

Under Cover of Night

**A One-Round Low/Mid-Rank Adventure for Heroes of
Rokugan: Spirit of Bushido
Month of the Moon, 1138 (Spring)**

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Growing concerns over piracy in the Empire's southern shipping lanes have drawn the attention of an Emerald Magistrate. It is up to the PC's to find the truth of the matter.

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This module is written for the Legend of the Five Rings: Fourth Edition, published by Alderac Entertainment.

GM's Information

THIS SCENARIO SHOULD NOT BE RUN COLD!

Please read the scenario thoroughly before attempting to run it.

A four-hour time block has been allocated for playing this game. The actual playing time should be about three and a half 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, gender, glory and status at the top. This makes it easier for the players to keep track of who is playing which character.

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. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the website).

Rokugan has a complex and rich culture that is different in many ways from modern Western civilization. The Legend of the Five Rings book details these numerous differences, but it is suggested that GMs keep a few specifics in mind.

- Family name precedes personal name for all characters; Akodo Toturi was a member of the Akodo family with the personal name of Toturi.

- Samurai do not commonly concern themselves with money or commerce; exchanges between samurai are treated as gifts, and payments are made to peasants as though humoring the lower order's petty ways.
- An event is not truly considered to have happened without samurai witness; even criminal investigations rely entirely upon eyewitness testimony.

Some events that occur within this module affect the storyline and may need to be reported by the Campaign Administrators. This module has an effective 'active' period which is 3 months after its release, and these events (listed at the end of the module) **MUST** be reported by the GM to the campaign administration before the end of the active period for them to take effect.

Glory and Honor Awards and Penalties

This adventure contains suggested Glory and Honor awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. **Please consult the Honor table on page 91 and the Glory table on page 93** of the Legend of the Five Rings Fourth Edition core sourcebook for more specific guidelines for Honor and Glory gains and losses. Specifically, be mindful of the performing PC's current Honor, Glory, and Infamy when meting out rewards and punishments.

Reminder

This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with discretion and consideration.

Adjusting for Party Strength

This is a Low/Mid Rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank Two.

Although most of the challenges here are role-play oriented and thus not terribly dependent on party strength, a few changes can be made to adjust the adventure difficulty for low-end and high-end parties, as follows:

Low End Party (majority of the PCs are Rank One): The pirates have 2 Strength.

High End Party (majority of PCs are Rank Three): The pirates are replaced with the ronin pirates in the appendix.

Adventure Summary and Background

Since its founding by the Kami after their fall from the Celestial Heavens, Rokugan has viewed commerce as nothing more than a necessary evil. Barely respected above the eta class, merchants carry out their work for their samurai masters so that the samurai of the Clans do not have to dirty their hands with money or taint their minds with materialistic desires. Despite these feelings, some samurai have embraced the way of the merchant. The Yasuki, Yoritomo, Ide, and Daidoji in particular all understand the value of raw materials, food, and other resources and how to trade for what they need in exchange for what they have a surplus of. Samurai from these families are often trained to be able to oversee their heimin merchant underlings and make trade arrangements on behalf of their respective Clans.

One area of particular economic interest is the Crane harbor of Lonely Shore City. It is a hub for traders from all Clans, particularly the maritime Yoritomo and Yasuki, and its thriving port provides a means for cargo ship captains to dock and trade their goods. This port city is run by the Daidoji Trading Council, under the watchful eye of Daidoji Ichiko, whose duties to her Clan include watching over interclan trade, resolving disputes, and regularly checking on reports of shipping hazards in order to keep accidents from occurring that would harm Daidoji interests.

Recently, ships have begun disappearing in the shipping lanes around Lonely Shore City. An organization with its own agenda for trade in Lonely Shore City has been

causing “accidents” to happen to trade ships, in order to divert funds from their rivals. To this end, they have blackmailed a young Crane woman, Daidoji Shikou, into attacking and looting vessels of interest.

Daidoji Shikou is the younger sister of Daidoji Shinnin, a member of the Daidoji Trading Council. Shinnin has a position as overseer of Uo no Kusai Mura, a fishing village north of Lonely Shore City. He is not particularly skilled at his duties and often finds himself being taken advantage of by crafty merchants from other Clans. Six months ago, a deal he made with vassals of the Yoritomo family would have almost certainly cost Shinnin and his sister their entire livelihood; Shikou took the situation into her own hands by sinking the Mantis trade ship, murdering her own crew, and hiding her family’s ship, the Sea Otter, in a cove. She reported the ship missing, but the true story made it back to the Mantis Isles and fell into the wrong hands. Those hands have been pulling Shikou’s strings ever since.

Unfortunately for Daidoji Shikou, the Crane were bound to take notice of ships going missing from their port and have dispatched the Emerald Magistrate Doji Oharu to investigate the disappearances. Oharu has used his extensive network of contacts to arrange for skilled samurai to serve as his yoriki (as is his wont), and the PCs have the dubious honor of being chosen for this duty.

Their investigations will take them from Lonely Shore City to Uo no Kusai Mura, and eventually lead them to discover Daidoji Shikou’s piracy. In order to cover up their own tracks, the organization blackmailing Shikou will attempt to have the PCs and Doji Oharu killed before they are able to report their findings to the Crane. The PCs will have to survive mystery and danger if they are to ascertain the truth of what is going on in and around Lonely Shore City.

A Note on the Calendar: This module contains several references to the Rokugani months as listed on page 34 of the Fourth Edition rulebook; it may be useful to have that page ready to hand when the PCs begin investigating the departure dates of the various ships.

Character Notes

Check the PCs’ character sheets for the following:

- Characters with Oath of Fealty: Daidoji Heizo (Kosaten Province) have all Glory gains doubled.
- Characters with Oath of Fealty: Isawa Mitsukuni (Kinkaku Province) may choose one of the following items to permanently add

to their Outfit: Court Kimono, Light Armor, Any Weapon (other than a katana). These items will not refresh if lost.

Introduction: Lonely Shore City

Mura Sabishii Toshi, or Lonely Shore City, stands in the heart of the Crane lands, in the Ichigun province of the Daidoji. It is a thriving port city with a large, cosmopolitan population – in addition to the native Crane, the Yasuki and Yoritomo families maintain a presence here due to the opportunities for advantageous trade. The Kabe uo no ho ni sa Umi (Wall Above the Ocean) mountain range is visible on the horizon; roads lead inland through them toward the Crab lands and to Kyuden Kitsune. It is the twenty-fifth day of the month of the Moon, and though the calendar argues that Spring is here, the weather maintains a bit of winter's bite. Cold winds sweep through the city from the mountains and meet the moist air of the sea, but this does not stop the city's residents from bundling up and carrying out their business.

The PCs are in Lonely Shore city to meet with Doji Oharu, a senior Emerald Magistrate who has arranged their assistance from their lords (or simply offered to pay them, if they are ronin). They are escaping an especially cold and windy morning at the inappropriately named "Warm Breeze" inn, where they are to meet Oharu. They are the only samurai guests at the inn, and should have some time to acquaint themselves with each other if necessary before the magistrate they are to meet arrives. They are, in fact, the only guests in the common room at this time of day, and the innkeeper is almost pathetically eager to please his only customers.

The door to the common room slides open, and the fawning innkeeper leads a portly samurai clad in the blue and white of the Crane Clan to the largest table. The samurai crosses the room slowly, leaning heavily on an ornately-carved walking stick and offering polite bows as he makes his way to the table. Settling himself in his seat, he adjusts the green haori that bears the mon of the Emerald Magistrates, and gives everyone a friendly smile. "Greetings, my friends! I see that everyone is here; please, come join me for tea." His gaze turns to the obsequious proprietor hovering obligingly nearby. "And perhaps some light refreshments would be in order, my good man. Pray bring us your finest, that we may discuss our business like civilized folk." He makes a casual gesture of

dismissal, and the innkeeper scurries away. The Crane returns his attention to you, an easy smile on his face.

This is, of course, Doji Oharu. The PCs may recall him from either "Stand Against the Waves" or "Walk Through the Mountains", but any who do not may recognize him with either a **Lore: Heraldry / Intelligence** roll at a TN of 25, or a **Courtier / Intelligence** roll at a TN of 30. Oharu is an experienced Emerald Magistrate, known to have been responsible for several high-profile cases in the past, though his work in the last few years has been somewhat less glamorous.

Oharu will speak pleasantly with the PCs while waiting for the refreshments, introducing himself formally to those he does not know and spending a bit of time to assess them. He will also express some interest in the recent activities of the PCs that he has worked with in the past, asking after where they spent the winter, and finding out what they have been busy with lately. (If appropriate, he may well use his Doji Courtier Techniques at this point; a Contested Roll of his **Courtier (Manipulation) / Awareness** [10k7 plus a Free Raise with the Emphasis] against their **Etiquette (Courtesy) / Awareness** to know whether they are in need of any favors or political assistance. This should be done with caution; the point is not to bludgeon the PCs with his courtly abilities, but to discover what handles any potentially-useful character may have for future use, and therefore should indicate that Oharu feels that they might be of use in the future...)

After the innkeeper provides tea, daifuku (rice cakes filled with sweet bean paste), and mochi (another sweet rice cake, left over from the New Year festival), Oharu will coolly send him on his way. Once he is gone, the Crane will turn to the PCs with a blandly polite smile. *"Well, my friends. On to business: we have been asked to look into a somewhat delicate matter. I have arranged an audience with Daidoji Ichiko, the ranking member of the Daidoji Trading Council, for later this evening. It is to be hoped that Ichiko-sama will have some more specific information, but the gist is simple enough: several ships have gone missing from the usual shipping lanes in this area. As the missing ships include non-Crane vessels, it has been determined to be an Imperial matter, and I have been assigned this task on request from Doji Narumi-sama. Mura Sabishii Toshi appears to be the only thing these vessels had in common: they were either heading here, or had just left."* Though he will not be overt about it, Oharu will give any Crab PCs a studiously neutral look. *"We have no suspects at this point; though the possibility of this being motivated by political factors*

ought to be considered, we must approach this investigation with an open mind.”

Oharu will allow the PCs to ask whatever questions they may have at this point. His information is somewhat limited, but he will be pleased that they are showing at least some interest.

- Four ships have been reported missing in the six weeks since the start of the year, though one of them had actually departed the city just before the end of winter.
- Two of the missing ships belonged to the Daidoji, and there have been complaints from both the Yasuki and Yoritomo, though no specific information on their vessels has been gathered yet.
- If asked about suspects, Oharu will mention that he has been asked to determine whether or not the Yasuki are responsible. He will be more discreet about this if there are Crab present, of course; though he does not have a personal interest in seeing them blamed, he understands the preferences of certain high-ranking Doji.

