats of up to 5-6 rounds.

- Earth x5: This option makes characters into durable juggernauts, able to sustain massive blows with ease, and should result in combats of 7 rounds or longer.

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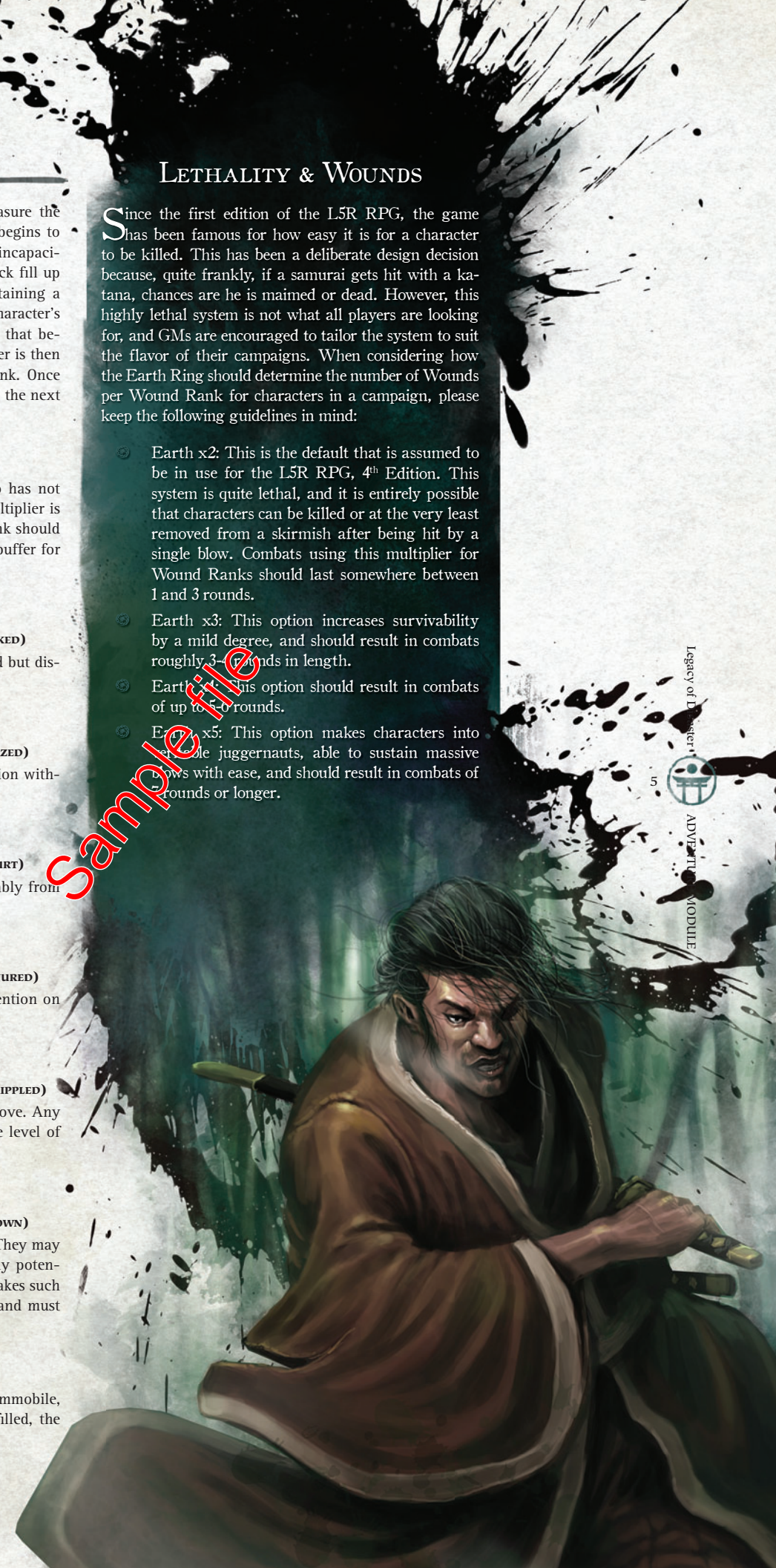
Stances

A character's Stance determines what actions they may or may not take during their Turn in a combat Round. Stances reflect the basic postures every samurai is taught to prepare them for combat, and even the most pious shugenja or effete courtier is familiar with them. During the first Round of a skirmish, characters assume their Stance during Stage 1. On every subsequent round, they can change their Stance or choose to maintain it at the beginning of their Turn in Stage 2. The Stances a character may adopt are as follows:

- *Attack* – Attack is the standard Stance adopted by most bushi in a combat situation, and is tied closely to the Ring of Water in that it is fluid and versatile. A character in the Attack Stance has no restrictions on the kind of Actions he may take.

