

The Enemy you Deserve

**A One-Round Mid-Rank Adventure for Heroes of
Rokugan: Spirit of Bushido
Month of Bayushi, 1139 (Autumn)**

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Module Number SoB30
Release Date: 11/15/2012**

The PCs find themselves in a difficult situation and the law may not be on their side. Can they solve a deadly plot before it proves their undoing?

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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 orders 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 Mid Rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank Three.

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 (most/all characters Rank Two): the GM may reduce the TN of rolls with a TN higher than 25 by 5. Reduce the Earth of the “Kolatsies” to 2.

High End Party (most/all characters Rank Four): Replace all “Kolatsies” with “Ronin Cat’s Paws”; they may make attacks with swords as a Simple Action

Adventure Summary and Background

Yasuki Yashiki, capital of the Yasuki provinces and seat of the Yasuki family, is a splendor of architecture and construction. It is among the richest and most splendid cities in the Empire, making it unique in the Crab Clan’s holdings (though one could argue that the city was built while the Yasuki were still part of the Crane). Seated on a cliff overlooking Earthquake Fish Bay is the towering Yasuki Palace, the most famous of the Black Crane Estates.

The daimyo of the Yasuki family, Yasuki Oguri, resides in the Black Crane Estates, while his direct vassal, governor of the Junkin province Yasuki Minoru, lives in a smaller estate in the Yasuki Yashiki proper. The Yasuki family is most known for producing courtiers and merchants, and Yasuki Yashiki has taken on some of that personality in response over the generations. Unlike most of the Empire, mercantilism is not considered distasteful and in fact nearly all residents of the city are well-versed in the nature of economics, and the power the koku can hold. Visitors often leave the city with little left in their purses because nothing is free in Yasuki Yashiki. Even asking for directions from a commoner often requires a small “donation” in exchange for the information.

Unknown to the rest of the Empire, Yasuki Minoru is an active and loyal member of the conspiracy known as the Kolat. With several recent losses of major sources of coin flowing into the Kolat’s coffers, Yasuki Minoru

has decided to deal with the source of the problem before any more income is lost. His loyal vassal Yasuki Mayoki has been tasked with eliminating those that threaten Minoru and the Kolat. Mayoki will carry out her orders to Minoru both out of loyalty and out of a burning desire for revenge. Her banishment from the Sunda Mizu Province has given her strong motivation to inflict whatever pain she can upon those who witnessed her shame.

Among Mayoki’s targets is a Hare samurai named Usagi Kiritabi, who has been actively investigating the Kolat conspiracy on orders from her Champion. After she played a part in ending a very profitable pirating venture around Lonely Shore City in the past year, her name was put on a list of the Kolat’s enemies. In addition to Kiritabi, most if not all of the PCs are likely to be on this hit list (especially those that have visited Friendly Traveler Village, Lonely Shore City, and Yasuki Yashiki in earlier adventures), so Yasuki Minoru has requested that their daimyo send them to Yasuki Yashiki. Ignorant of the conspiracy, the PCs’ daimyos have granted this request and so the PCs are staying in Yasuki Yashiki at the onset of the adventure, unaware that they will soon be targets for assassination. Any PCs who have not previously gained the Kolat’s ire are simply likely to wind up caught in the crossfire.

When the attempts on their lives fail, the PCs and Usagi Kiritabi should be asking themselves, “Who did it?” They will find the entire city of Yasuki Yashiki reluctant to help them investigate, including the local magistrate, and so they will be largely on their own unless they can uncover enough evidence to convince an Emerald magistrate to take their case.

The clues the PCs can find vary from subtleties like paper quality all the way to direct physical evidence such as orders from Minoru himself to Yasuki Mayoki to dispose of the PCs. As the PCs investigate their own assassination plot, they will have the opportunity to expose Yasuki Mayoki for her corrupt nature; with Kiritabi’s help they may even begin the process of discovering and stopping one of the sources of the Kolat’s major operations within the Yasuki family.

Character Notes

Check the PCs’ character sheets for the following:

- Completion of any of the following modules: *Poisoned Gift*, *Under Cover of Night*, *Forgotten Tomb*
- Oath of Fealty: Yasuki Minoru (Junkin Province)

- Sworn Enemy: Usagi Kiritabi, Daidoji Shinnin, or Kolat
- Special Note: Emerald Magistrate PCs may not play this module. They would be targetted in a totally different fashion by the Kolat, and their presence would present too great a chance to disrupt their plans.

Special Note about Usagi Kiritabi:

Usagi Kiritabi's role in this adventure is dual-purpose: She is an adventure hook in case no one in the party has played any of the previous modules. Additionally, she can provide minor assistance if necessary. While the PCs should be encouraged to think for themselves, if the players seem as though they are completely stumped and ready to give up, Kiritabi can be used to pick up on clues that the PCs may have missed. (For example, the PCs may kill all of the assassins and not find any copies of the assassins' orders. Kiritabi might be the one to suggest looking at the swords the assassins are carrying.) Use discretion when using Kiritabi to give hints to the players; if the PCs have gotten more than a few hints and still aren't able to continue, it might be time to end the module with their failure. It is important that Kiritabi not be used to do all the PCs' work for them. It takes away from the mystery and the fun if the PCs try to rely on her to solve the case on her own – particularly as she would have no more guarantee of success alone than any PC would.

Other GM Notes:

Players in this module may wish to open locks over the course of the investigation. While there is no official "Locksmith" Skill in L5R 4th Edition, it can be substituted with a similar Skill, such as Engineering, a metal working Craft, or Sleight of Hand paired with the Intelligence Trait. Regardless of the Skill used, lock picking is considered a Low Skill and incurs an Honor loss for its use. Alternately, the Crafty Advantage can be used to gain an effective Rank in it for PCs who don't have the Skill.

Introduction: Yasuki Yashiki

The splendor of the Yasuki Yashiki, an urban environment almost comparable to Kyuden Doji or Ryoko Owari, surround you as you enter the gates. The city's caretakers work hard to maintain its cleanliness and ostentation, with carefully trimmed plants, small statues, and prominent shrines to Yasuki and Hida heroes of the past. In the distance, the great

Yasuki Palace, also known as the Black Crane Estates, tower over the city atop a promontory that overlooks Earthquake Fish Bay. Yasuki Oguri, the daimyo of the Yasuki Family, makes his residence at this grand palace, which rivals that of most Clan Champions in terms of beauty and size. The city is so large it is easy to get lost in, but luckily the Black Crane Estates in the distance make it easy to keep your bearings.

The PCs have been summoned to Yasuki Yashiki at the behest of Yasuki Minoru, daimyo of the Junkin province. As a daimyo of a powerful mercantile family, he has called in favors to have the PCs come to his city to "assist him with a matter of great delicacy." The PCs arrive at the city in the early afternoon, and have some time before they need to officially check in at the castle where they will meet Yasuki Minoru.

Merchants Among Merchants

The city of Yasuki Yashiki is known mostly for its marketplace; the PCs can find almost anything in Yasuki Yashiki (even a few items of more dubious nature if one knows where to look). Crab merchants sell stout arms and even stouter liquor. There are several stalls that offer assorted brands of sake, but the famous Friendly Traveler Sake is notably expensive as it has become exceptionally rare due to the loss of Friendly Traveler Village to the Crane last year (talks are still ongoing concerning the village's return to Crab control; see the Rumors section below). Mantis merchants sell exotic foods, both fish and fruits, as well as high quality silks in many different colors and styles. There is even a shop peddling strange multicolored rugs and blankets that smell of gaijin spice and run by a man in Mantis colors with strangely curly hair and dark skin.

Yasuki Yashiki is a hub for business, and certainly will have more than one merchant's quarter, but here are a few examples of some other businesses that are open for the PCs' perusal if they are wandering around town:

- Henshin Books – A small book store on a street corner is not the most popular place for most Crab bushi, but it has its draws. For example, customers who know how to ask can get access to its expanded selection of "pillow books" that no samurai would wish to be caught with.
- The Groomed Tailor – Both samurai and peasants have clothes to be cleaned or pressed for special occasions and this is the place most of them go to if they don't want to do it at home. Additionally the owner is an experienced tailor and can customize a new piece for any customer and have it ready to be

picked up within a week – all for the low low cost of 2 koku.

- The Cloudy Mug – A mid-sized tavern frequented by both residents and guests of Yasuki Yashiki. It is packed with peasants on the new moon of every month when the attractive wife of the manager plays her samisen and dances on the built-in stage.
- Honor and Steel – A steel works that competes with other custom blacksmiths in town. They will sharpen your weapon, polish your armor, or make you a brand new weapon or armor to your specification, just as long as you have the money and they get an approval form from the governor.
- Fu Man Shoe – This appropriately named sandal-maker specializes in anything that goes on your feet, and can make a fine quality pair of footwear to your specification for a koku, ready to be picked up in a few days. And yes, the owner has a glorious moustache.
- The Fish Cart – A peasant walks up and down the streets with a cart in tow filled with fresh fish. He also sells not-so-fresh fish at a discount for less monetarily-fortunate customers (or anyone he can con into buying it for full price). He can be heard coming down the street with his catch phrase “Feeeesh! Fresh feeeeesh!”
- The Bear’s Den - PCs that make a **Lore: Underworld / Awareness** roll at TN 20 can find a small shop called The Bear’s Den nestled underneath a vinegar warehouse in which one can enjoy ‘alternative medicine’ in comfort with attractive company, for a small fee of 1 koku for opium, a seat and a drink. PCs who take part in such things can take a Free Raise while there to gather gossip or information, as lips are loose about others in such a place. They could also buy vinegar if they really want to.

The Fortune Teller

The market district boasts a fortune teller said to be quite accurate. A ronin shugenja named Negaigoto runs a stall with a simple sign reading “Dreams and Wishes”; it offers charms with prayers to a variety of Fortunes for sale. In the back of the stall is a small colorful tent. Should the PCs stop to talk to him, he will size each of them up individually. *“Welcome, welcome. It is so nice to have such honored patrons of the arts visit my humble stall. How may I assist you?”* Negaigoto is a stooped, older ronin who has likely seen better decades. His hair is thinning and sparse, and his features are weatherbeaten, with a wispy beard clinging desperately to a weak chin. His eyes are sharp, however, and though his manner is properly deferential, he is obviously sizing up the samurai who enter his shop.

Negaigoto will utilize the Kitsu technique, rolling 8k4 versus the PCs’ Willpower Trait x 5 to assess any Spiritual Advantages or Disadvantages they possess. He will hint that he can see many things and that, for a small donation, he can assist the PC with the path that lies ahead.

Any PC that agrees and drops at least a zeni will get a basic fortune. He will pour some tea for the PC and allow them to drink. Once they have finished it, he will ‘read’ the tea-leaves. Negaigoto, using his Kitsu technique, will give a very accurate fortune alluding to one of the PC’s Spiritual Advantages or Disadvantages. For example, a PC who has given up a point of Destiny might receive a fortune like *“Your future is full of many choices, samurai-sama. You seem to have an uncertain destiny. Be careful of the choices you make, or you may also alter the destinies of those around you.”* If the PC has no Spiritual Advantages or Disadvantages, he will be somewhat more vague, though it will be a positive “fortune” along the lines of *“You will go far in the service of your lord”*. They may roll **Investigation / Awareness** against a TN of 25 to realize that he is simply telling them what he thinks they want to hear. Curious PCs may make the same roll if he did determine their Spiritual Advantages or Disadvantages to positively determine that he does at least know something of their nature.

As he finishes, he peers deeply into the cup at something, squinting. *“There is... something else samurai-sama, but it is unclear. An omen speaking of a life changing event... but I cannot see it clearly in this environment. Perhaps, if you have time, we can explore this omen together.”* He will only say this once in each PCs presence. If they visit him as a group, he will say it to the PC with lowest Willpower Trait that asked for their fortune, or the PC with the most interesting Spiritual Disadvantages. Since the vision is one pertaining to a potential future where the PCs might be prompted to violent action, some care should be taken that an appropriate PC be selected.

Should the PC agree, he will make an appointment to see them at a later time. The ronin will ask the PC to come alone into the small tent behind his stall. The only light source in the tent is a small lantern that burns with a blue flame, and he is gazing into it as the PC arrives. *“Ah, welcome samurai-sama. It is good to see you again. I have prepared the tea once more so that we may look deeper into what the fates have in store for you.”* He pours the tea, and the PCs drinks it, Negaigoto spends a Void Point to disable any Spiritual Advantages that might help the PC as the encounter

goes on such as an Inner Gift, Lucky or Chosen by the Oracles.

The fortune teller asks the PC to look into the cup and see their future. His voice dreamily calls out to them as they stare into the tea, *“A great event will occur in your future, a choice that will change the life of someone near you, perhaps someone very close to you. Allow me to show you your future, so that you may save it away for when it is important.”*

Negaigoto begins: *“You are... in a castle somewhere. You have completed a great duty for your lord, and are being rewarded for your services. You meet with someone secretly, slipping away from the ceremonies. He reveals that he knows much about you; things you thought no one knew but yourself, and he attempts to pressure you into betraying your lord. Your actions are quick! You take a knife in your hand and raise it high!”*

Have the PC make a **Raw Void** roll at TN 20. If the PC succeeds, Negaigoto completes the fortune with *“You hear another voice, a woman’s. She tells you not to sully yourself with his blood. There is a flash of white, black and red... and the other person is dead.”* Have the PC write "Mixed Omen" in the PC notes on their module reporting sheet and sign or initial it. If the PC fails the roll, Negaigoto instead completes the fortune with *“You strike him again and again; he dies by your hand, bloody and in agony.”* Have the PC write "Bad Omen" in the PC notes on their module reporting sheet and sign or initial it.

