

Taken Unawares

**A One-Round Low/Mid-Rank Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of the Moon, 1141 (Spring)**

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Module Number SoB37

Release Date: 4/X/2013

Not all intrigue in the capital stays in the courts...

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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 both discretion and consideration.

Adjusting for Party Strength

This is a Low-Mid rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank 2.

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 1):

The GM may reduce TNs as necessary by 5.

The Warehouse Toughs are Earth 2, and there should only be as many total of them as there are PCs.

Reduce Vikrama's Void to 2 and Fire to 3, making him Rank 3; this reduces his attack roll and removes access to his higher-level Techniques.

High End Party (most/all characters Rank 3):

All of the guards use the Warehouse Toughs (Ronin) stats.

Increase Vikrama's Void to 4 and Kenjutsu to 7.

Adventure Summary and Background

As much as Rokugan wishes to pretend otherwise, the Emerald Empire is not alone in the world. While most of the gaijin nations that know about Rokugan also know about the Empire's xenophobia, there are a few who have attempted to trade with them, and even a brave few who think to use the samurai for their own ends. The Cult of the Destroyer, a dark and blasphemous religion (even by the standards of their own culture) has been active in the capital for some time, though the recent political turmoil in the Empire have kept them from being particularly obvious. On their orders, a kidnapping ring is being run inside of the capital to attempt to sow further chaos and disorder among the Clans.

Moshi Toyokazu is an Emerald Magistrate who has recently been posted to the Mantis Embassy in Otosan Uchi as a diplomat for his Clan. Between his unfamiliarity with the capital at this point in his career and his position as an Emerald Magistrate (and thus at odds with the Regent), he cannot afford any loss of face. Yet, during his brief period in the courts of Otosan Uchi, his son has gone missing and he does not have the time to find the boy himself, or the wherewithal to engage in a subtle search. He has called upon a few favors in order to recruit samurai from

various Clans who are currently present in the capital for their own reasons in order to find his son.

While rumors of the kidnappings have spread, no samurai have admitted to being victimized. Moshi Toyokazu's fifteen-year-old son Ryu has latched onto those rumors and, eager to prove his worth before his gempukku, has spent the past three nights investigating them. This has led his father to believe Ryu has been kidnapped. To avoid tarnishing his image in the courts, he has asked for the players' discrete assistance in locating his son.

The PCs should find Moshi Ryu and the kidnapping ring at roughly the same time. Ryu will want their assistance in shutting it down, appealing to their sense of honor if necessary. The ring is led by the ronin merchant Naomi with the aid of a mute ronin burglar, Mokuneko, but in truth, she is working under a gaijin emissary who has been paying her handsomely to stir up trouble in the capital.

Mantis players will be known to Moshi Toyokazu by their reputation within the Clan. Players who have met Doji Oharu will have been commended to Moshi Toyokazu by him. Otherwise players will simply be recommended by their superiors and ronin have been preceded by their reputations.

Character Notes

Check the PCs' character sheets for the following:

- Ally: Doji Oharu
- Disadvantage: Greedy

The Phoenix Agasha family has a new name: they are the Gennai family of the Phoenix Clan. All PC Phoenix Agasha should change their names accordingly, and any NPC Allies should be noted.

Introduction

The PCs have arrived in Otosan Uchi as escorts for courtiers from their Clans who have been assigned to the Clan Embassies in the capital. While there is significant honor in escorting esteemed diplomats, after arriving, the PCs will have no specific duties for several days. (Ronin will be escorting dignitaries from whichever Clan's land they last visited, or else they are with one of the Minor Clans.)

Centered on Seppun Hill, Otosan Uchi is a sprawling city of great prestige that has proudly stood as the Empire's capital for the last millennium. Surrounding the Forbidden City where the Imperial Palace is located

is the Inner City. The Enchanted Walls that defend the Inner City contain the various Clan Embassies and the greatest of the temples within the capital as well as the famous Yasuki Market. Around the Inner City is the Outer City, where the peasants and lower samurai of the city reside, in addition to the majority of the capital's shops, stores, and markets.

Entering Otosan Uchi

Though this may not be the PCs' first time in the capital, they will likely be interested in looking around and experiencing the city and all that it holds, as their previous visits were likely somewhat more busy. There are countless markets and temples that they may explore, from the most upscale of establishments to seedy dives in dark back alleys. The first day their convoy is in the capital the PCs will have an opportunity to explore, as well as gather information about what is going on in the city.

The city of Otosan Uchi stretches before you like a massive jewel at the center of the glorious empire of Rokugan. The outer city is filled with markets and shops, all vying for your attention. Peasants hurry back and forth, constantly stepping out of the way of the samurai traveling through. As you pass from the Outer City to the Inner City with your respective convoys you feel you have entered the heart of the Empire. Samurai of every Clan can be seen on the great city's streets, clad in elegant finery and going about what is no doubt important clan or imperial business. The glorious Sun of Amaterasu is prominently displayed everywhere, and though it is not the only solar symbol to be found, it remains the most common.

The PCs will be housed at their Clan Embassies in Otosan Uchi, in quarters appropriate to their Status. Each Great Clan maintains a large building with housing for dozens of samurai, built in the style of the Clan and designed to make their samurai comfortable. The Minor Clans share an Embassy, though of significantly lesser means. (Ronin will be provided rooms by the Clan that hired them, though they will be far from luxurious.) The exception to this is the Crab Clan, who have several private residences scattered through the Inner City for the use of their samurai – gifts from the Tiger Clan. This has little effect other than giving Crab PCs the best housing available.

PCs from the same Clan will obviously be staying in the same Embassy, but it should be fairly easy for the characters to encounter each other in the city. PCs from allied Clans may also have traveled together to the capital, at the GM's discretion – this can make it easier

to introduce PCs to each other, or to keep the group together for later. (The current alliances among the Clans are Crab/Mantis, Crane/Unicorn, Dragon/Lion, and Phoenix/Scorpion.)

Part One: About the City

The Outer City Markets

Nearly anything that can be found in the empire of Rokugan can be bought or sold in the Outer City markets of Otosan Uchi for the right price. The merchants here fight tooth and nail with each other and only the best survive. It is sometimes joked that a samurai who goes to the Outer City Markets can lose his kimono dealing with the merchants there and still believe he came out ahead. Mechanically speaking, everything costs twice book price unless the samurai stoops to using the **Commerce** skill to haggle. Anything not in the book, but legal in Rokugan, can be found using a **Commerce / Intelligence** roll, TN 10, to locate it. The GM should set a high, but reasonable price. Even some things not legal in Rokugan can be found with a **Commerce / Intelligence** or **Lore: Underworld / Intelligence** roll, TN 30, but all prices for these items include a 5 koku surcharge and some items are simply not available (e.g. gaijin powder and weapons that would use it). Additionally, the vendors of such items are quick to flee at any sign of trouble. Using the Commerce Skill to haggle is possible, either with the Mastery Abilities for the Skill, or by making a **Commerce / Awareness** roll (contested by the merchants; they can be assumed to roll a minimum of 7k3, and more exotic goods likely have more skilled retailers). This reduces the cost by 5%, plus an additional 5% for every 5 the PC beats the merchant by, to a maximum of 60% off the asking price. (Players who are interested in mercantile endeavors should, of course, be encouraged to do their own math.) A samurai who engages in public commerce normally loses Honor equal to their Honor Rank and Glory equal to twice their Glory Rank.

Inner City Temples

Temples to all of the Seven Fortunes can be found in the Inner City, and a multitude of shrines and smaller temples to the lesser Fortunes are scattered through both the Inner and Outer Cities; all of them are well tended by monks and kept in pristine condition. Any samurai who chooses to meditate here with a roll of **Meditation / Void**, TN 15, will find that the kami are more at peace in this city than they are elsewhere, but even here they tremble with the uncertainty that shakes the Empire. Void recovery in these temples is easier

than normal, granting a Free Raise on the **Meditation (Void Recovery)** / **Void** roll.