If the PCs show no sign of initiative, Oharu will take note of that, but will simply allow them to wait with him at the inn until the time nears to depart for the audience with Daidoji Ichiko. Requests for orders will be met with a simple inquiry as to what the PC feels the best first step should be; Oharu is not interested in stirring himself until the meeting, but will be more than happy for the PCs to begin gathering data.

If the PCs wish to begin investigations in Mura Sabishii Toshi before meeting with Daidoji Ichiko, Oharu will encourage them. *“It is difficult to know too much when beginning an inquiry of this nature; I suggest taking some caution not to cause offense to our worthy hosts in the Daidoji family, but I am certain that your diligence will prove rewarded.”* He will provide directions to the docks, the town’s markets, and the offices of Yoritomo Aizune and Yasuki Doju (the ranking members of those families in town). He will not go out himself, preferring to have the PCs take care of the legwork for him, but he will happily “coordinate” their efforts from the relative comfort of the inn.

Part One: Lonely Shore City Investigations

The PCs have a number of different leads to follow up on, though there is a minor time constraint: Oharu will

request that they rejoin him for dinner to confer before their audience with Daidoji Ichiko. As the above meeting takes place shortly after breakfast, that should give the PCs at least four Rokugani hours (eight standard hours) to begin asking around. Unless they split up, it is unlikely they will have time to follow up on every lead, but they should have time over the next few days to touch on those things they do not start with.

Rumors

Mura Sabishii Toshi has a large population of samurai from many Clans, making it a breeding ground for rumors from all over the Empire. Curious PCs may make a **Courtier (Gossip) / Awareness** roll, TN 10, to discover what is happening in Rokugan; a successful roll learns the first rumor below, plus one extra rumor at random for every 5 points by which the roll beats the TN. (PCs with Oath of Fealty: Daidoji Nayako receive a Free Raise on this roll.) The rumors include:

- There are no specific rumors concerning the missing ships, though the disappearances have been noticed. Some blame it on the weather, which has been unseasonably windy, while others mention the obvious displeasure of the Heavens indicated by the recent earthquake. Only a very few believe it possible to have been piracy, as the Daidoji are keeping an active coastal patrol running since the tumult caused by the tsunami along the Crab coastline.
- Due to the presence of the Daidoji Trading Council and the resulting large number of Daidoji guards, Mura Sabishii Toshi enjoys a relatively low crime rate. Crime against samurai is almost unheard-of, though it is said that the Fireflies, the largest local gang, have an extensive protection racket that includes even a few merchants with samurai patrons.
- Ikoma Sume, the nephew and heir of Ikoma family daimyo Ikoma Kaoku, has recently and suddenly died. The Lion are being very reticent about the cause, though invitations have been sent to every Clan to attend his funeral. As Kaoku has no surviving children, and Sume’s younger brother has not yet passed his gempukku, there is some question as to who will be the next family daimyo when Kaoku finally succumbs to his advancing years.
- The devastation caused by the tsunami that struck the Asahina and Yasuki lands has caused many peasants to look for safer and more settled lands. Refugees have fled the flooded streets of Yasuki Yashiki, and Shinden

Asahina is almost abandoned save for those shugenja dedicated to the restoration of the temples that were devastated by the Crab during the Clan War and the minions of the Lying Darkness during the War Against the Shadow.

- Knowing the Crab to be busy as always with their war on the Wall, the Crane have offered assistance with recovery efforts. No word of acceptance or refusal has yet come from the Crab Champion, though the Crane have moved a substantial body of troops to that border to maintain the peace and patrol for any bandits who seek to take advantage of the disaster.
- With the assistance of expert Kaiu engineers, the Phoenix have begun construction on a series of border forts. Supplementing the Crab's designs with the assistance of the earth kami, the Phoenix have declared their intent to dissuade any further gaijin raids, as happened last spring. The structures will be placed to allow for the Empire to enact reprisals on any barbarians who grow foolhardy enough to attack Rokugan again.
- Several spectacular arrests of opium smugglers have been made along the River of Gold in the last year. A number of magistrates have reported similar successes along the Spine of the World Mountains. It appears as though there is more medical opium being processed into the illegal recreational forms than any time in recent memory. Strangely, the price of medicinal opium has gone down, indicating that these criminals are obtaining their goods from some previously-unknown source.

Investigating the Docks

The dockmaster at Mura Sabishii Toshi is a young man named Daidoji Muchi. He is simple enough to find, as his duties largely involve simple oversight of arriving and departing vessels; apart from taking down names of ships and captains, Muchi has little to occupy his time. As he enjoys hearing news from different parts of the Empire, he tends to spend his time gossiping with those few visitors he receives. As samurai from every Clan come through his port eventually, Muchi is actually a fairly well-informed young man. (Have him provide one of the above rumors if the PCs did not hear of them all; otherwise, he's quite happy to speculate with the PCs on the meaning of any tidbits they've come across.)

Until the PCs establish that they are *yoriki* in an investigation for an Emerald Magistrate, Muchi will not be willing to speak about the missing ships. He will in

fact lie outright to save face for his family (**Investigation (Interrogation) / Perception** at a TN of 20 to determine that he is being untruthful), unless the PCs identify their true purpose. Once they do, however, he will be as cooperative as possible. He maintains records of when ships arrive and depart the port. Muchi does maintain a close working relationship with several other dockmasters in the Crane lands, but has somewhat limited information.

- *Lady Doji's Mirror*, captained by Daidoji Hogotabe, departed Umoeru Mura on the third day of the month of the Sun, and was due in Mura Sabishii Toshi on the tenth day of the month of the Sun.
- *The Unmentionable*, captained by Daidoji Byaki, departed Mura Sabishii Toshi on the 30th day of the month of the Sun, bound for Samui Kaze Toshi, and never arrived.

If asked specifically after the Yoritomo and Yasuki vessels by name (meaning that the PCs have spoken with Yasuki Doju and/or Yoritomo Aizune), he can tell the PCs the following:

- *The Mako*, captained by Yoritomo Reihide, due in Mura Sabishii Toshi on the last day of the month of Shinjo six months ago.
- *Pride of Sunda Mizu*, captained by Yasuki Dotori, departed Mura Sabishii Toshi on the twenty-first day of the month of Ryoshun, without a listed destination.
- *Suitengu's Certainty*, captained by Yoritomo Masatare, departed Mura Sabishii Toshi on the 15th day of the month of the Hare, bound for Tani Senshio.

If spoken to on the day after the meeting with Daidoji Ichiko, Muchi will inform the PCs that another vessel is overdue: ***"The Spear of the Deep departed Musume Mura eight days ago, and was due in port yesterday. It may not have anything to do with your investigation, but it is another vessel unaccounted-for."***

Daidoji Muchi is also well-versed in sea-tales, and if the PCs ask about any legends concerning the local area, he will laugh a little and say that the only legend surrounding the seas near Mura Sabishii Toshi is that the fish taste better when caught at sunset. ***"Ghost stories and pirate tales only exist in the Mantis Isles and in the south Crab ports. I doubt the ghost of my grandmother's grandmother is responsible for the missing ships."***

If the PCs ask Muchi about the Crab or Mantis in Mura Sabishii Toshi, he can provide very little help. He knows that the Yasuki are conducting their own private

investigations and have been under a lot of stress for losing two of their cargo ships. He knows the PCs will have difficulty meeting with Doju, but can't offer any suggestions to improve their odds. He also knows that the Yoritomo representative, Yoritomo Aizune, is a crafty woman who is very good at avoiding people she doesn't want to speak to. He has heard that she has a mean streak and only works with people she respects.

Speaking with the Yasuki

When the PCs decide to meet with the Yasuki representative, they will find it to be more of a challenge than they might expect. Although the Yasuki are well aware of the situation with missing ships and have been victimized themselves, they are dealing with their own problems and do not want to be disturbed. (Recent tensions between the Crab and Crane have complicated the Yasuki family's affairs in Mura Sabishii Toshi, and as a result, they are not being very cooperative with anything that will benefit the Crane.)

Upon the PCs' arrival at Yasuki Doju's offices, they will be intercepted by a harried servant who greets them and asks them their business. After hearing it, however, the servant will apologize profusely and inform the PCs that the merchant patron is terribly busy and does not have time to meet. Even bringing up the investigation will not change the servant's refusal to let them in. The servant will ask the PCs to return later and try again, providing the usual Rokugani polite refusal. The PCs will not be able to meet with the Yasuki without first getting his attention and providing a good reason.

Getting the Yasuki's attention is not a difficult task. The servant is merely a peasant and can easily be frightened by a samurai's insistence. Intimidating the servant or demanding that they be let in will force him to go inside and inform the merchants of the PCs' business. (If the PCs don't think of this, when they report back to Oharu, he will point out that the "direct approach" is often more valuable when dealing with Crab.)

When the servant returns he will bear a message from Yasuki Doju, acting head of the Yasuki family operating in Mura Sabishii Toshi (Yasuki Courtier 3, Status 4, Glory 3). The Yasuki claim to be extremely busy and do not have time to greet guests. He asks that the PCs return another day unless they can give good reason to distract the Yasuki from their current business. If the PCs can make an **Etiquette (Courtesy) / Awareness** roll with a TN of 20, they will recognize their options:

- The first and most difficult is to appeal with details of their investigation into the

disappearing ships and explaining what it has to do with the Yasuki's business. This will require a **Courtier (Political Maneuvering) / Awareness** roll at TN 30.

- An easier way of getting an audience with the Yasuki is to make it worth their while. If one PC spends a Favor with the Yasuki (by erasing it from their character sheet) or accepts a minor Obligation to the Yasuki then Doju will allow the PCs a short meeting with him.
- Alternately, a Crab PC can simply bull through the servant's protest by claiming Clan business. This will require either a **Sincerity / Awareness** roll at a TN of 20, or an **Intimidation / Willpower** roll at a TN of 15.

Any of the above will convince Doju to grant the PCs an audience, though he will still request that they return in two hours (one Rokugani hour). When the PCs return, the servant will escort them straight past the waiting room and into Yasuki Doju's office.

Yasuki Doju is a heavyset man with a short black beard, dressed in plain, if well-made, clothes. He smokes continually from a pipe, giving his office a distinct odor and a dreamlike haze. He does not offer tea or any other amenities, moving immediately to business. "What do you want, samurai? I do not mean to be rude, but I am a very busy man, and if you cannot be of help, I would appreciate it if you would at least not hinder my work." He is unhappy about being interrupted and will not allow himself to be disturbed any more than necessary. If the PCs get threatening or rude with him he will immediately terminate the meeting and will under no circumstances allow the PCs to speak with him again.