Temple District

The city has a small temple district with shrines to each of the seven major Fortunes, but the largest place of worship is of course the temple devoted to Daikoku, the Fortune of Wealth and Prosperity. In typical fashion, the Temple to Daikoku features a gambling hall offering every game of chance imaginable, with tables run by the monks. The gambling is fair, but of course the odds favor the house and all losses are paid out to the Order of Daikoku as donations to a noble cause. PCs can buy in with any amount of money over a bu, but the house is tough. The monks roll 9k4 with the Emphasis for their specific game. All of the typical games on which one could gamble are available. Payouts will typically double the amount bought in, with the monks typically suggesting that the winnings go to the Order. PCs lose no Honor for playing and losing, or for donating winnings (in fact characters with low Honor should gain Honor for showing Compassion with charitable donations), but playing and taking all the winnings will

lose the PCs a point of Honor if they have more than two Ranks of Honor.

Rumors

PCs who wish to spend some time talking with people around town may make a **Courtier (Gossip) / Awareness** roll, TN 10; a successful roll learns one rumor at random, plus one extra rumor for every 5 points by which the roll beats the TN. (Samurai with Oath of Fealty: Yasuki Minoru gain a Free Raise on this roll.) The rumors include:

- Following the summer’s turmoil, the Emerald Magistrate that had been stationed in Yasuki Yashiki was reassigned to assist the Emerald Champion. Her replacement, Shiba Utsuro, arrived in town slightly over a month ago, but has yet to truly settle in. Utsuro is still living in an inn, though one of the better ones in town, rather than establishing residency in some fashion, and has yet to select any local yoriki or find a space to use for a local office. This has a number of merchants concerned that Imperial law may not have as much enforcement in the area as it should.
- A ronin fortune teller has gained a certain amount of notoriety in the city for the perspicacity of his foretellings. Though tea-reading is considered to be somewhat less elegant than most forms of divination, this “Negaigoto” has nonetheless impressed a number of local samurai with his fortunes.
- Crab forces on the Wall have received a significant increase in material support, following the opening of certain Imperial storehouses on the command of Imperial Regent Hantei Okucheo. Though the Stone Crab has not returned to the Hiruma lands, the Crab forces in the area are better armed and equipped than in recent memory, leading many in the Clan to speculate on the practicality of reclaiming more territory from the Shadowlands.
- Hostilities between the Crab and Crane seem to be subsiding somewhat, which has caused the Crab to openly speculate about a division in the Crane. Talks concerning the return of Friendly Traveller Village to the Crab have been ongoing for long enough that some Crab have begun to doubt the Crane’s sincerity. However, a number of Crane troops have been moved from the border between the Clans to fortify Ookami Toshi, a castle far enough

away from the border to indicate a shift away from pursuing the conflict.

- There are reports that indicate Hida Yasamura, the Crab Champion's husband, has been seen in the Unicorn lands. Though publicly estranged from his wife, O-Ushi has not yet issued any sort of order for his arrest, or made any indication that she wishes him to return to his command as the leader of the Crab cavalry. To date, though many Crab are concerned about the division between two of the Clan's greatest leaders, the Clan is principally occupied with maintaining the reclaimed Hiruma lands.
- Construction is almost complete on a Shrine to the Moon in Yasuki Yashiki. Presented to Yasuki Oguri as a gift from the Hitomi Order, it is shrouded in mystery and surrounded by speculation; the monks who have been working on it have largely kept to themselves and maintain on those rare occasions they deign to answer questions that the specifics of the shrine are solely for the daimyo to divulge. To date, Oguri has chosen not to reveal anything of its nature to his vassals.
- (This rumor is mentioned only if they roll more than a 30) Shiba Utsuro, the new local Emerald Magistrate, has a fairly negative reputation in the courts of the Empire. He is known for asking questions about high-ranked samurai with no testimony to support a full investigation, and has avoided several challenges by a very narrow margin. Moreover, he is reputed to be obsessed with the Kolat, though there have been no confirmed activities from the conspiracy since it was destroyed as a result of the War Against the Shadow.

Clan Embassies

Given that Yasuki Yashiki is such a large city and so full of commercial potential, it should come as no surprise that every Great Clan has an embassy located somewhere in the city. The PCs should have little use for their embassies at this point, but later in the adventure the PCs may go to them for purposes of information gathering. This is outlined in Appendix #3 at the end of the module.

Yasuki Palace

Eventually, the PCs will check in at the castle. The large Hida guarding the gate checks each of the PCs papers before sending a servant to bring word of their arrival. The servant returns quickly and leads the PCs into the castle. It seems to be quite busy, as several

clerks can be seen carrying stacks of scrolls through the hallways at the behest of various Yasuki merchants and courtiers.

The PCs are led to a small office with seating for each of them. They are served tea by a harried servant who leaves the tea set in the room before excusing himself. The office itself is bare and functional; there are no personal items or decorations to speak of in the room, although it is quite clean.

The PCs wait for perhaps half an hour before the door to the office opens and a courtier enters, carrying a small stack of scrolls. He places the scrolls beside his desk before giving quick bows to each of the PCs in turn, giving special attention to Imperials if present.

"I am Kaiu Hisayuki, Vice-assistant Auditor in service to Yasuki Minoru, daimyo of the Junkai province. Minoru-sama sends his apologies, as he will be unable to see you this evening. He has reserved rooms for each of you at The Inn of the Golden Scales in town and paid for all your lodgings. He will send a message to you at the inn when his schedule becomes open, so that he may inform you of the great duty he will have you perform. With any luck, you should hear from him tomorrow or the next day."

The PCs of course will have some questions for the Kaiu but he will not be able to give clear answers.

- Why can't he meet with us? ***"There have been some complications relating to clan business, samurai-sans. You need not trouble yourself with the details, as it is being well handled."***
- What sort of Clan business is Minoru dealing with? ***"It is, as I said, clan business. You must understand that it is a delicate matter that he has not discussed in detail with even me. I do, however, have several reports to review that are peripherally related to the issue at hand. Do you have any other questions?"***
- Is it related to our task/Do you know why we were summoned? ***"I am afraid that I am not privy to the details of your summons, samurai-sans. I am merely acting as a representative for Yasuki-dono to deliver this message. Do you have any other questions?"***
- Vice-assistant what/what are your duties? ***The Kaiu sighs, "I am Vice-assistant Auditor of Architectural and Fabrication Materials Import and Export. I do not wish to bore you with the details, but today I have been given another task, which is to deliver the message from Yasuki-sama. Unless you have any more questions, I have a lot of work to finish."*** PCs can make a Commerce /

Intelligence roll at TN 20 or an **Etiquette (Bureaucracy)** / **Intelligence** roll at TN 30 to discern that he is a minor functionary in the provincial government and probably received the message from someone above him.

- Where is the inn? ***"The Inn of the Golden Scales is in the city. I would send a servant to guide you but mine is currently gathering more materials for my task. It should be relatively easy to find."***

As the PCs prepare to leave, he will rummage through his scrolls. ***"One moment... where did I put it... Ah, here."*** He will hand the nearest PC a somewhat crumpled message, its seal still intact. ***"This will allow you to get into the inn and confirm your reservation; the manager will have been instructed to see to your comfort, as Minoru-sama's honored guests. The guard will see you out. Yasuki-sama thanks you for your patience in this matter."***

Returning to the castle at any time during the rest of the adventure will yield the same results. If the PCs try to seek an audience with Yasuki Minoru, they will be politely turned away by Kaiu Hisayuki.

Part One: Attempted Assassination

The Inn of the Golden Scales is a upscale inn in the merchants quarter. It is modestly decorated on the outside, a contrast to many of the competing inns and tea houses in this district.

The PCs are met at the entrance to the Inn of the Golden Scales by a large ronin wearing a finely tailored black and brown kimono who introduces himself as Maro, and proceeds to ask the nature of the PCs' business in a polite and respectful fashion. Once the PCs have presented their invitation, he will indicate a small alcove where another well-dressed ronin sits, polishing a sword. ***"The Inn of the Golden Scales prides itself on its service, and that begins with our polishing work. Please, be at ease here."***

After being relieved of their weapons (except for their wakizashi of course) the PCs will be led to the well-furnished common room while their rooms are being prepared. In the common room sits a large variety of merchants; they are mostly Yasuki, but there are a few well-dressed Mantis samurai present as well. All of the tables are full except for one at which sits a single samurai-ko in white and red sitting with her back to the corner. She will notice the PCs immediately, and nod in recognition. Any PC who has played "SoB10: Under

Cover of Night" will recognize Usagi Kiritabi; otherwise the PCs may make a **Lore: Heraldry** / **Intelligence** roll at TN 25 to recognize her by name, and know that she has a mixed reputation as a Minor Clan investigator who is regarded by some as a busybody.

The servants will apologize to the PCs for the lack of tables before leading the PCs to the remaining table where Usagi Kiritabi sits alone, and then take the their orders for food and drink.

Usagi Kiritabi

Some PCs may have mixed memories of Usagi Kiritabi from their previous encounter. Most such PCs will simply be suspicious of her presence, but in a few rare cases a PC may react violently or overtly negative toward her, which causes her to become defensive. She will not argue with such PCs, but will simply state ***"I did as my lord commanded, samurai-san, and I will defend the honor of my lord. If you wish to turn this into a duel, let us step outside."*** Though she shows proper respect to higher-Status samurai, Kiritabi is Brash and will not simply accept an open insult or threat.

If the PCs have never met Usagi Kiritabi before, she will greet them politely enough and invite them to sit with her for socializing. She is an athletic samurai-ko with a tendency to speak too quickly, sometimes faster than her own mind can keep up with. She is friendly and has a generally positive attitude towards meeting new people.

If PCs choose to make conversation with her, perhaps asking her what her purpose is in Yasuki Yashiki, she will be friendly and open. ***"I have been sent by my lord to assist the Yasuki family with some task. I haven't been told what yet, only to wait until tomorrow to speak to the lord Yasuki Minoru."*** If the PCs compare notes with her on her arrival, she will describe an interview with Kaiu Hisayuki that is practically identical to the PCs' experience.

If any PC asks about their previous encounter with Usagi Kiritabi with a calm or at least civilized approach, she will be somewhat apologetic, ***"About last time we met, I think my actions may have allowed some..."*** she hesitates, searching for the correct word, ***"...ill will to grow between us, samurai-sama. Please know that it was not out of malice, from myself or my superiors, that you were excluded from knowing about my task. The Hare Clan does thank you for your assistance with it, however, and I greatly appreciate your patience in that matter. I hope that, if***

we ever work together again, that I can be of use to you, or even perhaps be allies." She will still not reveal any information about anything related to her previous assignment, even if pressed. *"That remains sensitive Clan business, samurai-sama. I would not ask you to give away your Clan's secrets, so please do not ask me to reveal mine."*

Kiritabi will discuss current events with the PCs, taking a pragmatic and straightforward approach to most of the topics that may come up – she is largely indifferent to the recent high-end political conflicts, but will take any intimation that she (or the Hare Clan) is disloyal to the Empress very poorly. She will seem especially interested in male PCs with visible scars, no matter how horrific, asking politely to hear stories about how they were received whether in battle or given by the Fortunes. Such PCs will not suffer any ill social effects that such scars would give while dealing with Kiritabi, as her fascination with such imperfections overcomes any revulsion she might normally have.

Assassins!

While enjoying conversation at the inn, the PCs may roll **Investigation (Notice)** / **Perception** roll at TN 25 to notice that the table nearest them is filled by a party of ronin (a number of them equal to the number of PCs plus Kiritabi), all of whom seem to be watching the PCs and Kiritabi, though they look away when the PCs make eye contact. Particularly perceptive PCs (who roll 35 or better) will notice the bulge of hidden weapons in their clothes.

One of two events will happen, depending on the actions the PCs take with Usagi Kiritabi.

Dueling Kiritabi

Whether the PC issues the challenge or Kiritabi does, it is possible that a duel could ensue with the Hare samurai-ko. She will not refuse, but will ask that the matter be settled immediately in a duel to first blood in the street outside the inn. *"I believe in quick resolutions, samurai-sama. We should not allow dark feelings to take hold within us but instead confront them so they may move into the past without regret."*

Outside in the street, Kiritabi takes an unusual coiled stance. She crouches in the dust, her hand on her hilt. A crowd quickly gathers as the two combatants face each other in the street. In the second round of the duel (the Focus Round), let all of the PCs roll **Investigation (Notice)** / **Perception** at TN 20. The PC in the duel rolls at a TN of 40 because he or she is focused on Kiritabi and the duel. Upon success, the PCs will notice that the ronin who were sitting at the table nearest them

all seem to have blades drawn and have paired off with the PCs in the crowd – they are planning to strike when the duel comes to a head, hoping to take their targets by surprise. Kiritabi notices this as well, though she makes no indication of this knowledge.

At the beginning of the third Round (the Strike Round), the ronin will roll Initiative along with the PCs. All PCs who missed the Investigation roll during the Focus Round will take the typical penalty to their Initiative Score, including the PC currently dueling. If the duelist PC is surprised by the ronin, then Kiritabi will enter the Attack stance, guard the PC she is dueling and attempt to disarm that PC's attacker. If the duelist has seen the attackers, then Kiritabi will still enter the Attack stance and attempt to disarm her own attacker. In subsequent rounds, she will merely attack twice with a Sai/Katana combo and will assist the other PCs once her attacker has been dispatched. The PC in the duel may take any action he or she sees fit.

Once the combat is over, if the PC has not struck Kiritabi to complete the duel, Kiritabi will mention this fact. *"I hope that my actions have spoken louder than my blood ever would, samurai-san. If your honor still demands blood of me, I will not refuse you."* She will sheathe her sword and stand still, baring her right arm to the shoulder and holding it out. Striking her is a TN 5 and she will refuse any treatment for the wound inflicted, bandaging it herself. *"I apologize for leaving you out last time we met and using you without the proper deference. It was not my intention to give insult, but my inexperience seems to have caused it none the less."* She bows deeply and remains in that position until acknowledged or the PC moves on.