Tea and Sake Houses

The caliber of establishments is highly segregated between the Inner and Outer cities. For those interested in court rumors, the Inner City establishments are constantly filled with patrons who love to expound on the glorious successes of their Clans in the courts, and of course the failings of their enemies. The following rumors can be gathered in the Inner City with a **Courtier (Gossip)** / **Awareness** roll, TN 10; an additional rumor is learned for every 5 points by which the TN is exceeded. (Imperial PCs get a Free Raise on this roll.)

- There are whispers of kidnappings through the city; though no samurai would willingly admit to being victimized, word has spread that dependents of several minor diplomats have disappeared out of their Embassies. No names have been associated with these rumors so far, but many wonder not only who has been targeted, but what they had to do to get their family members returned.
- An emissary from the Ivory Kingdoms has been present in the capital for a few months, having arrived just before winter. However, he made his first attempt to visit the Imperial court only after the new year. The Regent has not been particularly welcoming, leaving the gaijin to deal with the Imperial Chancellor Otomo Mitsuhide; no official talks have taken place yet.
- The Otomo family have been particularly welcoming of the gaijin ambassador Jagad Ruchira. Tales have spread of his predecessor's assistance in dealing with a blasphemous cult of misguided samurai during the Emperor's disappearance almost ten years ago. Ruchira arrived with a letter of introduction from Feydn Rafiq, who was crucial in putting down the cult and saving the Seppun family, and was welcomed warmly by the Otomo daimyo Otomo Sorai.
- The Dragon provincial daimyo Kitsuki Rikuto has recently arrived in the city. It is thought that he is interested in hammering out trade details with Crab provincial daimyo Kaiu Mai over the use of marble from the Kaiton province in Dragon lands. As Rikuto has proven to be a staunch supporter of the Emerald Champion, there are concerns over his true agenda, and though Mai is a loyal Crab, her actions have indicated that she is not quite as comfortable with her Champion's allegiance to the Regent as many in her Clan.
- Many of the trade discussions between the Clans have been encountering difficulties, despite the

optimism engendered by the cessation of hostilities through most of the Empire. The Mantis in particular seem to be walking a very delicate line right now, though that may be simply because they still face significant opposition from the Scorpion for nearly any political efforts they try to accomplish.

- Imperial General Seppun Murayasu oversaw peace talks among the Clans at the start of the year, leading to cessation of hostilities between the Dragon and Phoenix and formalizing the peace between the Crab and Crane. The Dragon, having claimed the Dragon Heart Plain, declared themselves satisfied after the Phoenix issued an official apology for the defection of the former Agasha family, and the Phoenix who bore that name have chosen another – “Gennai”, after the leader of the family who led them to the Phoenix.
- A ronin by the name of Kimchi recently won the unofficial Outer City drinking contest. He frequents the Poison Cup in the Hojize District, and has declared himself willing to accept any challengers who “think they have the stomach” to face him.
- Naomi, a ronin merchant patroness, has recently been doing very well in the markets by exploiting the needs of the Great Clans; she has shipping interests and caravans that travel through the Empire and access to an astonishing variety of goods. In addition to her wealth, she is rumored to be a very attractive and single samurai-ko; but she *is* a ronin, making her prospect of a good marriage slim.

If a samurai wishes to find Kimchi and challenge him to a drinking contest, he will gladly accept – though the loser has to pay (at one bu per round). Each round, the participants make Stamina rolls at a TN of 5 times the number of rounds (Kimchi has Stamina 5); at the GM's discretion, Advantages like Large or Jurojin's Blessing may grant additional unkept dice. If a PC competes with him they gain 1 point of Infamy. If a PC bests him, they also gain 3 points of Glory as well as another point of Infamy.

Geisha Houses

The geisha houses follow the same trend as the tea and sake houses. In the Inner City, there are many upscale establishments a samurai can visit. One may even encounter distinguished dignitaries there. In the Outer City there are some less refined geisha houses, as well as a burgeoning red light district, to meet various samurais' needs.

Part Two: A Capital Letter

The Invitation

On their second day in the capital, after having a chance to explore the city a little, each of the PCs will find that they have received a letter from Moshi Toyokazu, an Emerald Magistrate and minor diplomat of the Mantis recently assigned to Otosan Uchi. The letter is a simple invitation to dine with him that evening at his home in the Karada District of the Inner City, but there is an undercurrent of .

The PCs should accept his invitation; they have no pressing duties or immediate matters to attend to, and as a relatively influential samurai it would be somewhat rude of them to ignore him. Recalcitrant PCs may lose Honor or Glory, as per a minor breach of etiquette, but players who choose not to go are likely removing themselves from the module unless they can be brought in on the investigation later somehow (possibly with the assistance of the other PCs).

Moshi Toyokazu's house is a small estate for a magistrate in Otosan Uchi, indicating his status is principally as a relatively minor Great Clan diplomat among those stationed here. The PCs will be greeted by name at the entrance by a servant, each of them being expected, before being led to the dining hall where Moshi Toyokazu already awaits to greet them.

Moshi Toyokazu is a tall, lean samurai with an aquiline profile and a proper samurai topknot. His clothes are simple, though cut from fine cloth, and bear a highly-stylized (though non-specific) sun theme. Toyokazu is polite, if reserved, and extremely pious. He is a conscientious magistrate and a well-mannered diplomat, though his traditional attitudes toward samurai behavior may be off-putting to some players. While not afraid for his own safety, he is all too conscious of his son's vulnerability, and is making every effort to remain cautious of his place – Emerald Magistrates are not particularly in favor with the Regent currently, as the Emerald Champion is the Regent's greatest political rival. As a male Moshi, Toyokazu has had to struggle with his own family in order to keep his household provided for and together following the death of his wife during the War Against the Shadow, and is devoted to his Clan and career.

The dinner served is fine while remaining simple. Unless there is a Mantis in the party, it will be free of and exotic Mantis foods, and if there is a Mantis present, such foods will be obviously restrained in nature to them, while still remaining exotic to any other samurai.

Moshi Toyokazu will take time to ensure that he compliments each of the samurai in turn with tales he has heard of their exploits. If the samurai have spent time with Doji Oharu, he will focus on the publicly acknowledged (and positive) outcomes of these events. Otherwise, he will simply relate whatever he knows about them from their daimyos. If any of the PCs attempt to bring up business during the dinner, he will politely deflect their inquiries to after the meal.

After the meal is finished and cleared away, Moshi Toyokazu will introduce the matter for which he has brought the samurai here.

“Honorable samurai, I have invited each of you here this evening because I have heard tales of your bravery and honor. I have recently been placed in a minor predicament. My son, Ryu, has gone missing. Normally this would be a matter I would take care of myself, but I am in the midst of very pressing matters in court from which I cannot afford to step away. I would like to enlist your help. I ask that you investigate this matter quietly, and therefore hesitate to make you official yoriki. If you are willing to offer me your aid, I would be greatly appreciative.”

The PCs may roll **Courtier** or **Investigation / Awareness** at TN of 25 to get a feel for Toyokazu's motivations: he is truly concerned for his son, but is (properly) putting his duty to his Clan first. While an Emerald Magistrate may well have the authority to begin an investigation, profligate use of that position in the capital under the current political situation would be detrimental to anything he tries to accomplish for the Mantis.

Any ronin will be offered 3 koku for their services. If the PCs accept, Moshi Toyokazu will gladly answer whatever questions he can as well as offering the aid of his entire household.

- Ryu is a young samurai, technically still a child though he is fifteen years old since he has yet to pass his gempukku Toyokazu will provide a description of the boy, but has been seriously involved in his career after the death of his wife ten years ago and is not particularly close to his son.
- Ryu was last seen two days ago when he left the house after dinner. No one thought anything of it as he frequently went out in the evenings, but he never stayed out all night.
- Moshi Toyokazu has no enemies in the courts here yet, as he has only recently arrived himself. Furthermore, most of his dealings up to this point have been minor – arranging trade with the other

Clans, specifically the Scorpion and Crane, for the most part. The closest thing to an unusual meeting he has had was with Jagad Ruchira, the Ivory Kingdoms emissary, and that mostly just to introduce himself to the representative from the gaijin land the Mantis sometimes trade with.

