

Stolen Property

**A One-Round Mid/High-Rank Adventure for
Heroes of Rokugan: Spirit of Bushido
Month of Doji, 1142 (Summer)**

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Rokugan's courts run on a system of favors earned and owed; the Imperial Court is no different, and when it is divided by factions, the opportunity to gain a favor from a powerful patron is hard to ignore.

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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/High rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank Four.

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 3): Reduce the TNs of the Social Skill Rolls by 5, or as noted in the text. The ronin band may keep low dice on damage at the GM's discretion.

High End Party (most/all characters Rank 5): Use the high-end stats for the ronin as noted in that section. Increase the difficulty of the Contested Sincerity Roll with Sadakuno by 10.

Adventure Summary and Background

While the Empire is divided by the various conflicts between the clans and the Imperial factions supporting the Emerald Champion and the Imperial Regent, the practical matter of managing the nation has fallen to the Imperial Bureaucracy. Those Otomo not involved in politics instead have turned their attention to rebuilding the country after the calamities of the last two decades, under the leadership of the returned spirit Otomo Mitsuhide. Though appointed to his place as Imperial Chancellor by Toturi I, Mitsuhide has so far managed to avoid taking part in any of the struggles among Rokugan's high-ranking samurai, preferring instead to focus his attention on improving the Empire's infrastructure and the quality of life of all of its subjects.

There are many projects that the Imperial Chancellor has devoted his time toward, including establishing new shipping lanes and improving the Empire's roads. However, as his pursuits are inherently peaceful, most of his endeavors have escaped notice among the burgeoning conflicts. Three specific things he has been working toward are about to come to greater attention.

First, and most publicly, Mitsuhide has been working with the Unicorn Clan to build a network of courier routes across the Empire in order to facilitate swifter delivery of messages. This "Imperial Courier Service"

will be demonstrating its utility as part of a political function, attracting attention from all of the Clans.

Second, the Imperial Chancellor has spent the last several years quietly gathering nemuranai for the Imperial Museum of Antiquities. This is partly to provide a place where some of the more famous items of the Empire's history can be displayed for the education of everyone. (A much more discrete motivation is to keep these objects from being a danger or temptation in the Empire at large.)

Finally, the Imperial Treasurer Yasuki Kiromayu (originally appointed by the first Regent on Mitsuhide's recommendation) has been tasked with increasing the value of the Imperial Treasury. One of the ways he has done so is by using the money contained therein as capital investments; certain specific daimyo around the Empire have been approached with quiet, discrete offers of loans to improve their lands. The interest charged on these loans is not crippling, but still enough to turn a tidy profit. Unfortunately, some of the daimyo have had difficulty in keeping their payments; the strife in the Empire makes many things uncertain. At this point, it is in everyone's best interest to keep the matter quiet, as the discovery that they could not meet their commitments would be very damaging to the reputations of any of the lords in question. However, that can also result in desperation on the part of these powerful daimyo when their secret is threatened.

The PCs will be sent to Kyuden Doji to observe the trial run of the Imperial Courier Service. While there, the Imperial Chancellor will ask them to assist him with discovering why one of his acquisitions for the Imperial Museum has gone missing; in the process, they may discover that a shipment to repay the Imperial loan has been stolen. Getting to the bottom of any of the mysteries involved will give them an opportunity to gain a powerful ally; Otomo Mitsuhide may well prove to be a useful resource in the coming days.

Character Notes

Check the PCs' character sheets for the following:

- Oath of Fealty: Doji Hiyobe
- Social Position in the Nightingales, Owls, Imperial Legions, Emerald Magistrates, or in the Empress' Court
- Social Position as a member of the Crab, Mantis, or Phoenix military

Introduction

The PCs have been sent to Ootosan Uchi by their lords to observe the Imperial Chancellor's demonstration of the new Imperial Courier Service. A number of other high-ranking samurai from across the Empire are also present at the Imperial Chancellor's request, making this an excellent opportunity for politics. It should be understood that the PCs are to at least observe the maneuvering among the factions and be prepared to deliver a report to their daimyo.

The PCs will be provided rooms at the Thousand Story Inn, a prestigious establishment with a long history located across the river from the Forbidden City. There are several other guests sharing the inn with them, though the highest-ranking samurai are staying in the guest quarters of their clans' Embassies, or in the Imperial Palace itself. The staff of the inn is energetic and highly pleased to have so many guests from around the Empire, and will do their best to provide whatever reasonable comforts the PCs request.

Each of the PCs will be greeted by Otomo Miwako, a courtier who serves as one of the many functionaries in the capital. Miwako is calm and cool, though always polite (she is given duties like this on a regular basis precisely because she works better with Clan samurai than most of the rest of the Imperial bureaucracy). She will be happy to describe the Chancellor's planned events and tell the PCs what other guests are expected (listed in Player Handout #1). *"The opening court of the event is scheduled for tomorrow, though several of the guests are planning gatherings and parties for this evening."*

The Imperial Chancellor has turned his demonstration into something in the nature of a small festival; with the assistance of Doji Hiyobe and Ide Tadaji, many entertainments have been planned and the Imperial Court has been made ready to travel. Led by the Regent and the Chancellor, the Imperial Court is to travel to Kyuden Doji by the main Imperial road (a journey of around 150 miles). The traveling court is expected to take almost two weeks to make the distance. By contrast, a single rider or small group usually makes the trip in four or five days; the Imperial Chancellor's claim that the courier service will make the feat in less than two days is difficult for many to believe.

The PCs have several hours in the capital before the parties that evening. There are many more things to do in Ootosan Uchi than can be detailed in a single module, though nearly anything can be found in the city's

markets and many players will default to checking for rumors. Recent events in the Empire, listed below, can be learned in the usual method; additionally, which party the high-ranking samurai will be attending can be discovered (listed on Player Handout #1 with the designation given with the description of the party).

Rumors

PCs who wish to learn about the current situation in the Empire may roll **Courtier (Gossip) / Awareness**, at a TN of 10; a successful roll learns one rumor at random, plus one extra rumor for every 5 points by which the roll beats the TN. Crab or Imperial PCs receive a Free Raise on this roll. The rumors include:

- The Crab Clan continues to enjoy an unusual season of respite from their constant war to the south. Apart from a strange attack on Kyuden Hida itself early in the summer, the Wall has been quiet and there has been little action in the Hiruma Provinces. Even the assault on Kyuden Hida was strangely bloodless, with only a handful of missing servants and guards lost to the enemy; the Crab are, naturally, grimly stoic about the entire matter.
- With Kitsu Motso's announcement concerning his intention to attack Toshi Ranbo, the Crane Clan has been preparing to defend their isolated holding. Troops and supplies have travelled through the Imperial lands to the city in contention, and it is obvious that the battle will be vicious and bloody.
- With the eruption of the volcano in the Dragon mountains, refugees have flooded the Dragon Heart Plain. Fortunately, the new provinces have more than enough room to accommodate the influx of peasantry, and the land is mostly arable enough to provide them with a good home.
- In the last few months, Mantis ships have been seen in nearby Phoenix ports more often than at any time since before the Clan War. Some wonder if this means that the bad blood between the Clans is now a thing of the past.
- The Phoenix Clan has recently formalized an alliance with the Crab. Kaiu engineers have begun helping with rebuilding many of the provinces damaged by the fighting against the Dragon, and trade between the distant Clans is being facilitated by the Yasuki and Yoritomo.
- The majority of the steeds and riders to be used by the Imperial Courier Service have been provided by the Unicorn Clan. While it is obvious that they have the most experience with the sort of long-distance riding necessary for the routes, there is concern among other clans (particularly the Lion) about having so many samurai crossing their lands with little oversight.

