

One Will Fall

**A One-Round Mid-Rank Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of Shiba, 1141 (Late Summer)**

Part Six of *Legion of the Crow*

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In pursuit of the vilest of traitors, where will you find justice – in vengeance or understanding?

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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 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 2): There are no Ronin Swordsmen with Tsuo; reduce Nozomi's Reduction to 8 and do not keep the highest dice on the mob attacks.

High End Party (most/all characters Rank 4): There are two Ronin Swordsmen with Tsuo, and two extra Elite Ashigaru; there is a Ronin Swordsmen accompanying the Young Crow.

Adventure Summary and Background

Two years ago, a large army of peasant rebels calling themselves the "Legion of the Crow" marched on the Imperial Capital. The armies of the Clans prevailed against them on the Plain of the Golden Sun, and the Imperial Legions have spent the intervening time hunting the leaders responsible for the revolt and putting down uprisings across the Empire. The Legion of the Crow has steadily been losing troops, officers, and support as the Imperial Legions under the command of Seppun Murayasu pursue them with resolute devotion to their duty. Now, the Legion of the Crow survives only due to two men: the peasant general Tsuo who serves as the rebellion's military leader, and the spiritual center of the movement known only as "the Young Crow."

Tsuo, who is referred to by his men as "the Spear of the Crow", was a member of Toturi's Army during the Clan War and the War Against the Shadow. Following the death of the Empress, he was approached by an Imperial returned spirit who provided him with a variety of support, in the interest of ensuring that the peasantry would be protected even if the samurai of the Empire forgot about them once more. Tsuo accepted the money, the travel papers, and the old spear the spirit gave him and proceeded to travel the Empire, organizing the lower classes into something that could defend itself should horrors like the Clan War or Shadow return; along the way, he met the Young Crow

and his message of bringing hope to the peasantry was spread through Rokugan with the forming of the Legion of the Crow.

Most of the Empire believe that the Young Crow is a monk in his early years; perhaps in his twenties, a veteran of the War Against the Shadow when the monasteries of the Brotherhood were forced to go to war. In truth, he is much younger than that: he is, in many ways, still a child. Raised by the Brotherhood, most would consider him a monk though he has not taken vows to any Order; instead, he is one of the Brotherhood's gravest responsibilities, for he is actually Rosoku, the son of the Hooded Ronin and the last descendent of Shinsei. Four years ago, when he was only seven years old, his keepers found him weeping. Since that day, the day that Empress Kaede was slain, his words have had a power behind them despite his youth.

Unfortunately, his youth has prevented him from keeping control over the effects of his inspiration. Though his intended message was one of hope and enlightenment, it has been twisted by the bitterness of the peasantry, many of whom fought in the same wars the samurai did but were cast aside when the fighting was done. "Only you can prevent your happiness" has become "the samurai cannot stop you from your goals", "you can be better than you are" has become "you can be better than they are", and "the base of the mountain bears the weight of the whole" has become "the Empire cannot survive without us."

When the Emperor was slain, Tsuo was devastated. The Legion of the Crow became more important in his eyes, as he truly believed that no other samurai cared for the lower orders. The organization became more and more militant, as its newest recruits were inspired by the Young Crow's words and eager to force the samurai to recognize their worth. It did not take much to spark open confrontations between the Legion and their samurai lords – abuses of power are a common occurrence in Rokugan, though the best lords do what they can to minimize them. Some of the worst, however, drew upon themselves bloody retribution, which began a cycle of insurrection and violent attempts to enforce the Empire's laws. This resulted in the open rebellion two years ago, when Tsuo attempted to take Otosan Uchi in order to, as he saw it, "save the child Empress" from the samurai who would not raise her to her father's ideals. (This was partially a result of being manipulated by his mysterious Imperial benefactor, but not entirely.)

For the last four years, Rosoku has tried to spread a message of peace and hope through the peasantry; he

has succeeded in giving them hope, but they are more interested in justice than peace. Now, as the Legion of the Crow is in its last days, it will be up to the PCs to determine its fate.

Character Notes

Check the PCs' character sheets for the following:

- Hero of the People; Paragon of Compassion
- Disbeliever, Insensitive, Failure of Compassion, Daikoku's Curse, Ebisu's Curse
- PCs who are members of the Owls (Imperial Investigators/Eyes of the Miya), Imperial Legions, or who are in the Emerald Magistrates organization will be encountering various NPCs in their respective organizations through this module, and their performances will be evaluated accordingly.

Introduction

The PCs find themselves in Kyuden Tonbo, having been summoned by Doji Oharu in order that they might assist him with "another small matter." The letter requesting their assistance indicates that Oharu's fortunes have risen, as it was signed by "Doji Oharu, Political Aide to the Emerald Champion Kakita Toshiken" (a Position high in the Emerald Magistrate's hierarchy, granting him Status 6.5). Those PCs who have not had dealings with Oharu are sent by their daimyo to assist such an august personage.

Kyuden Tonbo's fortunes have changed over the last two years; where once a small village surrounded the castle of the Dragonfly Clan, now a small city has grown to house the samurai who have come to serve the child Empress. The castle, once used mostly to house samurai seeking to travel to the Dragon lands, has been expanded and fortified. A solid stone structure looms atop a nearby hill, outside the half-finished city walls: the garrison of the Third Imperial Legion. Dozens of shrines dot the city, and a handful of larger temples demonstrate both the Tonbo's piety and the prosperity that has come to their lands.

Oharu has arranged for the PCs to stay in the best inn in the city, a newly-constructed three-story building with the unprepossessing name of "The Restful Repose." Built with the intention of providing accommodations for the highest-ranking guests of the child Empress' court (those that do not actually stay at the castle itself). The innkeeper is a heavyset, bustling man in his middle years named Rikiyo, who provides the best his house has to offer for his guests. He happily shows the PCs to elegant rooms, orders his servants to ready baths, and

gives the message that Oharu will expect to see them in the castle the next morning.

PCs interested in exploring the city will find that there are two markets, one designed expressly for samurai guests in the city and will provide any basic items they may be interested in shopping for (at a slight markup; 10% over the costs in the rule book). The other is frequented more by the lower orders, and while the prices are more reasonable, there are far fewer things that would be of interest to samurai there. The city also has a large public dojo, a pair of geisha houses, and dozens of shrines to the Fortunes. There are literally hundreds of shrines in the Tonbo lands, though most are located out in the province; a few have been moved to be closer to the new samurai patrons in the city.

PCs with a Position in Tsudao's court have the right to visit the castle, and in fact should put in an appearance, though there are no official court activities scheduled. It does provide a convenient opportunity to seek word of the happenings of the Empire, however (as could any manner of speaking with people around town).

Rumors

PCs interested in learning what's being talked about in the Empire may make a **Courtier (Gossip) / Awareness** roll at 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. Imperial PCs, or those with a Position in Tsudao's court, gain a Free Raise to this roll. The rumors include:

- Locally, there is a certain amount of concern over the role of the Dragonfly Clan in the future of the Empire. Though they are obviously honored to serve as the hosts of the Empress in her time away from the capital, their previous duties had revolved around serving as the gatekeepers for the Dragon Clan. Now, between the presence of an Imperial Court in Kyuden Tonbo and the Dragon Clan's expansion into the Dragon Heart Plain to the east (thus giving them significant holdings that are much more accessible to the rest of the Empire), the local samurai wonder what their place is to be.
- The Dragon Clan claim to have used the power of a blessed Shrine to the Sun to cleanse the haunted ruins of Shiro Chuda in the Dragon Heart Plain. Two new Dragon provinces are being established in the newly-annexed area, and it has been officially announced that the capital of the northern province will be built on the site of the extinct Snake Clan's castle.
- The Crab and Phoenix Clans have come to an understanding of late, with both expressing concern

over the possible influence of “malevolent spirits” in the Empire, specifically in the new Dragon lands. Though some dismiss the Phoenix claims as ill feeling due to their losses in the recent conflict with the Dragon, the Crab have no obvious bias in the matter and have given the debate a certain amount of validity.

- Yoritomo Gusai, Defender of Golden Sun Bay, has recently and publicly thrown his support behind the Imperial Regent. Though some would have thought Gusai’s duties as the maritime guardian of Otsan Uchi would prevent his direct participation in the Ivory Expedition, he has chosen to lend his considerable experience with naval warfare to the Imperial General’s service.
- Unicorn Champion Moto Gaheris has announced the betrothal of his son and heir to a Doji courtier. Though some whisper that the young man had given his heart to one of his own Clan, it is apparent that he has the good of his people foremost in mind, as any good samurai should.
- Doji Oharu has essentially taken on the duties of handling Kakita Toshiken’s political matters; he is now more or less the second-in-command of Emerald Magistrates, along with Shinjo Shirasu. The Unicorn dispatches the magistrates in their day-to-day duties, while Oharu handles the organization’s interactions with the rest of the Empire.
- The Imperial Legions recently put down a peasant uprising in the nearby Dragon village of Toi Koku. By all reports, the revolt was small and dealt with handily, indicating that the “Legion of the Crow” that attacked the Imperial Capitol two years ago is well on the way to being dealt with for good.

The PCs have the evening to occupy themselves as they see fit.

Part One: Doom of the Crow

The next morning, the PCs are expected to attend a meeting with Doji Oharu at his offices in the castle. The spacious chambers Oharu has set aside for his own use near the top of the castle include a large meeting room decorated with subdued splendor. The PCs find that they are not the only ones invited to the meeting.

Oharu is verbally sparring with Otomo Dsichi, an elderly Imperial courtier with many connections (PCs may have encountered him in SoB35: Kyuden Tonbo). Dsichi has recently been given command of the Imperial Regent’s personal intelligence organization,

the group known as the Owls. Officially, Dsichi is a “political advisor” to the Imperial Regent, with a Position roughly equivalent to that of a commander of an Imperial Legion (Status 7.5). The conversation of the two men appears casual and polite on the surface, though PCs who succeed at a **Courtier / Awareness** roll of TN 25 will detect an undercurrent of enmity in very nearly everything they say to one another (rolling more than a 40 will allow them to realize that neither man appears to view their opposition as personal in any way, and Dsichi is almost disconcertingly detached even while bringing up every mistake or misfortune to befall the Emerald Champion in recent memory).