- He not know of any enemies from Mantis lands who would have the reach to follow him all the way to the capital. He served as an Emerald Magistrate for five years in the Mantis and Crane lands (where he encountered Oharu), and believes that anyone he would have upset wouldn't have the financial wherewithal to reach him here.
- It is possible that someone is trying to disrupt the Mantis Clan's dealings in the court, but he doesn't know who or why, as they are already going quite poorly. Further, he is such a minor player that any attack to him would have very little overall effect to his Clan. Though it is tempting to blame the Scorpion, he has no reason to think they would actually be behind any such plan as they are already at a significant advantage.
- Likewise, Ryu didn't have any enemies as far as Toyokazu knows, although if pressed Toyokazu will admit that he didn't follow his son's activities too closely. He knew the boy to be intensely curious to the point where he could have gotten himself into trouble, but he does not know any specifics.
- Ryu has been trained by a Tsuruchi Magistrate off and on over the last few years, but Toyokazu believes he has some time before he will be ready for his gempukku. Ryu attends a dojo in the city run by several Mantis samurai, preparing himself for his gempukku along the children of other members of the Clan assigned to the capital.
- The PCs are welcome to question the servants of the household. They have all been instructed to aid the PCs with any information they can provide.
- They may also search Ryu's rooms for any clues as to where he may have gone, though Moshi Toyokazu has been through them multiple times since Ryu went missing and has not managed to turn up anything to tell where Ryu might have gone.

Questioning the servants

The servants have been instructed by Moshi Toyokazu to answer as best they can any questions that the PCs may have.

- The servants know of no enemies that Ryu might have had. He didn't usually get into trouble and is "a good boy", if an overly curious one. His investigative streak sometimes landed him in

trouble, but it was always minor things. He knew well enough to stay away from anything too dangerous.

- His one close friend is Yoritomo Miyoko, the son of another Mantis diplomat. They were classmates both in Mantis lands and here, so Miyoko was one of the few friendly faces Ryu had known when his family moved. They spent much of their free time together.
- The last time he was seen he had gone out for the evening with Miyoko and did not return. This was two days ago.
- Ryu's favorite thing to do outside of his schooling is to play games like Fortunes and Winds.
- He frequently spends his evenings out.

An **Investigation (Interrogation) / Awareness** roll, TN 25, after either of the last two statements will let the PCs know that the servants are holding back information. If the point is pressed, they will admit that Ryu has been visiting some gambling dens in the city, his favorites being The Silver Bu, Fortune's Favor, and The High Seas. They will also insist that they are certain he was not in debt.

Going through Ryu's room

Ryu's room is small and modest. There are few personal elements present. A thorough investigation will turn up very little out of the ordinary. An **Investigation (Search) / Perception** roll will result in the following discoveries by TN:

- TN 15 – There is a set of Fortune and Winds dice by the bed.
- TN 20 – There is a note from Yoritomo Miyoko asking where they will meet at this evening. A **Calligraphy / Perception** roll, TN 25, will tell that the letter appears recently written.
- TN 30 – A small diary hidden under a floorboard seems to detail Ryu's gambling exploits, but it's written in cipher. A **Calligraphy (Cipher) / Intelligence** roll, TN 25, will decrypt the simple cipher. Ryu appears to be very successful at gambling, paying close attention to odds and betting habits in order to maximize his winnings at a variety of games. It should be noted that he has amassed a small fortune from all of his gambling winnings, as he is very good at many different games, but careful about never winning too much at any place in a single evening. The whereabouts of the money is not in the diary. He also records time and location of each of his outings. The final entry is for Fortune's Favor, two days prior, but no results are shown (indicating where he intended to go that evening but not that he returned).

Questioning Yoritomo Miyoko

It is likely that the PCs will want to question Yoritomo Miyoko after finding out about his involvement with Moshi Ryu. His parents are minor diplomats, and he lives in the Mantis Embassy just a few streets away from Toyokazu's residence. Gaining entry requires an **Etiquette (Bureaucracy) / Awareness** roll at a TN of 15, though if done the night of the meeting with Toyokazu, the TN is increased to 20. (Mantis PCs do not need to roll.) If asked, Miyoko will gladly talk about Moshi Ryu and express sincere concern over his recent disappearance.

- Yoritomo Miyoko will confirm any and all of the points that servants knew.
- If the PCs simply ask if he knows anything about Ryu's whereabouts, he will tell them that he does not (which is true) and that he told Moshi Toyokazu as much when he asked him.
- If asked about Ryu's hobbies, Miyoko will confirm that he enjoyed gambling, although he always seemed more interested in the people than in the game. He also enjoyed solving little mysteries and back home had frequently helped friends locate items they had lost.
- If asked about the evening that Ryu disappeared, he will tell the PCs that they were out at Fortune's Favor, but Ryu seemed very distracted the entire time and went back there after they parted ways for the evening.
- He will also mention that Ryu seemed very interested in the rumors of a kidnapping ring in the city and he fears Ryu may have gone asking questions in dangerous places.

Asking Around the City

If the PCs decide to ask around in the city, they will meet with little success. Common sense should tell them that success is unlikely without having a specific location to search, as Otosan Uchi is an enormous city.

- The guards around the city have never seen or heard of Moshi Ryu. Persistent asking will only irritate them.
- He hasn't been seen in any temple except for the temple of Daikoku, and he hasn't been there for four or five days.
- If the PCs attempt to get the Imperial Guard involved they will not be successful (they aren't actually yoriki, even though they're working at the behest of an Emerald Magistrate; if they happen to be yoriki to another Emerald Magistrate already, then they are limited by not working on their direct superior's orders). Additionally it should be noted

that this is directly contrary to Moshi Toyokazu's request for discretion.

- If PCs continue to search the city, they can roll **Courtier (Gossip) / Awareness**, TN 15, to encounter the rumor of a kidnapping ring. A roll of 35 or higher, or a follow-up roll of **Lore: Underworld / Awareness** (TN of 20, but a Low Skill) to track down the location of the kidnapping ring will lead the PCs to the Fortune's Favor gambling den, where many of the rumors seem to have originated.

Part Three: A Fortunate Discovery

Fortune's Favor

The PCs should find their way to the gambling den of Fortune's Favor eventually.

As you enter the establishment, the room is dimly lit and there is a haze in the air which conspires to obscure the faces of the patrons there. You can't be sure what is causing the haze, but you're relatively certain it's not just incense. There are samurai and peasants dicing at various tables around the room and there seems to be plenty of shochu going around. Money freely changes hands while servers walk the room making sure cups stay full and patrons are placated. Near the door, two extraordinarily large men stand watch over the patrons. They eye you carefully as you enter.

A slight serving woman approaches and greets you, "Welcome, honorable samurai-samas, my name is Mara, and I am the owner of this establishment. How may I help you?"

The PCs are welcome to indulge in drink or game, although gambling will incur the appropriate Honor losses. Nearly any game a PC would want to play for money will be available, as the patronage is quite diverse. There are a number of samurai, although it is difficult to read their mien in the poor light. Anyone who wishes to try must roll raw **Perception**, TN 15, in order to see through the haze. (There are mostly Mantis present, along with a few Crab, one Kasuga, and three ronin.) There are also numerous peasants. All of them seem to be engaged in their own games, conversation, and drinking. Fortune's Favor is not all that rough an establishment, due to its prosperity, but it is still quite removed from the genteel tea houses of the Inner City.

If the PCs ask Mara or any of the servers about a man matching Ryu's description, they will immediately

recognize him. They will tell the PCs that Ryu was a regular patron as well as a frequent gambler. If asked about his last appearance they will mention that he got into a fight with another patron and had to be kicked out two nights ago. They will note that such a thing was very unusual for him as he was usually good natured and a well behaved patron.