- Rumors abound that Imperial Regent Hantei Okucheo is keeping a mistress in the capital. A large, expensive manor has been set aside for the mysterious occupant, and Okucheo has been commonly seen travelling to it by palanquin. None but the most trusted guards are allowed on the property, and the only courtier who has made mention of it was subsequently challenged to a duel by Seppun Biransei. (There is hope that the man's champion will soon recover use of his legs.)

The Parties

Five of the high-ranking samurai have scheduled their own small gatherings before the court begins. For some of them, this is an opportunity to gain support, while others are deliberately avoiding the politicking that is almost inevitable in this large a gathering of samurai. And, of course, there will be those working directly against the agenda of other samurai. This will also present the PCs with a chance to gain the attention of some of the most powerful samurai in the Empire, either to gain favor with them or even to secure a position.

The parties are deliberately presented in a fairly vague manner, apart from certain specific things they have in common; these gatherings are intended to give the PCs opportunities that do not often come their way, but as they are mostly background events, it is suggested that they be run fairly quickly. If time allows, the GM is encouraged to allow the players to roleplay through as much as they are interested in, but in a typical four-hour block, this section should take less than an hour.

Attending these parties is not necessarily automatic; securing an invitation requires either being associated with the host's allies or expending one Favor from any source (this does not allow the use of Allies). Certain categories of characters may attend a party without spending a Favor, while those with ties to the host's enemies will find it more difficult to enter. Those listed as "Extra" must spend two Favors instead of one; however, if they are a member of a group that is listed as "Free", they do not have any cost. (For example, a Lion with a Courtier Skill of 5 or higher would not have to spend a Favor to attend Yoshi's party.)

The major NPCs present at each party are listed in the description; they are also noted on Player Handout #1. Any PC may attempt to impress one of the NPCs with a **Courtier (Manipulation)** / **Awareness** roll (TN 30); Favors that the GM feels are appropriate may be spent on this roll for a Free Raise. Success allows a PC to either gain a Favor from that NPC or to gain a Position

relevant to the gathering. Alternative Skills are listed as well for some of the gatherings, with their own TNs.

Finally, the PCs were sent by their lords to gather information on the factions. This can be resolved with a **Courtier (Gossip)** / **Awareness** roll (TN 20), gaining the listed data; at the GM's discretion, any Empire-wide rumors (from the Rumors section above) may be added in at this point as well, although slanted to the appropriate audience.

Attempting to attend more than one party is possible, but will prevent gaining any benefit other than information.

Over the course of the evening, Otomo Mitsuhide will approach each of the PCs individually and ask them to meet with him the following morning. Notably, it does not matter which party they are at; he will make an appearance at each of the gatherings. (This helps him present an unaffiliated face while still maintaining relations with each of the factions.)

Regent's Party [R]

The Regent is hosting a star-viewing party on the grounds of the Forbidden City (essentially in one of the gardens of the Imperial Palace itself).

Free: Owls, Crab, Imperials

Extra: Dragon, Emerald Magistrates

Position: Owl

Guests: Hantei Okucheo, Hida Tsuneo, Kakita Munemori, Ikoma Ken'o, Bayushi Yojiro, Ide Gokun

Information: The Regent is making an effort to gain more support among the samurai of the Empire; his current attitude is less confrontational than how he began his rule and is actually a fairly recent phenomenon.

Special: Once Otomo Mitsuhide has made his appearance and invited any present PCs, Bayushi Yojiro will make a point of speaking with them to deliver a subtle warning about the Chancellor's political position. Yojiro will mention that Mitsuhide was actually held as a hostage of the Scorpion during his youth in his first life (in the early 5th century, before his death at the Battle of White Stag), and that while almost no records exist of the man's life, he is still listed on the rolls of the students of the Bayushi Courtier School.

Hogosha's Party [E]

Free: Emerald Magistrates, Dragon, Mantis

Extra: Owls, Nightingales

Position: Emerald Magistrate Yoriki

Alternate Skill: Lore: Law/Awareness

Guests: Yoritomo Hogosha, Kakita Narumi, Kitsuki Mizuochi, Shosuro Tsuyoshi, Ikoma Gohesu

Information: Hogosha, despite his relatively unobvious tendencies, is making an effort to gain support for the Emerald Champion, though it is probably at least as much motivated by a desire to get Toshiken to be more active in his opposition to the Regent.

Yoshi's Party [N]

Free: Nightingales, Crane, Artisan or Courtier Skill 5+

Extra: Crab, Lion

Position: Nightingale

Alternate Skills: any Artisan or Perform/Awareness

Guests: Kakita Yoshi, Yasuki Oguri, Shosuro Taberu, Ide Tadaji, Miya Yumi

Information: Yoshi's concerns are more for the Crane Clan than for the wider Imperial concerns of the major factions; while he is troubled by the rumors concerning the Imperial Regent, he does not have a great deal of confidence in his nephew Toshiken's leadership abilities.

Gusai's Party [CP]

Free: Crab, Phoenix, Mantis

Extra: Dragon, Scorpion

Position: Nikutai (Crab, Phoenix, or Mantis only) or Jade Yoriki

Alternate Skills: Battle (any Nikutai), Lore: Shadowlands (Crab Nikutai or Jade Yoriki), Sailing (Mantis Nikutai); Intelligence or Awareness

Guests: Yoritomo Gusai, Hida O-Ushi, Kuni Utazu, Isawa Taeruko, Shiba Kyukyo

Information: Gusai is a fairly strong supporter of the Regent, primarily due to the position and respect he has been given by Okucheo. He is interested in strengthening the ties between the Regent and the Mantis, as well as using the new alliance between the Crab and Phoenix to also gain more support for Okucheo.

Legion Party [L]

Free: everyone

Extra: none

Position: Hohei in the Imperial Legions

Alternate Skills: Battle/Intelligence

Guests: Seppun Murayasu, Kaiu Utsu, Mirumoto Ukira, Moto Gaheris, Seppun Murayasu, Toku

Information: The Imperial General is growing weary of the political conflict between the factions; while he remains staunchly devoted to maintaining peace between them, he is tired of the constant bickering. He would rather be able to step down from his position, but sees it as necessary to keep the Empire from devolving to open war.

The parties are all very successful, lasting well into the night without incident unless a PC decides to cause a

scene; doing so will universally result in them being politely asked to leave (and the loss of a full Rank of Glory). Choosing not to depart when asked results in being escorted out by an appropriate guard and the loss of another Rank of Glory. In either case, the PC loses Honor as a Major Breach of Etiquette.

Part One: First Steps on the Path

Otomo Mitsuhide will meet with the PCs early the next morning in a private room at their inn. The Imperial Chancellor is a returned spirit, well over average height and clad in fine silks with the badge of his high office prominently displayed and a beautifully-embroidered obi; yet for all that, he is difficult to recognize – he simply blends into the background, and his features are entirely bland. Despite this, he is a highly competent courtier and particularly skilled bureaucrat. PCs who played *SoB28: Confusion at Court/Claiming the Throne* will have met Mitsuhide (and can be assumed to remember it), as he was responsible for seeking their help in rescuing the Empress from an assassination attempt.