Yasuki Doju can provide the following information if asked the right questions.

- The Yasuki lost a ship almost two months ago, *the Pride of Sunda Mizu*. It was carrying dried food and building materials. It departed Mura Sabishii Toshi just before the end of winter, heading north toward the capitol and Phoenix lands.
- The ship's previous stop was in the Mantis Isles, and was scheduled to make a stop to pick up fish from Uo no Kusai Mura, a village north of Mura Sabishii Toshi. Records indicate the ship had to have gotten lost between Uo no Kusai Mura and Mura Sabishii Toshi.
- If treated with respect, Doju will inform the PCs that he believes the Yasuki are being framed for these crimes. He genuinely has no idea what has happened to the ships, and has been trying to organize an investigation of his own in order to

ensure that he is not blamed for another's crimes.
"It's bad for business, but the Daidoji don't care – nothing would make them happier than to have an excuse to come for us Yasuki."

Speaking with the Yoritomo

The Yoritomo's office is unsurprisingly located near the docks, in one of the larger buildings in the city. A couple of kobune flying Mantis colors are docked quite close to the building. The Mantis enjoy a relative secure relationship with Daidoji Eizo, the chief administrator of this province, and generally feel that they need not bother with such petty matters as the Crane's law enforcement issues.

The Mantis will let the PCs in readily enough. They are greeted by Yoritomo Aizune, a middle-aged woman with her hair kept in an elaborate pattern to indicate that she is married and dressed in fine sea-green silks (Yoritomo Courtier 3, Status 4, Glory 4). She will join the PCs in a pleasant meeting room over a tray of fresh seafood.

While Yoritomo Aizune gives the appearance of being cooperative, she actually has no real intention of working with them. She has heard of Doji Oharu and has no faith in him as an Emerald Magistrate. The PCs will have to impress her before she decides to work with them. Any time the PCs ask her a question, she will counter with a question of her own, such as "What exactly are you investigating?" or "What makes you think that is the case?" The PCs will have to play her game for a while before she will start actually giving them any real information. Once the PCs have answered a few of her questions have them roll **Etiquette (Courtesy) / Willpower** at TN 25 (30 for ronin). If at least one PC manages to succeed then he or she has seen through her tactic of controlling the conversation and beaten it. If all PCs fail, they will simply waste an hour or so in this fruitless back-and-forth. They can try again the next day, but it will cost one Mantis Clan or family Favor (or accepting a Minor Obligation to the Yoritomo) each time after the first to gain admittance. Direct confrontation is unlikely to be of use; attempting to intimidate a trained Yoritomo Courtier is a difficult proposition (resolve any such attempts as Contested **Intimidation (Control) / Willpower** rolls; her dice pool is 10k6 unless the PC in question has Status 3, in which case it drops to 10k5, and she does have the Emphasis; successfully doing so earns her full respect and cooperation, however).

Yoritomo Aizune has the following information to give the PCs, assuming they manage to get her cooperation:

- The Yoritomo have lost a ship by the name of *Suitengu's Certainty*. Its disappearance was reported a little over four weeks ago.
- The ship was filled with gaijin spices and other exotic goods that were intended to be sent on to the Eijitsu Unicorn province. It stopped in Mura Sabishii Toshi and was to sail up north along the coastline, making a couple of stops along the way in Uo no Kusai Mura and Mayaku no Jouyo Mura.
- She suspects that a local gang of ronin, the Fireflies, may have something to do with the disappearances. They have been responsible for burglaries in the past and she wouldn't put piracy past them.
- If the PCs succeeded at the Etiquette roll with a 40 or higher, she will also mention the missing *Mako*, which disappeared en route to Mura Sabishii Toshi six months ago. *"I had thought it an isolated incident; every maritime endeavor carries with it some risk. I do not know if it's related to the recent events, but perhaps it's worth mentioning nonetheless. I do know that Yoritomo Reihide, the captain of that vessel, was a very shrewd negotiator, though perhaps not as skilled a warrior. If pirates are involved, they may have been encouraged by his relative inability to defend his ship. Our last word of his itinerary had him stopping in Uo no Kusai Mura, a small trading village where he expected to make some highly beneficial arrangements for our Clan."*

Other Investigations

The PCs may have heard of the ronin gang, the Fireflies, and wish to investigate it. Oharu will publicly disapprove of this, though he will not stop them from going (his sincerity in these protests is somewhat lacking, however; any lead is worth investigating, but if he can get others to do the dirty work for him, so much the better). The PCs can locate a small gathering of six of the more prominent members with a successful **Lore: Underworld / Awareness** roll at TN 20. They don't have any sort of headquarters but tend to meet up in alleyways around the center of town.

The Fireflies have a reputation for being burglars and thieves; in truth their crimes have mostly been confined to the peasants, though on one occasion they did succeed in making off with a few koku from the offices of Yoritomo Aizune. They are cowards and will run for their lives if the PCs become hostile.

The Fireflies will initially be disrespectful with the PCs but will change their tune as soon as the PCs seem to be getting angry or attempt intimidation. They will answer the PCs' questions and will insist that they have never

robbed a samurai (they will admit to robbing peasants). While this is a lie, it is true that they had nothing to do with the disappearing ships. The PCs can have them arrested for burglary if they like but it makes no real difference to the case of the missing ships.

Meeting with Ichiko

Eventually, the PCs will need to report back to Oharu with what they've discovered. While it's possible they will have a strong idea of at least a direction to look, Oharu will still wish them to accompany him to the audience with Daidoji Ichiko. ***"We must demonstrate at least the basic courtesies, after all."***

Oharu leads you to the headquarters of the Daidoji Trading Council, a large building in the center of town that stands an entire story higher than those that surround it. A ten-foot high stone wall circles the building and a small, unassuming garden; the heavy wooden gates are guarded by a pair of obviously experienced Daidoji bushi. Servants will escort the magistrate and his yoriki in to a well-furnished room with a fine view of the garden, an intricately-patterned rug, and three long futons located around a finely crafted wooden table. A tea set made of crystal is ready to use atop the table, and the servants bustle about, serving a delicious, light blend to each of you.

Once all of the PCs have a chance to sit and relax a bit, with Oharu laboriously making himself as comfortable as possible, they will be joined by a plump elderly woman with graying hair (Doji Courtier 5, Status 5, Glory 4). ***"Greetings to you, honorable samurai. Allow me to welcome you in the name of the Daidoji Trading Council. I am Daidoji Ichiko, the ranking representative currently in the city. The name of Doji Oharu is well-known among the Crane, but I must confess I am not familiar with the rest of you."*** The PCs should introduce themselves, and if they show any sign of hesitation, Oharu will mask a touch of irritation and do so fairly quickly. Ichiko will be gracious and courteous, though it is fairly obvious that she is concerned about the matter that has brought the group to her.

"Recently, we have experienced certain problems with vessels disappearing in the shipping lanes around Mura Sabishii Toshi. An investigation into the missing ships has begun, but the fact that trade among different Clans has been affected means that it requires the attention of an Emerald Magistrate." Oharu inclines his head politely, and murmurs, ***"It is an honor to be of service to such prestigious and important samurai, Ichiko-sama. It is unfortunate that circumstances require this form of service, but I***

shall not let my feelings for the nature of these events detract from my gratitude in being able to assist in whatever small way I can. Please, tell us what you can of this matter, that we can resolve it as soon as possible. I am certain these worthy yoriki I have selected will have several questions that you may be able to assist with." He leans back in his seat, making a show of humility to allow you a chance to learn more.

Ichiko will be somewhat surprised at Oharu turning the interview over to his yoriki, but she will remain polite as she answers whatever questions she can. Unfortunately, because the investigation she initially ordered was cut short when the matter of inter-Clan trade was determined, she has only a little information she can offer. If the PCs ask the right questions she can provide the following information.

- Two ships owned by the Trading Council, *Lady Doji's Mirror* and *the Unmentionable*, have been lost in the last two months. *Lady Doji's Mirror* was bringing silver from the Phoenix lands and coal from Umoeru Mura to Mura Sabishii Toshi, after delivering a passenger to their "fate" in Umoeru Mura. *The Unmentionable* was to deliver a shipment of steel from the Crab lands bound for the northern Crane lands, the last such shipment expected for some time.
- Ichiko has heard that the Yasuki and Yoritomo presences in the city have also lost ships and advises the PCs to talk to them for specifics – neither the Mantis nor the Crab were particularly cooperative with her initial investigations.
- The nearest Crane port to the north is located in Uo no Kusai Mura. Though small, it is overseen by a member of the Daidoji Trading Council as it does see relatively regular trade with other Clans on their way to or from Mura Sabishii Toshi.
- Most criminal activity in the city is confined to small gangs that involve themselves in robberies and thieving incidents. The most notorious gang in town calls themselves the Fireflies, a loose alliance of cowardly ronin who mostly confine their predations to the peasants.

Forming Conclusions

With the information garnered from the merchant families, the PCs should be able to piece together that all of the disappearances have happened to ships bound for or coming from the north. While this information alone is not enough to be much use, they should have heard the names of a couple of places they might be able to go to search for more leads.

If the PCs wish to look into Uo no Kusai Mura further, they will be able to easily find it on a map as being a couple of days travel north from Mura Sabishii Toshi. It is a fishing village with a small port owned by the Daidoji Trading Council.

The other village the PCs may inquire about is Mayaku no Jouyo Mura. It is located in the far northern Crane provinces and would take a week to travel to by pony and longer on foot. It is a very small farming village with a one-ship port owned by the Yoritomo family but by treaty is used by the Crane and Mantis.

Hopefully the PCs will get the idea that they need to travel north to follow the leads they have. Presumably they will wish to go to Uo no Kusai Mura since it is much closer and the PCs will need to pass by it in order to reach Mayaku no Jouyo Mura anyway. If Doji Oharu has been satisfied that all leads in Lonely Shore City have been explored (at minimum the PCs need to have visited the Daidoji, Yoritomo, and Yasuki families), he will readily agree and tell the PCs to gather their belongings. He will provide them with travel papers so that he can send them ahead; he will follow along in his palanquin after giving a report to Daidoji Ichiko informing her of the progress of the investigation.