Each of the higher-ranking samurai has an attendant from their respective organization. Yotsu Seou, an Emerald Magistrate belonging to the recently-created Tiger Clan, is present to support Oharu (and may well be known to the PCs from previous modules). She remains quiet in the high-ranking company; though her fortunes have improved somewhat since the Yotsu ronin family was given the status of a Minor Clan, she remains one of the less-well-regarded Emerald Magistrates in the Empire; only her reputation for successfully accomplishing her missions has allowed her methods to be overlooked. Additionally, a darkly handsome returned spirit by the name of Tsi Yoji attends Dsichi. Like Seou, he largely remains quiet, though he has an intense air as he listens to the conversation with a small smile that is somewhat unsettling. (PCs who succeed at a **Lore: Heraldry / Intelligence** roll with a TN of 30 will recognize him as a member of the Oriole Minor Clan who has been serving the Imperial Regent; there are some rumors that his service is part of what prompted Hantei Okucheo to formally recognize the Empire’s ronin families as official Minor Clans.)

Oharu will greet the PCs and perform appropriate introductions, carefully signifying Dsichi’s station by referring to him as “Otomo-sama.” (Interestingly, Yoji is introduced after Seou, indicating that the Owl’s station is actually higher than that of an Emerald Magistrate.) There are refreshments available, and Oharu will engage in polite small talk with the new arrivals, inquiring after their travels and their most recent doings. If asked about the reason they were summoned, he will shake his head slightly. “Ah, not quite yet, my friends. Better it were told once, and we still await one last guest.” Dsichi will be distantly polite to any PC who is not a member of the Owls, though significantly more cordial with those who are. Seou should come across to those she has worked with as somewhat distracted, though she will engage them in polite conversation and exchange tales of recent adventures willingly enough (though she is careful to

let Oharu lead the conversation). Yoji, however, remains silent throughout, simply observing with the air of a man looking for weapons to use in the future.

After perhaps an hour of quiet conversation, the servants will announce the arrival of Seppun Murayasu, the Imperial General. He enters close on their heels, a hale and hearty returned spirit despite his white hair and weathered face. Murayasu is the overall commander of the Imperial Legions, and has been busy the last two years with hunting down the Legion of the Crow. The last month, however, has also given him the responsibility of planning the Empire's invasion of the Ivory Kingdoms, leaving him stretched somewhat thin.

Oharu rises painfully to his feet, only to be waved back to his seat by the Imperial General. Murayasu nods briefly in response to the bows from the assembled samurai. He sets a bundle of scrolls on a low table as a servant places it near his seat. Otomo Dsichi introduces the gathering in strict order of rank, as the General settles himself. "Greetings. I am glad that so many skilled and honorable samurai have agreed to undertake this mission."

Oharu clears his throat. "Ah, my apologies, Seppun-sama – I have not yet explained the situation to everyone. I thought it best to wait for you and let the tale be told once." At the General's thin-lipped glance, he bows his head. Otomo Dsichi smiles serenely and opens his mouth to say something.

Murayasu shakes his head in some exasperation and continues brusquely over whatever commentary the courtier was to offer. "Well, done's done. Since being given my position, I have led the Imperial Legions in dealing with a variety of uprisings across the Empire. The majority of them have been instigated by, or supported by, the group responsible for the attack on Otosan Uchi two years ago: the Legion of the Crow. Made up primarily of dissatisfied peasants, with ronin to bolster their ranks and the support of certain Brotherhood monks, they have spread their dangerous doctrine to villages in every Clan's lands. The Imperial Legions have fought them wherever they raised their banner, and we have succeeded in steadily wearing away at their leadership. While they have been able to recruit new troops with relative ease, they have more difficulty in turning their numbers into an effective fighting force. In each engagement, they have lost men from the skilled, dedicated officer corps responsible for training and leading their troops.

"The most recent engagement, a few days ago in Toi Koku, has led me to believe that they are well on the

way to being done for. The rebels' military leader, the general they call 'the Spear of the Crow', was present at the battle and escaped the aftermath with fewer than a dozen men. We captured a few prisoners, who are being held at Toi Koku; our preliminary interrogations indicate that he has gone to meet with the spiritual leader of the rebellion, the monk known as 'the Young Crow.' At this point, it appears to be more of a man-hunt than a military action."

The General inclines his head toward Oharu and Dsichi. "I command the Imperial Legions; they are some of the finest warriors in the Empire, but a poor tool for investigation. For that, I turn to the Emerald Magistrates and... the 'Owls.' I can provide you with what information the Legions have acquired concerning these two men, but that is the task I would ask of you: to hunt down the leaders of the Legion of the Crow and put an end to their rebellion."

It should be obvious at this point what "small matter" Oharu was asking the PCs for help with; if not, he will explain that he intends to send them out to follow the Spear's trail; though they are hesitant to say so directly, the PCs are being instructed to execute the traitors as soon as they are found (Tsuo has already escaped custody twice).

Murayasu will share the information he has with the PCs, though giving the players an opportunity to ask questions and have them answered is to be preferred.

What is known about the "Spear of the Crow":

- His name is Tsuo; a peasant who served in Toturi's Army during the Clan War and the War Against the Shadow, he was something of a protégé of the Emperor at one point (he served as a liaison between the mass of ashigaru volunteers that supported Toturi during the Clan War and the Black Lion's officer corps). Seou will react slightly to this, though only if asked will she admit to having known Tsuo slightly during that time.
- All accounts, which Seou can confirm, are that Tsuo is a highly skilled personal combatant, with a surprising amount of tactical prowess for someone with his background. He is a dedicated, driven man who fights with tenacity and passion. His preferred weapon is a distinctive spear (of a design not used in the last century), with which he has slain many overconfident samurai in single combat.
- Tsuo was the leader of the rebels in the field at the Battle of the Golden Sun Plain (the GenCon 2012 Battle Interactive). His position was overrun by a cavalry unit, but he was able to retreat in good order (he fought an entire group of PCs, and though he was forced away, he survived).

- Tsuo has been captured by the Legions twice within the last two years (once fighting his way free himself and once being rescued by his followers). The General has a fairly accurate description of him and even a rough artist's sketch (and, of course, Seou will recognize him as well).
- Tsuo is the military mind behind the Legion of the Crow; he is responsible for determining the group's overall strategy, and training the men the Young Crow recruits to be able to meet their tactical goals.

What is known about "the Young Crow":

- Unfortunately, very little. He is the spiritual leader of the Legion of the Crow, where Tsuo is the military leader. He is responsible for recruiting more men to their banner, where Tsuo then turns them into an effective fighting force. He is not believed to have any impact on their military strategy, but may be some form of figurehead – the Legion is thought to be named after him.
- There are many theories on the Young Crow's nature, though none have been confirmed. He is believed to be a monk, likely in his early twenties, probably a veteran of the War Against the Shadow when the Brotherhood took the field alongside the samurai of the Empire against the Lying Darkness.
- While it has been confirmed that the Young Crow is active in the Empire, speaking with many members of the Legion of the Crow, and giving speeches that inspire the peasantry to revolt, there are no descriptions of him available. He appears to be capable of instilling a great deal of fanaticism in his followers; they resist anything that may betray him with remarkable tenacity. There are theories (which Murayasu is neutral on) that there is something supernatural about the Young Crow; whether he is calling upon the spirits for their assistance or kansen for their dark blessings is still unknown.

What is Murayasu doing?

- There is a report of another peasant uprising in the Lion lands which will be his next destination; however, he's not convinced that it's related to the Legion of the Crow. Eliminating the Spear of the Crow and the Young Crow will allow him to turn the majority of such calls back over to local authorities to handle instead of the Imperial Legions.
- Murayasu is also involved in the planning of the "Ivory Expedition", the attack on the Ivory Kingdoms ordered by the Empress following the revelation of their intent to invade Rokugan. Though he is not commanding the expedition, he has been called upon to help organize the Imperial

Legions accompanying the volunteers from every Clan. (The fact that a large number of Rokugan's samurai are leaving for a military action outside the Empire's borders has him wanting to get the Legion of the Crow settled as soon as possible.)

What resources will the PCs have available?

- Oharu and Dsichi will provide them with travel papers and a writ of authority (the included Player Handout) that should gain them assistance in their mission. Oharu will make the point that he trusts the PCs' judgment in how they accomplish their task; it's why he considered them for the mission.
- Any material requirements that they may have will be met; supplies, steeds, and appropriate equipment will be provided from the coffers of the Imperial Legions. This can include useful equipment such as weapons or armor, but keeping any such items following the completion of the mission would be a dishonorable act (as a Major Breach of Etiquette).
- Otomo Dsichi will send Tsi Yoji along with the PCs, to observe and assist in removing any impediments. He has a higher Status than any PC (5.0), but his goal is the success of the mission. (Note that Dsichi will send Yoji along even if there are PC Owls in the group.)
- If there are no PCs who are already part of the Emerald Magistrate organization (Emerald Yoriki, Assistant Magistrate, etc) in the group, Oharu will send Yotsu Seou to accompany them as his representative. If a PC does fill such a role already, he will make a show of placing his trust in them to see to the success of the mission.
- In the interest of speed, the PCs will be sent without a sizable military escort. Additionally, such a group would certainly interfere with the investigation the PCs will have to undertake. However, they will be authorized to call upon the Imperial Legions should they discover their quarry's location is heavily guarded, and Murayasu will provide them with information on where to find some of the dispersed elements of the various Legions.
- The Imperial Legion guntai still at Toi Koku has custody of a few prisoners that should be the first step of the investigation.

Through the briefing, Oharu and Dsichi will continue to throw the occasional polite barb in the other's direction, a situation that seems to irritate Murayasu (though not enough to call them on it). It is only toward the end that the two men's verbal sparring actually becomes open enough to be commented upon:

As the meeting is coming to a close, Oharu bows his head. "I feel that I should apologize, my friends. I am not comfortable with asking you to perform a duty so far beneath your station, but I believe that simply apprehending the rebel leaders has too great a risk of their escape."