Remaining at the Table

If the PCs stay at the table and continue to make conversation with Usagi Kiritabi, they are only able to do so for about fifteen minutes. Choose a random PC. Allow them to roll **Raw Reflexes** at TN 25 to avoid a knife flying speedily toward them. Failure means the PC takes the amount they failed the TN by plus 1k1 Wounds as they take the hit directly in the side of the head. All PCs may roll **Investigation (Notice)** / **Perception** at TN 20 to realize that the knife came from the table nearest them, the one with the group of ronin. Whether the PCs notice or not, the ronin all stand up, draw swords, and attack the PCs and Kiritabi. If no PCs noticed, they all take the standard Initiative Score penalty.

The common room erupts in a fearful riot, with patrons and servers alike screaming and scrambling to escape the fighting. Despite this fact, the room was crowded and so people are pushing and bumping into each other

constantly, causing difficulty for the combatants for the first 3 Rounds of combat. Because of the lack of space in the room, PCs have their movement restricted as though they are fighting in difficult terrain (unless they have a Rank or Mastery ability that would negate or reduce this penalty). During these rounds, any PC attempting to make a Move Action must make an **Athletics / Agility** roll at a TN of 25 or take Wounds equal to the amount they fail the roll by as they are pummelled by the crowd; this does not negate the movement. If they fail to make a 10 on the roll, they are knocked Prone (and the damage can be considered to come from trampling).

Usagi Kiritabi uses her actions to damage or disarm the foes, fighting with the one knife she keeps on her at all times (she carries several, but most of them are on the weapons rack). Also on the third Round of combat, the bouncer Maro is able to make his way into the inn where he will engage one of the assassins if the PCs have not defeated them yet, effectively removing one assassin from combat.

If the fight takes place in the common room, there is very little chance that the PCs are holding their weapons of choice. Their weapons are on a rack at the entrance to the inn 20 feet from the table they are sitting at. It will take at least a Round for any PC to make their way through the crowd to get to their weapon.

If any PC calls out the ronin at the nearby table as being suspicious, the ronin will consider their cover blown and simply attack, skipping the knife throw and potential surprise attack.

There are a number of “Kolats Patsies” equal to the number of PCs, plus one “Ronin Cat’s Paw”; they will pair off on each PC and Kiritabi, only doubling up if one PC seems particularly dangerous - they have a list of targets, and anticipate getting paid for each one they eliminate. They will not fight to the death, but will flee rather than surrender, if they are reduced to the Injured (+15) Wound Rank. If any PC has Sworn Enemy: Kolat, replace one Kolat Patsy with another Ronin Cat’s Paw for each such PC, and they will be specifically targeted by the higher-level opponent.

If the PCs have split up for some reason, the assassins will likewise split up to maintain their plan of attacking with the benefit of surprise.

Kolat Patsies

Air 2	Earth 3	Fire 2	Water 3	Void 2
Reflexes 3		Agility 3		
Honor 1.2		Status 0		Infamy 1.5
Initiative: 5k3		Attack: 7k3 (ninja-to)		

Armor TN: 23 (ashigaru armor) **Damage:** 6k2(ninja-to)

Reduction: 1 (ashigaru armor)

Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)

School/Rank: None (True Ronin)/Insight Rank 2

Skills: Athletics 3, Commerce 2, Defense 3, Hunting 2, Intimidation 2, Jiu-jutsu 3, Kenjutsu 5, Knives 3, Kyuutsu 2, Lore: Underworld 3, Staves 2, Stealth 3

Mastery Abilities: may ignore Moderate Terrain penalties for movement, and treat Difficult Terrain as Moderate; +1k0 damage with swords, may ready swords as a Free Action; +1k0 damage unarmed

Ronin Cat’s Paw

Air 3	Earth 4	Fire 3	Water 3	Void 3
Reflexes 4		Agility 4		
Honor 1.2		Status 0.0		Infamy 2.5

Initiative: 7k4

Attack: 10k4 (ninja-to, Complex)

Armor TN: 28 (ashigaru armor) **Damage:** 6k2+3 (ninja-to)

Reduction: 1 (ashigaru armor)

Wounds: 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Dead)

School/Rank: Keen Blade (Insight Rank 3)

Techniques: *The Edge Knows the Truth:* Add Void Rank to damage

Skills: Athletics 5, Commerce 2, Defense 4, Hunting 2, Intimidation 5, Jiu-jutsu 4, Kenjutsu 6, Knives 3, Kyuutsu 2, Lore: Underworld 4, Staves 2, Stealth 3

Mastery Abilities: may ignore Terrain penalties for movement; may keep a Full Defense Roll in successive turns; +1k0 damage with swords, may ready swords as a Free Action; +1k0 damage unarmed; +5 to Contested Social Rolls with Intimidation

Aftermath

When the last ronin has been cut down, the PCs may roll **Investigation (Notice) / Perception**; the one that rolls the highest catches a glimpse of a piece of paper fall out of his sleeve and slide under a nearby table. If they examine it, they will find that the paper contains orders from an unnamed superior. The orders themselves are simple: kill the specified targets and any associates. Underneath the orders are the names and vividly accurate descriptions of Usagi Kiritabi and all of the PCs that have previously played *Poisoned Gift*, *Under Cover of Night*, or *Forgotten Tomb*. Presumably the PCs will understand the implications of these orders: someone wants them dead. It should be noted that if the PCs do not notice the paper fall out of the ronin’s sleeve, they will still have an opportunity to find the orders, as each of the ronin are carrying a copy of them. Searching their bodies will uncover them.

The PCs may be quick-thinking and decide to keep one or more of the assassins alive so that they can interrogate them. The assassins are minor Kolat agents of the “dumb muscle” variety, but are loyal to their employers nonetheless. The assassins will be uncooperative and will not reveal their affiliation to the PCs. If the PCs interrogate the assassins, the following can be attained from them, each requiring an **Investigation (Interrogation) / Awareness** roll at TN 20.

- They received their orders via carrier pigeon. They will claim (truthfully) that they do not know where their orders come from. If the PCs press this, the reply is simply *“You have a duty to your lord, I have a duty to mine. Your lord takes care of you, and mine takes care of me. How often do you actually meet your lord in person?”*
- If the PCs ask how the ronin knew where they would be, they explain that a Hare samurai is unusual and so the locals could easily point out where Usagi Kiritabi is.
- They don’t know why Kiritabi and the PCs were named as targets, only that they would be rewarded handsomely for carrying out the job.
- If the PCs specifically mention the Kolat, the assassins will claim not to have heard of it. The successful Investigation roll will be enough to determine that the assassins are not being truthful, but they will only be able to get the assassins to admit to being Kolat agents with actual torture or a very convincing threat (along with an **Intimidation (Control) / Awareness** roll at TN 35). They will still not reveal who their direct superiors are as they always work through code-names (their contact is known to them only as “Harvest”). Usagi Kiritabi is extremely interested to hear about the Kolat. She will note that she has a much better idea of why she was chosen as a target for assassination.

Further Inquiries

Clever PCs may want to try and lift every clue possible off of the paper containing the assassination orders. A **Calligraphy / Intelligence** roll at TN 20 can determine that it is extremely difficult to ascertain if it was written by a man or a woman, as the writer took great care to write in formal print. Commune spells will not be of help either since the paper is too insignificant to contain kami powerful enough to react to the spell; Reflections of P’an Ku will only reveal that it is not of local manufacture. The same roll at TN 30 (unless the PCs can roll a separate specific Lore skill roll such as Lore: Paper at a lower TN) can determine that the paper used is of good quality and actually has a very small mark,

likely meant to distinguish where it was produced or distributed from. The PCs can take the paper around town and try to determine where the paper came from. This requires an **Investigation / Awareness** roll at TN 30 to identify all of the local manufacturers and distributors (of which there are only a few, but they are spread out across Yasuki Yashiki); else 3 koku in bribes is enough to pay for the information from the money-conscious populous. The PCs can safely determine that the paper is not from Yasuki Yashiki. It must have come from outside the city. If the PCs take it a step further and inquire around town about non-resident samurai in the city, they will need to roll **Courtier / Awareness** at TN 25 or pay out 3 koku in bribes to determine that there are not many outsiders in Yasuki Yashiki at the moment: only the PCs and Usagi Kiritabi. There was, however, a Crane samurai by the name of Daidoji Shinnin who only recently moved to Yasuki Yashiki and isn’t really considered a regular citizen by the populous yet.

The PCs may want to take a look at the swords that the ronin were all carrying; they are essentially ninja-to – easily concealable but fragile and poorly-made. A **Kenjutsu / Perception** roll at TN 10 can determine that the swords are cheap, not even made of real folded steel that make katana true quality swords. There is one obvious fact though: all of their swords are of identical construction. A closer inspection of the swords paired with an **Investigation (Notice) / Perception** roll at TN 20 will notice a very small engraving carved into the blades near the hilt in simple Hiragana that reads “Mizumi Steel Works”.

The Magistrate Arrives

Yasuki Yashiki’s city magistrate, Yasuki Kainashi, eventually arrives at the inn, whether the PCs summoned him or not. He heard about the commotion from fleeing peasants and personally comes to take care of any criminals at the inn. He is unhappy at being summoned so late at night and as a result his temper is short but even if he were wide awake he is still a stubborn man to contend with.

Yasuki Kainashi surveys the inn’s common room briefly before ordering the innkeeper to summon eta (unless the PCs already did so). He asks the PCs what happened but given the typical samurai feelings about ronin he has already decided what happened before the PCs give him their story. He will collect the bodies of any dead ronin and arrest and drag off the living ones to punish at his pleasure.

The PCs will likely wish to involve Kainashi further in the situation as they should have the idea that the ronin

were not acting alone. However, even when shown the assassination orders Kainashi will remain convinced that *“you can trust a ronin to have as much good in him as a goblin,”* and assumes any papers they were carrying were forgeries and fakes. He declares the entire situation as being over and refuses to acknowledge the PCs’ suspicions without real proof, urging them to calm themselves. *“You just went through a very surprising and dangerous evening. A bunch of ronin thought to mug some out-of-towners and got in over their heads. Get some sleep and in the morning you’ll realize that too.”* He won’t stop the PCs, however, from pursuing their own investigations, as long as they don’t cause a disturbance. Once the ronin are collected, Kainashi grunts a tired good night to the PCs and innkeeper and returns to his residence to retire for the night. Kainashi and the eta leave behind the ronins’ swords; if the PCs ask why Kainashi replies *“They’re cheap things, not even worth confiscating. They were probably made by one of the local steel works. If you care that much about them you can take them back where they came from. They were probably stolen anyway.”*

If the PCs press the magistrate, he will obliquely threaten them to get them off his back – he has no intention of actually arresting them, but he has no reason to accept disrespect from them either. Kainashi is somewhat corrupt, in that like most of the residents of the city he makes ends meet with the occasional “gift”, but he knows nothing specific about this attack. He was told that there would be an incident at this inn at this time, and that it would be better for him not to investigate it. He will absolutely not willingly give up the source for this (Kaiu Hisayuki, acting on Minoru’s orders), but resourceful PCs may find a way to discover this anyway.

Seeking a Different Magistrate

The PCs may have gotten the strong (correct) impression that the Clan magistrate is not going to investigate the assault, beyond taking any surviving ronin into custody. Clever PCs might decide to seek out a higher ranking magistrate, such as an Emerald Magistrate. Asking the locals and making a **Courtier (Gossip) / Awareness** roll at TN 20 (or dropping a koku in bribes to gather information) the PCs will be able to learn of Utsuro’s presence in the city (as mentioned under the first entry in the Rumors section). If the PCs happen to visit the Phoenix Clan Embassy and mention they need a magistrate, the local Phoenix will also point the PCs in the right direction (see Appendix 3). Utsuro is staying at a modest inn in the eastern quarter of the city. (If the PCs have not manage to hear of his presence in the city in another fashion, or

do not think of asking about another magistrate, the GM may allow them to roll **Lore: Law / Intelligence** at a TN of 15 to know that a city the size of Yasuki Yashiki should have an Emerald Magistrate assigned to it.)

Finding their way to him is not difficult, but meeting him will require that he first be woken up. If any of the PCs have his recommendation received from *Forgotten Tomb* he will rouse himself enough to meet with the PCs that night. If not, it will require a Phoenix Favor to meet him immediately; otherwise he will agree to meet the PCs for breakfast the next morning.

He will meet with the PCs in a sparsely furnished room, sitting beside a desk that is strewn with paperwork. *“Judging by the urgency of your request, I expect this to be of importance,”* he begins, looking to the PCs to explain their predicament.

Utsuro listens intently as the PCs explain what has happened, and will seem genuinely concerned. *“This is a strange story that you bring me. As much as I would like to help, however, I cannot. This matter does not fall within my jurisdiction as an Emerald Magistrate. There is no connection to inter-clan affairs, as your attackers were simply ronin. Although the letter does trouble me, you have no testimony to indicate a clear connection to any Clan samurai. I’m afraid I must trust the judgment of the local magistrate, Yasuki Kainashi, in this matter.”*

He will sympathize with the PCs about the circumstances of the attack, but will hold to the fact that he cannot act without a clear connection. *“It is important that I do not step on any toes here, samuraisans. My duties as an Emerald Magistrate often require me to work very closely with the local authorities to perform my duties. I must maintain the working relationship that I have with Yasuki Kainashi if I am to remain effective in Yasuki Yashiki.”*

“However,” he continues, *“If testimony were to be found of a strong connection between the attacks and a Clan samurai, it would be much easier for me to become involved. I would suggest starting with the leads that you have. Even without the weight of a magistrate behind you, I would expect that you may be able to make some progress.”*

Utsuro is genuinely interested in the case, and already suspects the Kolat of being involved (that being why he arranged to be assigned to Yasuki Yashiki), but he is absolutely unwilling to jeopardize his investigation with a side issue. If the PCs do mention the Kolat to him, he will urge that they take extreme caution. *“That name*

alone carries a great deal of danger. You have already engaged their interest, perhaps, but you will need far more than a suspicion or a ronin's word before you attempt to challenge that foe." He will snort, and mutter somewhat bitterly, *"As I know all too well."*

It should be made clear to the PCs that Utsuro does not have the full resources of an Emerald Magistrate at his disposal in this city. He has no yoriki (and is not interested in the case enough at this point to appoint the PCs as temporary ones, though he may hint that if they find enough, that could change), no staff of clerks, and no office. If asked about his situation, he will speak around the issue (the Yasuki have not gone out of their way to make it easy for him to arrange for permanent quarters or offices), but if pressed, will indicate that he does not wish to discuss the matter. Further questions will lead to loss of Honor as a breach of etiquette, and potentially alienating a vital resource.