The Imperial Chancellor meets you in a private room, where a simple breakfast has already been laid out and cups of tea wait steaming at your places. He rises and bows genially, greeting you with a pleasant smile. "Ohayo gozaimasu. Thank you for meeting with me at this early hour. Please, join me, and tell me a bit about your deeds since last we met." (If there are somehow no PCs present who played through Claiming the Throne, he will instead ask them to speak about themselves in a more general fashion.)

After ensuring that the samurai are relatively acquainted with one another, and giving some time to eat, Mitsuhide will get down to business:

"While my duties keep me busy with a wide variety of matters for the Empire, word has nonetheless reached me of your deeds over the last few years. I have a small problem that I hope you will be able to assist me with... You see, among my interests is a certain regard for history and culture. I have been assisting the Imperial Museum of Antiquities gather objects and heirlooms from across the Empire to display here in Otosan Uchi, for the education of all. Doji Hiyobe, the daimyo of the Kazenmuketsu Province, made arrangements with me to donate an heirloom of the Doji family to the museum. He was going to deliver it to me when the court arrives as part of my demonstration. Unfortunately, I received a message

yesterday that Hiyobe-san will not be following through on our agreement. I would appreciate it if you would travel ahead to Kyuden Doji and discover why.” He smiles gently. “Politely, of course. I should not care to cause the honorable daimyo any sort of loss of face, but if there is some sort of difficulty, you may be able to help resolve the situation. Ideally, I should like to be able to take custody of the Mempo of Pure Thought when the Imperial Court arrives in fifteen days.”

The PCs may (possibly should) have questions for the Chancellor at this point. Mitsuhide will be fairly straight-forward with them; he wants the PCs to handle the matter discretely, but does not know if some form of coercion is in effect, or for that matter, if it will be necessary for the PCs to supply some.

- What do you think the problem is? *“I do not know; my information is woefully incomplete at this point. Hiyobe-san is an honorable samurai by all accounts, unlikely to go back on his word willingly; I counsel some discretion in the matter to avoid giving unnecessary insult. Whatever it is, I believe it to be a recent development – he sent the message by courier two days ago.”*
- What is the Mempo of Pure Thought? *“An heirloom of the Doji family, gifted to the Crane when Isawa Asahina joined the Clan. It is a lacquered black wooden mask, suitable for court wear. It is rumored to give the wearer the ability to see through deception.”*
- What do you want us to do? *“Investigate the matter. Find out what has happened, and do what you can to ensure the transfer of the Mempo.”*
- What help can you provide/what powers will we have? *“I will give you travel papers and provide steeds if you need them. A letter of introduction can also be provided, if you wish. I cannot name you as yoriki or magistrates; such powers lie outside my authority.”*
- Who is Doji Hiyobe? *“Hiyobe-san is the daimyo of the Kazenmuketsu Province of the Crane, the region where Kyuden Doji itself is located. He is an experienced courtier, and certainly one of the best-connected lords of the Crane Clan. I understand he has a fondness for theatre, particularly Noh, and his province has thrived both culturally and economically in the twenty years he has been tending it.”*
- Why should we help you? *“Providing assistance to a ranking member of the Imperial Court may prove beneficial to you in the future... I assure you, your services will not be forgotten.”* PCs

who are crass enough to refuse an appeal of this nature will be of no future use to the Imperial Chancellor. They will only earn two experience in addition to being out of the rest of the module, they will lose a full Rank of Glory, and they will earn Otomo Mitsuhide’s enmity (noted on the mod sheet).

Characters who have played through *SoB50: A Glimpse Beyond* may have further questions for the high-ranked returned spirit. Mitsuhide has heard reports concerning the Realm of Thwarted Destiny, but is not yet convinced it is the sort of spiritual danger some may believe. He is, however, fairly cautious about the subject – he sees no reason to dismiss it out of hand either. “Whether or not it is the case, it is best to be careful. If I, as a returned spirit, send you out to assist me on a matter such as this, it may be best for you to avoid unnecessary bloodshed. I cannot tell you how to face danger, should it come your way, but you must be responsible for your actions even on a path I have set you on.”

Once the PCs have asked their questions, Mitsuhide will provide them with travel papers and requisitions for steeds or other appropriate equipment, and send them on their way.

Part Two: Winding Paths

It is a five-day journey from Otosan Uchi to Kyuden Doji by horse via the Imperial Roads. The PCs will be able to, if they wish, examine the relay stations the Chancellor has established – they are generally between ten and twenty miles apart, depending on the terrain, and outfitted more for utility than for comfort. Still, any sort of inspection will reveal that the courier service is already in operation and the Chancellor’s event is entirely a demonstration for the Empire.

Kyuden Doji perches atop a coastal plateau overlooking Umi Yakamo. The ten-story castle is one of the most extravagant family palaces in the Empire (only Kyuden Bayushi and Kyuden Gotei can match it), and was recently been restored to its former glory after its destruction during the Clan War. It is surrounded by a large, prosperous port city with some of the Empire’s most prosperous marketplaces. Most famous of all, however, are the Fantastic Gardens of the Crane: a vast expanse of arable land converted to an enormous pleasure garden in honor of Lady Doji. Samurai from across the Empire come to visit the Gardens, and the Crane use the beautiful setting for political purposes.

The PCs will arrive mid-afternoon; in a city the size of Kyuden Doji Toshi, it is assumed they will leave their chop with the guards at the gate as a formality. Contacting the provincial daimyo is a more complicated matter; even in the best of times, going through the appropriate channels can be an arduous process and Hiyobe's current distractions make him difficult to contact and uninterested in granting random audiences.

There are a number of different avenues available to the PCs to pursue their investigation. Direct contact with Hiyobe is possible (and polite), though difficult. Asking around town to see what has been happening is a simple matter, though the type of information gained depends on where the PCs are asking their questions.

Timeline

For convenience, this is a list of the recent events related to the theft:

- 12th Doji: bandits attack Hiyobe's shipment
- 15th Doji: Doji Keishi summons Crane magistrates, heads out after bandits
- 16th Doji: Sadakuno insults Hiyobe in open court, is banished from province, leaves city; returns at night to steal Mempo
- 17th Doji: Hiyobe sends message to Mitsuhide about problem with plan at dawn
- 18th Doji: PCs arrive in Otosan Uchi, parties, message arrives at dusk
- 19th Doji: Mitsuhide sends PCs to Kyuden Doji
- 24th Doji: PCs arrive in Kyuden Doji

Asking Around Town

There is a great deal of information that the PCs can learn, depending on their choices. This can be resolved with a **Courtier (Gossip)** / **Awareness** roll, giving the information listed at each TN. Some information can be gained by using other Skills as noted; additionally, some of the information below requires visiting specific section of the city or speaking with a particular class of individuals.

Noble District

It can be assumed the PCs will find lodgings in the Noble District; there is a wide variety of inns, though even the cheapest is still well-appointed due to the Crane high standards of living. Talking with other samurai guests at the inn, or with those locals who are out and about on business in the city, allows a straightforward **Courtier (Gossip)** / **Awareness** roll to gather basic information on the city's current events, with success at each TN giving the listed information.