If the PCs ask about the fight, the servers do not know what sparked it, but Ryu assaulted another patron and was removed before anything got started. The man he attacked, Koichi, is a local tough who works as a general strongarm for one of the nearby merchants, Naomi.

Koichi is present at the time (he spends much of his time there) and will be happy to converse with the PCs. He pointedly invites them to play a game with him. He prefers Fortunes and Winds, but will play any game that has an element of chance and can be rigged in some manner.

- If he is asked for information his first recourse will be to offer to gamble for it. *“I don’t know, samurai-samas, but then my memory isn’t the best. Perhaps a few games of dice might help to clear it up? Do you play Fortunes and Winds?”* While he will also offer to play other games of chance if no one takes him up on Fortune and Winds, he won’t play a game with anything less than a koku on the table. An **Investigation (Notice) / Perception** roll, TN 25, will catch him swapping dice or cards during play, but he will deny it. The TN to beat him is 25 for **Games: Fortune and Winds / Intelligence** or 20 for any other games. These TNs are 5 lower if the players have caught him cheating at that game and called him out on it (20 and 15, respectively).
- If the players fail to beat him at a game, he will continue to feign ignorance. If the PCs try to get the servers or other patrons involve, he will protest that he doesn’t know why the boy attacked him, and would like to be left alone.
- If the players beat him at gambling he will tell them that Ryu was heckling him about gambling losses. An **Investigation (Interrogation) / Awareness** roll, TN 25, will let the PCs know that this is an outright lie, however he is very unwilling to tell the truth, even confronted.
- Bribery will get him to admit Ryu was questioning him about the kidnapping ring. A roll of **Temptation (Bribery) / Awareness**, base TN 40, is needed. This can be reduced by 5 for each koku offered in exchange for information.

- Intimidation can also work, but in the absence of any real leverage, it requires a roll of **Intimidation (Bullying) / Awareness**, TN 35.

If Koichi is successfully bribed or bullied, he can be pushed to admit the location of the ring’s headquarters as well for a small fee of 5 koku. *“My boss, well, soon-to-be-ex-boss now, I guess... Anyway, Naomi has a warehouse not too far from here. It’s where she has her offices, but most of her goods are kept in storage closer to the docks. Doesn’t make any sense, why she’d have more than a couple guards there at any point – and she’s got a half-dozen or so all the time. I heard that they have, ah, ‘guests’ sometimes too. Nothing I’ve been involved in, but it may be what you’re looking for.”* He will, however, still vehemently deny that anything was done to Moshi Ryu, and excuse himself as soon as possible to get out of town.

If they do not bribe or bully him for the location, the PCs can instead choose to follow him stealthily after he leaves and he will lead them directly to Naomi’s headquarters where he goes inside. To do so, a roll of **Stealth (Shadowing) / Agility**, TN 15 (he’s had a bit of shochu) is required.

Naomi’s Headquarters

NOTE: the following descriptions assume the PCs follow up on the warehouse lead the same night they speak with Toyokazu. If they delay, Ryu will still be there, but the kidnappers will already have secured Kitsuki Yoshiro and they will not be able to intercept Mokuneko (Ryu will not spot him on his own). Some of the dialogue will need adjusted accordingly in that event.

Naomi’s headquarters are deep in a merchant sector of the outer city, but the area is relatively well kept and looks very respectable.

At the end of a small side street a sizeable two story building looms. It looks like every other merchant’s warehouse in this district, but the lanterns that typically light the street seem to have gone out here, leaving the small street shrouded in a cloak of darkness and silence. At least two men can be seen guarding the front.

An **Investigation (Notice) / Perception** roll, TN 30, will allow the PCs to spot Ryu watching the house from one of the rooftops near the building. His hiding place is fairly good, though it is likely he has avoided detection more due to the lack of skill of the guards than to his own. In the event that they do not manage to

spot him, Ryu will approach them as soon as they leave the area.

Hidden Dragon

Moshi Ryu is an earnest young man of fifteen, tall for his age and eager to prove himself. Fairly handsome, he is dressed in unobtrusive dark green clothing but has no weapon (as he has not passed his gempukku, he does not have the right to wear a sword yet). Though he does not speak of it freely, it should not take much for the PCs to realize that he is driven to prove himself to his father and his (predominantly matriarchal) family.

When the PCs find/meet Moshi Ryu he will tentatively ask them who they are. As soon as they give any indication that they are not tied to Naomi and are actually looking for him, he will anxiously and excitedly interrupt them in a gush of explanation.

“Oh, samurai-samas, you must help me then! I’m sure you’ve heard the numerous rumors about the kidnappings, and I swear they are all true. Every one of them I’ve traced back to here! I even bullied that rat Koichi to admit as much back at Fortune’s Favor. I’ve been camped out here for the past two nights but can’t seem to catch them in the act, though I’m sure something is going on. Of course you can see that they purposely put out the lamps and there’s more guards than they would sensibly need and there never seems to be any actual merchandise going in and out of this warehouse (that’s why I’m sure it’s a front) and also Naomi’s business is doing far too well for the few stores she has in the marketplace. I’m sure she’s behind it all; I just can’t get any proof. And even if I could, I’m not a samurai yet. That’s why I need your help. You must help me!”

Once he’s had a chance to say his piece, Ryu will calm down a bit. He will explain that while he really wants to be an Emerald Magistrate like his father, this is the first time he’s ever really tried to follow a case. *“I know I could be a magistrate, just like my father. I’ve studied the law a lot and I know how to collect testimonies, and I even studied Kitsuki’s method! I started playing all sorts of games because they help me practice my observation skills. But while I was playing here I started hearing all of these rumors about kidnappings. All of the people being kidnapped are children of minor diplomats, like someone is trying to stir up trouble. No one will talk with the guard, but they talk around their kids, and I’ve talked with the other kids at school, whoever is doing this is highly organized. I tried to tell my dad but he just said,”* Ryu purposefully deepens his voice, *“the whispering of peasants is not worth the time of an*

Emerald Magistrate’.” The PCs may also realize that Moshi Toyokazu was likely very thoroughly occupied by his other duties, and there is certainly no testimony available on which a reasonable case may be built. *“Please samurai-samas, you’ve got to help me! No one else will, and someone has to do something!”*

In order to investigate the warehouse more thoroughly, PCs will need to get nearer. A roll of **Stealth (Sneaking) / Agility**, TN 20, is needed to get close enough without alerting the guards of their presence. A close investigation of the warehouse will show that there are six men guarding the front. While only two of them are wearing daisho, they do appear to be relatively capable fighters. A search through the warren of streets which make up the merchant quarter will reveal that there are also two guards stationed in the alley which backs the warehouse, where the lanterns are also suspiciously unlit.

If the guards notice the PCs, they will call for the night watch. Similarly, if the PCs spend long loitering in the street, the night watch will eventually notice them and ask them to disperse and go about their business or retire for the evening.

If, however, the PCs hide to stake out the building, they can roll **Investigation (Notice) / Perception**, TN 45, to see the kidnapper Mokuneko returning with the latest kidnapping victim. He is a small figure, dressed all in black, and despite carrying a bundle that looks nearly as large as he is, he moves very gracefully along the rooftops with an ease that bespeaks lots of agility and practice. If the PCs try to chase him he will drop the hostage (Kitsuki Yoshiro) and run. To chase him requires an **Athletics (Climbing) / Strength** roll, TN 30 to quickly scale the building, then the player must beat Mokuneko on three consecutive rolls of **Athletics (Running) / Strength** and then grapple him. If he is successfully caught, he will offer (via writing, as he is mute) to steal the papers proving Naomi’s guilt in the kidnappings from Naomi’s desk in exchange for his release.

Part Four: What To Do?

At this point the PCs have a few different options they will likely take.