The assistance that Utsuro can offer is entirely political – lending the weight of his authority to the investigation, but he is not capable of assisting with the investigation itself (being too busy to actually go looking for leads). This political assistance should prove crucial, as finding another way to bring charges will be extremely difficult, but he does not have any resources to bring to the investigation part of the case that the PCs themselves do not already have. (Specifically, he has no torturers to call upon save those that would be provided locally – the players should be made aware of that if they intend to take prisoners with the intention of prying confessions out of them. Needless to say, any local torturer's first loyalties are going to be to the local daimyo...)

Mizumi Steel Works

If the PCs found the engraving on the assassins' swords they will no doubt wish to follow up on the name "Mizumi Steel Works". The steel works is a blacksmith shop in one of the less-crowded portions of Yasuki Yashiki, which is for the best since blacksmithing is dangerous and malodorous work. Many of the locals are unaware of the existence of the small smithy so the PCs will have some difficulty finding it. They can roll **Commerce** or **Courtier / Awareness** at TN 20 to ask around town to find it or they can comb the streets themselves, which requires an **Investigation (Search) / Perception** roll at TN 25. If the PCs are unable to find the smithy they have the option of paying a koku in bribes to convince the more tight-lipped and commerce-savvy citizens to tell the PCs where to go.

When the PCs reach the smithy they are met by a young Crab named Kaiu Mizumi. He is young but has a talent for sword-making, something he is resentful for his current location about because the Yasuki are more interested in mass-producing usable weapons rather than the slow process of making a truly quality item. He pulls aside his unkempt hair and greets the PCs at the door, asking them if they are purchasing swords. When the PCs explain the reason for their visit, his reaction is fairly calm, but he will grunt with dissatisfaction if the PCs make any implication that he might have sent the assassins. He has a sarcastic side that comes out when he is aggravated, and might say something like, *"Yeah, sure, I sent assassins. I paid a few guys to take my swords and go kill some people I never met. Just anybody would do; I'm not picky."*

Assuming the PCs remain cordial with Mizumi, he is willing to explain that he mass produces swords by order and does most of his business with the Yasuki. He makes a comfortable salary and doesn't ever have any trouble with stolen merchandise or non-paying customers. If the PCs ask if anyone unusual purchased any of his swords recently he will recall a recent occasion but will be somewhat reluctant to go through his order forms for the PCs, especially if they don't have a magistrate with them. The PCs can get him to retrieve his forms with an appropriate social roll (**Intimidation** if they threaten him, **Etiquette** if they wish to make a flattering request, **Temptation** if they wish to seduce him, etc) coupled with the Awareness Trait at TN 25. If the PCs offer to pay him for the information, he will feign offense - but he takes their money anyway and retrieves his forms.

As Mizumi leafs through his recent forms he tells the PCs that he remembers a ronin man bringing a form in to him with full payment to buy some new swords. This was unusual not only because a ronin was in his shop, but also because the order itself did not come from the Yasuki. He pulls the order form out of his stack. *"Aha, here we are. An order for seven new swords, picked up that same day. The order form has the seal of a Daidoji Shinnin stamped on it. The ronin must have been sent to pick them up for whoever that is."*

Kaiu Mizumi never met the signer and only did business through the ronin. He can't recall the ronin's appearance because it was a couple of weeks ago and the ronin didn't have any really outstanding features. Mizumi doesn't have any information the PCs can use aside from the order form but will wish the PCs good luck in finding their would-be assassins. If the PCs wish to take the order form with them he will accede to their request, only asking that it be brought back if possible when they finish with it.

Part Two: The Failed Bureaucrat

If the PCs have followed the leads presented by the paper and/or the swords, they should eventually stumble upon the name of Daidoji Shinnin. Any PCs who have played *Under Cover of Night* may recall Daidoji Shinnin was formerly the overseer of Uo no Kusai Mura, a small fishing village in Crane provinces. Even if they did not play in that adventure, a **Lore: Heraldry / Intelligence** roll at a TN of 30 can be made to recall this information as well as the fact that he was disgraced and removed from this position by his lord, and rumor was that he was reassigned to a minor position. This provoked a minor uproar in the Crane courts because he came from a very old and respected family and many thought that despite his performance as an overseer he should remain in a place of honor. On the whole, a Daidoji stationed in the Yasuki lands should expect a great deal of difficulty, given the ancient antipathy between those families.

The PCs might think to involve the Emerald Magistrate, Shiba Utsuro at this point. Usagi Kiritabi will warn against it, ***"We need a strong connection, samurai-samas. We have enough to talk to him, but not to make a formal inquiry. Judging by my previous encounters with Daidoji Shinnin, it shouldn't be difficult to find out whether or not he is guilty without the involvement of a magistrate. If he seems to be 'strongly connected' after you speak with him, we can involve Shiba Utsuro. But if we are wrong, we could waste our only resource."*** If the PCs insist, returning to Shiba Utsuro's room at the inn will find it empty. The innkeeper will let the PCs know that he departed to perform some business and that he will return the following evening. The innkeeper promises that he will deliver any message that the PCs have to Utsuro upon his return. Usagi Kiritabi will suggest that they do not waste time and follow up on their leads so they may present Utsuro with a more complete case in the evening. The PCs may find themselves in this scenario at any point in the adventure prior to concluding their business with the ronin Mutsumi and Dama at the end of Part 3.

Daidoji Shinnin's residence is not difficult to find – he is living in a small house paid for by his Clan in the residential district of Yasuki Yashiki. Asking the locals about him will require a **Courtier / Awareness** roll at TN 20 (or the usual 1 koku bribe) and success yields the location of his home, and a warning that he is not 'all together.'

Daidoji Shinnin is not a particularly imposing young man, being slight for a Daidoji. He is kept fairly presentable by his single servant, a girl named Chi who is kept very busy tending to her master's needs, few of which he provides for himself. Some PCs may have met Shinnin already and earned his ire (Usagi Kiritabi is among those who have). Such PCs will find him to be a very likely culprit to have sent assassins against them. The true culprit, Yasuki Mayoki, is aware of this and is using Shinnin as a scapegoat.

If any of the PCs who visit Shinnin's house have him as a Sworn Enemy (or Kiritabi is with the PCs) he will be extremely hesitant to so much as let them in for a cup of tea. Chi will meet the PCs at the entrance and let them in, but as soon as Shinnin lays eyes on the PCs, he dismisses them. If none of the PCs have him as a Sworn Enemy and Kiritabi is not with the group he will be more friendly, urging Chi to fetch tea for his guests, which he has very few of.

If the PCs are dismissed by Shinnin, they will need to think quickly in order to get him to talk to them. He plays a key role in the PCs' investigations and if they fail to get any information from him they are highly likely to fail, unless they accuse Shinnin formally of the assassination attempt (if this happens, skip to Part 3: Pinning the Culprit). Fortunately, the PCs have two things going for them: the first is that Shinnin is extremely unintelligent and is thus easy to manipulate. The second is that Shinnin is afraid of them. Even without a magistrate backing them up he can be intimidated into talking to the PCs with threats (**Intimidation / Awareness** at TN 15) or coerced into talking by insinuating that he sent assassins after them with the promise of Kaiu Mizumi's testimony being proof of his deed (no roll required with proof, **Courtier / Awareness** or **Deceit / Awareness** at TN 15 without). Begging him for his help will be somewhat effective, as it will appeal to his ego considering his hatred of the PCs and Kiritabi (minus one point of Honor and Glory for PCs who beg and a TN 15 **Sincerity / Awareness** or **Deceit / Awareness** roll).

Once the PCs have Daidoji Shinnin's attention, he will be greatly alarmed that his name has come up in the PCs' investigations regarding their assassination. He (truthfully) insists that he had nothing to do with it and denies ordering swords from the blacksmith Mizumi and writing the orders to kill the PCs. He will even let the PCs search his house. If the PCs wish to ask his servant Chi any questions she will not be very helpful. She would not embarrass Shinnin right in front of him and so she will play the part of the witless and

deferential servant, though the PCs may be able to tell that she avoids questions about her master's visitors.

Searching Shinnin's House

If the PCs wish to investigate the order form and check the paper in Shinnin's house and make an **Investigation / Perception** roll at TN 15 they will discover that the paper is the exact same, though a **Calligraphy** or **Investigation / Intelligence** roll at TN 25 or a **Forgery / Intelligence** roll at TN 20 will note that though the handwriting is similar it has slight differences.

The PCs may wish to check Shinnin's financial records to see if they can find the purchased swords in them. Shinnin's records are a horrible mess as he doesn't even try to organize them. A **Commerce / Intelligence** roll at TN 25 can be made to organize them and find any relevant information. The PCs will not find the swords in his records, nor anything suspicious looking that might point to the purchase of them or the hiring of a ronin to deliver the order form to the blacksmith. The PCs may get the idea that he simply didn't record the purchase but Shinnin will obviously not consent to them searching his money box. Even if the PCs press the issue (as above) or have a magistrate with them, they will find that he isn't missing enough money to account for the weapons.

Interrogation

The PCs may have questions for Daidoji Shinnin regarding his involvement in the assassination plot. He can't offer much to the PCs but what information he has can be crucial to their investigation. Below are his responses to some questions the PCs may ask.

- *Why is your seal on the order form* (or any question about whether he's noticed anything missing from his home)? Daidoji Shinnin can't explain why his seal is on the form and turns his head away in embarrassment. If pressed on the matter he will admit that he lost his seal around a week ago and hasn't been able to find it. If the PCs don't speculate that it was taken and used to fraud him, Kiritabi will.
- *Do you have any enemies who might seek to get you into trouble?* Aside from any PCs and Kiritabi, none that he knows of. He will point this out bitterly.
- *Have you had any visitors lately?* Shinnin denies having any visitors, but if any PC thinks he might be fibbing, allow them to roll **Investigation (Notice) / Perception** at TN 15 to catch telltale signs that he isn't being truthful. If pressed he will insist that any visitors he's had are irrelevant to the PCs' inquiries. He will not admit that he had a call-

girl in his house even if pressed on it, and his servant Chi will not contradict him in front of the PCs. He may admit it if tortured or threatened, but the connection between his missing seal and his guest has simply not occurred to him.

- *Where do you get your paper from?* Shinnin will obviously find this to be an odd question, but he says that he brought plenty with him from Crane lands when he moved to Yasuki Yashiki. He can't remember the name of his supplier, just that the paper came from Lonely Shore City. He always sent a servant to fetch minor things like paper when he was running low. He offers that the Mantis have a strong presence in Lonely Shore City so there could be a Mantis in Yasuki Yashiki with the same paper. He suggests that the PCs try looking in the Crane or Mantis embassies within Yasuki Yashiki. If the PCs look into any of these leads they will find that no one else has the same paper.

Leaving Shinnin's House

When the PCs have completed their business with Daidoji Shinnin (if they were not simply dismissed), they will likely be disappointed to have no leads remaining. Chi will guide them to the gate of the house, and once outside of earshot of her master she nervously addresses the PCs. *"Um, samurai-samas, I want to tell you that I'm sorry my master can't be more help to you, and what happened was dreadful. I, um, might be able to help you though."* Her face turns bright red and she clearly is afraid of what she's saying. If the PCs are kind to her she can offer an extremely helpful piece of information, as long as they promise not to tell Shinnin where they heard it. *"I hope you will forgive my master's indiscretions, but you must understand his reluctance to say anything that would cause negative utterances about him among the samurai-samas. My master sometimes has... um, female visitors over to visit for tea and conversation. The last time this happened was a little over a week ago, around the same time that my master's seal went missing. Afterward, master was very delirious and I had to nurse him back to health. I think she might have done something to him and taken some of his things. I noticed the missing seal but didn't think much of it, but now..."*

Presumably the PCs will be very interested to hear more. Chi can describe the woman who came to visit as a ronin woman with the kind of figure that attracts men's attention. She can describe the ronin woman in detail and even knows her name: Mutsumi.

Part Three: the Ronin Mutsumi and Dama

The PCs should have a pretty good idea of what to do at this point. In order to connect the clues they will need to find Daidoji Shinnin's personal seal, and they have the name of a person who seems likely to have it.

Finding Mutsumi

The PCs know they need to find a highly attractive ronin woman who goes by the name of Mutsumi. Luckily, although she is relatively new in Yasuki Yashiki only having moved there less than a year ago many of the citizens of the city know her face; she is extremely attractive. The PCs have a few means of discovering where she can be found.

- Asking commoners in Yasuki Yashiki about the ronin Mutsumi will yield results, though more people know her by description than by name. A **Courtier (Gossip) / Awareness** roll at TN 25 will be enough to pick up the information the PCs need. If the PCs describe her in addition to giving her name the TN is reduced to 20.
- Mutsumi is engaged in the criminal underworld of Yasuki Yashiki and thus less desirable contacts will know her by name and where she lives. A **Lore: Underworld / Awareness** roll at TN 20 will divulge not only her residence but her reputation as a seductress, plus the rumor that she is exclusively sponsored by a fairly powerful politician.
- The PCs can, as always in this city, throw coin around to find what they need. Dropping 2 koku in bribes will convince the unsavory peasants to show the PCs to Mutsumi's residence.