Dsichi breaks in smoothly. "It is the express command of the Imperial Regent that all those who took up arms against the child Empress be brought to justice. No hand that wielded a weapon against her servants in the name of this rebellion should be able to do so again." His gaze turns momentarily to the Imperial General. "Perhaps if the Hantei had been heeded more diligently, this matter would have been resolved before now."

Murayasu's face clouds, but his voice remains even. "I am well aware of the Regent's preference in this matter. I am also aware that I command the Empress' military, not a police force. If you wish to put every peasant to torture to root out any hint of dissatisfaction among the lower orders, you may. But don't be surprised when that course of action succeeds only in creating more enemies needlessly." He turns away from the courtiers firmly. "Good hunting, samurai."

With that dismissal, the General will depart and allow the PCs to begin their mission. Likewise, Dsichi and Oharu will let them get to work, with travel papers and the writ of authority being provided before the PCs leave the castle.

Through the rest of the module, Seou and Yoji will let the PCs take the lead in discussions; neither are particularly social people, and Yoji in particular is far more interested in seeing what the PCs are capable of. They should help the PCs by eliminating bureaucratic or political impediments to their investigation, but they will only step in if the players are floundering and unable to determine their next step.

The PCs are free to make whatever preparations they wish before they depart. Toi Koku is about fifty miles from Kyuden Tonbo; a day's worth of hard riding will see them there.

Part Two: Find the Path

Toi Koku

The Dragon village of Toi Koku is not particularly large, but serves the Clan as a center of commerce and trade: for centuries, it has been the main hub where the Dragon bring the mineral wealth of the mountains to

exchange with the rest of the Empire for rice and other foodstuffs. However, a great deal of misfortune has come to this quiet village recently.

The first impression Toi Koku gives is a small, very prosperous community with an abundance of well-to-do inns. A second glance shows the recent troubles it has seen, however: several fields outside the village have been trampled under the feet of fighting men, the squat stone structure that once housed the local garrison is now a smoldering ruin, and perhaps one out of every ten buildings are scorched or burnt to the ground. The field camp of an Imperial Legion guntai is set up outside town, with the banner of the 10th Legion flying bravely above it. Everywhere you look, dispirited peasants endeavor to repair the damage to their village, though they seem to take a great deal of effort to avoid samurai attention. Not even the manor house of the local lord appears to have escaped unscathed; soot-stains blacken the outer walls of the compound, and a team of laborers are hard at work on the battered gates.

The PCs have an assortment of fine inns to choose from; there is no business being done in Toi Koku currently, and the innkeepers are eager to have samurai guests. There are a few options for the PCs to pursue, depending on how they want to begin their investigation. There are three local authorities that might have information, though they are likely to be of varying use: Kitsuki Ryoko, the local governor; Mirumoto Seka, the Legion chui; and Kirijiro, the recently-appointed village headman.

What Happened in Toi Koku?

Understanding the recent local events will help make clear the current situation, and shed a bit of light on the fate of the Legion of the Crow. Four weeks ago, the Spear of the Crow arrived in the village, following a sound defeat in the Lion lands. He had just met with the Young Crow and was looking for an opportunity to give the people an easy victory in order to drum up support. There was some quiet local unrest due to some uncertainty over the future of the village; the Dragon Clan's eastern expansion may well make Toi Koku's traditional role obsolete. Tsuo was able to rouse less than a hundred of the local peasants into open protest, and supplemented their numbers with some of the remnants of the Legion of the Crow. A little over a week before the PCs arrive in the village, they rose up, attacked the skeleton garrison stationed here (most of the troops having been sent to the east over the last few years), raided it for arms, and besieged the governor's manor. The governor was able to gather most of the village's samurai, and sent word to the Imperial Legion. The 10th Legion had troops a few days away, and a full

division (what a Clan army would call a legion) of 2000 troops descended upon the rebels, numbering just over 200. The peasants were utterly crushed, leaving a paltry dozen or so to escape. (Tsuo was one of those able to flee the lost battle, though he was reduced to a handful of companions.)

Most of this (with the obvious exception of Tsuo's fate) can be learned simply by asking around town. The PCs can gain more information from specific NPCs:

Kitsuki Ryoko, Governor of Toi Koku

While under the circumstances, it could be understood if the PCs choose not to present themselves to the local lord, Kitsuki Ryoko is the samurai in authority of the village and it is most appropriate to announce their presence in his fief. If they choose to do so, they will be able to see first-hand some of the damage done to the manor house over the course of the attack. The servants at the manor are frightened by recent events, but desperately grateful to be able to continue to serve and quite hopeful that things will return to how they used to be; the PCs are shown to a waiting room decorated with restraint and will only have to wait a few minutes. The governor himself is a tall, lean courtier in his mid-thirties, with a careworn face and a deep, sorrowful voice. He is clad all in white – an outward expression of mourning for those lost in the recent fighting, but a somewhat extravagant one. Astute players may guess, correctly, that Ryoko is contemplating seppuku because of the loss of face. He nonetheless greets his guests with solemn courtesy. ***“I bid you greetings and welcome, honorable samurai. I could wish for your arrival to be under better circumstances. What brings you to Toi Koku?”***

Presumably, the PCs will explain their mission. They do not need to show him their writ, though obviously it will impress him with the gravity of the situation. Ryoko will provide them with whatever assistance he can, unfortunately, there is little he can do after “the last few days of misfortune.” Most of the bushi that called the village home were killed during the uprising; the governor provided sanctuary for their families and kept them safe in his own home (a fact he will downplay). He knows that the Imperial Legion has prisoners, but has no immediate information about them. The village's magistrate is among the slain, though Ryoko (who is far more skilled as a negotiator than investigator) can point them to Kui, the local eta who assisted the magistrate with questioning.

If there are any Dragon PCs present, Ryoko will ask them to meet him that evening for dinner so that he may seek their counsel. (PCs from other Clans that go out of their way to be compassionate to him concerning his

loss may receive the same invitation.) At dinner, he will confess that he is contemplating seppuku, and that he would like their advice on the matter. In truth, he does not want to die, but the loss of face has shamed him greatly; it is difficult to blame him for the uprising, but he still views it as his responsibility, as the village is his fief. He is, however, unsure as to what is best for the Clan. He can be talked into either route, depending on how much the PCs care. If the PCs mention his performance being good for a courtier (nearly all the bushi of his village died, but he organized the noncombatants, gave shelter to them, sent word to the Legion, and held off the rebels in his own house), it will be easy enough to convince him not to kill himself. If the PCs encourage him to perform the three cuts, he will ask the Dragon with the highest Honor or the one most eloquent in their argument to stand as his second at dawn. Such a PC gains a point of Honor if they perform their duty appropriately by succeeding on a **Kenjutsu / Void** roll with a TN of 25.

Kirijiro, Peasant Headman

Virtually any attempt to speak with the local peasants will be met with fear; they are as cooperative as they can be, but nothing the PCs can do will put them at ease. They have little to offer, and will encourage the PCs to speak with Kirijiro, the village's new headman. Kirijiro is a young man, and very nearly overwhelmed by his new position, in addition to being frightened out of his wits by having witnessed the Imperial Legion crush the rebels. He will give what assistance he can, but he knows very little beyond the basic information above. He will mention the prisoners held by the Imperial Legion, though will hasten to add that they are not locals. He, too, will mention Kui the torturer if the PCs mention interrogating the prisoners.

Kui the Torturer

The magistrate of Toi Koku, Kitsuki Tadayuki, was often in the position of needing to use the typical Rokugani investigative methods due to many of the crimes in the village being performed by people from other Clans. As such, Kui has learned both the unique forensic methods favored by the Kitsuki family as well as rougher interrogation techniques used by the Empire at large. While, perhaps, not a master of the “art”, he is skilled at getting answers when he asks pointed questions. When dealing with samurai, he is painfully polite and circumspect. He will generally refer to himself in the third person, and will be exceptionally careful not to appear to be telling samurai what they ought to do (even when offering advice on the best way to treat their prisoners).

Having Kui along to perform the interrogations allows the PCs to get information from the prisoners without having to make rolls themselves.

Mirumoto Seka, Chui of the 10th Imperial Legion

A Legion guntai (around 200 troops) have been left at Toi Koku to secure the area and oversee the village's reconstruction. Under the command of Mirumoto Seka, a decorated officer, they have largely left the locals to their own devices and attempted to use a light hand in their duties. The camp is well-organized and closely guarded; the officers of the Imperial Legions are quite competent. This group's chui can be found in the command tent, going over paperwork. A planning table dominates the room, with markers noting the outcome of the recent battle. (A **Battle / Intelligence** roll at a TN of 25 will allow the PCs to determine the overall results mentioned earlier; success with a 35 or more lets them see that perhaps half of the rebel forces were actually well-trained, while the other half were essentially unskilled conscripts. In either case, it is clear that the Imperial Legion were the clear victors but took no chances even with their overwhelming numbers.)

Mirumoto Seka is a straight-forward, almost blunt career military officer, with short-cropped hair and attractive features. She is friendly enough, but when the PCs explain their presence, she merely nods and moves directly to business. *“So what do you need from me? Access to the prisoners? It's yours. We haven't gotten anything out of them, but then, the eta we have along with us are cleaners and carriers, not torturers.”* Seka is happy to provide any other help the PCs ask for, to the limits of her ability. She can't send troops with them, and as she indicated, the eta the Legion have with them are meant to deal with bodies and do not have the skills of an actual torturer. However, any reasonable request the PCs make of her regarding the prisoners will be met.

The Imperial Legion took several prisoners during the fight; three proved to be part of the officer corps and are the best option for reliable information – if they can be convinced to provide it. Seka orders a guard to escort the PCs to the prisoners, and continues her business.