If the PCs are unable entirely to figure out that they need to leave Mura Sabishii Toshi to continue the investigation then they have effectively failed. The GM should give the PCs more time to explore Mura Sabishii Toshi but if it becomes apparent the PCs are going in circles then it is up to the GM to determine when to stop them. Doji Oharu will be unable to make an arrest and his disappointment will be shared by Daidoji Ichiko, who speaks ill of Oharu and the PCs in court following their exit from Mura Sabishii Toshi. See the **Conclusion** to this adventure for the consequences of a failed investigation.

Part Two: Uo no Kusai Mura

Uo no Kusai Mura is a two day journey to the north, following a well worn road for a day and a half and then turning aside onto what is little more than a cart track to the east towards the coast. The journey is uneventful. (If the PCs wish, they may take ship at Mura Sabishii Toshi; doing so costs five koku per passenger, including any steeds, but will take essentially as much time. It will be a much more comfortable journey, though every bit as uneventful.)

Uo no Kusai Mura lies in a grassy notch on the coast. Rocky cliffs stand on either side of the port, and wooded hills surround the village. Many small fishing boats can be seen plying their trade on the waves. The village itself seems to house nearly two hundred peasants. A samurai's residence stands on a small rise to the south, a banner flying the mon of the Daidoji snapping bravely in the wind off the water.

In addition to the picturesque samurai residence, the village has fairly sizable inn and a moderately busy market. Housing for the residents accounts for the majority of the structures in town, most of whom subsist on fishing and farming. The town is prosperous, with only a few ramshackle huts indicating those heimin who have not done as well for themselves, and of course the small group of eta housing are of the lowest quality. The PCs should be aware that it is most appropriate to introduce themselves to the samurai lord upon their arrival (if they do not, allow them a **Etiquette / Intelligence** roll at a TN of 15 to recall this protocol). However, they may wish to investigate in the village somewhat first; if they have 8 or more Ranks in Honor, they will lose a point of Honor for this breach of etiquette.

Speaking With the Gokenin

The gokenin's residence is a moderately sized samurai estate. It is well kept, with a low red tiled wall surrounding modest grounds that are immaculately tended. A tiled square column with a blue and white Daidoji banner flying from the top stands at each corner. The front gate is intricately-carved wood, with polished iron handles worked in the shape of wings and a tiled arch above it. The rise the house stands on commands a clear view of the pass that leads into town, as well as providing a beautiful ocean vista.

The PCs will be politely greeted by Harume, Shinnin's senior servant. If they explain their presence in the village as involving an investigation for an Emerald Magistrate, he will hasten to indicate that his master would be honored to be of assistance, and will deliver their request for an audience immediately. Shinnin will arrive after only a few minutes in this instance, while a junior servant serves them tea. If they do not mention their status as yoriki, then Harume's reaction will vary depending on how polite they seem: courteous guests will be provided with refreshments, and asked to wait while he asks if his lord is available. Rude or boorish guests will be asked to return later, as "Shinnin-sama is most taken with his duties as gokenin. I am certain samurai of your importance understand the burdens of duty." (This is entirely role-play based; if it becomes

necessary, basic use of the Etiquette Skill will tell them that they will need to return later if they've been rude.)

Assuming they are not asked to leave (however politely), the PCs will be led to a well-furnished meeting room with two doors standing open onto a long patio. Through the doors, the sea provides a soothing backdrop to whatever discussion might take place, and the room's furnishings complement the blue of the ocean. The PCs are served tea and snacks while they wait for the governor to arrive. The tea is passable, but the snacks, a specially prepared sushi, are quite fresh and tasty.

Eventually, the group will be joined by the gokenin of Uo no Kusai Mura, Daidoji Shinnin. He is not a particularly imposing young man, being slight for a Daidoji, but well dressed and well groomed. He gives a short bow to the PCs as he introduces himself. ***"I am Daidoji Shinnin and I have been blessed with the stewardship of Uo no Kusai Mura. How can I assist you today?"***

Shinnin is, unfortunately, not likely to be of significant assistance. He is somewhat out of his depth just handling his basic duties, and knows absolutely nothing about the missing ships. He will do whatever he can that will allow him to save face (as he is aware that he is having difficulties with his duties), but will readily admit that his sister more commonly deals with the day-to-day affairs of the village while he handles trade negotiations with other Clans. Uo no Kusai Mura is not a large port, but it does see somewhat regular trade, as it makes a convenient port of call between Mura Sabishii Toshi and Samui Kaze Toshi. If asked about the disappearances, he will suggest that the PCs speak with Han, the village headman and de facto harbormaster. ***"He oversees the port, sees to its upkeep and manages the dockworkers. He would know more about these ships than I. My records are... well, you're better off dealing with Han. Or my sister Shikou; she knows more about the docks than I."*** If he is asked where his sister is, he will shrug his shoulders and answer vaguely, ***"She went to negotiate our latest contracts with our buyers. She will return soon; this afternoon or tomorrow, I believe."*** He is not being deliberately obstructive; Shinnin unfortunately does not pay enough attention to Shikou's deals and honestly has no idea where she's at.

If asked about crime in the village, or if any of the locals are likely to be involved in something of this nature, Shinnin will prove somewhat indifferent. ***"I do not worry all that much about the peasants; this village is prosperous and I find that leaving them to their own devices assists that prosperity. My sister***

does deal with them somewhat more than I, but if you are looking for possible pirates, then Furan, the village doshin, would be the man to talk with. I've only had to meet with him twice since I took my position here, but he seems a competent sort."

If the PCs ask to examine his records, Shinnin will shudder, ***"Believe me, you will find nothing but confusion if you search my records. I know nothing about this piracy that you speak of. At least wait for Shikou, my sister, to return. She can help you."*** PCs who wish to sense whether he is lying or not can make an **Investigation / Perception** roll against TN 15 to note that he is very nervous, but has not been untruthful; he does not know anything about the missing ships, but finds the PCs' scrutiny to be nerve-wracking.

Though Shinnin is the gokenin of the village, and has the appropriate Status for his station, he is not a particularly strong-willed young man. (A **Courtier / Awareness** roll at a TN of 20 will make that clear to the PCs if necessary.) Though unhappy about it, Shinnin will knuckle under to anyone who can make an **Intimidation (Bullying) / Awareness** roll at a TN of 15, or with equal Status or higher (2.5). More polite persuasion is possible, though somewhat more difficult: a **Courtier (Manipulation) / Awareness** roll at a TN of 25 will convince him to allow them to examine his records.

Shinnin flinches and then weakly says, "H-hai. Please follow me." Shinnin leads you down a short hallway into a small, well-furnished office. Though what can be seen of the furnishings shows exceptional taste, the room is not very neat. Papers lie strewn across the desk and on the floor, some of them stained by tea or water. A path of paper leads to a small sliding closet behind the desk. "My record, erm, my records are in there. Be careful when you open the door, it's a little precarious."

Have the PC who opens the door make a **Raw Reflexes** roll at TN 15. Failure causes that PC to be buried in scrolls and scraps of paper as a flood of records pours from the small closet, inflicting a die of wounds (not exploding) on that PC. Success allows the PC to dodge the deluge of paper that fills the space behind the desk.

These are Daidoji Shinnin's records, going back... who knows how long? The records do not seem to have any type of organization whatsoever. Going through them will obviously take a great deal of time, though the sheer volume of paperwork would indicate that there is likely something relevant to be found.

The PCs can choose to either investigate the paperwork or ask questions in town, though they can split up if they wish without any serious consequences. They have a day before Oharu arrives, and the more work they have accomplished when he does, the happier he will be.

If the PCs do not press Shinnin on his records, or if they choose to do so politely, he will order his servants to provide them with rooms, and Harume will show them to comfortable quarters. Otherwise, Shinnin will send Harume to politely inform them that the inn in town has enough room for them; he will not extend an invitation to Oharu in this instance either.

The Merchant's Paperwork

Those PCs that choose to sort paperwork will find several hours of work ahead of them just to gather just the records from the last few months. This will also require a **Commerce / Intelligence** roll at TN 15 (or **Investigation / Perception** at TN 25).

Daidoji Shinnin has no idea which records are which. He kept things organized for the first few months after gaining his post three years ago, but has not really kept good records since. He will be quite embarrassed after the door is opened, and he will excuse himself “to rest”.

A search of the records, after they have been organized, will require another **Commerce / Intelligence** roll at TN 15 or **Investigation / Perception** roll at TN 25 to discern any sort of pattern. It seems that the only thing that Shinnin is good at is making bad business deals. He seems to stumble from one bad deal to the next, always just managing to keep in the black by pure luck. There is mention of a family ship, the *Sea Otter*, being used to transport goods up until late last fall.

PCs that make at least a 25 on the **Commerce / Intelligence** roll (not using Investigation) will note that there are some unusual transactions taking place after the *Sea Otter* was lost involving goods that wouldn't generally be sold by a fishing village, like spices, fruits and weapons. This is the only thing that stands out as suspicious, and the transactions themselves are sound.

If the PCs wish to seek out Daidoji Shinnin for answers about the *Sea Otter* he will not seem worried, though a slight amount of distress can be heard in the undertone of his voice. *“The Sea Otter was my family's ship. My sister Shikou was its captain. It was lost in a storm last fall, capsized while making for shore. Thankfully it isn't far to Lonely Shore City from here, so we are able to sell our goods over land instead. Someday I*

will buy her a new ship, until then she makes periodic journeys to negotiate sales for me.”

If confronted about the strange goods that his village sold, Daidoji Shinnin will seem surprised that the PCs find it suspicious. *“My sister has many contacts throughout the Empire. She sometimes returns with goods that she bought while on the road from traveling merchants, traded for guarantees of fish from the village. We sell it and pay the proper tax on it, so there isn't any impropriety.”* If the PCs know the dates that the ships went missing from their investigations in Mura Sabishii Toshi, they may ask about the timing of Shikou's trips. Shinnin does not know the precise dates, but will be somewhat uncomfortable with the line of questioning (as he realizes that the PCs are suspicious of something that he has no way to disprove).

PCs who wish to determine his veracity will find that he is being honest. His nervousness stems from embarrassment about the state of his record keeping and from the general difficulties he has had with his duties, and his desire to save face.

Enter the Hare

Those PCs that choose to investigate the village will hear a commotion at the gate to the compound as they make their way out. It sounds like someone is trying to argue their way into the compound, but is being stymied by Harume, the servant at the gate. As the PCs draw closer, they will be able to overhear the conversation.

A female voice speaks with self-assured confidence. *“Listen, you told me that he would see me tomorrow yesterday, and the day before that. I just want to ask him a few questions, that's all. I won't take up much of his time, but I need to see him.”*

“I am sorry samurai-sama, but Daidoji-sama is very busy today. You really should come tomorrow.” comes the voice of the servant, also firm but betraying a little frustration.