Mutsumi currently lives in a small piece of property which was given to her by her employer (Yasuki Mayoki), which she shares with another ronin, Dama. They live relatively comfortable lives, as they receive a stipend from their Yasuki patron; they earn this by loyally executing every order Mayoki gives them, and never questioning her demands.

When the PCs reach the house and announce themselves, they are met by both Mutsumi, and Dama. She is an alluring, trim woman wearing a somewhat risqué kimono (slightly more observant PCs may notice a knife concealed in her clothes – this requires an **Investigation / Perception** roll at a TN of 20). Dama is a scarred samurai in his mid-thirties, who despite his rough outward appearance, maintains an air of stylishness. He has a very bad attitude and respects few people. If any of the PCs have played *Poisoned Gift*,

Dama will instantly recognize them – these PCs were the last ones to interrogate him after he was caught harassing merchants in Friendly Traveler Village. The PCs may not recognize them, however – he does appear to be just another ronin, and is somewhat better off than their last meeting. On sight, let the PCs roll either **Investigation** or **Lore: Heraldry / Intelligence** at TN 25 to recall that Dama was previously interrogated by them for his crimes in Friendly Traveler Village. (The Precise Memory Advantage provides +1k1 to this roll.) If they make at least a 35, they will also remember Mutsumi from Friendly Traveler Village. She was the door guard at the Cherry Blossom sake house, a place of ill repute owned by the merchant Yasuki Mayoki before she was exiled from Friendly Traveler Village. Both of these ronin are all that remains of Yasuki Mayoki's personal guards, as the rest were killed or scattered during the events of *Poisoned Gift*.

Dama shows his fangs before anyone can make introductions, demanding that the PCs state what they want and how they have no business at his home. Both ronin will deny any involvement in the assassination or any activity in preparation for the assassination. Both, of course, are lying, which can be determined with an **Investigation (Interrogation) / Awareness** roll at TN 20.

The PCs will have little choice other than to use some forceful methods to find the evidence they're looking for. The worst thing they can do for themselves is admit that they are not representing a magistrate. Doing so incurs a +5 TN penalty on all social rolls with Mutsumi and Dama for the remainder of the adventure. Dama is not easily manipulated and will ask if the PCs try to interrogate him, whether alone or with Mutsumi. The PCs will need to either coerce their way into the house or sneak in the back while Dama and Mutsumi are distracted. Neither ronin will force the confrontation to combat, though Dama will protest loudly if the PCs move to search the small house – however, if the PCs do not push the issue, it will be much harder for them to convince the ronin to talk.

Questioning Mutsumi

Mutsumi knows the following information, if the PCs are able to wheedle it out of her. Each answer requires an **Investigation (Interrogation) / Awareness** roll at TN 25. Other skills may be substituted if used appropriately. If she is alone with the PCs they can simply pay her 15 koku to leave Mayoki's service entirely and extract everything she knows about her patron. She will not offer this, but if a PC suggests this option she will concede to it.

- She seduced Daidoji Shinnin and took his personal seal on orders from her employer. She does not know why he was chosen in particular to target.
- She knows that Dama stamped an official-looking piece of paper with the seal and left, returning later empty-handed.
- She was hired by Yasuki Mayoki to serve as bouncer for a tea house in Friendly Traveler Village. When Mayoki was exiled and stripped of her property, she brought Mutsumi and Dama with her. Mayoki now serves as Yasuki Minoru's treasurer at his estate.
- Mutsumi has never heard of the Kolat (beyond the name) and is not a member of the conspiracy. She is, in essence, simply a ronin who uses a variety of skills to make it in the world and is just unfortunate in her choice of patrons.

Questioning Dama

If the PCs are speaking with both Mutsumi and Dama simultaneously, treat all TNs as though the PCs are speaking with Dama. He has been working for longer and is much more loyal to Yasuki Mayoki than Mutsumi is and furthermore is extremely used to interrogation, having been arrested over a dozen times in his life for various crimes, and it is not easy to get to him to talk. Once the PCs have found the seal, he will admit the following information to the PCs if asked and the PCs succeed at **Investigation (Interrogation) / Awareness** rolls at TN 35. Other skills may be substituted if used appropriately, but note that Dama is resistant to Intimidation due to his **Balance** Advantage and has a personal weakness for women represented by the **Lechery** disadvantage. Dama cannot be paid to betray Mayoki. He is already living in fear of her discovery of his being the primary reason for her exile from Friendly Traveler Village and money won't convince him to do it again. Clever PCs might use his **Dark Secret** against him, ironically blackmailing him into betraying Mayoki again by threatening to tell her of his original deed.

- Mayoki gave him an order form for swords and told him to stamp it with a seal that Mutsumi would give him later. The form was to be delivered to Mizumi Steel Works, and the swords were to be dropped in an alley for some other ronin to pick them up later.
- Dama was unaware of any assassination plot, let alone that the PCs were in Yasuki Yashiki. He merely did what he was told.
- He has been working for Yasuki Mayoki for years, and was once second-in-command of her six loyal bodyguards. With the death of Burai, the group's

leader, Dama would have become the new leader except that he and Mutsumi are the only two left.

- Dama has heard of the Kolat before, but doesn't know anything about it, or about any direct connection between Mayoki and the conspiracy. He does know that Mayoki has some powerful connections, which explains some of his fear of her.

Searching the Ronins' House

The house inhabited by the ronin is actually very small, but for a ronin, having a house at all is a sign of success. It was provided for them by Yasuki Mayoki as a boon for remaining loyal to her after her exile from Friendly Traveler Village. The house is comprised of only five small rooms: Mutsumi's bedroom, Dama's bedroom, a miniature common room, a kitchen, and a washroom. The house is not particularly dirty, but everything about it is crude; the PCs could have guessed ronin lived here even if they never met Dama and Mutsumi. Dama's bedroom is actually the cleanest and best-kept room in the house, most-likely due to the fact that it also appears seldom-used.

There is nothing useful to find in any of the rooms except for Mutsumi's room. If the PCs search for the Daidoji Shinnin's personal seal, they will find it inside a drawer by Mutsumi's bed with an **Investigation (Search) / Perception** roll at TN 15. Finding the seal will give the PCs two Free Raises on the interrogations rolls when questioning the ronin. Getting a 30 on the same roll (or if the PCs specifically mention they are searching for suspicious substances and roll at 20) they will find a small vial hidden amidst Mutsumi's clothing containing a bit of green liquid. A **Medicine / Intelligence** roll at TN 20 will determine that the liquid is a concentrated form of a mild sedative. Following this information, a **Poisons / Intelligence** roll at TN 15 can determine from the smell that this sample is very strong and could have been used as a weak poison. The PCs will likely also search for papers or records or something written down that might also assist in their investigation, but seeing as neither ronin can read or write, such searching will turn up nothing.

Once the group has left the ronins' house, Usagi Kiritabi asks the PCs if they know anything about Yasuki Mayoki. She believes that Mayoki may be the one behind it all, but seeing as Kiritabi has never met her, she would like the PCs to fill her in. In any case she strongly believes at this point that the entire affair was a Kolat plot to silence her, one she fully intends to uproot and turn against the conspiracy. She does not make this thought public unless a PC brings it up first.

Part Four: The Enemy

The PCs should by now have a good idea of what happened leading up to the assassination attempt at this point. The trail has led them to the name Yasuki Mayoki, a name many PCs will be familiar with and detest. There are two principle methods of acquiring the information the PCs will need to bring her to justice: an illegal, if practical, attempt to penetrate Mayoki's home to find clues or the legal, honorable, but somewhat more difficult option to involve the Emerald Magistrate.

Kiritabi's Plan

If none of the PCs suggest it, Kiritabi will propose that the group should find a way to implicate Yasuki Mayoki for the assassination, or discover if she was acting on orders just as her own henchmen were. It is possible that the PCs do not know where Yasuki Mayoki is, or even if she's in the city if they did not ask the ronin about it. They can find out readily enough from the townsfolk (no roll necessary) that she is the recently-appointed treasurer of Yasuki Minoru. She filled the post less than a year ago and the appointment was a source of gossip for a time, as there were rumors that she had been accused of corruption somewhere else in Crab lands.

There are two obvious ways to accomplish exposing Yasuki Mayoki. The first is to gain permission to access her house and seek a confession. The second is to break into her room and find something implicating. The PCs may propose talking to Mayoki herself, but Usagi Kiritabi will try to suggest against it, arguing that if she was responsible for the assassination attempt she will not only refuse to cooperate without pressure from a magistrate but will probably destroy any evidence she has if the PCs give her reason to believe they're on to her.

Yasuki Mayoki lives in her own private residence near the castle Yasuki Yashiki. Finding it will require discreetly asking the citizens of Yasuki Yashiki and rolling either **Lore: Underworld / Awareness** or **Courtier / Awareness** at TN 20. Alternatively the PCs can spend a koku as a bribe to convince the money-hungry citizens to give up the information.

Breaking In

Usagi Kiritabi's specialty is discretion, and this is her preferred method of action. She knows the she and the PCs will inevitably need to get a magistrate involved, but wants to ensure that the group can prove who tried to assassinate them while the trail is still hot. She will

only discuss this option if the PCs seem likely that they would find it acceptable. After all, breaking into a high ranking bureaucrat's residence is a serious crime, one that would get her and the PCs expelled from the city if they were caught.

Yasuki Mayoki's residence is surrounded by a low tiled wall which the PCs will need to climb over if they wish to avoid the guard on the front gate at the south side of the house. It is a TN 15 **Athletics / Strength** roll to clear the walls. Alternatively, the guard can be bribed for no less than 4 koku to "take a break". More violent PCs may try to sneak up on the guard and knock him out. This is risky, and the guard has a 7k3 **Investigation / Perception** roll to see the PCs coming, but only if they approach from the front. If he sees the PCs or the PCs fail to knock him out in one try (50 Wounds or more), he will cry out loudly enough for others to hear and the PCs will have no choice but to clear out or risk apprehension by the guards. (Another option to silence the guard may be to grapple him, and as long as he can be contained in the grapple he will be unable to make a sound.)

Yasuki Mayoki's residence is fairly large, given that she is a rich and fairly influential bureaucrat in Yasuki Yashiki, serving as Yasuki Minoru's treasurer. Her home consists of an entrance room at the front of the house, which connects to a hallway. The north side of the hallway opens up into a dining room, and the east and west sides both lead to bedrooms. The eastern side has two small guest rooms, one of which both servants sleep in at night, and the west side has a bigger bedroom, which Mayoki sleeps in. The dining room has a door on the east side that leads to the kitchen, where a servant can be found all during the day. The north side of the dining room has large shoji screens that open at mealtimes to reveal the back garden and let a breeze in. Mayoki's bedroom has a door on the north side that leads to her office. Windows are present in all of the rooms, including two in the hallway. The window to Mayoki's office is barred. Both hall windows are located right next to the bedrooms. The door leading from the hallway to the dining room is always slid open. See Appendix #2 for a full map of Yasuki Mayoki's residence.

During the night a lone guard patrols the outside deck of the house that leads all the way around the east, south, and west sides. Avoiding him requires a **Stealth (Sneaking) / Agility** roll at TN 25. The PCs will need to roll to avoid him any time they move around outside the house. The two house servants sleep together in the southern-most guest bedroom. Sneaking through the window and into the hallway from this room requires a **Stealth (Sneaking) / Agility** roll at TN 20. During the

night all of the doors and windows are closed except for the two hallway windows. Other windows are locked shut and can either be picked (**Craft: Locksmithing / Intelligence** at TN 15) or broken (the guard rolls **Raw Perception** 3k3 at TN 10 to hear the window shatter, and if it's Yasuki Mayoki's room and she is in it, a TN 20 **Raw Perception** roll for her). Yasuki Mayoki sleeps in her bedroom. See the next section, "Searching the House" for details.

During the day there are no guards, but there will be a servant in the kitchen, a servant cleaning the hallway, and two boisterous ronin in the dining room (the back entrance is wide open). Sneaking past a servant requires a TN 15 **Stealth (Sneaking) / Agility** roll and sneaking past the ronin in the dining room is impossible. During the day the back door is open, the kitchen window is open, and both hallway windows are open. If the PCs approach the door on the north side of the tea room, they will hear the ronin on the other side in the dining room (no roll required). If they still opt to open the door, the ronin will see them immediately.

If the PCs are seen by a servant or a ronin guard, they will loudly ask "Who are you?" which prompts everyone in the house to converge on wherever the PCs are. They will shout loudly enough that people outside the house can hear, and the magistrate will be sent for. The PCs will either have to come up with an extremely good cover story to be let out peacefully, or they will have to run or face arrest. Either way Yasuki Mayoki's house will be placed under extra guard from that time forward and breaking in will be impossible. If the PCs are arrested the adventure is over. They are expelled from the city and forbidden from returning. The PCs lose a Rank of Glory, plus one additional Rank per Insight Rank, and any Favors they previously had with the Yasuki family. They also gain a Rank of Infamy as they will now be remembered as burglars and sneaks, and lose one point of Honor per Rank of Honor they possess.

Searching the House

The PCs will not find anything of use to their investigation in any of the rooms besides Yasuki Mayoki's bedroom and office. Her home is well furnished with finely-crafted furniture and a few nicely arranged flower arrangements in expensive looking vases.

After eating her dinner, Mayoki will spend some time in her office before turning in for the night. By 10 pm she is asleep and the night guard is in full force. She sleeps on a futon in the middle of the room, her head on a traditional wooden pillow.