- **TN 10:** The Crane are preparing for the conflict to the west with the Lion; troops and military supplies

are being sent to Toshi Ranbo, while many of the non-combatants have left the city to wait out the fight in other Crane strongholds.

- **TN 15:** The city is occupied with preparations for the Imperial Chancellor's demonstration. It is not unusual for the Imperial Court to travel to Kyuden Doji, as a nearby political stronghold, but this will be the first time the Court has visited since the death of the Emperor.
- **TN 20:** There are a number of ronin in Kyuden Doji, anticipating employment in the Crane Clan's defense of Toshi Ranbo. Though less genteel than most of the city's guests, there have been only a few incidents as the wave men are not, for the most part, staying long enough to cause major problems.
- **TN 25:** A little over a week ago, Doji Keishi, the chief magistrate of the Crane Clan and the ranking local magistrate, assembled a substantial force of his subordinates, their yoriki, and the magistrates of the two closest provinces, and left the city. The precise nature of the crime that attracted his attention is unknown, though speculation runs rampant; the locals are telling tales about everything from smugglers or pirates to bandits or Lion spies. A single junior magistrate was left in the city, to keep the peace with the assistance of the Doji House Guard.
- **TN 30:** Doji Hiyobe has been busy with the city's preparations and has not been granting audiences for the last week. There are rumors that the daimyo was grossly insulted at the last court session, though the local samurai are very quiet about the matter.
- **TN 40:** The daimyo was, in fact, insulted directly to his face; a visiting Crane requested permission for his hirelings to bear arms and armor in the province as the magistrates were obviously unable to provide protection for travelers. The Crane was banished from the province, and the locals are alternately incensed over the offense to their lord and uneasy about Hiyobe's reaction.
- **TN 45:** There is a minor scandal involving Doji Natsume, the son of Crane Chief Magistrate Doji Keishi. Natsume is a minor courtier in Hiyobe's service, and recently attempted a proper courtly romance only to have it fall apart due to the girl's betrothed taking issue.
- **TN 50:** There is a rumor that there was a theft of some sort at the castle; while the local samurai are aghast at the concept, they will be very careful in talking about it. All that is known is that the guards have been extremely diligent lately, but even the best servants will talk.

Doji's Gardens

The Fantastic Gardens of the Crane are justly renowned through the Empire as the most beautiful and largest pleasure garden in Rokugan. The original gardens planted by Lady Doji have expanded over the centuries, and now cover acres of land; while some other clans disparage the “waste” of fertile farmland with something so purely aesthetic, it is difficult to deny that the Crane lands are wealthy enough to afford setting aside something for beauty. In the last generation, however, the gardens have changed slightly; Hiyobe's mother, the daimyo of the province before him, began to build enterprises within the gardens for the comfort of the Crane's guests. Today, there are tea houses, sake houses, theaters, shrines, and even geisha houses found within the gardens. While some decry the crass commercialism, it is obvious that these businesses prosper due to the tourism the Doji Gardens bring to the province.

There is little information to be gathered here that cannot be learned elsewhere; the gardens can be treated as an extension of the “Noble District” for these purposes. However, mercantile PCs who are interested may roll **Commerce / Intelligence** (TN 20) to determine that there is a vast amount of capital being spent to improve the gardens – large sections are screened off while even more enterprises are put in. On the whole, it serves as ample demonstration of the wealth of the Crane, though it is difficult to see where all of the funds are coming from.

Temple District

While the Crane are not as devout as, for example, the Phoenix, they still observe all appropriate rituals. As Kyuden Doji Toshi is functionally the capital of the Crane lands, the largest temples to the founding Kami of the clan is found here, as well as the ancestors who gave their names to the Crane families. Additionally, there are large temples to Daikoku and Bentei, and even substantial shrines to Suitengu (Fortune of the Ocean) and Isora (Fortune of the Seashore), as Kyuden Doji Toshi is one of the largest and most prosperous port cities in the Empire.

Speaking with the monks and priests that tend the temples can yield some basic information. This requires a **Lore: Theology / Awareness** roll; Courtier (Gossip) can be used instead, though it increases the TNs by 5.

- **TN 10:** The provincial daimyo is not a particularly pious man, though he does have a spiritual advisor by the name of Asahina Sakue. She is an accomplished shugenja, though her duties of late have been more political than mystical.

- **TN 15:** The prosperity of the province is held up by the priests as a blessing from the Fortunes; the strife of the last few years has entirely avoided this region.
- **TN 20:** The treasures of the Doji family include Doji's Fan, the Courtier's Obi, the Mempo of Pure Thought, and Kakita's Biwa. These prized heirlooms are displayed in the castle, save when they are in use. Currently, only Doji's Fan is not in the castle (Kakita Yoshi has borne it into the court in the service of the Crane Clan).
- **TN 25:** A noted scholar by the name of Asahina Sadakuno was recently in the city, to acquire paper from the Isawa Mori to take back to the Asahina Temples. Sadakuno is an expert in nemuranai, making his mission in the city somewhat beneath his rank. There are whispers that he and Doji Hiyobe did not get along, and that Sadakuno may in fact have been asked to leave by the daimyo. (If asked, it is known that Sadakuno left after the magistrates departed.)

Magistrate's Office

PCs who have a particular interest in the law may attempt to directly approach the local magistrates. As Kyuden Doji is the main stronghold of the Crane, the chief local magistrate is also the Chief Magistrate of the Crane Clan. Unfortunately, he is not in the city. Going to the public offices of the magistrate will allow the PCs to discover this without any rolls: only one yoriki, a young man by the name of Asahina Fujio, is present. Fujio was injured on duty (a few cracked ribs) shortly before the magistrate departed, so was left to oversee the city and coordinate with the Doji House Guard (who have been brought down out of the castle to assist with peace-keeping, a duty not particularly popular with them).

Fujio is friendly and polite (particularly to anyone with higher Status than his 2 ranks), but is not terribly helpful. He knows that Doji Keishi, the chief magistrate, took a large group out to the northwest in pursuit of some matter of significance, but does not know any of the specifics. Polite conversation with him will get the PCs the same information that can be gained from anywhere in the Noble District without rolling (he has the first four pieces, up to the TN 25). Beyond that, however, he will earnestly suggest the PCs speak with the daimyo or the daimyo's hatamoto. If the PCs mention their mission, and are reasonably polite (a simple **Etiquette (Courtesy) / Awareness** roll at a TN of 20), he will offer to provide assistance in speaking with Hiyobe; a recommendation from him grants a Free Raise on the Bureaucracy roll to get an audience with the daimyo.

Merchants

Kyuden Doji Toshi is one of the wealthiest cities in the Empire, though not anywhere near as large as Otosan Uchi or Ryoko Owari. A great deal of trade passes through the port, however, and the Crane are glad to serve as political hosts for almost any negotiations. Trade goods from across Rokugan can be found in the markets, and the lower orders enjoy a level of prosperity unmatched in most of the Empire.

PCs who wish to shop may do so; any item in the base book can be found (at a 10% mark-up). The merchants can also provide some information, if not exactly what the PCs are probably looking for. The following can be learned with a **Commerce / Awareness** roll (again, Courtier [Gossip] can be used instead, but increases the TN by 5).