- They can try to take Ryu back to his father, who will be exceedingly grateful to have his son back, and ignore the protestations about the rumors.
- They can ask Ryu what he proposes as far as catching the kidnappers.
- They could try to get the help of the guard
- They can try to enter the warehouse. (see Part Five)

These options are outlined below. Ryu will tag along with the players unless they prohibit him from doing so (he will automatically succeed at all rolls necessary to keep up with the PCs, though he will not see anything they miss or take part in any fights). **If the players seem to be straying away from shutting down the kidnapping ring, Ryu will protest quite vehemently and try to convince them to help. If the players are absolutely unable to come up with any ideas on how to resolve the situation, Ryu will offer his ‘solution’ without being asked. He can also provide guidance in any of the approaches if the PCs get stuck.**

Returning Ryu

If the PCs decide to haul Ryu back to his father, he will quickly realize that they are not going to help him with his case. *“Samurai-samas! Samurai-samas?! Wait! There could be someone in there right now, someone who needs rescuing! I’ve followed the pattern that the rumors describe, they’re due for another kidnapping TONIGHT, I just know it. If we go back now I know we can catch them!”*

If the players tell Ryu to take it up with his father, he will explain that his father won’t listen. *“Don’t you see, samurai-samas, no one trusts me, not even my father! But I’m certain that they’re keeping the kidnap victims in there. If you tell my father, he’ll just ignore you, too. I have to get real evidence, then he’ll believe me!”*

If the players persist in returning Ryu to his home, skip ahead to Moshi Toyokazu’s Involvement.

Ryu’s Solution

If the players ask Ryu what he would suggest doing, he actually doesn’t have a plan so much as a dilemma. *“Well, you see, I was hoping to catch them in the act this evening and then I was... well... I was going to try to convince my father that there was someone in there. I don’t know; maybe say I thought I heard someone call for help. It wouldn’t really be lying; they would call for help if they could. But I haven’t seen anyone. And no one I talk to is willing to tell me anything, but that’s probably because I’m just a kid and they’re afraid I’ll spread rumors about them. And I can’t just go in there, since they have guards and stuff. And even if I could sneak in there, I don’t know what I’d do. I can’t exactly tell my father what I saw when I broke into the building. He’d never let me leave the house again.”*

The Imperial Guard

If the players wish to recruit the Imperial Guard for help, they should roll **Lore: Law / Intelligence**, TN 15, to realize that they currently have no testimony and no jurisdiction, and would simply be turned down. If they attempt to lie to the Imperial Guard to get their help it must be very convincing and present a legal reason for which the guard should intervene (**Sincerity (Deceit) / Awareness**, TN 30). Appropriate Honor penalties apply.

Moshi Toyokazu’s Involvement

Moshi Toyokazu will not get involved with the case unless the PCs bring him some sort of solid testimony such as an actual witness or papers proving Naomi’s wrongdoing.

If Ryu is returned to him, the boy will plead his case to his father, who will respond just as before – even if the PCs try to help. At this point, the PCs can choose to pursue the matter on their own or else they can leave it alone; Toyokazu will not encourage them to continue, but he will not forbid it. *“It may be a worthy goal, but I am not at liberty to investigate myself, and cannot give you any support without firm testimony or a valid complaint from a samurai.”* If the players choose not to investigate the warehouse, they will exit the module at this point.

If the PCs bring him evidence, Toyokazu will make them his official yoriki in the investigation and will even draw up a warrant for Naomi’s arrest. He will not, however, take the investigation over from the PCs – he is still very busy and will grant them the chance to earn the full Glory for the work they have already done.

Part Five: Naomi’s Warehouse

If and when the PCs decide to try to get into the warehouse, there are four scenarios they are likely to try. The success or failure of any methods other than these is up to the GM’s discretion.

- A direct attack on the warehouse
- Lying their way past the guards into the warehouse
- Sneaking into the warehouse under the cover of darkness
- Thoroughly investigating the rumors of kidnapping until there is enough evidence that formal charges can be brought forward

Although the last option is the most ‘correct’, it is also the most difficult. All of these options are outlined below.

The Layout of the Warehouse

Naomi’s warehouse is a simple two floor construction. There are two guards on the front door, two covering the back door, and a number on the first floor inside equal to the number of PCs at the table. Three are ronin, including Koichi (if he has not left town) the rest are veteran ashigaru at loose ends. Kitsuki Yoshiro is being kept in a room on the second floor, but if the PCs do not attempt to recover him before the evening of the second day (the day after their dinner with Moshi Toyokazu), then he will have been moved and will be out of their reach. The gaijin warrior Vikrama is speaking with Naomi (having been sent by Ruchira to keep any eye on the scheme). The warehouse is actually used as storage for Naomi’s wares, so much of the first floor is filled with goods for market. On the second floor there are only four rooms: Mokuneko’s quarters, the room for the kidnapped children (currently containing Kitsuki Yoshiro), Naomi’s office, and Naomi’s quarters. They are all along a single hallway, in that order from the stairs. If Naomi manages to escape, she cannot be tracked except by scent (requiring a specific ability), and even then the tracking TN is 30.

Charge! – A Direct Assault

As detailed in the layout, there are between eight and a dozen guards. If the PCs decide to attack openly, the guards will call for help from the guards inside immediately and they will arrive for the second round of combat. The guards will fight to the best of their ability, using both Knockdown and Grapple as appropriate, and trying to “double up” on particularly dangerous PCs – however, they are fighting for money, and will not fight to the death. If they appear in danger of dying, they will retreat. Vikrama will vault down from the second floor on the second round of combat in the warehouse, taking the Center Stance and waiting for the most dangerous PC to approach. He will fight to the death, and will suicide if captured before submitting to torture.

If the combat lasts more than 10 rounds, the watch will arrive and haul everyone off. If this happens, any PC with Honor Rank 5-7 loses two pips of Honor, and any PC with honor 8-10 loses five pips of honor. All PCs lose 2 pips of Glory.

If the PCs do not have someone standing watch at the back of the building, Naomi will exit from the second floor as soon as all of the players are inside and flee. At this point the building will be empty except for the

hostage on the second floor. Unfortunately Yoshiro is still a child and therefore cannot make a formal accusation. If the players left someone out back, then they may attempt to grapple Naomi to prevent her from fleeing. Grappling her requires a **Jiujutsu (Grapple) / Agility** roll, TN 20. If no one successfully grapples Naomi then she escapes. See the section on Naomi fleeing.

If the PCs also search the office, refer to the section on Searching Naomi’s Office.

Silver Tongued Devil – Lying Their Way In

Note: all honor penalties apply individually for each deceit roll required.

If the PCs decide to lie their way in they must first convince the guards that they have a reason to meet Naomi here. This must be role-played. Some examples of good reasons are:

- They’re messengers from one of her shops
- They’re from her patron
- They’re here to assist with her *other* business venture

If they mention anything to do with the law or officials, they will be asked for credentials and turned away. If they produce a viable reason to speak with Naomi, they must also roll **Sincerity (Deceit) / Awareness**, TN 25, to convince the guards of their honesty. Forcing the issue after being turned away is essentially the same as a direct assault, outlined above.

The guards out front will hand the PCs off to the guards inside. If the PCs wish to fight at this point, the guards inside will call both those in front and out back into the fight and they will all arrive on the second round. Furthermore Naomi will escape out the second floor back exit. Otherwise the guards inside will lead the PCs to Naomi’s office.

If any of the PCs *specifically mentions* that they will be looking around the warehouse as they are escorted in, then that PC may make an **Investigation (Notice) / Perception** roll, TN 30, to spot the kidnapped child, Kitsuki Yoshiro, through a barely cracked door. Only the PC(s) who explicitly mention looking around may make this roll.

Skip ahead to the section on confronting Naomi.