Each action taken by the party or Kiritabi while within Yasuki Mayoki's bedroom at night will initiate a **Raw Perception** roll for Yasuki Mayoki, starting at TN 40 and decreasing by 5 for each person taking an action. For example, if two PCs search for a key while Kiritabi tries to pick the lock, the TN is 25. If Yasuki Mayoki wakes up the PCs and her should roll Initiative. On Mayoki's first action she screams, alerting the guards, who come to check on her and who leave to inform the city magistrates. Within minutes the magistrate Yasuki Kainashi arrives at Mayoki's home along with his yoriki and arrests the PCs. Even if the PCs hold Mayoki's mouth closed and finish searching, the PCs' adventure is still effectively over. At first opportunity she will inform her superior Yasuki Minoru of what happened and he expels the PCs from Yasuki Yashiki. If Mayoki wakes up the PCs really only have two options if they wish to avoid arrest and/or expulsion from Yasuki Yashiki: knock her out immediately or kill her. If the PCs can do enough Wounds to knock Mayoki out before her first action she will not be awake long enough to remember what happened. Knocking her out without it being apparent that she was assaulted is possible, with a **Jiu-jutsu / Agility** roll at TN 25.

If the PCs kill Yasuki Mayoki the adventure is over. They will have successfully completed their investigation into the assassination attempt, but they did not follow Rokugani law to do so. Usagi Kiritabi will hang her head in shame, then slip out and leave the PCs to make their own escape. The PCs will have to sneak back out of the house without being seen or they will be pinned with the crime of murder. Contact the campaign administrator if this occurs. If the PCs successfully sneak out, skip to the Conclusion of this adventure.

The sturdy wooden door to Yasuki Mayoki's office is locked. The PCs have two choices if they wish to get into the office. They can either search the bedroom for the key, or pick the lock on the door. Kiritabi has some skill with lock picking and will succeed after two attempts. The PCs can search for the key while she or any PC makes the attempt. Picking the lock requires a **Craft: Locksmithing / Intelligence** roll at TN 20 and requires a lockpicking set which Kiritabi has. PCs who search for the key in her bedroom will require a **Investigation (Search) / Perception** roll at TN 25.

Yasuki Mayoki's Office

In Yasuki Mayoki's office, placed on folded paper on her desk, the PCs can find several incriminating pieces of evidence, including another copy of the PCs' descriptions that match the papers the assassins had, a payroll indicating that she employs Mutsumi and Dama,

and financial records matching the exact cost of the swords (though they are listed as extraneous expenditures).

A special hidden and locked compartment in her office, which the PCs can find by declaring that they are searching for hidden compartments and successfully roll **Investigation (Search) / Perception** at TN 25, contains nasty evidence – orders written by Yasuki Minoru himself to deal with the PCs and Usagi Kiritabi by any means necessary as retribution for the events in Friendly Traveler Village and Uo no Kusai Mura. Usagi Kiritabi is very interested in this letter as it links Minoru to the Kolat-related events in Uo no Kusai Mura, not to mention gives reason for Kiritabi to have been assassinated as she had never met Yasuki Mayoki. The key to this compartment is on a silver necklace kept around Mayoki's neck.

At night, finding the key to the hidden compartment can be done by searching Yasuki Mayoki and rolling **Investigation (Search) / Perception** at TN 20, and taking it from her without waking her requires a **Sleight of Hand / Agility** roll at TN 35. Alternatively, and much less risky, the lock on the compartment can be picked with a **Craft: Locksmithing / Intelligence** roll at TN 25. Smashing the lock requires a Strength roll paired with an appropriate weapon skill at TN 20, but will cause a racket, waking Yasuki Mayoki up from her sleep.

During the day, finding the key to the hidden compartment is more difficult. If the PCs interview Mayoki, they can notice the key around her neck. If they fail to do so they have no choice but to break into it. Luckily, the PCs don't have to worry about waking anyone up at this time so the lock can be smashed with little worry. If the PCs do this because of an official investigation, they will be forced to pay 1 koku to Yasuki Oguri's treasury for the destruction of public property.

Seeking the Magistrate

Should the PCs take the more honorable route and seek out Shiba Utsuro, he will again not be in his room. The Innkeeper will explain that he has not returned yet, but that they are more than welcome to wait for him at the inn, though his attitude quickly turns sour if the PCs sit at a table without buying anything. Later on in the evening, Utsuro finally arrives, dusty and sweaty from travel. He will greet the PCs with a weary smile, *"Well then, has more information come to light? Let me clean up a bit and we can go over it over dinner."* (If the PCs haven't met Utsuro at this point they will need to introduce themselves and explain their situation).

The PCs can insist to speak with him immediately, but only a PC with his recommendation (or the Ally advantage) and a **Courtier (Manipulation) / Awareness** roll at TN 25 will convince him to defer a bath and a change of clothing.

Otherwise, half an hour later he will join the PCs in the common room slightly refreshed and listen closely as the PCs go over their case. He will again listen intently and with concern as the PCs review their findings. He will be shocked at the allegations and ask to review any written testimony the PCs have gathered personally. The entire matter will take two hours. At the end, he will spend a few minutes thinking it over. *"You have made the connection that I was seeking, however this will be a difficult case to prove. We will need to search her home and interview her in order to make the complete case. Unfortunately, Yasuki Mayoki is quite well-connected so it will probably cost me a lot of cooperation in Yasuki Yashiki. But... justice must be served. I will write the Order of Appearance that you require and seek an audience with Yasuki Minoru to satisfy the law. Fortunately, Yasuki Kainashi was kind enough to provide me with a previously-signed Order for use in emergencies. You will take a copy of the Order and present it to Mayoki while I speak with the daimyo. Thus, the case is expedited and proper etiquette is followed – and she will have difficulty in calling on her patron's assistance."*

Interviewing Yasuki Mayoki

With the PCs' information that Yasuki Mayoki may be involved in the attempted assassination, Shiba Utsuro will approve of and write an Order of Appearance for Yasuki Mayoki. If the PCs are unfamiliar with what an Order of Appearance is they can roll **Lore: Law / Intelligence** at TN 10 to remember that an Order of Appearance is an official demand to question an individual as a witness. It is not used as a means of formally accusing any party of wrongdoing.

If the PCs go to the castle during the day and meet with Kaiu Hisayuki again and present the Order of Appearance, he briefly leaves the PCs and returns with a short, thin woman with a pinched expression. She eyes the PCs but makes no sign of recognition and carefully conceals her emotions when she addresses the PCs. *"I am Yasuki Mayoki, treasurer for my lord Yasuki Minoru. I am extremely busy and assure you that I am no witness in any sort of criminal case. I wake up in the morning, present myself to my lord, work an honest day's work, and return home for supper and sleep. If you'll excuse me I need to return to my work."*

Yasuki Mayoki attempts to excuse herself, but presumably a PC will insist on questioning her regardless. She makes another offer. *“Very well, samurai-sans. You have presented an Order of Appearance. I am legally obligated to answer the magistrate’s questions. If I may beg a small indulgence from you, may we have the conversation where we can be comfortable? I do not believe Kaiu Hisayuki is obliged to listen to you question me. I would invite you and the magistrate to my home at sundown when I am off duty and we can enjoy a light tea and rest on comfortable couches while we talk.”* If a player questions her intentions for putting off the questioning, allow them to roll **Investigation (Interrogation) / Perception** at TN 20. Success means that the PC senses that she is hiding something and probably has good reason to want to be questioned on her own turf. If the PCs consent to talking at sundown she thanks the PCs with a courteous bow and returns to her own office. Kaiu Hisayuki dismisses the PCs with a short bow. If they do not consent, she insists once, then gives up. She says stoically, *“Very well then. If you must do it now, then be my guest.”*

If the PCs allow Yasuki Mayoki until sundown to question her, she leaves the castle out another door as soon as the PCs are out of sight. As the PCs are leaving, allow them to roll **Investigation (Notice) / Perception** at a TN of 30 to notice a glimpse of her heading out of the castle from another direction. Mayoki is attempting to sneak home to dispose of evidence that would implicate her of hiring assassins to kill the PCs. If she is allowed home and gets into her office (which she unlocks with the key around her neck), she will find and crumple up the copy of the assassination order, put it in her pocket, and sneak back to work. Once back at work she destroys the orders permanently. This item will no longer appear in Mayoki’s office if the PCs search it.

If the PCs wish to present the Order of Appearance to Yasuki Mayoki personally and arrive at her residence between sundown and 10pm (this requires knowing where it is of course. See the section **Kiritabi’s Plan** above) they can meet her at the gate of her home. She will try to turn the PCs away just as if the PCs delivered the Order of Appearance during the day to Kaiu Hisayuki, but on insistence she will have no choice but to allow the PCs inside to question her. As long as the PCs can keep her in the tea room and away from her office she will be unable to dispose of any evidence. If she can get alone she will go to her office and destroy the copy of the assassination orders, preventing the PCs from finding them.

Questioning Yasuki Mayoki will prove difficult and mostly useless to the PCs. She is extremely intelligent, knows how to carefully redirect conversations, and how to answer questions in ways that give no information. She is a highly skilled courtier and is also intensely loyal to her lord Yasuki Minoru, whom she speaks of as if he were her father. She will not admit to any wrongdoing, denies employing Mutsumi and Dama, denies involvement in any murder plot, and even denies any past knowledge of or experience with any of the PCs and Kiritabi. The only thing that can get Yasuki Mayoki to talk is with direct evidence.

- Yasuki Mayoki will not consent to a search of her home under any circumstances other than the magistrate forcing her to do so. The magistrate will agree that unless the PCs are formally accusing Mayoki of the assassination conspiracy they have no right to search her home. The PCs can get the magistrate to push the issue for them if they do make the formal accusation or they role-play a well-reasoned argument for why they should be allowed to within the limits of Rokugani law.
- If the PCs show her a payroll indicating that Mutsumi and Dama are under her employ, she coolly apologizes for the error in denying employing two ronin. *“They were assigned to me as yojimbo by my lord Yasuki Minoru, but I have little need of yojimbo and thus am not even acquainted with their names. I only see them briefly to pay them for what little services they render.”* If the PCs ask more about what services they render she replies by saying they accompany her on occasion around town and check on her house during the day to ensure the housekeepers are keeping busy.
- If the PCs show her a copy of the assassination orders, she looks at it blankly and denies seeing it before. If the PCs broke into her house to get it they would be unwise to mention this fact, as it will get the PCs arrested and ejected from town, ending their investigation, but if they show it to her after searching her home by legal means she just continues denying seeing it before, though a visible band of sweat appears on her forehead.
- If the PCs show her a copy of the receipt for the swords and her financial records matching the amount on the receipt, she dismisses the evidence, stating, *“That is a coincidence. You are reaching quite far in your conclusions, samurai-sans. What I purchase is none of your business, though I have a taste for art and furniture that only refined samurai such as myself could understand.”*
- If the PCs show her the orders from Yasuki Minoru indicating that the assassination plot was under his orders, let the PCs roll **Raw Awareness** at TN 20

to notice the look of intense fear cross her face for a fraction of a second, only to return to her normal stoic face. *“I have no idea what that is, samurais. Did you place that in my office in an attempt to discredit my lord?”*

- Yasuki Mayoki wears a silver necklace around her neck with a small key on it. The PCs may notice this if they examine her closely and roll **Investigation (Notice) / Perception** at TN 25. She will not consent to handing over the key unless the magistrate orders her to, which can happen at the PCs’ request if they find the secret compartment and realize that it’s locked and assert that the necklace is the key.

Part Five: Pinning the Culprit

There are a number of clues that the PCs may have collected or missed throughout the adventure. This includes the assassination orders found on both the assassins and in Yasuki Mayoki’s office, the testimony of the ronin assassins, the receipt for the purchase of swords that the assassins used, Daidoji Shinnin’s seal, the testimony of Dama and/or Mutsumi, the payroll, and the note written by Yasuki Minoru. At bare minimum, the PCs will need to be able to prove a link between the assassinations, Daidoji Shinnin’s stolen seal, the ronin Dama and Mutsumi, and Yasuki Mayoki in order for the magistrate to be satisfied enough to present formal charges to Yasuki Mayoki for conspiracy and attempted murder against the PCs. If the PCs wish to also present charges against Yasuki Minoru, the magistrate strongly urges the PCs not to go forward with that decision. Yasuki Minoru is a provincial daimyo and is well liked by the family daimyo Yasuki Oguri; attempting to charge Minoru would likely end in failure and social consequences for the magistrate and the PCs. The magistrate will refuse to make such a charge but if the PCs insist they are invited to make the accusation themselves once a trial can begin. Usagi Kiritabi agrees with the magistrate, instead requesting that she be allowed to take the letter back to her clan to investigate separately. The crucial element of proving this case under Rokugani law is that the PCs have to be willing to take the risk of a challenge; there is no guaranteed “safe path” for them to take within the boundaries of the Empire’s culture. If they have the order from Minoru in hand, that will have a profound effect on how the resolution plays out, but they have no means of knowing that ahead of time.

When the PCs are ready, Shiba Utsuro presents himself and the PCs at the castle and as usual is met by Kaiu

Hisayuki, who is beginning to resent his temporary duties as doorkeeper. Hisayuki again explains that Yasuki Minoru is too busy to see them but backs down when the magistrate presents the formal charges. He leaves the PCs and returns an hour later. *“My lord Yasuki Minoru and the accused Yasuki Mayoki are waiting for you now. Please excuse the wait.”* Hisayuki leads the PCs further into the castle into a court chamber where the proceedings can take place in relative privacy.