- **TN 10:** The Kazenmuketsu province is one of the wealthiest in the Empire; even the troubles of the last few years have mostly passed it by. None of the local peasants joined the rebellion of the Young Crow a few years ago, and the region's prosperity continues.
- **TN 15:** With the anticipated war against the Lion on the horizon, military supplies are in great demand. Additionally, there are a large number of ronin in the city; most of them are hiring on with the Crane army, but there are still many available for caravan guard duty.
- **TN 30 (and only if the PCs are looking for information on Asahina Sadakuno):** The Asahina sent a scholar to collect a shipment of paper from the Isawa Mori recently; he appeared to know next to nothing about commerce, and left under some sort of cloud. His shipment, nearly a ton of scroll-quality paper, was loaded on a wagon and he and his ronin guards headed south about a week ago.

Underworld

While Kyuden Doji Toshi is certainly not as rife with vice as Ryoko Owari, it is still a large city and has a seedy side. PCs who wish to contact more disreputable sources of information may roll **Lore: Underworld / Awareness** (losing Honor as appropriate for a Low Skill); unlike other avenues of inquiry, Courtier may not be substituted here.

- **TN 10:** There are more ronin in town than usual, looking for work with the Crane army. Not many of them are staying in the city for long, however, between joining the forces bound for Toshi Ranbo or finding wealthy merchant caravans to guard.
- **TN 15:** The local magistrate took off suddenly a bit over a week ago, with most of his men. There were a few minor altercations, mostly between

ronin gangs, until the Doji House Guard came down from the castle to keep the peace. Given that they do not enjoy this duty, there has been more incentive for the ronin to get out of town quickly.

- **TN 20:** A ronin by the name of Kanjin has stepped up to serve as a sort of broker between those ronin looking for work and those samurai or merchants looking for hirelings. He has set up shop at a run-down sake house called "the Broken Wing."
- **TN 25:** A mysterious shipment of some sort was attacked by bandits somewhere to the northwest of the city. Whatever the cargo was, it evidently is important, because the Crane Chief Magistrate dropped everything else and ran out in pursuit.
- **TN 30:** A wide variety of ronin groups have come through the city, from lone-wolf independents to members of established otokodate. A Crane shugenja hired a band of Seven Waves Mercenaries recently, in fact, to escort him south to the Asahina lands. (The Seven Waves Mercenaries are an otokodate made up entirely of Clan samurai, and they have a reputation as elite warriors.)

PCs who wish to visit the Broken Wing may do so; those who have an established relationship with Kanjin from his previous appearances will be remembered by the ronin. Much as he was doing in Nanashi Mura (during *SoB42: One Will Fall*), Kanjin is acting as a middle-man to arrange better pay and working conditions for his ronin contacts. (That this allows him to earn a good living with a minimal amount of risk is "exactly the point.") If the PCs deal with him with a modicum of respect, Kanjin will be happy to share whatever Underworld information they did not pick up on, and as he helped arrange for Sadakuno's guard, he knows about the Seven Waves Mercenaries and can provide a warning. Additionally, Kanjin is aware that Sadakuno was banished from the province as a result of a court session two days after the magistrates left.

At the GM's discretion for particularly combat-light tables, Kanjin may be willing to hire himself out to give them a little extra muscle, though he is expensive (no less than 5 koku, and he will start by requesting 20).

Gaining an Audience with Hiyobe

The daimyo is a very busy man, even more so now. Getting an audience requires rolling **Etiquette (Bureaucracy) / Awareness**; the higher the roll, the sooner an audience will be agreed to. Getting in to see the daimyo the next day from when the request is made requires rolling a 50, and is the absolute soonest that can be arranged. Every increment of 5 lower than 50 adds an additional day; so rolling a 45 means that it will be two days before Hiyobe will meet them; a 42 means three days. This means that rolling less than 30 will

take more than five days for the PCs to speak with Hiyobe; it should be made clear to the players that the Imperial Court is on the way and too much delay should be avoided. This may be a Cooperative Roll (with assistants adding their Ranks in the Etiquette Skill to the total of the roll), and anyone may spend Crane Favors for Free Raises. A letter of introduction from Otomo Mitsuhide grants two Free Raises, and a recommendation from Asahina Fujio grants one Free Raise (these Raises essentially only add +5 to the total of the roll, but may not be used if the rolling character is unskilled). The GM may grant additional Raises if a PC has a specific gift to offer; something that plays off of Hiyobe's love of theater, for example.

Note that a PC with "Oath of Fealty: Doji Hiyobe" does not need to make a roll to arrange an audience, though they will have to wait the minimum of one day. They will, however, be expected to be on their best behavior, and will be held accountable for the conduct of any guests they bring.

Kyuden Doji

The palace itself is sumptuously appointed, and decorated with the absolute height of elegant refinement. Everything is exquisitely tasteful, yet the wealth of the Crane allows them to demonstrate luxury without being crass. The walls are defensible, but obviously designed for comfort and beauty rather than any military utility.

Visiting the castle is entirely possible, but likely to be frustrating for the PCs if they have not secured an audience with Hiyobe (see above) or gained any information on the castle's denizens. Any unexpected samurai guests are greeted politely by Doji Asako, the daimyo's hatamoto, who cordially informs them that "Hiyobe-sama is very busy. Perhaps if you return tomorrow?" Asako is an accomplished courtier, and she will do her best to avoid a loss of face for either herself or her lord's would-be guests, but she has no particular pity for those who attempt to force their way in to see the daimyo. Kyuden Doji is a relatively public place, however, and polite PCs will be allowed entry – though they will need to exert themselves to gain cooperation from the guards, and suspicious behavior will result in being firmly escorted out of the castle. (The Crane are anticipating a war with the Lion, after all, and will not ignore possible espionage.)

Meeting with Hiyobe

Doji Hiyobe is a highly experienced courtier, trusted with the Crane's most important province and he has proven his worth as a leader for twenty years. Unfortunately, things are going very poorly for him this week... Adding to the stress of a visit by the Imperial

Court, he has had to deal with two critical thefts. While he is very adept at controlling his features, he is very stressed out, and willing to clutch at an offer of assistance as long as it is made with a minimal amount of courtesy.

Doji Hiyobe waits for you in a private audience chamber on the second floor of the castle. Servants bustle about, pouring tea while he watches you impassively. Finally, he takes a steaming cup in hand and regards you through the vapor. "I bid you welcome to Kyuden Doji. What has brought you before me?"

The daimyo is a handsome man in his early forties, the white in his hair only mostly from dye. He is, of course, well-dressed and immaculately groomed, and he will be painfully polite no matter the provocation given. If the PCs are reasonably considerate of his station and make even a remote attempt to be discreet, he will be grateful and willingly discuss the problem with his arrangement with Mitsuhide. Rude or impulsive PCs will need to make an **Etiquette (Courtesy) / Awareness** roll, at a TN of 25 (with a Free Raise if they refer to the Imperial Chancellor) to avoid being dismissed.

"I fully intend to follow through on the agreement Otomo-sama and I made, but there is a... problem." He hesitates for a fraction of a second. "My usual resources for dealing with this sort of situation are busy with another matter. If you are willing to act with a certain amount of discretion, I should be quite grateful for your assistance."

Assuming the PCs agree, he continues. (If they refuse, the audience is at an end; the PCs lose Honor as for a Minor Breach of Etiquette if they cannot make the Courtesy roll listed above.)