“You said that yesterday. And you'll say it tomorrow. Listen, just let me in. I'll tell him that I forced you to do it. You won't get in trouble, and I won't have to come back tomorrow.”

As the PCs come to the front door, they see a young woman dressed in practical red and white clothing, her simple but attractive face framed by long dark hair that is tied into a maiden's foxtail. She nods in acknowledgment to the lead PC as they exit.

“See, he wasn't too busy to see these honored samurai. Why can't I get an audience?” She turns her attention back to the frustrated servant.

“It is not my place to speak for my master save for relaying those orders he has given me, samurai-sama. Come again tomorrow and perhaps Daidoji-sama will have time for you.” The servant bows low to you as you exit through the gate and closes it behind you with a determined, final thump.

The young woman frowns for a moment before turning her attention to the PCs and introducing herself. *“Greetings, I am Usagi Kiritabi.”* She bows formally, and continues briskly without letting them introduce themselves – not rudely, but simply as though her thoughts and speech are just constantly moving quickly. *“Are you with the Emerald Magistrate? I knew something was going on when Daidoji Shinnin-sama wouldn't ever talk to me.”*

Kiritabi has been sent to investigate a matter of some delicacy on behalf of the Hare Clan. She is polite, but energetic and inquisitive; she will inquire as to what the PCs' investigation entails, and if they reveal that they are investigating missing ships she will be somewhat interested in assisting them. She will walk with the PCs if necessary, showing no hesitation about conversing on the move, and make no secret of her interest in their business in town.

Presumably the PCs will introduce themselves as well, and acknowledge that they are acting as yoriki to the Emerald Magistrate; if asked how she knew, she will mention that a message arrived for the doshin informing him of Oharu's impending arrival; this has caused significant speculation among the peasantry.

If questioned, she will explain as much as she can: *“My lord Usagi Hashiro sent me here to look into some things that are of interest to the Hare. I have been in this village for three days now, talking to the peasants and trying to talk to Daidoji Shinnin-sama.”* She lingers on that thought for a moment with ill-concealed irritation, before continuing. *“I think it is perhaps fate that we met here. With your permission, I will assist you with your mission in any way that I can. Perhaps fortune will smile on me, and allow me to find what I seek as well.”*

She is quite sincere when she volunteers her help; she suspects that her mission will benefit from whatever the PCs unearth in the course of their investigation, and does genuinely want to be of assistance to an Emerald Magistrate.

Talking with Usagi Kiritabi is a relatively simple matter; she will do her best to answer whatever questions the PCs may have about the area. She has met with both the village doshin and the headman at length, though her questions for them had nothing to do with the missing ships.

- If the PCs ask her about missing ships or piracy: *“There are always rumors of piracy along the coast. The villagers say that there might be a gang living nearby, since they see a ship off the coast sometimes. The fishermen don't know much about it, but I think the headman might know more.”*
- If the PCs ask her about the Daidoji: *“Neither of them seem to want to talk to me. Daidoji Shinnin stays shut up in his house most of the time. I've only seen the sister once. She seems much more active than her brother from what I've heard, though. I hear she's off right now, taking care of some trade deal.”*
- If the PCs ask her about her mission, she will become serious. *“I can't tell you. I wish I could, but my lord ordered me to be discreet. All I can say is that there may be someone in this area involved in criminal activity that affects other parts of the Empire, and I need to discover what I can.”* If the PCs badger her on the subject, she will shake her head. *“Honesty is a tenant of bushido... I try to follow it as best I can. Part of that is not lying to you when you ask me these questions. I want to help you, but if you cannot trust me then I will stay out of your way.”* PCs can make a **Investigation / Awareness** roll at TN 20 to discern that she is telling the truth, but is becoming insulted by the questions. Mention of the Kolat by players familiar with the story of the Hare will get little reaction. *“I could not say if they are involved, or even if they still exist after the War Against the Shadow.”* This is, of course, quite literally true: she cannot say because she has been commanded not to.
- If the PCs imply or accuse her of being responsible in whole or in part for the disappearing ships, she will become angry. *“You dare accuse me? This insult is unsupportable! I offer you my help and you spit on it. So be it. Perhaps it is you that I should be investigating.”* She will turn and stalk away from the PCs. She will follow them as they investigate in the city, always remaining just in sight, whether in an alley or on a rooftop. She will not speak to the PC who made the accusation, except to accept an apology. She will avoid speaking to any of the other PCs, but if they confront her she will make light, sarcastic conversation. She will resist all attempts to arrest

or detain her with force if necessary, only engaging in combat long enough to escape.

Uo no Kusai Mura

The village itself is a rather typical fishing community. The small cove that serves as a port for the fishermen lies to the east. A single wooden pier juts out onto the water to allow larger ships to dock and transfer cargo. Many small fishing boats either ply the waters or are drawn up on the beach, depending on the time of day. Not far from the beach lies a small marketplace where there are some goods to be had from a few vendors. The majority of the goods here are related to the fishing industry. Nets, cloth, and of course fresh fish are freely available for purchase. More towards the center of town is an unnamed inn that serves as the main source of entertainment in the village. A single road leads from the village to the south west, the route the PCs most likely took to arrive at the village.

The PCs are free to wander on their own. They can gather some basic information from the villagers with a **Courtier (Gossip) / Awareness** roll at TN 15.

- The governor Daidoji Shinnin is viewed as a mysterious figure. He is not often seen in the village, but the village is prospering despite his absence.
- His sister Daidoji Shikou is a common sight on the beach and in the marketplace. Her instructions to the fishermen have lowered the losses at sea due to her experience as a ship captain. She has recently been departing the village for a few days at a time. The peasants do not know where she is going, but it is not their place to speculate
- There are some rumors that a pirate vessel is based nearby. The fishermen report seeing a strange kobune several times in the last two months, and there has been fire sighted on the waters nearby. The village itself has not been raided, but some worry that it's only a matter of time.

The Headman and the Doshin

The headman, Han, lives alone in a small hut near the beach. He is an older peasant, weathered by the sea and wind, and with a voice rough from years of calling orders over the sound of storms. He will greet the PCs politely, but eye Usagi Kiritabi warily if she is with the PCs. ***"How may I be of service, sama?"*** Assuming the PCs explain their business, he will invite them into his hut. ***"I am not sure how much I know, but I will answer whatever questions you might have."***

The inside of the hut is simple, with several of the accoutrements expected from a fisherman. He serves

the PCs weak tea from a simple clay tea set. He is able to explain a few things in more detail, according to the PCs' questions.

- If asked about the ship disappearances, he will reiterate the rumors that the PCs received from the villagers. He will mention that he passed that information on to Daidoji Shikou who told him that she would look into it.
- If asked about the samurai, he will mention that Daidoji Shinnin seems to be quite the honorable and dutiful lord, if a little absent from the day to day work of the village. Daidoji Shikou seems to make up for his hesitance to emerge from his village. After the loss of their ship, she takes overland trips out of the village to take care of business for the village, leaving Daidoji Shinnin to deal with the paperwork. He will indicate that Shikou is currently away, likely headed north toward Mayaku no Jouya Mura.
- If the PCs know the dates that the ships went missing from their investigations in Mura Sabishii Toshi, they may ask about the timing of Shikou's trips. Han will readily confirm for them that she was not in the village for a few days before and after each ship went missing.

The doshin, Furan, lives in a small hut near the center of the village. He is an older man, bearing several scars, and he regards the PCs with grave respect. He holds himself like a man trained for battle, and answers the PCs questions crisply, as if giving a report to a superior officer. He has a number of answers ready, having been informed by messenger that investigators were coming to the village.

- If the PCs ask him about crime in the area, he will report that the worst that occurs in Uo no Kusai Mura is the occasional drunken sailor or fishermen. These usually result in a sound beating and a small fine to recover any damages made against property.
- There have been several increases in crime around the village in the last few weeks. Periodically, a few small groups of strangers will arrive at the inn and leave soon afterward. They spend freely, but regularly engage in brawls or public displays of drunken foolishness. They seem to all know each other, as if they are comrades, but no strange ships are ever reported in the harbor at the same time.
- If he is asked, Furan will deny knowing of any other connections to the strangers' appearances. The PCs can make an **Investigation (Interrogation) / Awareness** roll at TN 20 to determine that he is lying. If the PCs call him out on this, he will admit that they seem to appear a few days after Daidoji Shikou returns from her business trips, but would rather not speculate on his

betters. He is currently preparing for another round of late nights because Daidoji Shikou just recently left on one of her journeys, and on her return the mysterious strangers will return to the inn. He does not know when exactly she will return.

The Inn

The PCs may look for more information at the inn, though the innkeeper, a plump, middle-aged peasant with a friendly, round face and a shock of white hair named Gennuo, has no more detailed information than Furan. He will give the same description of rough men with a decent amount of money who arrive in town and cause problems; their antics have caused some damage to the inn, but their fines have paid for all repairs to date.

If the PCs are not staying at the gokenin's residence, Gennuo will provide them with the best rooms in the inn. These are, however, not particularly luxurious quarters – the inn is simply not large enough for that kind of accommodations. The PCs will probably have to share rooms, though when Oharu arrives, he will claim a room for himself. He will, of course, be most unhappy to have to stay at the inn.

Reporting In?

The PCs will have a day to investigate before Oharu arrives in the village. Once he does arrive, word will quickly spread and the PCs should report in as soon as possible. If the PCs were invited to stay at the gokenin's residence, he will meet them in a comfortable sitting room provided by Shinnin. If not, he will take over a private room at the inn, though he will be out of sorts at having to “rough it” in the simpler accommodations. If Usagi Kiritabi is with the PCs, Oharu will be mildly curious but ultimately not care all that much about the presence of the Minor Clan samurai. While Oharu is suspicious about listening to the word of peasants, he will nonetheless agree that given the circumstances they are all the word he will be able to trust. If the PCs are to continue the investigation, they will need to mention Daidoji Shikou to Oharu. If they identify her as a lead or person of interest to the case, Oharu will quickly write up an Order of Appearance and tell the PCs to find her.

Finding Daidoji Shikou

Shinnin's sister is not in the village when the PCs first arrive; as far as any of the locals (including her brother) are aware, she is off making some trade arrangements with contacts inland. Inquiry among the peasants will provide little more detail; though they anticipate her return soon, and most of them look forward to it as she

often brings back interesting stories, they simply have few useful answers. However, given that there is only one route into the village by road (and the locals can confirm that is how she both leaves and returns), it is fairly obvious where she will be. If they choose to be more proactive, the PCs can leave the village to go find her; they will locate her at a roadside inn about a day's journey from Uo no Kusai Mura.