A single tent stands in an open space near the middle of the camp; the guards on duty mark it as holding prisoners, ones that the Legion is taking no chances with. Inside, the air is fetid and close, smelling of blood, sweat, and worse. Three men are bound to stakes in the center of the tent. Each has been stripped to their fundoshi, and their bodies show signs of torture and neglect. The largest, a hulking brute

twisted painfully by his bindings, flinches at your entrance. The other two, older men – one bald, though currently with several days' worth of fuzz, and the other wiry and weatherbeaten – simply look up with defiant eyes.

In order to get information out of the prisoners, the PCs must either have a competent torturer (like Kui), direct the Legion's eta in the questioning, or directly perform it themselves. If they have Kui, no rolls need be made – they automatically gain the provided answers to whatever questions they ask. Directing the less-skilled eta requires either an **Investigation (Interrogation) / Willpower** or **Intimidation (Torture) / Willpower** roll, at the TN listed for the information asked after. Using Investigation increases the TN by 10, but note that Intimidation is a Low Skill, and will cause Honor loss for the character rolling it (though only once per prisoner, not once per roll). Personally torturing the prisoners reduces the TN by 5, but will almost certainly lower that PC's Honor to 0 in short order (as they will lose the Honor for every roll they make). Additionally, the TN is increased by 5 if the prisoners are questioned in one another's presence.

It is possible for the questioning to stall out here if the PCs do not think about seeking local expertise; in this instance, the NPCs along with the group will suggest seeking a more skilled torturer to gain the required information.

Each prisoner knows the following pieces of information:

- Tsuo, as leader in the field, has been separate from the rebellion's spiritual leader as a matter of policy, but their losses may have changed situation
- Tsuo escaped Toi Koku, but with just a handful of men at best

In addition, the individual prisoners have information specific to them; that information, along with their personal details and personalities, is presented below.

The ronin Honzo:

Honzo is a troublemaker with a grudge against samurai and less sense than a would-be rebel ought to possess. Initially aligned with the Legion for the chance to get paid for taking out his frustrations with samurai, he stayed with Tsuo primarily because he didn't have any idea what else to do. Despite his status, Honzo's not greedy, so attempts to bribe him produce nothing but snide comments along the lines of “yeah, I'm sure I'll get to live long enough to spend that,” in response. He resists questioning mostly because he expects to die anyway and doesn't want to cooperate with his presumed executioners – if a PC can offer him

meaningful clemency (or simply lie and persuade him that they can), torture isn't even required to get him to talk. Unfortunately, Honzo knows the least about Tsuo and the Young Crow of the three prisoners, so his cooperation isn't worth much. As one of the Spear's personal guard, he was present for a number of staff meetings and the like, but never paid enough attention to remember most of them.

Honzo knows:

- (10) a bit about Tsuo's history, but nothing about the Young Crow (nothing that the PCs haven't probably already learned elsewhere, although he could fill in any gaps that the PCs might have failed to ask about already)
- (15) that the officer corps of the Legion of the Crow is in serious trouble: decimated, scattered and heavily demoralized, he suspects Toi Koku is the end of any substantive rebellion from the Legion of the Crow, because they simply lack the manpower to carry on
- (20) that Tsuo and the Young Crow were to meet somewhere soon, but he has no idea where precisely; additionally, Tsuo has been travelling in a north-eastern direction for the last several months, going from village to village trying to drum up recruits and trouble
- (25) that Young Crow never travels with the forces in the field, and so was almost certainly not in Toi Koku when the uprising began

The monk Senichi:

Senichi is a fanatic, true believer in the Young Crow. Senichi knows precisely who and what the Young Crow is and is afraid that he may be forced to help betray him. In hopes of preventing that, Senichi begins his interrogation trying to assess the emotional states and level of calm in his interrogators. If he believes the tactic will have some success, he targets the PC he thinks has the shortest temper or least tolerance for insult and begins hurling abuse at them – his aim is to get the PCs to kill him before he can be tortured into confessing. (Senichi isn't actually very at insults, though; it's not part of his nature, so his attempts tend to be too esoteric or connected to the Tao for many samurai to fully understand.)

Senichi draws strength from his devotion to the Young Crow and believes honestly that the samurai have squandered their opportunities and the defense of the people requires more direct action than the Brotherhood is willing to commit to. In many ways, he is a crusader for social justice, but has made the fateful decision that such justice can only be found through violence. He does not truly wish to die, but sees it as inevitable at

this point, and is afraid that he will be forced to contribute to the death of someone he loves like a son.

Senichi knows:

- (20) the Young Crow often draws upon allies within the Brotherhood for shelter, aid or travel assistance
- (25) the Young Crow does not claim an order within the Brotherhood, but the Brotherhood as a whole claims him as one of their own
- (30) the next meeting between Tsuo and the Young Crow is set for Nanashi Mura "sometime soon"
- (35) the Young Crow does not have what Senichi considers to be supernatural powers; he sees the Young Crow as an exemplar of what any man could be if they would allow themselves

Senichi's devotion to the Young Crow is such that, even with the utmost effort on the PCs' or Kui's part, they cannot get him to reveal the precise identity of the Young Crow, and the only description Senichi will offer is "young, but with the wisdom of the ages in his eyes."

The peasant Kazushi:

Unlike Honzo's snarky bluster or Senichi's desperate resolve, Kazushi's expression is grim, resigned and completely hopeless – he is a man waiting for the inevitable, and has nothing to do but wait until the moment arrives at last. Kazushi is a veteran ashigaru who served in several wars in the Lion lands, facing off against Crane samurai, Unicorn samurai, Scorpion samurai, Shadowlands horrors in the Clan War, faceless assassins in the War Against the Shadow, and more, and more, and more. One of Tsuo's noncommissioned officers, Kazushi was swayed by Young Crow's words and the vision they seemed to offer; he never met the monk, however, and his loyalty is aimed far more at the practical Tsuo than the spiritual Young Crow.

Now that he has been captured, Kazushi knows precisely how his story will end, but sees no reason to make it easy on the samurai who have used and discarded him so many times before; his opinion of the "honorable nobility" he serves is so low that all he has left is the perverse pleasure he can take from seeing samurai get their hands dirty and thus confirm all the things he believes about them. Kazushi is more than willing to tell his own story, but clams up when asked questions about the Legion of the Crow, Tsuo or the Young Crow. "Do it, samurai," he snarls. "Show us both how little your honor matters to you when it gets in the way of what you want."

Kazushi knows:

- (20) the Young Crow is the spiritual heart of the Legion but had almost no direct contact with the army throughout the Legion's three-year existence; he cannot describe the Young Crow's appearance but calls him a "great man"
- (25) Tsuo is the finest master of the spear Kazushi has ever seen, and he has fought Daidoji and Shinjo specialists in the past; his spear, as well as the travel papers and money that the Legion of the Crow has used for the last four years, came from an Imperial spirit that has been sponsoring the Legion (Kazushi knows nothing more about this patron than that they are a returned spirit and an Imperial samurai)
- (30) Tsuo was heading to Nanashi Mura next, but Kazushi does not know whether the Young Crow is going to be there as well
- (35) Tsuo's personal unit in the battle at Toi Koku included a peasant shugenja as well as several well-trained ashigaru – he believes that the shugenja was instrumental in seeing Tsuo escape, and might well still be with him

If the PCs attempt any investigation into the events of the battle at Toi Koku itself, it quickly becomes clear that the local insurrection was at best tangentially related to the larger rebellion; Tsuo was present and had a reasonably-sized contingent of troops, but the local issues were based around concerns for the Dragon's new provinces to the east supplanting the local area's role in the Clan. Tsuo turned the peasants' concerns about losing income, military protection and magistrate presence into an opportunity to recruit new soldiers for the Legion, build up a broader base of support among the populace and expand the local insurrection. In the end, though, this was too much too soon. Imperial General Seppun Murayasu fell on them with irresistible force due to the combination of proximity and making the assumption that he was nipping a full revolt in the bud, leaving dozens of dead peasants and Tsuo scrambling to even find a way out of the city alive.

Part Three: Walking the Path

With the information the PCs acquired from their interrogations, they should know that their next stop should be the city of Nanashi Mura, two days' hard travel to the east.

What was once a small village whose primary samurai inhabitants were a single ronin otokodate has all but

exploded into a burgeoning city in the year since the Dragon laid official claim to it. New, sprawling developments spill beyond a newly-built city wall, many of which are little more than rough tenements built only with an eye for speed, not durability. Dragon troops regularly march down streets crowded with new arrivals from all over the Empire – many of these are traders who have come to take advantage of what is now unquestionably the Dragon's most-accessible major holding. In the markets, prices are far higher than they have any real cause to be, and it is hard not to notice the beggars throughout the tenement districts on the city's edge. Prosperity and expansion have come to Nanashi Mura, it is clear, but not everyone has experienced the changes in quite the same way.

When the PCs approach the city, they are met by a pair of ronin yoriki; although they do not wear Clan mon on their kimono, but each has an armband with the emblem of the Kitsuki family on it, and carries a jitte as well as their daisho. Despite their station, the two ronin are polite and seem well-trained in the law as they professionally examine the PCs' traveling papers and record their entrance into the city. The two ronin are members of the Eyes of Nanashi otokodate, but anyone in the city (including the ronin themselves) can tell the PCs that the Eyes have been officially brought under the control of the Dragon magistrates, giving official sanction to the duties they have long performed unofficially. Most of the Eyes are happy about this; a few, however, are concerned about the Eyes' tradition of "wiping clean" the members' pasts, but so far the Dragon have not seen fit to make inquiries into the personal histories of their new vassals.

Once the PCs get settled into an inn in the city (of which there are many, most built in the last nine months), there are several options available for the PCs to use in their investigation.