Though his face does not change, there is an almost palpable air of relief in the daimyo as he nods. "It shames me to admit it, but the Mempo of Pure Thought was stolen at some point on the night of the 16th day of the month of Doji. There were no intruders reported, and no one was in the hall save for the guards themselves. Doji Keishi, the Chief Magistrate of the Crane, took almost all of his subordinates in pursuit of another crisis, and I had feared this would have to wait until his return."

The daimyo will give the PCs permission to investigate the matter, and his vassals will be ordered to cooperate with any reasonable request. Hiyobe will not make the PCs official magistrates or yoriki, however, as that would require formalizing the situation in a manner that

will make glossing it over very difficult. Pressing the issue is a bad idea; any attempt to strongarm Hiyobe will require an **Etiquette (Courtesy) / Awareness** roll to avoid causing offense and suffering an Honor loss as per a Minor Breach of Etiquette.

The daimyo has not begun an official investigation; he therefore has almost no information and cannot answer most of the PCs' questions himself. He will dismiss the PCs to begin looking into the matter; with his blessing, the PCs will not have to roll to gain information from the castle NPCs.

It is important to remember that Hiyobe does not want the thefts made public; he is accepting assistance from the PCs because they are from the Chancellor, but he absolutely will not discuss the reason the magistrates are not in the city.

Investigation at the Castle

An examination of the "scene of the crime" will prove to be difficult. The Mempo of Pure Thought was kept in a display cabinet in an alcove just off the main hall, like several other heirlooms of the Doji family. At least one guard is always present in the main hall, and their position prevents them from having any blind spots. Sneaking past them, across more than thirty feet of bare floor, would be extremely difficult (without the use of magic). There is no lock on the cabinet, just a simple latch for when it is closed. Rolling **Investigation (Search) / Perception** at a TN of 25 will allow the PC to realize that, while the cabinet door itself is out of the line of sight of the guard station, anyone standing in front of it has nowhere to hide. There is no sign of damage to the cabinet or latch, and nothing remains more than a week later of any trail.

Shugenja may attempt to Commune with the spirits (presuming they ask permission from the lord or the hatamoto; doing so otherwise is a Major Breach of Etiquette). The time elapsed will require at least one Raise be called for clarity, though Air or Water will require at least three.

Regardless, what happened is simple: Asahina Sadakuno, invisible due to the effects of the Gift of Wind spell, entered the hall while one of the guards was away dealing with Natsume. He opened the cabinet, cast Token of Memory to create an illusion of the Mempo, closed the cabinet and walked away with the real Mempo.

Spirits will recognize that spells were cast, though again, anything beyond "Air tricks" will probably require several Raises for clarity. An Air kami will resonate to the invocation of their element, but as they

are notoriously flighty, will be difficult to get to focus on something that took place a week ago. A Water kami will display the visual effect of "nothing", though the door opens and there is a noticeable jump on the Mempo. (Due to the lack of standing water, even this would require another Raise.) Fire and Earth are the most reliable, but are still hampered by the spirits' limited understanding of human actions. They cannot describe the perpetrator, apart from "small and light" and possibly "afraid", as the Gift of Wind specifically prevents their visual impression from registering.

Finding Testimony

It is not, strictly speaking, necessary for the PCs to speak with Hiyobe. It is far easier to gain information in Kyuden Doji with his assistance, but it is not required for sufficiently subtle PCs. Speaking with the local samurai requires a Social Skill / Awareness Roll at a TN based on the NPC in question; the Skill used is based on the PC's approach. Cunning word-play would use Courtier (Manipulation), while lying would be Sincerity (Deceit), or an honest offer of assistance would likely be Sincerity (Honesty). Ultimately, it is at the GM's discretion, as is any use of a less-than-honorable Skill like Temptation or Intimidation

The information that various NPCs have is detailed below. Note that, if the PCs have been granted leave to investigate by Hiyobe, there is no need to make a roll to gain the NPC's assistance.

Doji Asako: (TN 40) The daimyo's hatamoto is a stern courtier in her mid-thirties, experienced with the day-to-day running of the castle. She knows:

- The guards on duty are trustworthy
- Doji Hiyobe is distracted by the impending visit of the Imperial Court
- The theft is not common knowledge, though rumors are leaking out
- Hiyobe has the sort of enemies one would expect for a Crane provincial daimyo, but none of them have been in a position to take advantage of this; the deal between Mitsuhide and Hiyobe was not known except to the two of them (Asako was not informed of it until after the theft and is a little irritated by the fact)
- Asako knows that the magistrates went after a payment that was stolen on its way to Otosan Uchi, and is concerned that the two thefts are related
- If specifically asked about Asahina Sadakuno, she knows he was officially banished from the province on the 16th, and was seen leaving through the gates that afternoon, at least six hours before the theft

Asahina Sakue: (TN 30) The daimyo's spiritual advisor is in her late twenties, an accomplished shugenja with a particularly spiritual air. She knows:

- The nemuranai of the Doji family are among her charges
- The Mempo of Pure Thought is believed to give one the ability to see through deception
- The Mempo of Pure Thought was a gift to the Doji family when Isawa Asahina joined the Crane
- If asked about Asahina Sadakuno, she knows he is a scholar specializing in nemuranai; he examined all of the treasures of the Doji family when he was here, under her supervision

Doji House Guard: (TN 20) The guards in the castle are highly honorable, skilled, dedicated bushi. Being party to anything of this nature would be unthinkable for them. The particular guards on duty (Doji Tadayoshi and Doji Kazushi) will describe the events of the evening in detached, professional tones.

- Doji Natsume was found "lost" in the castle that night, about an hour after midnight (the guards will try to save face for Natsume, but if pressed, will admit the courtier was drunk)
- Kazushi escorted Natsume to his quarters, while Tadayoshi remained on guard in the main hall
- When Kazushi returned, the two performed a standard security sweep, checking each case and visually inspecting the contents
- The Mempo was there when they did the sweep, but when they performed it again at dawn for the shift-change, it was gone

Doji Natsume: (TN 25) A young, inexperienced courtier, Natsume is a relatively minor functionary in Hiyobe's court. His father the magistrate helped him gain his post, but despite his connections, Natsume has yet to truly shine. When spoken to, he is very nervous (**Investigation / Awareness** at TN 25 to notice). Attempting to put his mind at ease requires a Social Skill / Awareness Roll at a TN of 25, regardless of whether or not Hiyobe sanctioned the PCs' investigations.

Natsume believes that Sadakuno stole the Mempo, though he is unwilling to provide testimony to that effect: he does not wish his role to become publicly known, and will attempt to bargain with the PCs to share the story in exchange for secrecy, or at least leniency.

Natsume was drinking the night the Mempo was stolen (drowning his sorrows over his failed attempt to court Daidoji Tama, the daughter of a fairly high-ranked Crane commander). While inebriated, he spoke with

Asahina Sadakuno, who promised to help Natsume's suit over another bottle of sake. At the time, he was too drunk to remember that Sadakuno had been banished; now, given that his antics helped distract the guards at what may have been a critical time, he is afraid that he will be punished for his failure.