Yasuki Minoru, daimyo of the Junkin province, is a smiling man with restless eyes that seem to dart between everyone in the room, seemingly measuring each one individually in his mind. It is he who speaks first. *“My vice-assistant auditor delivered unfortunate documents to me about an hour ago. I would very much like it explained as to why my treasurer is being accused of such heinous crimes, as well as how you intend to prove it. Yasuki Mayoki is a loyal vassal, and I am unaware of any wrongdoing ever done by her in the past. There were rumors of some trouble surrounding her in Friendly Traveler Village last year, but I assure you that any occurrences there were a misunderstanding and she was brought home to settle the matter peacefully. She has since served faithfully and I have never had any reason to suspect her integrity, dutifulness, and honor.”*

The PCs must now make their case. Presumably they will prove the link between Yasuki Mayoki and the assassins at the Inn of the Golden Scales, and following their case have the primary speaker roll **Etiquette (Bureaucracy)**, **Courtier (Manipulation)**, or **Investigation** (their choice of Skill) paired with the Awareness Trait at TN 40. Give the PCs up to three Free Raises for how persuasive the arguments are. Also give them a Free Raise if they present either the orders from Yasuki Minoru to have the PCs assassinated or copy of the assassination letter found in Mayoki’s office (assuming the copy was obtained legally). The proceeding events will occur based on the information the PCs have attained and the persuasiveness of their arguments.

If the speaking PC fails the roll, one more speaking PC may attempt a different roll. If both PCs fail, the argument is not persuasive enough. Yasuki Minoru and Yasuki Mayoki argue with the magistrate until he is forced to back down and declares Yasuki Mayoki innocent of the charges brought against her. Before dismissing the PCs, Yasuki Minoru informs them that he is no longer interested in their service and urges them to return to their respective clans.

If the speaking PC succeeds at the roll and do not indicate in any way that Yasuki Minoru is the one behind the plot, Yasuki Minoru will try to defend his vassal the only real way he can: through bribery. ***“It would appear that you have a strong, though circumstantial, case against my subordinate. I am unsure, however, that this evidence is truly as solid as you might think. I am prepared to offer my sincerest apology for the failure to disallow such violent ronin from coming within the boundaries of the Junkin province. I assure you that a full reprimanding of the city guard and magistrates will occur as well as an internal investigation into the matter, and once all reasonable doubts have been settled all involved will be dealt with swiftly and justly by me personally. I am prepared to offer compensation to your estates for turning the case over into my hands. Formal charges are unnecessary and time-consuming and it would serve us all better this way. Do we have an agreement, samurai-sans?”*** If the PCs agree to this, Usagi Kiritabi will try to urge the PCs to reconsider. She cannot publicly mention this without making an accusation, but she strongly believes that Minoru and Mayoki are in league with each other and that an internal investigation would never occur, or at best would be brief and conclude nothing. If the PCs still agree, Kiritabi will be unhappy but drops the matter. She is just one Minoru Clan samurai and cannot make the case by herself. Proceed to the conclusion of this adventure.

If the PCs continue to press the case, Yasuki Minoru has no further weapons at his disposal to protect Yasuki Mayoki. If the PCs presented the assassination orders found in her office, she has no choice but to confess to her crimes. She bows to Yasuki Minoru apologetically and says ***“The charges brought against me are all true, my lord. I am deeply sorry that I have shamed this court with my personal grudges. Please allow me to commit seppuku for my deeds.”*** Yasuki Minoru and the magistrate will both accept this confession and are willing to accede to her request. Yasuki Minoru is disinterested to hear any holes that the PCs still haven’t filled in, such as Usagi Kiritabi’s involvement when she never met Mayoki, and the magistrate dismisses further questions, grateful just to have successfully finished the investigation.

If the PCs did not present the assassination orders found in her office, Yasuki Mayoki still claims that she cannot be directly tied to the crime. ***“There is still no testimony or direct evidence proving any misconduct on my part. All of the testimony these samurai have brought against me is circumstantial, and I will not allow my honor and innocence to be slighted in this way. I am prepared to defend my honor and reputation of course.”*** Mayoki is of course referring to

a duel, and if the PCs agree then she will select a champion to duel on her behalf. The PCs will need to select one among them to take part in the duel as well. Mayoki confers with Minoru for a few minutes, and then sends for her subordinate Dama to represent her. The duel is to the death, and if the PCs lose or back out Mayoki is cleared of the charges and allowed to walk free. If none of the PCs are bushi (all of the PCs are monks, shugenja, or courtiers) Usagi Kiritabi will volunteer to represent the PCs – and she will almost certainly lose, unless the PCs can provide some form of benefit to her to use in the duel (a dishonorable act, to be sure). If the PCs win the duel, Mayoki is convicted and as law requires she commits seppuku on the spot as the loser of the duel.

Despite the warnings given to the PCs, a particularly gutsy group might also accuse Yasuki Minoru of being the true instigator of the plot against the PCs. They can do so by presenting the letter found in Yasuki Mayoki’s hidden compartment and asserting that Yasuki Minoru ordered Mayoki to hire the assassins. Yasuki Minoru denies the charges, challenging the PCs’ and the magistrate’s competency. He demands that Yasuki Oguri be involved in the proceedings as his lord, and the magistrate has no choice but to grant that demand. After about a half hour of waiting, the daimyo of the entire Yasuki family arrives. Oguri is a slender man of slightly over average height, dressed in fine clothes. In his mid-thirties, his handsome face is marred somewhat by a dark expression. After hearing everything that occurred up to his arrival, he produces a magistrate’s report and testifies that Yasuki Mayoki is a convicted criminal, citing her tenure in Friendly Traveler Village, and that her gaining a position in Yasuki Yashiki must have been an error in the first place. As such, the “letter from Minoru” cannot be trusted. He testifies that Minoru is honorable and dutiful and that Mayoki must have forged his signature in an attempt to pass off her crimes on her lord as a backup in case she was ever caught. Mayoki herself testifies that this is the case, defending her lord and admitting to being the sole wrongdoer (she is utterly loyal to Minoru). The only way the PCs can push the issue is if they can provide testimony from a samurai of high standing that they saw Minoru write the letter, testimony that does not exist. After taking Oguri’s testimony into account, the magistrate dismisses the case against Yasuki Minoru and convicts Yasuki Mayoki of conspiracy and attempted murder. She is granted seppuku.

If the PCs decide to go “all in” and go as far as to lie about the testimony against Yasuki Minoru, and one of the PCs has sufficient Status to make it stick (Status Rank greater than 4.0), they can challenge Yasuki Minoru himself, and he will be forced to accept. Shiba

Utsuro will not be party to such a deception, as he does not have testimony he considers sufficient, and is well aware of his limitations as a duelist – it is definitely in the PCs’ interests to discuss the matter with him before the trial, otherwise he will regretfully inform them that they have no case if they try to pressure him into challenging Minoru on their behalf. Yasuki Oguri wants to ensure his vassal’s survival, so he pulls favors to get an extremely able duelist to represent Yasuki Minoru. Just as with the potential duel with Yasuki Mayoki, the PCs must choose amongst themselves who will duel Minoru’s champion. If the PCs lose, the events proceed with Mayoki’s conviction and Minoru is cleared. If the PCs win, both Yasuki Minoru and Yasuki Mayoki are convicted of conspiracy and attempted murder, and both are given a sentence of seppuku. Yasuki Oguri leaves the trial chamber in silence, not even showing a hint of an expression on his face.

Conclusion

If the PCs convict someone other than Yasuki Mayoki or do not convict anyone, they will eventually be summoned to the castle by Yasuki Minoru. He will give the PCs a small wooden box and ask for them to take it to the home of a minor Seppun functionary in Ootosan Uchi. *“Seppun Heiji is an old friend of mine, please see this box delivered to him quickly.”* The journey will be long and fruitless, the Seppun thanking the PCs for their service and they are all allowed to return to their homes.

If the PCs murder Yasuki Mayoki and escape her residence there will be a brief uproar regarding her death. Rumors will quickly spread about a samurai wearing white that was seen leaving her residence at the time of the murder. Although there will be a reward offered for information about this samurai, the case will eventually be closed without an arrest being made. If any of the PCs wish to report Usagi Kiritabi’s involvement in the incident, carefully avoiding their own admissions will require a **Sincerity (Deceit) / Awareness** roll at TN 30 with the appropriate honor loss. Failure will force the PC to lie further and discredit their testimony. Success will gain the PC a Yasuki favor and the enmity of Usagi Kiritabi (Sworn Enemy.) The PCs will receive a letter at their inn dismissing them, as Yasuki Minoru has no more need of their services.

If the PCs accept compensation for their trouble, Yasuki Minoru will entrust each clan PC with a letter for their lord, explaining that their original task has been resolved. Usagi Kiritabi will thank the PCs for

their time, but leave disappointed in all of them, taking whatever evidence she can manage to get her hands on. Shiba Utsuro will also be quite disappointed in the PCs, and any PC who had his recommendation before must remove it from the module sheet as he begins to doubt his judgment of the PCs character.

If the PCs convict Yasuki Mayoki using the assassination order, her seppuku occurs the following morning. The PCs are not invited to witness the act, but Shiba Utsuro will be present to confirm that the sentence is carried out. He will speak briefly with the PCs after the fact, *“It would seem that I have overstayed my welcome. I have been informed by Yasuki Oguri-sama that my services are no longer required. As my lord Toshiken-sama is otherwise occupied, I do not feel I can press the issue... but it does give me much to consider.”* The PCs themselves are dismissed from the city in a curt letter from Kaiu Hisayuki, *“My lord wishes to thank you for your patience, but he has no further need of your services. The issue has been resolved.”*

If the PCs manage to additionally pin Yasuki Minoru with the murder plot, they will be asked to return the next day.

Yasuki Minoru sits in the courtyard of his castle, dressed in the traditional white of death. The priests perform the normal rites, purifying the ground around him and driving off any evil spirits.

Minoru recites a simple death haiku.

“Life of gold and silk.” He raises his eyes to meet each PC as he recites the next line, “Dusk of life comes to all men.” As he finishes the poem, his eyes come to rest on Usagi Kiritabi, “Death of white and red.”

The older daimyo makes the first cut and is then beheaded by his second.

The PCs are dismissed soon after. The PCs will find that, although Kiritabi attended the seppuku, she is nowhere to be found as they leave the castle. The PCs will be dismissed from Yasuki Yashiki, as there is no one to give them a task.

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.

Experience Points

Surviving the adventure:	1XP
Good roleplaying:	+1XP
The PCs take Yasuki Mayoki to trial:	+1XP
Yasuki Mayoki is convicted or killed	+1XP

Total Possible Experience: 4XP

Honor, Glory, Status, and Allies

Rewards given are based on the conclusion to the investigation:

If the PCs ultimately bring in Daidoji Shinnin or another samurai (or fail utterly to figure out the assassination plot) for attempting to assassinate them and Usagi Kiritabi, no Glory, Honor, or Status are gained, but no enemies are made either since Shinnin had no family left to feud with the PCs.

If the PCs accused Yasuki Mayoki of attempted assassination and could back it up, but accepted Yasuki Minoru's "apology and compensation," the PCs each gain 2 points of Status as Minoru calls in favors with their respective clans to see them elevated to a higher position. PCs who have an Oath of Fealty to Yasuki Ebi do not gain any Status (Yasuki Minoru and Yasuki Ebi are bitter enemies and Ebi would never elevate a PC on Minoru's recommendation – such PCs instead gain a favor from Yasuki Minoru). Ronin PCs are instead paid 10 koku. However, all PCs lose a number of Honor points equal to their current Honor Rank for accepting a bribe. The PCs will also lose Shiba Utsuro's recommendation, if they had it. Lose a point of Glory for inactivity.

If the PCs brought down Yasuki Mayoki and she was forced to confess her crimes, they gain Yasuki Minoru as a 5-point Sworn Enemy, but gain Honor points for refusing to take Yasuki Minoru's offer. PCs with 8 ranks of Honor gain one point of Honor. PCs with less than 8 Ranks of Honor gain two points of Honor. PCs with less than 6 Ranks of Honor gain three points, PCs with less than 4 Ranks of Honor gain four points, and PCs with less than 2 Ranks of Honor gain half a Rank of Honor. The PCs also gain Usagi Kiritabi as an Ally (2 points Devotion, 1 point Influence). 5 points of Glory minus current Glory Rank.

If the PCs were somehow able to take down both Yasuki Mayoki and Yasuki Minoru (through a duel or very expert speechcraft), the PCs gain rewards as

though they only apprehended Yasuki Mayoki, but with the exception that instead of gaining Yasuki Minoru as a Sworn Enemy they instead gain Yasuki Oguri as a Sworn Enemy. Full Rank of Glory minus points equal to Glory Rank.

If the PCs killed Yasuki Mayoki and weren't caught, they each lose an appropriate amount of Honor (as "Being an Accomplice to a Heinous Crime" on pg. 91 of the L5R 4th Edition rulebook) and gain the Disadvantage Dark Secret: Murdered Yasuki Mayoki. If they were caught, contact the campaign administrator for the consequences of the PCs' actions. If the PCs successfully frame Usagi Kiritabi for the murder of Yasuki Mayoki, they gain a Yasuki favor and Sworn Enemy (Usagi Kiritabi)

PCs who have Yasuki Minoru as their daimyo and who convict Yasuki Mayoki will find themselves assigned to lesser duties as their lord scorns their disloyalty. They lose 2 points of Status and a full Rank of Glory as their names are spoken of with less praise in their lord's courts. If the PCs convict Yasuki Minoru, they lose their Oath of Fealty and will be unable to swear to another Yasuki except for Yasuki Ebi should they choose to swear fealty again.

Module Tracking Sheets

If a PC received an Omen from the fortune teller, make sure they write this down on their character sheet.

GM Reporting

- Who, if anyone, was convicted of attempted assassination against Usagi Kiritabi and the PCs? What happened to them?
- Did the PCs discover Minoru's assassination order? Did they present in court (with or without accusing Minoru himself)?
- Did Kiritabi survive the module?
- Make note of which PCs received an omen from the fortune teller.

GM must report this information BEFORE 02/23/2013 for it to have storyline effect.