Rumor Hunting in the City

It is possible for the PCs to gain quite a bit of information just by hitting the streets and asking questions of the locals. The default roll for this is **Investigation / Awareness**; since this is also in many ways a Gossip roll, the PCs can apply any mechanical benefits they would normally receive for hunting gossip to this roll as well. The result of the roll determines which of the following information the PC receives. If the PCs choose to limit the groups to whom they speak, they can use rolls other than Investigation for their rumor hunting. Speaking to Clan samurai allows the PC to roll **Courtier (Gossip) / Awareness**, speaking to the monks found in Nanashi Mura's many temples allows a roll of **Lore: Theology / Awareness**, and

focusing on the peasants and/or ronin in the city means the PC can choose to roll **Lore: Underworld / Awareness**. In each case, the PC lowers the necessary TN to receive a particular piece of information by 5, but can only receive information marked as available to that skill:

- **TN 25 (Any):** The recent expansion of the city has made it difficult to keep track of comings and goings in town, but the Eyes have been doing a pretty good job of staying on top of travel in and out.
- **TN 25 (Courtier) / TN 30 (Investigation):** Mirumoto Takejiro, the new daimyo of Koumeiseidai Province (itself a new creation of the Dragon Clan, only in existence since last summer), keeps a careful eye on the actions of both his magistrates and his troops – he would likely have access to any information either group has gained.
- **TN 25 (Lore: Theology) / TN 30 (Investigation):** There are a number of temples in Nanashi Mura, the most visible being the Shrine of Ebisu, the Shrine of Bishamon, and the Shrine of Fuyari (the city's founder). A shrine to Fukurokujin is under construction, but is not yet complete. The largest of these is the Shrine to Ebisu, but it is also notable for the vow of silence its brothers take and the shrine's strict policy of not offering admittance to non-monks for any reason. Getting information out of there would be difficult.
- **TN 25 (Lore: Underworld) / TN 30 (Investigation):** In addition to the Eyes of Nanashi, the local ronin community has two members of some note: a wave-man named Kanjin, who has been operating as a sort of middle-man getting other ronin work for Clan samurai, and Chiang-Tsu, a sensei who runs Tsumikaze no Dojo, a training facility for ronin, peasant budoka and even some Clan samurai who wish some unorthodox training.
- **TN 35 (Investigation):** Local witnesses report seeing an unusual meeting take place at the Shrine to Fuyari, which is located across the street from a public park near the center of the city known for hosting campsites for ronin passing through the city. The meeting was apparently between a ronin bushi carrying a well-made spear and a pair of monks, one quite short and the other quite large; this meeting occurred just a day before the PCs arrived, and was marked by a cordon of other bushi who stood guard around the shrine while took place, waving away any who tried to approach. None of the locals recognized any of them. The witnesses say the ronin with the spear returned to a camp in the park, while the monks headed toward the Temple of Fukurokujin.

- **TN 35 (Lore: Underworld) / TN 40 (Investigation):** There is a ronin in town named Azumomaro; rumors suggest the man is a recruiter for the Legion of the Crow, attempting to woo other ronin into joining the rebellion. The rumors claim Azumomaro is one of the few surviving members of Tsuo's inner circle.
- **TN 40 (Investigation):** The guards at the city gates confirm that people matching the description of the attendees of the mysterious meeting at the Shrine to Fuyari passed out of the gates late the day before. The two monks headed northeast, while the ronin with the spear headed southwest.
- **TN 40 (Courtier) / TN 45 (Investigation):** A Dragon patrol just returned this morning, reporting contact with a small group of ronin headed by a striking figure carrying a well-made spear. The group was headed southwest, on the road that leads to the ruins of a town called Aeka Mura.
- **TN 40 (Lore: Theology) / TN 45 (Investigation):** Some of the monks at the Temple of Fukurokujin admit that they were asked by a young visiting monk about prophecies affecting the whole of the Empire – the monks directed the youth toward Reihado Uikku, the Shrine of Uikku, where the prophecies of Uikku are stored and studied. (If the PCs ask, the monks of Fukurokujin are as reticent as the rest of the Brotherhood to describe the “young monk” more explicitly, saying only that he was young and astonishingly wise for his age.) He left the previous night.
- **TN 40 (Lore: Underworld) / TN 45 (Investigation):** A small number of ronin in the city admit that they overheard Tsuo and his small contingent say that they were headed southwest, to the ruins of Aeka Mura. They were attempting to recruit some of the local ronin and peasants to join them there, apparently in hopes of rebuilding the Legion of the Crow from scratch. They left the previous night.

PCs who played the adventure “The Price of Weakness” have visited Aeka Mura before – it was the site chosen by the Legion of the Crow as their rally point before they launched their attack on Otosan Uchi two summers ago. After the attack was repulsed Imperial Legions essentially razed Aeka Mura to the ground. If they ask, Aeka Mura – or what remains of it, anyway – is southwest of Nanashi Mura, in the northern part of the Lion provinces. Likewise, Reihado Uikku is northeast of Nanashi Mura, near the border with the Phoenix Clan. Both are roughly equidistant from Nanashi Mura.

Talk to Local Notables

Rather than chase rumors, the PCs might instead choose to seek out specific people in the city directly, either of their own choice or due to prompting from the rumors they've heard. All of the following have some information to share:

- **Mirumoto Takejiro:** The new provincial daimyo is a tall, well-dressed samurai with a calm, reserved demeanor; he has a reputation as a fine warrior and skilled general, but the strain of the past few years has begun to take a toll on him. If the PCs have met him before (in the adventures “Bonds of Fate,” “Castle of Water,” “Time for Vengeance,” or “Killing Grounds”) they recognize the changes: steel grey has appeared in the hair over his temples, and new and deeper lines now frame his eyes and mouth. When the PCs meet with him, he is polite and willing to help, but has no information to offer at that time. He does direct the PCs to speak with the gate guards, however, and offers a brief letter authorizing the PCs to ask questions about the city's recent comings and goings (see The Gate Guards, below). If at least one PC has him as an Ally, Takejiro goes further, offering to seek out additional information on the PCs' behalf. This takes a day, but the following morning Takejiro contacts the PCs and informs them that his scouts reported seeing a ronin matching Tsuo's description on the road southwest, toward Aeka Mura.
- **Ginjai, abbot of the Shrine to Ebisu:** The Shrine to Ebisu is a large monastic complex, with high walls that show a surprising concern for defense – a military eye confirms the walls are more than capable of withstanding a respectable siege, should such a thing ever occur against a shrine. When the PCs first approach the shrine's gate and ring the announcement gong, they are greeted by a shaven-headed monk who presents them with a chalk slate, on which the kanji for “How can I help you, honorable visitors?” is written. This should remind the PCs that the monks of Ebisu have taken a vow of silence. Regardless of how the PCs respond, the monk bows and raises a finger, clearly asking the PCs to wait, before closing the gate again. After a few minutes, the gate reopens and Ginjai, the abbot of the shrine, appears within. Ginjai is elderly but hale, with hands that show signs of many years of worthy toil in service to the Fortune of Honest Work. He bows politely and asks the PCs' business. Assuming they are mostly honest about their interests, Ginjai frowns before replying, *“I know of whom you speak. The peasants call him the Young Crow, although that is not a title he has claimed for himself. Yes, samurai, he visited*

here recently and stayed with us. If I could shield him from your wrath, I would, but I know my duty. He left last night, and although I do not know his final destination, I know he spoke with my brothers at the Shrine to Fukurokujin before he departed – it is likely they can provide you with the answers you require.” Ginjai knows nothing of Tsuo. If the PCs ask why Ginjai wishes he could protect the Young Crow, Ginjai sighs heavily. *“You are tasked with finding a traitor to the Empire, samurai-samas, but you will not find one in the person of the Young Crow. His is a wisdom that illuminates the will of Heaven and the righteousness of the Tao, not stands athwart it. What has been done in his name was not in accordance with the wisdom he tried to teach; and yet the misunderstanding has less to do with those who misheard and more with the lessons the Empire taught its people before the Crow even began his ministry. What you plant in the spring, you will harvest in the fall, samurai-samas, and the samurai of Rokugan watered their fields with blood.”* Although he knows it, Ginjai will not reveal the true identity of the Young Crow, nor offer any additional information about his appearance or other distinguishing details. *“You will know him when you meet him,”* is all the old monk will say. Note: the monks of Ebisu have been given permission to maintain their separation and exclusivity by Takejiro; any attempt to force a way into the monastery is met by resistance not only from the monks but also from nearby Dragon patrols. The exact consequences are up to the GM, but being expelled from the city (and quite likely from the adventure) is probable.

- **Chiang-Tsu:** Chiang-Tsu is a wiry man with a thin straggly beard and sharp eyes. He is the only sensei of the Tsumikaze (“Whirlwind”) Dojo, and his classes are always filled with ronin, peasant warriors and even a few Dragon samurai. PCs may have met him during the adventure “Flee From Tomorrow;” if so, he greets them politely and acknowledges the previous encounter, but otherwise behaves much as he does toward strangers – courteous, but reserved. Chiang-Tsu freely admits that he worked with Tsuo several years ago (not long after Tsuo began organizing the Legion of the Crow), but the two parted ways shortly thereafter as a result of a philosophical dispute over the role of violence as a means of social change. *“To attack is to over-extend, to over-reach,”* the old sensei explains. *“To defend is to remain in one's center, whole in oneself. I wanted the peasants who needed protection to be able to supply it for themselves where samurai could or would not. Tsuo wanted... more than*

that. He wanted to over-reach." Chiang-Tsu admits Tsuo appeared at the dojo the previous week, trying once more to recruit him; he refused again, as he had done before. *"He did not tell me precisely where he was going,"* the sensei says, *"but I believe I can guess. He believes no one will look for him in a refuge that has already been destroyed. If I am correct, the gate guards will confirm he traveled southeast. If that is the case, seek him out in Aeka Mura."* Chiang-Tsu is aware of the Young Crow's existence and has heard the reports of his philosophy, but knows nothing of him personally.