- *Full Attack* – Full Attack is the Ring of Fire, raging and consuming all in its path. A character in the Full Attack Stance may take no Simple or Complex Actions other than those used to make attacks, and may only use Move Actions to get closer to his enemies. Characters may not use the Full Attack Stance to deliver ranged attacks. A character in the Full Attack Stance gains a bonus of +2k1 to attack rolls made that round, but his Armor TN is reduced by 10 to reflect the all-or-nothing nature of the attack. A character in the Full Attack Stance who takes a Move Action during his turn may move an additional feet beyond the normal amount allowed for the Move Action. This bonus movement is granted only once per Round, and the character still may not exceed the normal maximum distance he may normally move in one Round. Full Attack may not be used while mounted.

- *Defense* – Defense is the Ring of Air, adaptable and reactive. Defense allows for the greatest freedom of action. Characters in the Defense Stance add their Air Ring plus their Defense Skill Rank to their Armor TN. There are no restrictions on what kind of Actions a character in the Defense Stance may take, other than that they may not attack. The Defense Stance is useful for making oneself less vulnerable while making Skill Rolls or Spell Casting Rolls during skirmishes. A bushi attempting to light a spark for a burning arrow in the middle of a melee would use Defense, as he may still need to drop what he is doing to defend himself from an enemy who attacks.

- *Full Defense* – The Full Defense Stance is the Ring of Earth, reserved, unmoving, and unassailable. Upon declaring his Stance, a character in the Full Defense Stance makes a Defense / Reflexes roll and adds half of the total (rounding up) to his Armor TN until his following Turn. This Skill Roll is considered a Complex Action, so a character in this Stance may only take Free Actions.

- *Center* – The Center Stance is the Ring of Void. The principle function of Center Stance is related to the benefits it offers in iaijutsu dueling (see the rules for Iaijutsu Duels later in this chapter), but it has benefits in skirmishes as well. Characters in the Center Stance take no Actions, instead focusing their energy in preparation for action the following round. A character in the Center Stance forfeits all Actions while in that Stance. On the round following his adoption of the Center Stance, the character gains a bonus of 1k1 plus his Void Ring on any one roll made during his Turn. The character also adds 10 to the total of his Initiative Score for that Round only.

Actions

During a combat Round, every character may take Actions on their Turn. Although a character's Stance can limit what kind of Actions they may take, in general a character may take one of the two following options:

- One Complex Action + Free Actions
- Two Simple Actions + Free Actions

Free Actions are minor activities that do not disrupt a character's ability to perform other tasks during the course of their Turn. Unless otherwise specified, a character may only perform each Free Action listed on the table below a maximum of once per Round.

Simple Actions are more complicated tasks that require more of a character's attention, but not so much that he is not capable of taking more than one action at a time.

Complex Actions are elaborate or time-consuming efforts that require all of a character's attention in order to complete.

MOVE ACTIONS

Characters in L5R can move a certain amount per round depending upon the Action or Actions they devote to that task. Actions correspond to the following movement rates:

- *Free Action:* A number of feet equal to five times the character's Water Ring
- *Simple Action:* A number of feet equal to ten times the character's Water Ring.
- *Complex Action:* These are not normally available, but some mechanics can require a character to perform specific tasks as Complex Move Actions.

A character may not move more than twenty times his Water Ring in feet per round unless he has an ability that increases his maximum possible movement per round.

Maneuvers

Maneuvers are specialized actions and attacks that are more difficult than the standard melee and ranged attacks that characters can make as part of a combat round. Because these attacks accomplish additional effects above normal attack damage, they require Raises in order to be made. Certain Maneuvers can only be performed in particular Stances.

It should be noted that these maneuvers do not constitute an exhaustive list of the things which a character might be able to accomplish with an attack. Rather, they specify the maneuvers that are most likely to come up during a skirmish. The GM and players should feel free to improvise other maneuvers based on the rules presented here.