Appendix #1: NPCs

Usagi Kiritabi, Hare 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 3	Earth 3	Fire 3	Water 3	Void 2
			Perception 4	
Honor 5.2		Status 1.0		Glory 1.5
Initiative: 6k3				Attack: 8k3 (tanto)
Armor TN: 28 (ashigaru armor)				Damage: 4k1 (tanto)

School/Rank: Usagi Bushi 3

- Add Athletics skill to Armor TN unless in the Full Attack of Center Stance.
- Water Ring is considered 1 higher for the purposes of Move Actions
- When in the Full Attack stance she can attack an opponent up to 15 feet away without using a Move Action
- Attacks are Simple Actions while unarmed or using knives or weapons with the Samurai keyword

Skills: Athletics (Running, Throwing) 5, Defense 3, Etiquette 2, Hunting 2, Iajutsu 2, Investigation 3, Jiujutsu 3, Kenjutsu 3, Knives (Sai) 5, Craft: Locksmithing 1, Lore: Kolat 2, Lore: Underworld 1, Medicine 2, Sincerity 2, Stealth 3

Advantages/Disadvantages: Forbidden Knowledge (Kolat), Daredevil/Brash, Obtuse, Sworn Enemy (Daidoji Shinnin)

Equipment: Sai, 4x Tanto, Ashigaru Armor, Set of Lockpicks, Medicine Kit, Daisho

Yasuki Mayoki, Vengeful Merchant

Yasuki Mayoki is a rich merchant who formerly controlled half of the commercial districts of Friendly Traveler Village until she was exposed for many crimes and expelled from the city. Mayoki is a short, thin woman with a pinched expression. She wears expensive jewelry and clothing on the rare occasion that she goes out, but she has been in the business of exploiting the market long enough to know to send an employee to do

a job she doesn't have to do herself. She is a clever woman who maintains a high position within the Yasuki despite her history as a criminal. She is intensely loyal to her lord Yasuki Minoru, whom she now serves directly as his treasurer, and will guard her and her lord's intentions firmly, even at the cost of death. She only employs a few men, but all are strong ronin who have served her for years and are loyal to their employer.

Air 3	Earth 3	Fire 3	Water 2	Void 3
Awareness		Intelligence	Perception	
4		4	3	
Honor 2.2		Status 4.5		Infamy 5.0
Initiative: 6k3				Attack: 6k3 (knife)
Armor TN: 20				Damage: 3k1(knife)

School/Rank: Yasuki Courtier 3

Skills: Calligraphy 2, Commerce (Appraisal) 4, Courtier 3, Defense 2, Etiquette 5, Knives 3, Intimidation 2, Lore: Underworld 5, Sailing 1, Sincerity (Deceit) 3, Stealth 3, Temptation (Bribery) 3

Advantages/Disadvantages: Ally (Yasuki Minoru), Wealthy/Bad Reputation (Criminal), Dark Secret (Kolat Agent)

Daidoji Shinnin, Bitter Courtier

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 losing the family trading vessel and being stripped of his position and title of governor of Uo no Kusai Mura. The Daidoji Trading Council has not found a new place for Shinnin yet and so they have placed him in Yasuki Yashiki for the time being to learn from his betters about business operation. He is extremely bitter about his demotion, the death of his sister under his watch, and the dwindling of his once vast family fortune. He is also well aware that the council is strongly considering moving him to Rubble Village to live out the rest of his disgraced life.

Air 3	Earth 3	Fire 2	Water 2	Void 3
		Intelligence 3		
Honor 3.0		Status 1.5		Infamy 2.5
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: Doubt(Commerce), Lost Love (Daidoji Shikou)
Equipment: Tanto, Wakizashi

Dama, Ronin Brute

Dama, a former member of the Daidoji family ousted for his attitude and crimes, is one of Yasuki Mayoki's loyal henchmen. Dama is both impatient and arrogant and has had multiple dealings with law enforcement that resulted in incarceration and in a few cases torture, making him extremely resilient to questioning about his activities and employer. He has no respect for anyone but himself and Yasuki Mayoki, whom he has been employed under for years.

Air 3	Earth 3	Fire 3	Water 3	Void 3
	Willpower 4	Agility 4		
Honor 1.2		Status 0	Infamy 1.5	

Initiative: 7k3 **Attack:** 10k4 (katana, Complex)
Damage: 7k2 (katana)
Focus: 7k4+3

Assessment: 6k3
Strike: 6k3 (or 7k4+3)
Wounds: 16 (+0), 23 (+3), 30 (+5), 37 (+10), 43 (+15), 50 (+20), 57 (Down, +40), 65 (Dead)

School/Rank: Daidoji Bushi 1, Insight Rank 4

- +1 Wound per Wound Rank
- +1k0 to attack rolls while in Attack Stance.

Skills: Athletics 3, Battle 2, Commerce 2, Defense 4, Etiquette 3, Hunting 4, Iaijutsu 3, Intimidation 4, Jiujutsu 4, Kenjutsu (Katana) 5, Knives 2, Kyujutsu 1, Lore: Law 1, Lore: Underworld 3, Sincerity (Deceit) 2, Staves 3, Stealth 3, Temptation 2

Advantages/Disadvantages: Balance/Dark Secret (Sold out Yasuki Mayoki), Lechery

Air 3	Earth 5	Fire 4	Water 3	Void 3
Reflexes 4		Agility 5		

Honor 4.0	Status 2.0	Glory 3.0
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Initiative: 9k4 **Attack:** 10k6 (Simple)
Armor TN: 25 **Damage:** 7k2

Assessment: 8k3 **Focus:** 8k3+5
Strike: 9k4

School/Rank: Hiruma Bushi 4/Crab Defender Path (Replaces Rank 2)

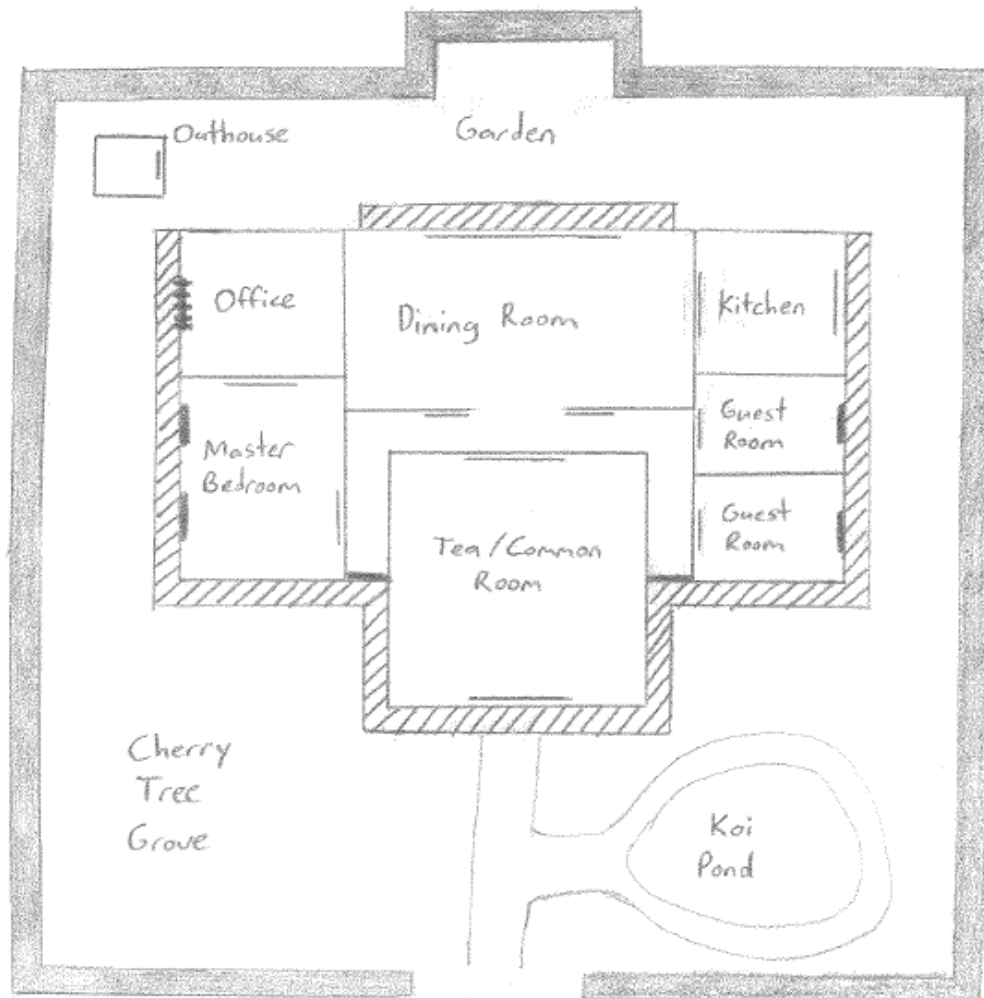
- +1k0 to attack rolls while in attack stance.
- During the strike phase, he gains reduction equal to his Earth x3. (Reduction 15)
- Increase Armor TN by 8 against one attack per round.
- May make two attacks per round with Samurai keyword weapons.

Skills: Athletics 3, Defense 3, Etiquette 4, Hunting 5, Kenjutsu (Katana) 7, Iaijutsu (Focus) 5, Jiujutsu 3, Kyujutsu 1, Lore: Shadowlands 1, Stealth 2

Yasuki Hyouchou – Minoru's Champion

Yasuki Hyouchou is a slight man with impassable eyes that reveal nothing. His body is covered in scars, from his face to his hands and he faces his opponents with an almost choking pressure. His dueling stance is to stand upright with his right hand hovering just over the hilt of his sword. He will seek to strike the most damage in the initial blow while weathering his opponent's strike with unflinching focus. Should he win, he will keep the first wound given to him by his opponent while treating the others. "Every scar is a victory."

Appendix #2: Yasuki Mayoki's House



outer deck 
doorway 
outer wall 
window 
barred 

Appendix #3: Clan Embassies

This appendix details the information that each clan has that can be obtained and utilized by the PCs. Every great clan is represented in Yasuki Yashiki and is able to serve PCs from their own clan to some capacity. In order for a PC to gain information from their own clan, they need to succeed at an **Etiquette (Bureaucracy) / Awareness** roll at TN 15. Alternatively they can use a favor from their own clan to skip the roll. PCs trying to utilize other clan embassies will have to put in a little extra work. A PC going to an allied embassy (current alliances are Phoenix/Scorpion, Crab/Mantis, Dragon/Lion, and Crane/Unicorn) has the same options but the roll is TN 20. A PC going to a non-allied embassy must make the roll at TN 20 and **MUST** use a Can Favor. The Favor is not lost if the PC does not succeed at the roll. Each embassy may only be used once throughout the course of the adventure.

Note: The information presented here is largely on a general level. It is up to the GM to determine what specifically a clan may or may not know with regard to the PCs' investigations and may have to creatively adjudicate any odd inquiries the PCs might make. The embassies have similar purpose to Usagi Kiritabi – they exist to supplement the PCs' investigations, not to complete them. Names and some basic information for the delegates are provided, but it is up to the GM to flesh them out as necessary.

Crab: The Crab Clan does not have an actual embassy since Yasuki Yashiki is in Crab territory. PCs can petition Kaiu Hisayuki for information regarding the city itself though, including locations and reputations of businesses or locations of homes.

Crane: The Crane Clan has information regarding Daidoji Shinnin. They will be able to provide information about him and his history, his current status as an accountant, and will be more than glad to grant the PCs access to him; should they request it. Head Delegate: Doji Tamaki (Doji Courtier 3, Status 4.0, Glory 3.0)

Dragon: The Dragon Clan will have little information to offer. They will be sympathetic to the PCs cause, and will be able to assist any PC with getting an audience with any of the other clan embassies, except for the Phoenix without expending a favor. That PC must make the Etiquette (Bureaucracy) roll as usual, but do not need to expend a favor. This 'favor' can only be expended once by the PCs. Head Delegate: Kitsuki Ayako (Kitsuki Investigator 2, Status 3.5, Glory 1.5)

Lion: The Lion have virtually no information whatsoever that the PCs can use, but if for some reason the PCs bring up the fortune teller in the marketplace they will hear that they think the fortune teller in the marketplace is a former Kitsu. They're not quite sure about this though. Head Delegate: Ikoma Tsuneari (Ikoma Bard 3, Status 4.0, Glory 4.0)

Mantis: The Mantis Clan will have information similar to the Crab, with one distinction. They will be less shy about giving directions to some of the more seedy locations within the city. They will also be able to note that there has been a recent uptick in violence between ronin and samurai within the city in the past year or so. Most of the violence has been quietly investigated by the local magistrate, but they haven't heard of any executions. Head Delegate: Yoritomo Ikku (Yoritomo Courtier 4, Status 4.5, Glory 4.0)

Phoenix: The Phoenix Clan have information relating to Shiba Utsuro. Speaking with their representatives will grant the PCs information regarding his whereabouts and advice on how to get his attention. Speaking with the Phoenix will allow the PCs to forgo the favor requirement to speak with him immediately. Head Delegate: Asako Kiyomori (Asako Loremaster 3, Status 3.5, Glory 2.0)

Scorpion: True to its nature, the Scorpion Clan has information that it probably shouldn't have. Scorpion PCs or ronin who have a Scorpion Clan Favor to offer can get the blueprints for Yasuki Mayoki's house if they ask discreetly and explain why they need it to the clan. Otherwise the Scorpion can offer that the majority of ronin in Yasuki Yashiki are under the employ of local merchants or officials, and generally know who employs any of the ronin in town (with the exception of the PCs' attackers, who are known as "freelancers"). Head Delegate: Bayushi Sachi (Bayushi Courtier 3, Status 4.0, Glory 3.0)

Unicorn: The Unicorn clan primarily deals with metals in Yasuki Yashiki since most of the other clans find their gajin-inspired weapons distasteful. As a result, the Unicorn can often identify the marks of different smiths in town and have done business with Kaiu Mizumi in the past. Head Delegate: Ide Shihi (Ide Emissary 3, Status 4.0, Glory 2.5)