Black Pajamas – Operating Under the Cover of Darkness

While the guard on the warehouse is not lessened for the evening, at night the PCs may opt to climb over the rooftops to find an alternate and less guarded entrance. Before they get the opportunity to do so, though, they must either avoid the night watch or convince them of their innocence of purpose. If they elect to hide from the night watch, they must each roll **Stealth / Agility**, TN 20. If they chose to instead remain visible the night watch will stop by before it has gotten dark enough for them to start sneaking about and ask them what they are up to, being out in the merchant quarter just after sunset. Depending on the honesty of their answer, they must roll **Sincerity (Honesty) or Sincerity (Deceit) / Awareness**, TN 25. It is only necessary for one person to do this. If they fail, though, the watch will become suspicious of them and anyone who attempts to cover their error must roll against a TN 30. If they are unable to make an excuse or fail to hide properly, the night watch will send them on their way.

Assuming the PCs successfully deal with the night watch, they next must succeed on climbing to the rooftop. There are multiple ways to get to the rooftop. The more investigative PCs may look for something that will help them. There are many stacks of boxes and crates in the area. An **Investigation (Search) / Perception** roll, TN 25, or **Lore: Architecture / Intelligence**, TN 20, will spot a stack of crates that look sturdy enough to support a samurai's weight. If they fail by 10 or more, they will believe that they have found a sturdy enough stack when they have not. It will collapse on them as they start attempting to climb it, dealing 1k1 damage (*does not* explode) as well as provoking an additional visit of the night watch. The TN for the **Sincerity (Deceit) / Awareness** roll is 25 if the PCs were initially hidden or else 5 higher than during the PCs last attempt. Climbing a stable stack of crates requires a roll of **Athletics (Climbing) / Strength**, TN 15. Ignoring the crates, a more dexterous PC may elect to scale the buildings directly. In order to free climb the buildings to get to the roof tops a PC must roll **Athletics (Climbing) / Strength**, TN 30. Once one PC has successfully made the climb, they may lower a rope to reduce the TN by 5 for anyone else. A rope and grapple used at the beginning will achieve the same effect, but require a roll of **Athletics (Throwing) / Agility**, TN 20, in order to find sufficient purchase on the roof top.

Once on the roof tops the PCs can easily make their way over to Naomi's warehouse. Once there the window that leads to the room in which the hostages are kept is easy to spot and easy for them to lower

themselves to. If they are moving in the night that Toyokazu asked them to help, they will find Kitsuki Yoshiro bound. They may at this point either attempt to leave with Yoshiro, taking him to Moshi Toyokazu, or confront Naomi. In either case, skip to the appropriate section.

Going Kitsuki on That – Finding Truth in the Rumors

If the PCs decide that breaking and entering, or lying their way in, is too dishonorable, they may try to put some facts behind the rumors which Ryu has heard. It is possible through a thorough investigation to put together enough evidence that the authorities will get involved. Unfortunately, it will take time.

If they express interest in tracking down the source of the rumor while Ryu is around he will tell them what he's heard, otherwise it will require a roll of **Courtier (Gossip) / Awareness**, TN 25, to find out the following information.

- None of the samurai in the capital have admitted to having fallen prey to any kidnapping, but there are rumors about several; any time this spring that a diplomat is "unavailable" for a meeting, it has been whispered that they or their family have been the most recent victim.
- The kidnappings seem to be tied to minor diplomatic negotiations going on in the courts between various Clans – several have fallen through due to odd bureaucratic failures.
- The dealings that have failed recently are a trade agreement strengthening the alliance of the Phoenix and the Crane and a set of marriages arranged to establish ties between the Scorpion and Unicorn clans.
- The negotiations between the Kaiu and Kitsuki over the trade of marble are currently not going well and could easily fail.
- The Mantis are dealing with a certain amount of negative sentiment due to their attempts to formalize trade with the Ivory Kingdoms. While they do have Imperial permission for limited trade with gaijin, it is widely rumored that they are seeking to expand (possibly to the benefit of the Unicorn and Tortoise).

In order to find out more about each of these dealings, the PCs will need to take time to investigate the different sides.

Investigating the Kidnappings

Although the players will not know this, the children who have been kidnapped are Shiba Yoko from the

Phoenix, Moto Tazaki from the Unicorn, and Kitsuki Yoshiro from the Dragon. Shiba Yoko and Moto Tazaki have been returned to their homes (and both have been sent away from the capital as a result), though their parents are still being pressured to cooperate with the kidnappers' political agenda organized by Naomi as per Jagad Ruchira's instructions. (This last fact will, of course, remain entirely unsaid to any PC.)

All of the TNs on the following Social Rolls are reduced by 5 for PCs who are investigating their respective Clans.

Each Clan must be approached individually, and the players must go directly to the Clan's Embassy, as the whole issue will likely have been kept quiet to avoid embarrassment. It is advisable that the players split up, as this could be a very time consuming venture (a character only has time to talk to 3 Clans each day). At each Clan's Embassy gate, they will be asked their reason for requesting an audience by a guard at the gate. *"Excuse me, samurai-sans, but I must ask you for your reason to request an audience with my masters."* Assuming the players give the guard an explanation, they must roll **Sincerity (Honesty or Deceit) / Awareness**, TN 15, to get in. After waiting an hour (if one of the PCs is from the Clan) or two (if none of the PCs are from the Clan), they will be admitted to an audience.

Once admitted, they will be greeted by the head of the diplomatic corps in charge of the negotiations previously mentioned. *"Greetings samurai-sans, how might I help you?"* The players must present their request, framed politely, to know if the Clan had been the victim of any kidnappings. As this is a delicate subject, they must roll **Etiquette (Courtesy) / Awareness**, TN 25, but they may receive a +5 bonus or -5 penalty on their roll depending on how polite the player's spoken request was.

If the PC fails the roll, or if the Clan was not a victim of a kidnapping attempt, then the diplomat will respond by politely dismissing them. *"I apologize, but I have no idea what you are speaking about. If you have no other questions, then I have important business to be about."* At the GM's discretion, the individual Clans may be somewhat more forthcoming to their own PCs with successful rolls, but with little significant information. The Crane will have noticed some of the same trends, and are taking greater caution with their own security as a result. The Scorpion also have made efforts to avoid being victimized, and will be upfront with members of their own Clan that they have no involvement in the kidnappings. The other Clans have

little to offer in the way of information, but will express their desire to avoid giving insult by appearing to involve themselves with other samurai's affairs. Each of the Clans will mention meeting with the gaijin emissary Jagad Ruchira, though only as the strangest event of the season so far.

If they do succeed at the roll and the Clan has recently suffered a kidnapping (Dragon, Phoenix, or Unicorn), the diplomat will explain. *"Sadly, this is true. While we were in the midst of our negotiations one of our diplomats' children was taken. He was obviously distracted by this, and it is likely the... inattentiveness caused by this that caused our negotiations to fail. At the time we chose not to investigate the issue because it could have harmed our negotiations, but with those over... If you wish then I can testify on this matter."* In fact, each of the Clans will have begun an investigation on their own, but with limited resources in the capital, they have uncovered less than the PCs have themselves – the PCs had the advantage of an unobtrusive (if inexperienced) investigator to give them their major leads.

If asked, the Unicorn, Phoenix, or Dragon diplomats will admit that Jagad Ruchira had met with them prior to the kidnappings, but they do not have any reason to suspect the gaijin of interfering in internal Rokugani politics.

Once the PCs have gotten at least two diplomats to offer testimony (two are necessary, since they were not directly involved in the incident and it will take corroboration to tie the incidents to Naomi) the players can take the issue to Moshi Toyokazu. With other samurai testifying, he will be happy to make the PCs his official yoriki and fill out a warrant for the arrest of Naomi. At this point the PCs can either attempt one of the other approaches, with warrant in hand, or simply demand entrance at the front. The toughs will not initiate combat against official yoriki with a warrant unless they are threatened, but Naomi will still attempt to flee out the back. Vikrama will attempt to clear a path for her, but will not hesitate to slay her himself if it appears their capture is inevitable (see the "Confronting Naomi" section for details on his tactics and intent). If the players left someone out back, then they may attempt to grapple Naomi to prevent her from fleeing. Grappling her requires a **Jujutsu (Grapple) / Agility** roll, TN 20. If no one successfully grapples Naomi, then she escapes. See the section on Naomi's flight.