- **Kanjin:** Kanjin is a rough-tongued, insolent ronin whose continued presence in Rokugan has only been justified to the Clan samurai around him by virtue of his ability to actually get things done. Threadbare clothes and a few days' worth of stubble on his chin mark this as a fairly good day for him in terms of presentability; nonetheless, he smiles broadly and bows when the PCs find him in the low-class "teahouse" he has chosen for his current lodgings. PCs may have encountered Kanjin several times in the past, most notably the adventure "The Killing Grounds", though he may also have been encountered in "Bonds of Fate," "Flee from Tomorrow", or "Price of Weakness" – for such PCs, his hospitality extends far enough to offer them a drink on his tab. (He has been using his contacts among Clan samurai and ronin to pair Clan samurai looking for extra muscle with ronin that can provide – for a modest fee, of course.) As with Chiang-Tsu, Kanjin worked with the rebels toward the beginning of their movement, stepping aside when they began moving toward attacking samurai, but unlike Chiang-Tsu, Kanjin is far less willing to admit it. In part, this is because he is concerned about the possibility of being arrested or otherwise punished for his past involvement (Chiang-Tsu's earned respect in the city as a sensei – Kanjin has no such resource to call upon), but it is also because he still harbors some guilt over walking away from the rebellion – some part of him believes he should have seen the destined-for-failure project through for the sake of honor. As a result, Kanjin is cagey about what he knows until or unless the PCs stipulate outright they are not interested in arresting him, and then he sighs. *"Yeah, Tsuo's been around, and the Young Crow too, or so I hear. Word is, though, they've both left town, and I haven't the slightest idea where they went."* After a pause, Kanjin continues, *"I'll tell you who probably does, though. There's a guy in the tenements near the west gate, name of Azumomaro. He... was involved in adding numbers to Tsuo's followers, if you understand*

my meaning. But he's not an idiot, he knows how deep the hole is Tsuo's in. Buy him off and I'll bet you'll learn all you need to." Kanjin will also offer to ask around and see what else he can learn – this takes a day, but Kanjin sends a message to the PCs via a street urchin identifying Aeka Mura as Tsuo's destination. He cannot do the same for the Young Crow, however.

- **Azumomaro:** Azumomaro is a greasy, unkept ronin with so little flesh on his bones that the lines of his skull are visible. When the PCs find him, he is playing Fortunes and Winds in a dank teahouse on the outskirts of Nanashi Mura. As they approach, he appears to be giving some kind of speech or lecture to the other ronin dicing with him, but from their expressions, they aren't impressed by his words – and by his body language, he isn't really either. He looks up when the PCs arrive at his table, smiling uneasily (he is missing a few teeth). *"How can I help you, samas?"* he oozes. In order to get anything from him, Azumomaro needs two things: a promise on their honor not to arrest him as part of the Legion of the Crow, and 10 koku. Not a subtle man, Azumomaro states both demands outright, and is unwilling to negotiate on either. Once he has them, though, the information comes quickly: *"Yeah, I know Tsuo, and the Young Crow too. Been looking for men to help out, but the days of revolution are over; everybody knows it. Tsuo does too, I think, but damn fool's too idealistic to take his head outta the lion's mouth even when he sees it start closing. Anyway. Tsuo's headed to one of his old hideouts, in Aeka Mura – what's left of it, anyway. As for the Young Crow, I helped with some arrangements to get him and his 'keeper' outta town; they're headed toward Phoenix lands, some shrine to Oiko? Uko? Uikku? Yeah, that's it, Uikku. The prophet kid or whatever."* Not exactly a spiritual man, Azumomaro never truly paid attention to the Young Crow or his teachings – his alliance with the rebels began and ended with the koku they supplied him.
- **The Gate Guards:** As the PCs may have heard already, the guards at the gate have been able to keep remarkably good track of comings and goings at the city gates, despite the traffic increase the city has recently experienced. If the PCs inquire, their mandate from Seppun Murayasu is more than enough to allow them access to those records, even if they have not yet spoken to Mirumoto Takejiro. Unfortunately, the records are so thorough that they represent an overwhelming amount of information to sift through. The PCs need descriptions to narrow down their search; Yotsu

Seou, if present, can provide such a description for Tsuo, as can Kanjin, Chiang-Tsu, Azumomaro or the witnesses to saw the meeting at the shrine of Fuyari. Getting a description of the Young Crow is harder, but the pair of monks seen by the witnesses of the meeting at Fuyari's shrine is distinctive enough; similar information can also be obtained from Azumomaro, Ginjai or the monks at the shrine to Fukurokujin. Armed with such information, the gate guards are able to verify that Tsuo and the Young Crow both left town the day before the PCs arrived; Tsuo lied and said he was heading to Toshi Ranbo, while the monks honestly reported that they were heading to Reihado Uikku. Tsuo's deception is easily recognizable, however, because Tsuo left heading southwest, and Toshi Ranbo is south-southeast from Nanashi Mura.

- **The Shrine to Fukurokujin:** The Shrine to Fukurokujin is still under construction – the Dragon have spared little expense to honor their patron Fortune and the central temple is complete, but many of the support buildings surrounding it are only half-finished and the surrounding privacy wall barely begun. Many of the monks are new arrivals to Nanashi Mura from temples elsewhere in the Empire, and it is for this reason that they are more willing to speak about the Young Crow than the monks elsewhere in the city. If asked, any monk the PCs question readily admits speaking with a “young monk with questions about prophecies and the future of the Empire;” the young monk was accompanied by an older and much larger guardian who did not speak, but hovered over her charge quite protectively. The brothers at the shrine to Fukurokujin directed the young monk to seek out the libraries at Reihado Uikku, and he seemed inclined to follow their advice. Although they are happy to tell the PCs where the Young Crow went, none of the monks will speak of his name, precise appearance or age; as with the other monks who have met him, they only say “you will know him when you meet him – you cannot help but know him.” None of the monks have any information about Tsuo.

By the time the PCs have finished their investigations in Nanashi Mura, they should have a strong idea about where both Tsuo and the Young Crow went. (If the PCs seem content to only learn the whereabouts of one of the two, Yotsu Seou [if she is present] or Tsi Yoji [if she is not] will insist on continuing the investigation until they have both pieces of information.) Unfortunately, the PCs cannot go to both immediately; whichever they choose, Tsi Yoji will head to the other one (looking to gain glory and honors from the Regent); Yoji will not accept help even from other Owls –

“You'll only slow me down.” (Yes, even Unicorns – that Clan is not generally inclined to ride a horse to death, which he has no problem with.) Yoji listens silently while the PCs decide which direction they intend to head, and as soon as they do, he wordlessly and unobtrusively collects his gear and sets out in the other. (If the PCs confront him or attempt to discover his plans, he will grudgingly reveal his intentions, but he has no compunctions about using his Status aggressively to get them out of his way.)

Part Four: If You Meet Shinsei on the Path...

If the PCs choose to pursue the Young Crow, the trip from Nanashi Mura takes two days, across the largely-empty southern stretch of Dragon Heart Plain to the edge of the Phoenix provinces. If the PCs stop to ask the pilgrims they meet heading the other way, a few remember seeing the pair of monks, one tall, one small, on the same road a day or two previous. At the Phoenix border crossing, the Shiba bushi carefully check the traveling papers of the group, but offer no impediment to the PCs' travel; although many monks pass by here on their way to the shrine, the Shiba remember the unusual pair quite well, and freely tell the group that the two passed through the border crossing early the day before. Not long after entering the Phoenix lands, the PCs must leave the Imperial roads and travel on smaller pilgrim's paths across the plain; at several points any PCs who are riding must dismount and proceed on foot, leading the horses through and around low ridgelines of rocky outcroppings whose treacherous surfaces could easily break a leg or snare a hoof if the animals are not handled carefully.

The shrine itself is at the foot of one of the largest of these outcroppings, a sheer cliff most of fifty feet high. The central temple building rises almost that high, with a privacy wall around it and two other longer, one-story-tall buildings that are likely dormitories for the monks or libraries for study. The gate to the compound is closed, and in the shadow of the torii arch just in front of them, several dozen woven mats hold injured or ill peasants, while more look on from the edges. Monks move among the sick, treating their injuries and offering soothing words to those nearby. Perhaps a hundred feet of gently sloping ground lies between the slight ridge upon which you stand and the front gates of the temple. As you take in the scene, a few of the monks spy you atop the ridge and call out to one another, sending a flurry of hurried, perhaps even panicked, movement throughout the gathering.

The peasants block the access to the gate, although they aren't capable of putting up much of a fight should the PCs choose to force the issue. Before it comes to that, however, one of the monks approaches the PCs, bowing deeply and repeatedly. "Ah, welcome, welcome, honorable samurai! Ah... how can our humble order aid you?"

The monk introduces himself as Ankenji. He is frantic and desperately hopes to keep the PCs from entering the shrine by stalling, delaying and deflecting their inquiries; he makes excuses, telling the samurai that they would not wish to expose themselves to the illness being treated among these peasants, that the shrine itself is not fit for visitation because it is being used as a makeshift hospice, that the monks who would see to the PCs' needs are unavailable as they are needed to help treat the sick, and anything else he can think of that might make them go away. If the PCs ask about the Young Crow, Ankenji grows even more frantic, beads of sweat appearing on his shaven brow. "Who, noble samurai? I have never met anyone with that name. Perhaps you seek the Shrine to Jurojin, north of us? Or the Shrine of the Ki-Rin?" Even as he does so, however, the nearby peasants begin struggling to their feet, preparing to defend their spiritual leader/sensei to the death.

The PCs cannot progress directly through the blocking peasants without either persuading them to step aside or beginning combat against them. Attempting to convince the peasants to stand down peacefully requires that the speaking PC have an Advantage such as Hero of the People, Paragon of Compassion, Ebisu's Favor or similar – without such an Advantage, the PC cannot even make a roll. With such an Advantage, however, the PC can make their plea and roll **Sincerity (Honesty) / Awareness**, TN 40 – they add their Honor to the total of this roll. On a success, the peasants warily stand aside and allow the PCs to pass through to the shrine gates and enter it, while the monks look on nervously and exchange worried glances. On a failure, however, or if no PC makes the roll at all, the peasants attack. This roll may be attempted if the PC does not have one of these Advantages only if they set all their weapons aside; doing so with the advantages gives them a Free Raise.