Daidoji Shikou is not difficult to recognize. She wears the garb of a traditional Crane samurai, but her appearance otherwise does not match that of her more refined kin. Her skin is rough from travel and she does not dye her hair white like many Crane. She keeps a yari slung over her shoulder, and her physique suggests that she has made a long career out of handling heavy supplies.

Assuming the PCs approach her with respect and due courtesy, she will be slightly suspicious of them but will return with her own gestures of politeness. As long as the PCs do not present the Order of Appearance written by Doji Oharu, she will remain polite, albeit cautious, with them.

If the PCs explain the reason for speaking to her, she will argue that Uo no Kusai Mura is a small fishing village and that nothing of note ever happens in the area, suggesting that the PCs have no business causing unnecessary strife for the humble little town. If the PCs bring up the goods that she has been selling recently, she will try to convince them that she traded Uo no Kusai Mura's fish for them and then resold them for profit. If asked about the strangers that appear in Uo no Kusai Mura she will feign ignorance and insist that she has no knowledge of such strangers. All of these statements are lies, which can be detected by a **Investigation (Interrogation) / Perception** roll against a TN of 20.

If the PCs present the Order of Appearance given to them by Doji Oharu, she will panic, fearing her exposure. She will flee as quickly as she can, not stopping to fight; catching her requires an **Athletics / Agility** roll at a TN of 25; if Usagi Kiritabi is with the PCs, she will have anticipated this, and if no PC succeeds, she will tackle Shikou to the ground.

Once Shikou has been captured (by the PCs or Kiritabi), she will plead with them, admitting to piracy even if the PCs have not brought it up. *“Alright, you have caught me! I looted and sunk those ships! But I acted alone. I will submit to arrest, just leave the rest of my family out of this. Shinnin doesn't know anything!”*

Shikou will surrender her weapons and accompany the PCs back to Doji Oharu without struggle, but she will refuse to answer any questions about her actions. The PCs will be able to tell that she is hiding information but will have no way of drawing it out until she has been brought before Doji Oharu.

Doji Oharu is pleased at the return of the PCs with Daidoji Shikou; if he is not staying at the gokenin's house, he will lead the group and their prisoner there. Her brother is horrified at the sight of his sister, who looks as though she carries a heavy weight on her shoulders. She apologizes to her brother with tears in her eyes. Shinnin tries to console her but Oharu silences him with a sharp gesture.

Part Three: Questioner and Cove

Having arrested Daidoji Shikou for her involvement in the ship disappearances, the PCs should be feeling some measure of satisfaction. Doji Oharu is also feeling quite satisfied with their work. He takes the bound Daidoji Shikou to a small outbuilding in the merchant's compound before addressing the PCs.

“This investigation is nearly complete. With her confession, there is little room for doubt that this woman is responsible for the disappearances, but ensuring that she has been questioned thoroughly is just one of the many duties of an Emerald Magistrate. Seeing as she does not seem to wish to give information freely, I have need of a sufficiently skilled interrogator to assist me with the remainder of the work.”

If the PCs do not seem to understand Doji Oharu's words, have them roll **Etiquette / Intelligence** at TN 15 to realize that he is talking about torture, a commonly practiced questioning routine but one that a samurai does not dirty his or own hands with. Oharu will veto any offers by the PCs to perform the deed, coolly informing them that their place as samurai precludes any such activities. Any PC with less than a rank of Infamy who does make an offer gains a point of Infamy.

“If a person exists in this village that has the experience I require, they should not be hard to find. This is not a large village. I want you to find out if there is anyone in the area with experience and the proper tools. If necessary, I will arrange to have one brought here from outside the village, but that would involve remaining here for longer than I would prefer.

In the meantime, I will stay here and speak to Daidoji Shikou.” If one or two PCs insist on staying he will not argue as long as the majority of the group leaves to fetch an eta.

If the PCs ask Usagi Kiritabi (who, unless driven off earlier, has been tagging along as much as allowed) if she knows if any of the eta are trained as questioners, she will shake her head. *“I would be surprised if a village of this size had one. There's no real magistrate, or any law enforcement other than the doshin. It cannot hurt to ask around, though.”*

Speaking with Daidoji Shinnin about a questioner will be pointless. He is quite distraught at the arrest of his sister and is nigh inconsolable. Even if the PCs do make an attempt to comfort him, he has no idea about the eta in his village. He concerns himself more with the commercial aspects of the village and has always left the gritty details to Shikou. It will be up to the PCs to find the questioner themselves.

Inquiring among the peasantry requires a roll of **Courtier / Awareness** or **Lore: Underworld / Awareness** at TN 15. On success they will be pointed to a hut on the edge of the village resided in by a fish cleaner named Akuto. The fishermen have heard him tell stories of when he used to live further south in the Crab lands before he was moved to Uo no Kusai Mura. He served as a torturer in the Crab Sunda Mizu province. PCs can also find information about a questioner by simply speaking with Furan, the doshin. When Akuto arrived in town, he reported in to Furan to inform him of his previous duties.

Akuto is a large Rokugani eta, dressed in drab clothing that has seen better days. He is very good shape compared to most of the peasants in the village, though his homely face bears deep lines as if from years of woe. When he sees the PCs approach his foul-smelling hut, he is working on the small porch, deftly preparing fish for sale. He will quickly move to greet them with all appropriate deference.

When the PCs explain that he is being summoned to perform questioning on Doji Oharu's behalf, Akuto will be visibly surprised. *“It has been a long time since this humble fish cleaner was required for such a service, but I will do what I can for you. I merely need to fetch my tools and I will be ready.”*

Akuto will enter his hut and return shortly thereafter holding a crafted wooden box, obviously his most prized possession. *“These were my father's tools, and his father's before him. I take good care of them, even though it isn't my duty any longer. When I hold them,*

I remember what I used to do and how blessed I am to have been released from those duties." He smiles wistfully, and then follows the PCs back to Daidoji Shinnin's residence.

As the PCs return to the merchant compound, Usagi Kiritabi will take up a position leaning against the wall beside the gate. *"Your duty lies inside, mine does not. I will be here when you return."* The servant will inform them that Doji Oharu has moved the prisoner to an outbuilding, and is waiting for them there.

Oharu is pleased that the PCs were able to find a questioner. *"While you were gone, I did manage to get a few answers out of her. She told me that her ship can be found in a small cove to the north. I want you to verify this and see if you can dig up anything useful while you are there. Locating the goods that were being transported by the missing ships would be helpful."* If any PCs offer to stay with him, Oharu will refuse. *"This procedure is not for entertainment nor is it something I would want temporary yoriki such as yourselves to stain yourselves with. I will handle questioning here while you go investigate the cove."* Oharu will give the PCs directions that will allow them to find a small cave that serves as the entrance to the cove located slightly north of the village.

The PCs depart the compound once again in search of the cove. Usagi Kiritabi will begin walking with them as soon as they emerge from the front gate. She will not inquire as to where the PCs are going, but if they volunteer the information she will take keen interest. *"Perhaps what I seek lies there, perhaps not. I shall accompany you nonetheless."* The PCs will be unable to deter her from following. She does not fear the possible danger, nor do possible threats of "interfering with an investigation" faze her. She has her duty to fulfill and the PCs are her best lead – if they absolutely refuse, she will follow on her own, staying as much out of their way as possible but making little effort to hide her presence.

The Pirate's Cove

The directions will lead the PCs to the edge of the forested hills that lie to the north. The directions Oharu provided lead them to a trail heading northeast along the coast. They will eventually come upon a cave mouth concealed behind brush. Inside the cave, it is pitch black; if the PCs do not have a light source, Kiritabi will produce a lantern and peer inside. The cave slopes down into the hills, and at the bottom of the descent lies a waterway of sorts. In order to proceed through the cave, the PCs will have to wade through the water. As they proceed, they will discover that the

water varies in depth, in place rising up to the waist of a normal-sized character (Small characters are immersed to the chest, Large characters to their thighs). There are occasional side passages that are dry, but the cave system is quite complex and the PCs have been warned that the direct route, though uncomfortable, is the safest way to proceed.

PCs will need to make a **Raw Stamina** roll at TN 15 (20 for Small PCs) to avoid tiring out from moving through the water. Any PC who fails has the TN for any roll using a physical Trait increased by 5 for the remainder of the night.

The winding, watery passage eventually opens up to a muddy bank on the side of a large cave. A number of unlit braziers rest on the bank, and you can hear the sound of the ocean coming from further ahead. Light reflects on the water, and you can dimly see a wide cave mouth that opens out onto the sea past the outline of a bulky kobune. If Usagi Kiritabi moved ahead of the PCs, her lantern will be sitting next to the opening as a guide for the PCs.

The PCs can choose to light the braziers, or simply explore by lantern light. They will find an assortment of cargo throughout the cave, but there is no ready method visible to board the ship. There is no ramp leading from the beach to the boat and no rope besides the mooring line to climb onto the short deck.

Usagi Kiritabi quickly takes the opportunity to jump onto the ship, despite leaving her lantern behind for the PCs. She will soon find another light source on board the ship and starts poking around for anything interesting.

Jumping aboard the ship in the way Usagi Kiritabi does requires an **Athletics / Agility** roll at TN 25. Climbing across on the mooring rope is possible, but requires the same roll. PCs who wish to find another way onto the ship can make an **Investigation / Perception** roll at TN 15 to find a plank lying on the ground on the other side of the cove that can be propped up against the ship and walked up safely.

PCs who wish to investigate the goods on the shore can make a **Commerce / Intelligence** roll at TN 15 or **Lore: Heraldry / Intelligence** at TN 20 to determine their identities from their storage containers. Success will determine that they are mostly Mantis-owned gaijin spices and steel ingots bearing stamps from the Crab lands. Further searches of the area around the ship will find another entrance leading into a series of dry caves that show signs of having been used as living

quarters within the last few days, though no one is there currently.

The ship is a moderately sized kobune, probably requiring a small crew to run successfully. A name plate rests on the side of it bearing the kanji for “Sea Otter.” There is a cargo hold underneath and a captain’s quarters to the back.

A search of the cargo hold of the ship will reveal several chests with Daidoji markings filled with carefully-packed fine porcelain, and a few bags of assorted personal belongings, probably from passengers and crew of a ship.