Wrapping it All Up

Once the PCs have begun to pull on enough threads, it will become fairly clear that Asahina Sadakuno is the thief. The best avenue to this is Natsume's non-testimony; it may be expedient for the GM to use the young courtier as a point of contact with the local samurai before the PCs begin to ask questions in the castle. As a minor courtier in the daimyo's court, Natsume is positioned to be a native guide or liaison between Hiyobe and the PCs, if necessary.

In any event, it will be necessary for the PCs to follow Asahina Sadakuno in order to confirm that he is, in fact, guilty, and to recover the Mempo if possible. It is worth pointing out a few things of note, however: technically, the PCs have no authority to arrest anyone (unless they are a Crane Clan Magistrate, empowered by the Crane Clan specifically; in which case, it becomes significantly easier). Even a member of the Emerald Magistrates organization has no jurisdiction over a crime that is entirely within a Clan. They have travel papers that allow them access to anywhere in the Crane lands, but beyond that and any necessary steeds, the Imperial Chancellor was severely limited in what he could grant the PCs. Nonetheless, uncovering Sadakuno's testimony, even if just a protestation of innocence, is undoubtedly what Mitsuhide would wish.

Additionally, the PCs are still guests in the Kazenmuketsu Province; they cannot wear armor even in pursuit of an armed group of ronin without delivering an insult to the lord of the province. As Hiyobe was recently subjected to just that insult, even asking the daimyo for permission requires an **Etiquette (Courtesy) / Awareness** roll at a TN of 30 to avoid an Honor Loss as per a Minor Breach of Etiquette. He will, however, not agree unless they succeed with a 50.

However it falls out, the PCs will find themselves on the road once more.

Part Three: The Treasure at the End of the Path

Following Asahina Sadakuno is relatively easy; he is travelling by wagon along the main road south. Asking at any of the wayside inns does not require a roll; the

locals remember a Crane shugenja and a band of armed ronin quite well. It will take as many days as the PCs spent in the city to catch up to Sadakuno and return, meaning that if they took more than five days before leaving Kyuden Doji, they will not return before the Imperial Court arrives.

The Crane lands south of Kyuden Doji are gently rolling hills, well cultivated and covered with rice paddies and rice farmers. Your quarry is visible for several miles before you are certain it is the group you are seeking: a large wagon, pulled by a pair of oxen, with a half-dozen bushi in armor arrayed around it. A ronin is walking about a hundred yards behind the wagon, and his head snaps up as you close; he breaks into a trot and catches up with the rest of the group. Another ronin, this one mounted, wheels her steed around at some signal. The six wave-men smoothly form up in a professional defensive array, cautiously wary.

Despite being ronin, the Seven Waves Mercenaries present a formidable appearance. All of them are in worn, but well-cared-for armor; two bulky men are in heavy armor, with heavy weapons (an ono and a tetsubo). The horsewoman and the one who was serving as rear-guard each hold a strung bow, and are carefully apart from the rest of the group and positioned so their allies are not in the line of fire.

A stern-faced woman steps forward and bows deeply, though her eyes never fully leave you. She makes a small hand gesture at her side, and the rest of the ronin bow as well. "Greetings, travelers. If you will give us a moment, we shall get our wagon out of your way."

The leader of the ronin is Akemi; she is not at all comfortable to be confronted by a group of Clan samurai, but she has ordered her men to take no action unless they are attacked. (PCs with three or more ranks of the Battle Skill will recognize the gesture as a sort of sign language for battlefield communication, although not the specific code in use.)

Asahina Sadakuno is in the wagon, behind the peasant driver (who will cower haplessly until the confrontation is over). If the PCs ask after him, he will slowly climb down while studying the group. Akemi helps him to the ground and takes the opportunity to whisper in his hear. (PCs with the Read Lips Advantage, or those who can make an **Investigation / Perception** roll at a TN of 40, will either see or catch enough to hear her ask him "Is this the danger you were afraid of? You should have warned us...")

Sadakuno is quite afraid; despite his numerous mistakes, he remains a devout pacifist. He has no desire to see a fight, and would much rather try to talk his way out of the situation. Likewise, the ronin are very disturbed – they are honorable enough to wish to keep their contract, but they have no desire to defend a criminal.

The painfully slender man in light blue robes blinks in the sun, offering a tentative smile. "I am Asahina Sadakuno. It is a pleasure to meet you. Please, do not let our gentle pace slow you, honorable samurai." He gestures down the road. "My companions and I are happy to remain out of your way." He smiles gently at the stern-faced woman. "Aren't we?" She frowns and ducks her head, gazing over the assembled group pensively.

It is up to the players to determine how they wish to approach the situation. Sadakuno will try his utmost to convince them to move on by, and that he has nothing to hide.

Sadakuno will respond to any accusations by appealing to the ronin for defense. "I am certain this is just a misunderstanding. I assure you, I have no intention of standing for such talk. It will all be cleared up by my lord when we arrive at Shinden Asahina." He is, in fact, playing to the ronin – he knows that they are losing confidence in him and wants to keep them on his side.

The PCs may realize that the ronin are at best shaky allies (if the players do not, they may roll **Investigation / Awareness** at a TN of 25); pulling them away from the shugenja's cause requires a **Sincerity / Awareness** roll at a TN of 50 (40 for low-rank tables and 60 for high-rank); this is treated as a Contested Roll for purposes of the players' mechanics, though the TN has been set for ease of running.

Even reasonable suggestions (such as allowing the PCs to search the wagon, or to turn around and head back to Kyuden Doji) are met with polite stonewalling by Sadakuno. (He knows full well that the PCs are not Crane magistrates and have no authority to arrest him.) However, the GM may grant the PCs a Free Raise on the roll if their argument is particularly logical or meant to appeal specifically to the ronin.

Less honorable blandishments are less likely to work: the ronin have been contracted to perform a job, and successfully bribing them requires a **Temptation (Bribery) / Awareness** roll at a TN of 60. Intimidating the ronin is difficult at best; Akemi steps up to resist. This is best resolved with an actual Contested Roll

against her 10k7+5 (she spends two Void on this, which at least reduces the amount of Void she has for the encounter). The PCs must succeed by at least 15 to cause the ronin to break and flee (much like a Fear Roll), but if they succeed, the ronin will be at -1k0 to all of their Skill Rolls for the combat.

Duel!

A more honorable solution would involve a PC challenging Sadakuno to a duel. Properly following the formalities does require an **Etiquette / Awareness** roll (adding the PC's Iaijutsu Skill Ranks to the total) against a TN of 20. The terms of the duel are largely up to the PC, though neither Sadakuno nor the ronin wish to engage in a duel to the death (and the PC should not push for such terms without permission from their lord).

Any reasonable terms involving a duel to first blood are likely to be accepted. The lean former Scorpion Hakanai (the band's second-in-command) will step up to champion the shugenja. The ronin has no particular investment in the matter, but does appreciate a chance to show off his skills. However, if Sadakuno assumes the PC duelist is particularly skilled as well (more than 5 Ranks in the Iaijutsu Skill and a Glory of 5 or higher, or Kakita-trained at any level), he will step back and prepare to cast a spell to assist his champion subtly. PCs who are paying attention to the shugenja (specifically not the duelist) may roll **Investigation (Notice) / Perception** at a TN of 40 to spot him slipping out a scroll. If he is not stopped, Sadakuno will cast *Ebbing Strength* to increase Hakanai's Reflexes to 8; this reduces his own Reflexes to 1 for three rounds (the Focus and Strike Rounds of the duel, plus one further). This costs him a Void Point and a Water spell slot.