About half of the peasants here are actually former members of the Legion of the Crow, driven to seek shelter at the shrine after their defeat at Toi Koku; the rest are simply peasants who were caught up in various hardships across the region, but all have heard the Young Crow speak, and all are willing to die for him. Unfortunately, that is all they truly can do. Injured as they are, they present little obstacle or threat to trained

samurai – even in such numbers, they can do little to truly hurt the PCs. Have each PC roll initiative, using Awareness in place of Reflexes. The PCs can declare Stances and make attacks; any attack that meets Armor TN 10 hits and kills one of the peasants, and the PCs can make Raises to take additional attacks as normal. At the end of each round, the PCs take damage based on the Stance they took: 4k1 (attack), 4k2 (Full Attack), 3k1 (Defense), 2k1 (Full Defense), 5k2 (Center). There are a total of 30 + (number of PCs) peasants – the PCs must kill all of them to reach the gates unimpeded. During the combat, it is important to drive home the bloody slaughter in which the PCs are engaged: the hopeless determination in the eyes of peasants who know they are about to die, the blood that covers the weapons, armor and skin of the PCs themselves with every blow, the continual press of bodies, each ready to step forward and be cut down just as the one before them was. Even unarmed attacks are likely to kill a peasant (roughly 50% chance); no attack with a lethal weapon will result in anything but a slain peasant. PCs who wish to push through the crowd without committing wanton slaughter may roll **Raw Strength** (TN 30).

Some PCs may be able to circumvent the peasants with magic or other abilities, like Embrace of Kenro-ji-jin or Wings of Flame; these work as normal, but may leave a single character facing off against Nozomi alone (see below). Regardless, any other characters without such capabilities still need to deal with the peasants.

Once the PCs get inside, they see a broad courtyard dividing the gates, the two side buildings and the main shrine opposite. In the middle of the courtyard, a massive woman, her head shaven and her eyes set with determination, waits in a ready martial stance. She says nothing, but her attitude makes clear that the PCs are not to approach. Anyone who gets closer to the shrine than her current position is met with immediate, if silent, violence.

Nozomi

Air 2	Earth 4	Fire 3	Water 4	Void 4
Reflexes 4		Agility 4		
Honor 3.5		Status 0		Glory 1.0

Initiative: 8k4 **Attack:** 10k4 (unarmed, Simple)

Armor TN: 25 **Damage:** 5k2

Reduction: 16 (from Kiho)

Wounds: 20 (+0), 28 (+0), 36 (+2), 44 (+7), 52 (+12), 60 (+17), 68 (Down, +37), 76 (Dead)

School/Rank: Temple of Persistence Monk 4

Techniques: *Unyielding Spirit*: may spend a Void Point to ignore all penalties on a die roll; if a Contested roll did not initiate or attack roll, add Earth k0 to the roll as well

Active Kiho: Partaking the Waves, Embrace the Stone, Dance of the Flames; she may also make use of Unbalance the Mind to Daze PCs for a Round, or Freezing the Lifeblood to Stun them for 4 Rounds

Skills: Athletics 5, Battle 2, Defense 5, Engineering 3, Heavy Weapons (Ono, Tetsubo) 5, Hunting 2, Jujutsu (Martial Arts) 6, Intimidation 4, Kenjutsu 2, Lore: Shadowlands 4, Lore: Theology (Fortunes) 3, Meditation 4

Mastery Abilities: ignores movement penalties for Terrain, may retain a previous Full Defense roll for successive Turns, +3 to Armor TN in Defense or Full Defense Stance, ignore 2 points of Reduction with Heavy Weapons, Free Raise to Knockdown with Heavy Weapons, +1k0 unarmed damage, Free Raise on Grapple

Advantages/Disadvantages: Hands of Stone, Strength of the Earth / Vow of Silence

Nozomi, like the peasants outside, fights to the death to keep the Young Crow safe from the PCs; unlike the peasants outside, she cannot be talked down by the PCs at all. Only the Young Crow himself can order her to stand down, and even then she does so reluctantly. The Young Crow, however, will give that order once either a PC has fallen or – if the PCs manage to reach the courtyard while peasants are still alive – once four full rounds of combat between the PCs and the peasants have passed. (The Young Crow comes as soon as he can, but he is deep within the scroll racks inside the shrine.)

“Enough!” cries a small yet somehow echoing voice. The battle pauses almost at once, and all eyes turn toward a young man – no, a boy, no more than twelve – wearing simple robes, his head shaved and his eyes wide with sadness. He walks forward, his brow furrowed, and kneels next to one of the injured peasants, touching her with a comforting hand. Looking up, the boy looks at you, frowning in sorrow and disappointment. “Why have you come here, samurai-samas?”

Regardless of how the PCs answer, the boy listens intently. Assuming the PCs mention the rebellion, the Young Crow, or anything along those lines, the boy sighs – a sound like one who has carried a great burden, and realizes he cannot yet set it down.

“My name is Rosoku,” the boy introduces himself. “My father was the one known as the Hooded Ronin. We share the bloodline of Shinsei; I am the last of his line. That is why my brothers have fought so hard to protect me, but I cannot allow any more suffering to take place in my name.” Tears sparkle in the boy’s eyes, but his face retains its same calm sadness. “My

grandfather wrote that ‘a single pebble can start an avalanche,’ but as with so many things he wrote, there is more to the statement than what one might first read into it. We can indeed change the world in mighty ways despite our small place in it, but as with the avalanche, what changes we have wrought we cannot know until the last stones have fallen.” He lays a hand on another injured peasant, and he focuses so completely on the wounded man that it seems as though he forgets the entire rest of the world, as though he could simply will the wounds to close. Perhaps he can, somehow, for the pain in the man’s face eases and his breathing calms before Rosoku looks back up at you again. “We are the pebbles, samurai: you, your brothers and I – what we started has brought down so much that we would have protected rather than reduced to rubble.”

If the PCs choose to proceed directly to carrying out their appointed task, they may do so. If they ask more questions, though, Rosoku explains in greater detail: he admits and states outright that he bears responsibility for the rebellion, but says as calmly that the samurai caste bear responsibility as well, as do the peasants who chose to take up arms against the samurai. “We all took actions; we all made choices. We all carry the weight of the consequences. We all owe karma that must be repaid.”

When the PCs do finally choose to carry out their duty, they have a decision to make. The orders they were given have enough room to allow the PCs to take the Young Crow into custody, but they also strongly suggest that they are intended to carry out a lethal sentence as soon as he is found. If Nozomi is still alive, she does not permit Rosoku to be killed while she continues to draw breath, which might well result in the combat restarting; Rosoku however does not put up any resistance, regardless of their choice. If the PCs choose instead to take Rosoku into custody, Nozomi insists (silently, but unmistakably) on accompanying them as well, no matter where they intend to take him.

If the PCs decide to take him along, he asks only for enough time to say a few prayers for the deceased. Rosoku will speak with the PCs on any matter they wish; he espouses his ancestor’s philosophy of enlightenment and knowledge without attempting to overtly persuade the PCs to any course of action. (As samurai, they presumably already have a path that they are devoted to; unlike the peasants, who had no real direction or hope until it was provided by him.) Rosoku is literally wise beyond his years, with the guidance of the Celestial Heavens behind him; this may be difficult to portray, but the PCs should be impressed with his advice without being overwhelmed.

Part Five: The Path of the Broken Spear

Tsuo, along with a small personal guard, has retreated to the ruined village of Aeka Mura. This small community was the staging-ground for the Legion of the Crow's forces immediately prior to the Battle of the Golden Sun Plain two years ago, and it was therefore the first target annihilated by the Imperial Legion following the battle. The terrain in the region is predominantly gently rolling hills, so the vantage point provided by the former governor's ruined manor house will allow the Spear of the Crow and his men ample warning before the PCs arrive. They are, however, uninterested in running any further.

The walls of what was once known ironically as "Shiro Aeka" are fire-blackened and tumbling down in places. Within the walls, a small camp has been set up by the leader of the Legion of the Crow. Tsuo and the remnants of his guard wait for the PCs' arrival with resolute determination. Tsuo is accompanied by Kiseki, a Ronin Swordsman (armed with either a katana or no-dachi at the GM's discretion), and a number of Elite Ashigaru (4 for a five or six-player table, 5 for a seven-player table).

Tsuo is defiant to the end. All he wants now is to die as he was taught by Toturi. He has failed to save his Empire, he has failed to save his Emperor and friend, and he has failed to save his Emperor and friend's daughter. He honestly believes that the samurai in the capital do not have the Empire's best interests in heart, and sought to rescue Tsudao from their clutches – this failed, tragically, and he has nothing left but to spend his life as best he can.

Tsuo, Spear of the Crow

Air 4	Earth 4	Fire 3	Water 3	Void 4
		Agility 5	Strength 4	
Honor 8.0		Status 0.0	Infamy 4.0	

Initiative: 8k4+5 **Attack:** 10k6 (Daidoji Yari, Simple)

Armor TN: 30 (light armor) **Damage:** 9k2 (Daidoji Yari)

Reduction: 3

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

School/Rank: Toturi's Army, Hidden Sword / Insight Rank 4

Techniques: *A Samurai's Fury*: when spending a Void Point to enhance a roll, add +8 to it

Keeping the Peace: When fighting against a foe with lower Honor, may make attacks as a Simple Action with a weapon with the Samurai keyword

Skills: Athletics 5, Battle 5, Craft: Farming 2, Defense 5, Etiquette 3, Iaijutsu 3, Investigation 3, Kenjutsu 3, Perform: Oratory 4, Spears (Yari) 7

Mastery Abilities: may ignore Terrain penalties to movement, may keep the result of a previous Full Defense Roll, +3 Armor TN in full Defense or Defense Stance, may ignore 3 points of Reduction in first round of skirmish, may ready a spear as a Free Action

Advantages/Disadvantages: Hero of the People, Paragon of Determination / Infamous

Daidoji Yari: The Yari, mysteriously recovered from its watery resting place, has been missing from the Empire for centuries. It is still an item of great power, however, it is not operating at its full potential as it is not being wielded by a Daidoji. Its primary ability remains predominantly intact: only one person may freely attack the wielder each Round. Any further attackers must succeed at a Contested Honor Roll against Tsuo or their attack automatically fails; Crane PCs receive +1k1 to this roll, and members of the Daidoji family gain +2k2. This includes spells or any other effect that would damage or hinder Tsuo; in this instance, the spell slot is not expended if Tsuo was the only target. A PC may make a **Lore: Nemuranai** or **Lore: History / Intelligence** roll at a TN of 40 to recognize it as the spear that Daidoji Masashigi wielded at the Battle of the Land Bridge, thought lost for generations.