The captain’s quarters are a small room at the back of the ship. They are simple, with no furnishing other than a small hammock and a desk now strewn with papers. Usagi Kiritabi has found Daidoji Shikou’s belongings and is rummaging around in them, trying to find anything suspicious. She will probably not be surprised by the PCs’ arrival, unless they specifically attempted to be stealthy and sneak up on her in the captain’s quarters.

She will invite any PCs to search with her. She apologetically mentions that she found something the PCs might find useful but forgot where she found it. The PCs can make an **Investigation (Search) / Perception** roll at TN 15 to find a note roughly written in charcoal on a crumpled scrap of paper. On it is scrawled a description of a ship, named as the “Spear of the Deep”, and a date listed as just a few days before. PCs can get a rough analysis of the note with a **Calligraphy / Perception** roll at TN 15 to deduce that the writer may have been self taught; at the very least they are not a refined writer. Magical investigation of the note can potentially reveal the writer of the note as the eta the PCs met before, the fish cleaner Akuto.

Usagi Kiritabi will seem slightly disappointed. She has not found what she is looking for here and concludes that her duty in Uo no Kusai Mura is complete. She offers to stick with the PCs a short time longer and help out where possible.

Encounter in the Cave

Once the PCs are satisfied with what they found, they will need to leave the cave and return to Doji Oharu to present their findings.

Leaving the cave will most probably take the form of returning through the half submerged cave. Clever PCs might think to try sailing the kobune back to port, but a **Sailing / Intelligence** roll at TN 15 will lead them to

conclude that without at least five trained sailors (at least one rank in Sailing), such a task is impossible. Kiritabi will not sail with the PCs, urging them to reconsider due to the vessel’s status as a pirate ship.

As the PCs make their way through the water filled cave part on the way out, have them make a **Raw Perception** roll. With a 10 they can hear movement and splashing, as though someone is inside the cave and coming towards them. If they do not immediately retreat, they will be quickly joined by a group of five ruggedly dressed men being led by a slightly battered Daidoji Shikou. When she sees the PCs, she says through gritted teeth *“I do not wish to do this samurai-sans, but I must protect Shinnin from this dishonor. Please forgive what I must do.”* She motions toward you with her spear, and barks an order to the men with her. *“Attack!”* (If the PCs move immediately back upon hearing the approaching group, they can face the danger on the firmer ground of the cave; this will, however, cost any PC with an Honor Rank of 8 or higher a point of Honor.)

The cave at this point is wide enough for three normal sized Rokugani to stand abreast in the tunnel. Shikou and her men have arrayed themselves in two rows of three, with Shikou in the middle of the back row. Because of the deep water, weapons are harder to swing in the passage. All attack rolls made with melee weapons are made at -1k0; Small PCs are at a -1k1 penalty. (This applies to the NPCs as well). Bows are rendered nearly useless in this water as there is not enough room to properly pull a bowstring without causing damage to it; every shot fired from a bow will suffer a cumulative -1k0 penalty to its damage roll (whether it hits or not); if the damage for a bow is reduced to 0 rolled dice, the bowstring will break. All movement is restricted as if the combatants were in difficult terrain. Techniques that reduce or negate this penalty apply. If any of the PCs are wearing armor, they are at a +5 penalty to the TN of all physical rolls; this is cumulative with the normal penalties for armor and cannot be reduced by Techniques.

Shikou will initially spend her actions guarding the front line using her Rank 2 Technique as much as possible (providing a +15 bonus to one person as a Simple Action; this lasts for two turns for each Simple Action, and she can do it twice per turn or once and attack). Because they are wielding spears, the men in the back can attack targets in melee range of the front line. Once the pirates in front of Shikou have fallen, she will move forward and engage the PCs offensively.

Skills: Craft: Sailing 2, Defense 3, Spears 3
Wounds: 10: +0; 14: +3; 18: +5; 22: +10; 26: +15; 30: +20; 34: Down; 38: Dead

If the PCs tried to sail away instead of proceeding through the cave, Daidoji Shikou and her men will emerge from it well before they are ready to cast off and the encounter will proceed as normal, albeit without any of the penalties described above since the fight will take place on dry land.

If the PCs at least initially spare her life, Shikou will be willing to give the PCs a last piece of advice. ***“The eta is torturing Doji Oharu-sama right now. I don't know how long the eta will keep him alive.”*** She will cooperate with any questions or demands the PCs make of her. She knows the following details:

- Months ago, Shikou faked a pirate attack and hid her and her brother's ship, the Sea Otter, in this cove in order to protect Daidoji Shinnin from a very poor business decision that would have been even worse than the loss of the boat. Apparently someone knew about this and has been blackmailing her.
- She receives orders via letter dropped at her doorstep every so often, along with renewed threats that if she does not follow them, her façade will be exposed to Shinnin and her Clan, which would bring unimaginable shame to her family. She still does not know exactly who is blackmailing her, but suspects now that it was the eta questioner.
- A short while after the PCs left, the eta surprised Doji Oharu, knocking him out. He freed Shikou and ordered her to go to a camp north of town to find her crew and kill the PCs.
- She does not know if the eta was acting on behalf of another party, but suspects the possibility greatly. She also admits that she has no idea who the men were that she was with, but that they always seemed to be around when she was ordered to raid a ship.

Following anything the PCs demand from Daidoji Shikou, she will request to be allowed to commit seppuku. Usagi Kiritabi will be speak out in favor of this, but ultimately has no say in Shikou's fate.

Even if the PCs did not get a chance to talk to Daidoji Shikou before she died, they should at least be aware of the fact that she was supposed to be in custody for questioning by Doji Oharu. The PCs will need to make haste to return to Uo no Kusai Mura to find out the fate of the Emerald Magistrate. Usagi Kiritabi will accompany the PCs back to Uo no Kusai Mura and will help them find Doji Oharu.

Air 2	Earth 2	Fire 2	Water 3	Void 3
Reflexes 3		Agility 3		
Honor 0.5		Status 0		Infamy 1.0
Initiative: 5k3			Attack: 6k3 (yari)	
Armor TN: 20			Damage: 5k2 (yari)	
School/Rank: None, Insight Rank 2				

Rescuing Doji Oharu

The PCs can find out easily enough from the town's residents near the merchant compound what happened while they were gone. Several people saw Akuto emerge from the compound escorting the Crane samurai, who seemed to be struggling to walk. The two went into Akuto's hut but no one dared to follow.

Akuto is inside torturing and questioning Doji Oharu. He mistakenly believes that Oharu's case and the random happenstance that he was pulled into it is more than a coincidence and is trying to peel information out of Oharu to fuel his paranoia.

As the PCs approach the eta's hut, they will hear someone humming somewhat loudly inside. Crab PCs or PCs who have spent time in Crab lands will recognize the tune as an old drinking song, but the hummer is not at all musically inclined. There is a sound of metal on metal, as if something is being sharpened. When the humming and grinding sounds stop, Akuto's voice can be heard within. ***"Now then Doji-sama, let's go back to who you are working for. I know someone sent you here, if you would only tell me who all this would go away."***

The PCs can interrupt at any time, but the conversation will go as follows if they just listen:

"I am an Emerald Magistrate, you blithering idiot. I serve the Emerald Champion, and the Crane." Doji Oharu sounds almost bored, though a note of tension mars his breathing.

"Oh yes, that is what you said. But who are you really working for? How did you know about me?"

"The stench, perhaps? I have no idea what you're talking about. Would I have hired you if I had reason to suspect you of being... whatever you are that makes you think you can get away with doing this to me?"

"If I didn't know any better, I'd almost believe you. But. We both know what's going on here. Ah good, the water is almost finished boiling. I hope you are thirsty..."

If the PCs do not interfere at this point, Usagi Kiritabi will. She will burst open the door, her sai and tanto drawn. ***"I am Usagi Kiritabi, Inquisitor of the Hare Clan. Surrender in the name of Usagi Ozaki!"***

The inside of the room is quite a horrid scene. Doji Oharu sits bound roughly and covered in his own blood. He bears a number of small cuts and abrasions as he

looks up weakly at Kiritabi and the PCs. Akuto stands behind him, holding a small, sharp knife to Oharu's throat.

"Usagi Kiritabi you say? Well now that you've introduced yourself you can leave. Leave or I kill this brave Crane samurai." Akuto spits the words as he speaks them. ***"All of you leave now or I will kill him. I may die, but he will precede me into the afterlife."***

Usagi Kiritabi will stand frozen, unable to think of anything to say. Clever PCs may try to talk their way out of the situation, appealing to Akuto's limited sense of honor. Akuto knows that unless the PCs leave, he will not live to see the morning. He will take care to stand in such a way that any obvious attempts to hit him with a spell or ranged attack will merely result in Doji Oharu's swift death. If Akuto is forced to kill Oharu he will quickly stab himself with a poisoned knife in his other hand to prevent capture.

Akuto

Air 2	Earth 3	Fire 3	Water 3	Void 3
Awareness 3	Willpower 4		Strength 4	
Honor 0.0	Status -5.0		Infamy 1.5	

Initiative: 3k2 **Attack:** 8k3 (knife)
Armor TN: 15 **Damage:** 5k1 (knife)
School/Rank: None (Insight Rank 1)
Skills: Craft: Fishing 3, Intimidation (Torture) 5, Knives 5, Lore: Underworld 5
Advantages/Disadvantages: Crafty, Blackmail (Daidoji Shikou)/Dark Secret

Akuto will not reveal why he was blackmailing Daidoji Shikou, what the purpose of the ship looting was, or who he works for. He is a very loyal servant to his master and does not see any reason to give up that loyalty now, even as he faces near-certain death at the hands of the samurai before him.

If the PCs wish to make a sudden attack to prevent Akuto from killing Oharu, they may roll **Athletics / Reflexes** at a TN of 25 to pounce on the eta and pull the knife away from the magistrates' throat. Failure means that Akuto kills Oharu as he is being attacked. The GM should respond to creative endeavors using illusions or stealth as judged appropriate. Akuto will commit suicide with the knife in his other hand unless the PC calls a Raise on the Athletics roll, and then succeeds at a Contested **Jiu-jutsu / Strength** roll against Akuto's 7k4.

If the PCs cannot figure out a way to deal with Akuto, let them exchange dialogue with the eta for a few minutes before Kiritabi takes matters into her own

hands: *“This is your last chance to leave! I wo-AAGH!” Akuto cries out as Usagi Kiritabi suddenly lunges at him. Doji Oharu slumps over and Usagi Kiritabi, now on top of Akuto, plunges a knife into the torturer’s throat. For a moment there is silence. The Hare stands up and says grimly “He’s dead.”*

Once rescued, by either the PCs or the Hare, Oharu will be dazed but grateful. *Doji Oharu is covered with splatters of fresh blood. It runs across his face and a new wound in his upper shoulder bleeds freely. “That was not, perhaps, the most elegant solution. Nonetheless, I thank you, and apologize for giving you another burden... as I feel a pressing need to pass out now.”*

Doji Oharu wakes up again after only a few moments. He is badly injured, though any actual medical treatment will easily staunch his wounds (**Medicine / Intelligence** at a TN of 15). Even unskilled efforts will keep him from bleeding to death, though without some trained care, he will not be leaving the village for at least two weeks.