Gaijin Investigations

If the PCs attempt to look into the gaijin emissary, they will discover little in the way of useful information.

Knowing himself to be extremely distinctive, Ruchira has done everything through second- and third-hand parties. While there is evidence of his involvement in his offices, the PCs will have no opportunity to investigate them.

Gaining information on Jagad Ruchira is possible with a **Courtier (Gossip) / Awareness** roll (TN 20):

- He arrived in Otsan Uchi just before the winter started, but did not make himself known in the courts until the new year.
- Ruchira bought a house from the Tiger Clan for an exorbitant sum, where he lives with the handful of personal guard brought with him from the Ivory Kingdoms.
- He has gone to some effort to speak with samurai from every Clan, even those that have no real interest in dealing with gaijin. No official agreements or negotiations have been announced, but he has been fairly active this spring.

Attempting to speak directly with him will prove frustrating – an appointment for two days later can be arranged with an **Etiquette (Bureaucracy) / Awareness** roll (TN 35). Waiting to do so will allow them to meet Jagad Ruchira, a tall, dark man with saturnine features and clad in strange, flowing silks crowned by a jeweled cloth headwrap (turban). Jagad is urbane and polite, with a faint air of amusement at the Rokugani culture as he discusses the hopes he has for closer ties with the Empire. Success on an **Investigation / Awareness** roll (TN 30) will allow the PCs to realize that he is hiding something, but he is absolutely unwilling to give anything away.

Part Six: Naomi's Secret

Confronting Naomi

When the PCs reach Naomi, she will expel them unless they claim to have some proof of her wrongdoing or they have some legitimate authority. If the PCs choose to make an accusation they must either have seen the hostage, or lie that they have seen the hostage. Lying to Naomi is far more difficult than lying to the guards, and they must roll **Sincerity (Deceit) / Awareness**, TN 45, or she will call their bluff.

If they successfully lie, or make mention of the hostage they have seen, Naomi will attempt to bribe them. *“Samurai-samas, I can see that you are strong and determined warriors. Perhaps, though, having me arrested is not your best option. I am rather wealthy and can make it more than worth your while if you*

would let this minor transgression of mine pass.” At this all players must roll **Etiquette (Courtesy) / Willpower**, TN 25 (30 if they are Greedy), to resist. They may add their Honor to the total of their roll. If any of the players fail the roll, but at least one passes, Naomi will use their disagreement as a distraction and flee through the emergency exit that lets out into the alley behind the warehouse. If all of the players pass, then a roll of **Athletics (Running) / Strength**, TN 25 will allow them to attempt to grapple her before she makes it to the exit. If the party has left a lookout behind the building, they may attempt to grapple Naomi to prevent her from fleeing if no one in the room succeeds. Grappling her requires a **Jiujutsu (Grapple) / Agility** roll, TN 20. If no one successfully grapples Naomi then she escapes. See the section on Naomi fleeing. If all of the PCs fail (or they wish to accept her bribe outright), she will give them 100 koku to divide as they wish. However, this will also give them the Blackmailed Disadvantage, as Naomi will remember their price in the future.

Even if the PCs make it to Naomi without fighting her guards, the gaijin warrior Vikrama will be nearby. Should the PCs attempt to capture her or have legitimate authority that she is willing to go along with, he will burst through the paper wall to kill her before she can implicate his master. The PCs should be given the opportunity to realize his goal with an **Investigation / Awareness** roll at a TN of 20. In this instance, he will be attacking alone and it is recommended for any but the least experienced tables that he be run as a High-rank table (all five Ranks of his School, Kenjutsu 7, Void 4). He will also make full use of his kata, as he has no intention of surviving the encounter. Initiative should be rolled as usual, and if he manages to cut down Naomi (she has Earth 2 and can take 38 Wounds before she dies), he will turn on the PCs and fight to the bitter end. Note that he should not waste attacks on Naomi if she is being Guarded. Both Vikrama and Naomi should make full use of Void – the intention is not to prevent the PCs from having a chance to save their possible informant, but they should have to work for the information as well as their own lives.

Searching Naomi's Office

Whether or not Naomi successfully escapes, it is likely that the PCs will wish to search her office. A thorough investigation of Naomi's office (**Investigation (Search) / Perception**, TN 30) will uncover a hidden compartment in one of the desk drawers containing a second set of books. These detail the plans for which children to kidnap, what to demand for ransom (both in money and political concessions), and other incriminating details. Interestingly enough, the next

name on the list is Ryu's. There is also a listing of Naomi's various properties throughout the city. A roll of **Commerce / Intelligence** or **Lore: Underworld / Intelligence**, TN 25, will allow the PCs to rapidly screen out which of these properties would make effective hideouts, narrowing the list to two – both warehouses nearby. If Naomi fled, the PCs will likely wish to search these properties. If the PCs are unable to figure out which properties would make good hideouts, Ryu will attempt to do this for them. He rolls 5k4 (spending a Void). If they try to find Naomi, refer to the section on Naomi's flight.

Naomi's Flight

If Naomi is in hiding, it will be impossible for the PCs to find her without the papers in her office. They can still take some solace in effectively terminating the kidnapping ring, despite her escape.

If the PCs have found the second set of books with Naomi's property listings and figured out which properties would make good hideouts, they will have whittled it down to two nearby warehouses, one east of their current location and one west. Both are nondescript and full of goods for market. A search of the west one will yield nothing. It is an ordinary warehouse with various clothing goods such as netsuke, kimonos, and obis (note: taking these is *stealing* and incurs the appropriate honor penalties). A roll of **Investigation (Search) / Perception**, TN 20, at the east warehouse will discover a hidden trap door in the floor of the warehouse in a corner. It leads down to Naomi's hideout. Once the PCs enter the trap door, she will give herself up freely rather than trying to fight.

A Real Bargain

Once escape is no longer an option, Naomi will again address the PCs.

Exuding an air of control as if she had not just been apprehended, Naomi turns to lock eyes with each of you in turn. "Congratulations, samurai-sans, you have caught me. But I am not the fish you should be after. Could a 'lowly' ronin such as myself have planned and financed an operation this large? Of course not. But if you want to know who did, you must make a bargain with me, because without my help, you will never be able to catch him. All I ask in return is that my sentenced be reduced to a fine of one hundred koku – certainly no small amount. And in exchange you will catch a mighty fish indeed."

The PCs may take the offer or not. If they accept, she will not take their word for it, but will require the word of a magistrate, such as Moshi Toyokazu (who will

gladly come at the PCs request, at this point). If she obtains his word, she will go on.

"Jagad Ruchira, the emissary from the Ivory Kingdoms, approached me two months ago when he first arrived. He said that he would compensate me quite generously for my efforts, as long as I kept quiet about the work I did for him. He never gave any explanation behind the kidnapping requests, but I'm not a fool. He was actively working to sabotage any agreement that might bring the Clans together. If you wish to capture him, you will need evidence. He keeps all of the documents regarding his various plots in a small box on his desk in his office. However, the box is trapped so that the documents will be incinerated if the box is opened without a key. He always keeps the key on his person, but I managed to get a copy of it made... for any eventualities. It is inside of this netsuke."

She takes a small hummingbird ornament from her hair and smashes it against the floor. Picking a key out of its remnants, she stands up and continues. "Every day from noon until one he leaves for lunch at his favorite noodle house. If you investigate his office at that time, he will be unable to destroy the documents himself before you reach them."

She hands the key to you and turns away. "Now, if you will excuse me, I have some funds to gather to pay off this fine."

Naomi will leave at this point. If the players wish to send someone to watch her, she will simply be going to her office (if she is not there already) to retrieve the funds and hand them over to Moshi Toyokazu.