Kiseki, Peasant Shugenja

Air 3	Earth 5	Fire 2	Water 3	Void 4
		Intelligence 4		
Honor 6.2		Status 0.0	Glory 1.0	

Initiative: 7k3 **Attack:** 5k2 (staff)

Armor TN: 31 (Defense Stance, ashigaru armor) **Damage:** 2k2 (staff)

Reduction: 10 (Armor of Earth, ashigaru armor)

Wounds: 25 (+0), 35 (+3), 45 (+5), 55 (+10), 65 (+15), 75 (+20), 85 (Down, +40), 95 (Dead)

School/Rank: Self-Taught Shugenja 4 (Affinity: Earth, Deficiency: Air and Fire)

Techniques: *The Kami's Gift*: when spending a Void on Spellcasting, gain +2k2 instead of +1k1

Spells: Sense, Commune, Summon; Earth (10k5): Armor of Earth (ML1), Courage of the Seven Thunders (ML1), Earth's Stagnation (ML1), Embrace of Kenro-ji-Jin (ML2), Earth Kami's Blessing (ML3), Essence of Earth (ML4); Force of Will (ML2), Strike at the Roots (ML5), Air (8k3): Legacy of Kaze-no-Kami (ML1); Water (8k2): Path to Inner Peace (ML1), Reversal of Fortunes (ML1), Silent Waters (ML3)

Skills: Athletics 2, Craft: Farming 4, Defense 5, Hunting 3, Intimidation 4, Lore: Underworld 3, Meditation 4, Spellcraft 5, Staves 3

Mastery Abilities: may keep a previous Full Defense roll, +3 Armor TN in Full Defense or Defense Stance; +1k0 to Spellcasting Rolls;
Advantages/Disadvantages: Hero of the People / Idealistic

Conclusion

Once the PCs have played through the encounter in whichever location they chose, they may return to Kyuden Tonbo at their leisure. Those worried about the other path should soon rest easy: it will not take long for word of Tsi Yoji's exploits to reach them on the road. Oharu is glad of any success the PCs manage, particularly given the glory that Yoji will be bringing to himself and the Owls.

If the PCs went after the Young Crow, then Tsi Yoji led a small Legion force against Tsuo and slaughtered them all. (No mention is made of the Daidoji Yari.)

If the PCs went after the Spear of the Crow, then Tsi Yoji went to the Reihado Uikku, where they slaughtered a 'group of insurrectionists and the traitors giving them succor' – all the monks as well as all the wounded. The shaven head of a young monk (a sohei in his early twenties) is displayed in Otosan Uchi to demonstrate the price of blasphemy.

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
Following the trail to Nanashi Mura:	+1XP
Finding the Young Crow	
or	
Finding the Spear of the Crow:	+1XP

Total Possible Experience: 4XP

Honor

PCs who violate compassion by slaughtering the peasants at Reihado Uikku lose an amount of Honor equal to their Honor Rank.

Glory

If the PCs accomplish their mission in a public fashion, they gain an amount of Glory equal (10 – their current Glory Rank), minimum of one point.

Other Awards/Penalties

Successfully dealing with either leader gives the PCs Doji Oharu as an Ally with Influence 3 and Devotion 1; those who already had him as an Ally will have his Influence increased to 3 and his Devotion increased by 1.

Crane PCs who return the Daidoji Yari to the Daidoji family gain Personal Status based on their current Personal Status:

0-1.9: +one full Rank

2.0-2.9: +.5

3.0+: +.2 (to a max of 3.9)

Module Tracking Sheets

Which direction did the PC go?

GM Reporting

Did Kitsuki Ryoko commit seppuku?

Did the PCs go after Tsuo or the Young Crow?

If the PCs pursued Tsuo, what did they do with the Daidoji Yari?

If the PCs pursued the Young Crow, what did they do with Rosoku?

GM must report this information BEFORE (11/25/13) for it to have storyline effect

Appendix #1: NPCs

Elite Ashigaru

Air 2 Earth 3 Fire 2 Water 2 Void 2
Reflexes 3 Agility 4 Strength 4
Honor 0.5 Status 0 Infamy 1.0
Initiative: 5k3 **Attack:** 9k4 (spear, Complex)

Armor TN: 25 (light armor) **Damage:** 6k2 (spear)

Reduction: 3

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

School/Rank: People's Legionnaire/ Insight Rank 2

Technique: *Unity of Purpose:* May delay Initiative to same as any ally with this Tech. May gain additional rolled die on attack per number of allies (up to +4k0) when attacking same opponent as an ally on same Initiative Score.

Skills: Athletics 3, Battle 3, Craft: Farming 3, Defense 4, Hunting 3, Jiu-jitsu 3, Knives 2, Kyujutsu 3, Spears (Yari) 5, Stealth 2

Mastery Abilities: May ignore 3 points of Reduction with spears in first round of combat.

Ronin Swordsmen

Air 3 Earth 4 Fire 3 Water 3 Void 4
Reflexes 4 Agility 4 Strength 4
Honor 5.5 Status 0.0 Glory 1.0
Initiative: 8k4 **Attack:** 10k4 (katana, Simple, or no-dachi, Complex)

Armor TN: 30 (light armor) **Damage:** 8k2 (katana) or 8k3 (no-dachi)

Reduction: 3

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

School/Rank: True Ronin (Insight Rank 4)

Skills: Athletics 5, Battle 3, Defense 5, Hunting 3, Iaijutsu 5, Intimidation 4, Jiu-jitsu 3, Kenjutsu (Katana, No-dachi) 7, Knives 2, Lore: Underworld 5, Polearms 5

Mastery Abilities: ignores Terrain movement penalties; may keep a previous Full Defense roll, +3 Armor TN in the Full Defense or Defense Stance; gains a Free Raise on all Focus Rolls; +1k0 unarmed damage;

+1k0 damage with swords, may ready a sword as a Free Action, 9s explode on damage with swords

Advantages/Disadvantages: Quick, Strength of the Earth / Social Disadvantage: Ronin

Yotsu Seou, Emerald Magistrate

Air 5 Earth 3 Fire 3 Water 3 Void 3
Intelligence 4 Perception 4
Honor 3.7 Status 4.5 Glory 4.6

Initiative: 9k5 **Attack:** 10k5 (shuriken, Complex)

Armor TN: 38 (ashigaru armor) **Damage:** 2k1 (shuriken)

Reduction: 1

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

School/Rank: Seou's Technique (Insight Rank 4)

Tears of Heaven (Rank Three Ronin Technique): As Complex Action, can choose up to (Insight Rank) different targets (cannot "double up" on targets) and throw a single shuriken at each – makes one attack roll and compares it to each Armor TN, Raises apply as normal, all shuriken gain bonuses of any declared Raises

Skills: Acting (Disguise) 3, Athletics 4, Commerce 2, Courtier 1, Craft: Locksmith 3, Defense 3, Etiquette 1, Hunting 2, Iaijutsu 2, Intimidation (Bullying) 2, Investigation (Interrogation, Notice) 4, Lore: Law 4, Lore: History 2, Lore: Underworld 4, Kenjutsu 2, Meditation 2, Ninjutsu (Shuriken) 6, Sincerity (Deceit) 3, Stealth (Ambush, Sneaking) 3, Temptation 2

Mastery Abilities: TN to create a disguise is reduced by 5; Moderate Terrain does not reduce movement and Difficult Terrain reduces Water by 1 instead of 2; need not reroll Full Defense if maintaining Stance; can reroll a Search roll once without penalty; adds +1k0 to the damage of ninjutsu weapons, and 10s explode on damage; can move Water x5 feet with Move Actions while Sneaking

Advantages/Disadvantages: Crafty, Dangerous Beauty, Social Position (Emerald Magistrate) / Small, Social Disadvantage (Ronin)

Appendix #2: Writ of Authority

Be it known to all loyal subjects of the Glorious Empress Toturi Tsudao, that the bearers of this writ have been granted the authority to apprehend and execute the traitors to the realm herein named, and that any who seek to impede them in the just pursuit of their charge are guilty of treason against the Empire.

The peasant rebel Tsuo, called also "the Spear of the Crow", is charged with leading open insurrections in direct violation of the Celestial Order, having taken up arms against his proper lords and encouraged others of his caste to do the same; moreover, he has violated numerous other Imperial laws, including murder of servants of the Empress, theft of property from samurai, carrying a weapon inappropriate for his station, destruction of samurai property, impeding servants of the Empire in the pursuit of their duties, traveling through the Empire without proper documentation, and others.

The blasphemous rebel known as "the Young Crow" is charged with spreading dissatisfaction through the ranks of the peasantry, to the point of causing the loss of thousands of lives; moreover, he has been declared heretic by the Imperial Regent speaking for the Empress in her role as the head of the Brotherhood of Shinsei, and any who seek to support his schismatic doctrine are at risk of being named heretic as well if they do not renounce his sacrilege.

Let all true samurai give the bearers of this writ their full support or be known as rebels themselves; any violence against the bearers shall be treated as an attack upon the Empress Herself and shall incur the full wrath of her Regent and Emerald Champion. Any support given them will be likewise marked, and much honor will be done to those who assist them in their appointed duties.

In the name of the Empress, Toturi Tsudao

Doji Oharu

(his seal)

*Acting for the Emerald Champion
Kakita Toshiken*

(his seal)

Otomo Dsichi

(his seal)

*Acting for the Imperial Regent
Hantei Okucheo*

(his seal)

Seppun Murayasu

(his seal)