Usagi Kiritabi quickly searches the eta’s hovel, and almost immediately finds a journal that she stuffs into her kimono. She also uncovers a hidden trapdoor into a basement where Akuto kept a cage of carrier pigeons. (The odor of the birds overwhelmed by the stench of the fish kept near the house.) Kiritabi will take all of the papers she can locate there, as well.

If any of the PCs object to her pilfering of evidence, Kiritabi will bow deeply, *“I have orders from my daimyo allowing me to seize anything that relates to my investigation.”* She produces a small sealed letter and holds it open for the Emerald Magistrate to read. She will not share this letter with the PCs.

Doji Oharu reads the letter three times. His reaction is initially surprise that becomes resignation. *“Fine, everything is in order. You have what you came for, now get out. The rest of you, help me up.”*

Oharu Slain?

If Doji Oharu is slain by Akuto, the eta will quickly realize he has lost his only bargaining chip and will seek escape through death. If the PCs attempt to capture Akuto, he will use any means necessary to kill himself, preferring to stab himself with the knife in his off-hand but will go as far as to bite his own tongue if the PCs are able to pin him.

Even if the PCs are somehow able to capture Akuto without him dying, he will refuse to answer any of the

PCs’ questions, no matter how much duress they may try to bring on him. They will have no choice but to bring him back to Lonely Shore City with them, ensuring that he cannot kill himself the entire way. In the miniscule chance that the PCs manage to accomplish this, the GM should report this to the campaign admin, as the resulting events are not covered in the context of this adventure.

Conclusion

If the PCs were able to apprehend Daidoji Shikou and rescue Doji Oharu from Akuto, they will return to Lonely Shore City with the Emerald Magistrate once he has recovered enough to travel. He will deliver his report to Daidoji Ichiko, who is greatly pleased with the results. He does not include the eta in his report, saving face for himself and the PCs from being outwitted by an eta. Doji Oharu sends letters to the PCs’ daimyos with words of praise. Each PC gains two points of Glory and a favor from the Daidoji Trading Council.

If the PCs were able to apprehend Daidoji Shikou but Doji Oharu was killed, the PCs will have to return to Lonely Shore City without him to deliver their report. Daidoji Ichiko will be perturbed by the magistrate’s death, but will thank the PCs for finishing the case in spite of Oharu’s demise. She arranges a ship for them to travel on if they need it to return to their respective clans. Each PC gains a favor from the Daidoji Trading Council.

If the PCs are entirely unable to make an arrest, Daidoji Ichiko will be angry with Doji Oharu and the PCs. She speaks unfavorably of the group, causing a 3-point Glory loss for all PCs (unless they have three or more Ranks of Glory, in which case they will lose 4 points). All PCs also gain a point of Infamy for being associated with Doji Oharu, who already had a questionable reputation as a competent Emerald Magistrate.

If Daidoji Ichiko finds out about the eta Akuto, she will in all likelihood not believe the entire truth. The PCs will have to convince her with a **Sincerity / Awareness** roll at TN 25 of the truth or she will dismiss them as fools. If they do manage to convince her she will reluctantly promise to look into the eta’s background.

Ichiko will ask Oharu and the PCs for their impressions of the situation in Uo no Kusai Mura. Oharu will let the PCs make their own recommendations as to what fate should befall Daidoji Shinnin. As Shinnin’s superior, Ichiko is eager to ensure that Shinnin does not cause any more issues for the Trading Council, but if the PCs wish, they may try to convince her to allow him to remain in his place. If they do, they will gain him as

an Ally (with 1 Influence and 1 Devotion). Otherwise, they will gain Sworn Enemy: Daidoji Shinnin.

Rewards for Completing the Adventure

At the end of the scenario, any PCs with Shadowlands Taint must make a Raw Earth roll with a TN of 5 + (5 x Taint Rank). If the roll fails, the PC acquires one additional point of Taint.

If a PC has a Crafting cert, they may make a Crafting roll at this time.

Experience Points

Surviving the adventure:	1XP
Good roleplaying:	+1XP
The PCs find the pirate ship:	+1XP
The PCs rescue Doji Oharu:	+1XP

Total Possible Experience: 4XP

Honor, Glory, Status, and Allies

If the PCs were able to apprehend Daidoji Shikou and this is reported to Daidoji Ichiko, all PCs gain a favor from the Daidoji Trading Council.

If the PCs rescued Doji Oharu, they gain two points of Glory as he sends letters of thanks to their daimyos. Ronin PCs instead receive 2 koku for their services. Additionally, they gain him as an Ally (Influence 2/Devotion 1), unless they already had him as an Ally (in which case his Devotion is increased to 2).

If the PCs were unable to make an arrest, they lose 3 points of Glory.

Module Tracking Sheets

Favors gained from the Daidoji Trading Council must be written on the module tracking sheets and signed by the GM.

Allies, enemies, or Favors may be gained over the course of the module at the discretion of the GM; mark these on the sheet.

GM Reporting

- Was Daidoji Shikou stopped from pirating (e.g. killed or committed seppuku)?
- Did Doji Oharu survive?

- Was Akuto killed?
- Did the PCs recommend that Shinnin be allowed to keep his position?
- If the PCs stole the pirate ship, make a note of it on the GM report along with the contact information of the involved PCs.

GM must report this information BEFORE 9/22/2011 for it to have storyline effect.

Appendix #1: NPCs

Doji Oharu, semi-corrupt Emerald

Magistrate

Air 4 Earth 3 Fire 4 Water 2 Void 4
 Awareness Willpower Perception
 6 4 3
 Honor 3.2 (6.2) Status 4.5 Glory 5.5
Initiative: 10k4+10 **Attack:** 9k4
Armor TN: 25 (32 **Damage:** 6k2
 Defense Stance)

School/Rank: Kakita Bushi 1/Doji Courtier 4
Skills: Artisan: Origami 3, Calligraphy 3, Courtier (Gossip, Manipulation) 5, Defense 3, Etiquette (Courtesy) 5, Games: Go 2, Horsemanship 1, Iaijutsu (Focus) 3, Investigation 1, Kenjutsu 5, Kyujutsu 1, Lore: Law 1, Medicine 2, Perform: Oratory 4, Sincerity 7, Tea Ceremony 3, Temptation 5.

Mastery Abilities: +1k0 to Contested Rolls using Courtier or Etiquette. +13 Insight. +5 to total of all Contested Rolls using Sincerity or Temptation. Ready sword as a Free Action. +1k0 to damage rolls with swords.

Advantages/Disadvantages: Allies (Many), Benten's Blessing, Crafty, Percieved Honor (3), Strength of the Earth, Voice / Compulsion: Opium (I), Lame

Daidoji Shinnin, inept businessman

Daidoji Shinnin comes from a long line of Daidoji Trading Council members dating back to when the Yasuki first separated from the Crane in the 4th century. He is, however, not very good at handling money. He seems to have made one bad investment decision after another, culminating in his sister, Daidoji Shikou, losing the family trading vessel. Knowing his lack of skill with business decisions but respecting his family's history, the Daidoji Trading Council has assigned him to the fishing village of Uo no Kusai Mura, a relatively easy assignment that will keep him from losing all of his family's historical riches. It is rumored that if he does fail this assignment, he will be reassigned to Rubble Village.

Air 3 Earth 3 Fire 2 Water 2 Void 3
 Intelligence
 3
 Honor 4.0 Status 2.5 Infamy 1.0
Initiative: 5k3 **Attack (Knife):** 3k2
Armor TN: 20 **Damage:** 3k1

School/Rank: Doji Courtier 2

Skills: Commerce (Appraisal) 3, Courtier 3, Defense 2, Etiquette 3, Intimidation (Control) 2, Sincerity 1, Lore: Crane 2, Craft: Fishing 2, Knives 1

Advantages/Disadvantages: Kharmic Tie 2 (Daidoji Shikou)/Doubt(Commerce)

Equipment: Tanto, Wakizashi

Usagi Kiritabi, Apprentice Enforcer

Having completed her training in 1135 at age 16, Usagi Kiritabi has served as an apprentice magistrate for the Hare since her Gempukku. Kiritabi has an energetic personality, quick to speak and quick to act. Perhaps in a form of rebellion towards her elders, she tends to believe the best of people, no matter who they are or how they seem until they prove themselves otherwise and is quite outgoing. Usagi Kiritabi is a compact woman with her dark hair in a maiden's foxtail and dressed practically in her Clan's red and white. She usually carries at least five knives with her at all times in addition to her daisho, and favors the knives to the katana. She is moderately attractive in an athletic fashion, but her obvious lack of sophistication will likely prevent her from making a good match.

Air 2 Earth 3 Fire 2 Water 3 Void 2
 Reflexes 3 Agility 3
 Honor 5.2 Status 1.0 Glory 1.5
Initiative: 4k2 **Attack:** 8k3 (tanto)
Armor TN: 29 **Damage:** 4k1 (tanto)

School/Rank: Usagi Bushi 2

Skills: Athletics (Running, Throwing) 5, Defense 2, Hunting 2, Investigation 3, Jiu-jutsu 3, Kenjutsu 3, Knives (Sai) 5, Lore: Kolat 2, Medicine 2, Stealth 2

Advantages/Disadvantages: Forbidden Knowledge (Kolats), Daredevil/Brash, Obtuse

Equipment: Sai, 4x Tanto, Ashigaru Armor, Medicine Kit (5 uses remaining), Daisho

Mastery Abilities: Knives: Off-hand penalties do not apply, use of a sai confers one Free Raise toward Disarm Manuevers. Athletics: No longer affected by terrain penalties. Jiu-jutsu: +1k0 to damage. Investigation: Can try Investigation rolls again without penalty.

School Techniques:

Rank 1: Kiritabi adds her Athletics skill to her Armor TN unless she is in the Full Attack or Center stance. Her Water Ring is considered 1 higher for purposes determining movement.

Rank 2: While in the Full Attack stance, Kiritabi can leap forward and attack an opponent up to 15 feet away without taking a Move action. All of her attacks must target that opponent on any Turn this technique is used.