Conclusion

If the PCs do not cut a deal with Naomi, the information about Jagad Ruchira will be tortured out of her eventually. However, he will receive word of her torture, destroy all the evidence, and leave the capital before the PCs can get to him. Relations with the Ivory Kingdoms will sour rapidly.

If they did accept Naomi's offer, they will have no trouble getting into the emissary's office and obtaining documents detailing not only the plans of the kidnapping ring, but also multiple other operations obviously intended to disrupt trade and peace throughout Rokugan. This is more than enough to sentence Jagad Ruchira to death, and all Imperial relations with the Ivory Kingdoms will cease.

The PCs can also find correspondences from many samurai in the Empire, most of whom spent the winter or early spring months in the capital. These letters appear to be little more than information on the various customs and traditions of the Empire, with specific information on the local provinces the letters are from. More troubling are the messages that can be found from the Ivory Kingdoms – while most of them are simply written in an odd gaijin script, there are four that even those few samurai fluent in Rhuumal (the language of the Ivory Kingdoms) cannot translate. It is possible they are in a previously-unknown gaijin language.

Naomi is seen leaving the city the following day, but she doesn't return.

The End

Rewards for Completing the Adventure

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

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

Experience Points

Surviving the adventure:	1XP
Good roleplaying:	+1XP
'Rescuing' Moshi Ryu:	+1XP
Catching Naomi and shutting down the kidnapping ring:	+1XP

Total Possible Experience: 4XP

Honor

+2 pips of Honor for not taking Naomi's bargain

Glory

+1 pip of Glory for any Dragon who helps in the rescue of Kitsuki Yoshiro
+2 pips of Glory for shutting down the kidnapping ring
+3 pips of Glory for catching a gaijin criminal in the Imperial courts

Other Awards/Penalties

Despite his distance, Moshi Toyokazu does appreciate the PCs' returning his son to him and will consider them to be Allies in the future. (2 Influence, 1 Devotion)

If Kitsuki Yoshiro is rescued in one day, it will prevent the disruption of the negotiations with Kaiu Mai and the PCs will gain a Dragon Clan Favor.

Module Tracking Sheets

Any PC that was bribed by Naomi gains the "Blackmailed" Disadvantage, and that should be noted on their character sheet and mod cert.

GM Reporting

Was Mokuneko caught?

Did the PCs take more than one day to capture Naomi?

Did the PCs accept Naomi's bargain?

GM must report this information BEFORE (8/10/2013) for it to have storyline effect

Appendix: NPCs

Mokuneko

A compact, wiry ronin with a great deal of experience on the street, he is deaf and mute but far from dumb. His life has been hard, and he has become a professional thief willing to steal whatever it takes to avoid going hungry.

Air 3 Earth 3 Fire 3 Water 4 Void 3
Reflexes 4 Agility 4
Honor 2 Status 0 Glory 0
Initiative: 6k4 **Attack:** 7k4(fist), or 9k4(thrown knife)
Armor TN: 25 **Damage:** 5k1 (fist or knife)
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)

School/Rank: NA/2

Skills: Athletics (Climbing) 5, Craft: Poison 4, Investigation (Notice) 4, Jujutsu 3, Knives 5, Lore: Underworld 5, Medicine (Antidotes) 3, Sleight of Hand 3, Stealth (Sneaking) 5

Mastery Abilities: Athletics 5 (ignore movement penalties from Terrain); Jujutsu 3 (+1k0 unarmed damage); Knives 5 (no off-hand penalties with knives), Stealth 5 (Simple Move Action to move 40' while Stealthed)

Advantages/Disadvantages: Silent, Luck II, Magic Resistance III, Read Lips / Social Disadvantage (Ronin), Disbeliever, Antisocial II, Deaf, Mute

Warehouse Toughs (ronin)

Hard-bitten and experience ronin for hire.

Air 2 Earth 3 Fire 3 Water 3 Void 3
Reflexes 3
Honor 2 Status NA Glory 0.5
Initiative: 5k3 **Attack:** 8k3 (katana)
Armor TN: 20 **Damage:** 7k2(katana)
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)

School/Rank: NA/2

Skills: Athletics 3, Battle 3, Defense 4, Jujutsu 5, Kenjutsu (Katana) 5, Spears 3, Staves 5

Mastery Abilities: Athletics 3 (no movement penalty from Moderate Terrain and reduce penalty from Difficult by 1); Defense 4 (may retain a Full Defense Roll in successive Rounds); Jujutsu 5 (+1k0 to unarmed damage, Free Raise to initiate Grapple); Kenjutsu 5 (+1k0 damage with swords, may ready a sword as a Free Action); Staves 5 (opponents armor bonus is not doubled against Staves, Free Raise on Knockdown with Staves)

Warehouse Toughs (former ashigaru)

Thugs who could not return home after fighting in the wars.

Air 2 Earth 3 Fire 2 Water 2 Void 2
Reflexes 3 Agility 3 Strength 3
Honor 2 Status NA Glory 0.5
Initiative: 4k3 **Attack:** 7k3 (tonfa)
Armor TN: 20 **Damage:** 3k3(tonfa)
Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Dead)

School/Rank: NA/1

Skills: Athletics 3, Battle 2, Defense 3, Jujutsu 4, Kenjutsu 4, Spears 3, Staves 4

Mastery Abilities: Armor bonus is not doubled against staff attacks. Unarmed attack DR is +1k0.

Vikrama

Tall and muscular, with a vicious scar crossing a hawk-like nose, this gaijin warrior looks like a grim avatar of death, and that is not far from the case. He is fanatically loyal to Jagad Ruchira and will take his master's secrets to the grave.

Air 2 Earth 3 Fire 4 Water 3 Void 3
Reflexes 4 Willpower 4 Strength 4 [4]
Honor 0.2 Status N/A Glory N/A
Initiative: 8k4 **Attack:** 10k4 (scimitar, Simple)
Armor TN: 25 **Damage:** 7k3 (scimitar)

Reduction: 0

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

School/Rank: Kshatriya Warrior 4 (treat as Senpet Legionnaire) (Rank 3 for low-rank tables, 5 for high)

Techniques: *Divine Insight*: +5 to Armor TN during Center Stance and to bonus from Center Stance; +1k1 to Athletics

Divine Strength: may spend Void to add +1k1 to damage

Divine Retribution: may make Simple Action attacks
The Gods Protect Me: when assuming the Center Stance, may spend a Void Point to add +20 to Armor TN for the Round; cannot be done during a duel

[*The Gods Guide My Hand*: once per skirmish, may spend a Void Point to gain +4k1 to attack rolls for one Round]

Kata: *The Mother Calls*: Adherents of the Destroyer are prepared to lay their lives down in the name of their dark goddess. After activating this kata, they ignore all Wound Penalties and all Conditions. At the conclusion of the skirmish, they die.

Skills: Athletics (Throwing) 5, Defense 6, Heavy Weapons 3, Intimidation (Bullying) 4, Investigation

(Notice) 4, Jujutsu (Martial Art: Sainika) 6, Kenjutsu (Scimitar) 6 [7], Knives 5, Lore: Theology (Destroyer) 5, Lore: Underworld 4, Meditation 4, Stealth 5

Mastery Abilities: Athletics 5 (no movement penalties from Terrain); Defense 6 (may retain a Full Defense Roll in successive Rounds, +3 Armor TN while in Defense or Full Defense Stance); Heavy Weapons 3 (reduce opponent's Reduction by 2 with Heavy Weapons); Jujutsu 6 (+1k0 to unarmed damage, Free

Raise to initiate Grapple); Kenjutsu 6 [7] (+1k0 damage with swords, may ready a sword as a Free Action, [9s and 10s explode on damage with swords]); Stealth 5 (Simple Move Actions to move 30' while Stealthed)

Advantages/Disadvantages: Daredevil, Language: Rokugani, Quick / Gaijin, Obligation: Ruchira, Weakness: Awareness