If the PC wins the duel (either despite the cheating or because Sadakuno doesn't make the attempt), the shugenja will follow through on the terms with ill-concealed terror.

Combat?

Ultimately, the decision of whether or not there will be a fight is up to the PCs. If they are unable to convince the ronin to turn away from Sadakuno, they must either choose to retreat with nothing more than suspicions or attack. If there is a fight (whether it be because the PCs cannot convince the ronin to stand down or because the players open with violence), Sadakuno will use his magic to help the ronin defeat the PCs if that is a possibility, and basic tactics for the ronin are listed with their stats in Appendix #3. If it becomes apparent that they cannot win, Sadakuno will instead attempt to flee. He will cast *Gift of Wind* for invisibility, retreat a short

distance, and cast *Call Upon the Wind* to fly for a short distance to prevent leaving tracks. Finding him at this point is essentially impossible without some particularly specific ability. Chasing him all the way to the Asahina lands will take much longer than the PCs have, however, they can search the wagon and find the Mempo of Pure Thought.

In the event of combat, a PC may attempt to search the wagon for the Mempo to prove their claim and stop the fighting; this requires at least one Complex Action and a successful **Investigation (Search) / Perception** roll at a TN of 40. It will take two Complex Actions if the PC rolls a 30 but fails the 40, and four if they make a 20. It can be done without a roll outside of combat (there are only so many places it can be hidden in the wagon).

Success! Combat Avoided!

If the PCs manage to sway the ronin to their side, or if they catch Sadakuno trying to cheat in the duel, he will recognize his peril and attempt to flee.

Fear rises in the shugenja's eyes as he realizes he has lost his support. A hand flicks down to his scroll satchel, and an ofuda snaps open. As he moves, however, the ronin woman standing next to him grabs him by the throat and pins him to the side of the wagon. Her blade flashes out and slices through the scroll, sending two pieces of paper fluttering in the breeze. While the rogue Asahina gurgles from the pressure of her hand on his throat, the ronin nods to you. "What do you wish done with him, samas?"

At this point, finding the Mempo is not terribly difficult – it is simply hidden in a hollow in one of the crates of paper. It is up to the PCs to decide what to do with the thief and the ronin; the otokodate have no desire to take the blame for a criminal's actions and will flee rather than fight at this point if the PCs seem like pressing the issue against them. Otherwise, they will offer to continue to escort the paper south to Shinden Asahina as they were contracted to do.

Conclusion

Questioning Sadakuno reveals very little; he is being blackmailed to steal and study the Mempo of Pure Thought. He does not know why or even who by, but he describes the letters and a system of blind drops that match systems used by the Kolat (though only characters with the Lore: Kolat Skill should reasonably be able to recognize the methodology).

Doji Hiyobe will be very grateful if the PCs recover the Mempo of Pure Thought, but appreciates their efforts if they at least uncover the mystery of the theft. When Doji Keishi returns from pursuing the bandits to the north, Hiyobe will send the magistrate to the Asahina lands to deal with Sadakuno (though the shugenja will have disappeared en route).

Provided the PCs are able to return to the city before the Imperial Court arrives (essentially, as long as they took five days or less in their investigation in town), they will be able to speak with Otomo Mitsuhide in private before the Chancellor's demonstration. On the whole, there is a fair amount of interest in the courier service, but most of the samurai present have a hard time seeing it as all that significant.

Regardless, if the PCs were able to discover any useful information for Mitsuhide, they will have the gratitude of the Imperial Chancellor.

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
Discover Sadakuno was responsible for the theft:	+1XP
Recovering the Mempo of Pure Thought:	+1XP

Total Possible Experience: 4XP

Honor

As listed in the module.

Glory

If the PCs agree to keep the events of the module quiet, there is no Glory gain; they do not lose any Glory due

to Mitsuhide's public approval, but since there is no specific deed to tie that approval to, they gain no Glory either.

If the PCs make their efforts public, they will gain 4 points of Glory if they recover the Mempo of Pure Thought or 8 points of Glory if they recover the shipment.

Other Awards/Penalties

Discovering Sadakuno was responsible for the theft of the Mempo of Pure Thought grants the PCs a Crane Favor, if they agree to keep the matter quiet. Any PC who has "Oath of Fealty: Doji Hiyobe" gains +0.2 Personal Status (to a maximum of 3.9).

If the PCs discover what happened to the Mempo without recovering it, they gain an Imperial Favor for reporting that information to Mitsuhide.

Recovering the Mempo of Pure Thought grants the PCs Otomo Mitsuhide as an Ally (1 Devotion/4 Influence).

Making the events public earns the PCs Doji Hiyobe as a Sworn Enemy (worth 5 points). Any PC who has "Oath of Fealty: Doji Hiyobe" who does so is cast out of his service; unless they find another Crane daimyo to agree to take them in service, they will become ronin. (Such players should contact Campaign Admin for specifics.)

Module Tracking Sheets

Note which party the PC attended.

GM Reporting

Was the Mempo of Pure Thought recovered?

Did the PCs fight the Seven Waves ronin?

If so, did any of the Seven Waves ronin survive?

GM must report this information BEFORE 9/6/2014 for it to have storyline effect

Appendix #1: NPCs of the Imperial Court

Otomo Mitsuhide, Imperial Chancellor; Mitsuhide is a dedicated public servant and skilled courtier who has turned his boundless energy to the service of the Empire. He is not without ambition, but has largely accomplished what he set out to and his focus is on improving life in Rokugan. He is also the highest-ranking Imperial to have avoided giving his support to either the Regent of the Emerald Champion; his continued survival in Otosan Uchi speaks volumes.

Hantei Okucheo, Imperial Regent [R]; Okucheo is an ambitious and ruthless politician, with a strong sense of tradition and a vast sense of entitlement. He has begun to mellow somewhat in recent months, though he still has something of a temper and does not suffer challenges to his authority well.

Seppun Murayasu, Imperial General [L]; Murayasu is a professional military man, though his successes have driven him to a political position he is not fond of. He is determined to keep the peace between the Imperial Regent and the Emerald Champion, however distasteful he finds the courtly games his position requires.

Miya Yumi, Imperial Herald [N]; Yumi is a friendly woman, surprisingly warm for a high-ranking Imperial samurai, even though her Imperial position has required her to work with people she would prefer not to in the last few years. She tries very hard to provide an open, welcoming attitude.

Hida O-Ushi, Crab Clan Champion [CP]; O-Ushi is very quietly bitter over the ties that have been forged between the Crab and the Imperial Regent, though her clan's position has improved in the last few years. The daughter of the Great Bear is not used to feeling helpless, but can't deny that she is in the current court environment.

Hida Tsuneo, Crab General [R]; Grim and stoic, Tsuneo lives to serve the Imperial Regent. His time in the Hiruma provinces was something of a vacation for him, away from the viciousness of the court. Which says something...

Kaiu Utsu, Kaiu Family Daimyo [L]; A brilliant tactician and engineer, Utsu is responsible for many of the practical logistics of the Crab Clan's war against the Shadowlands. He is happy to discuss less martial matters, however, as he genuinely prefers creating to destroying.

Kuni Utagu, Jade Champion [CP]; Utagu is focused entirely on his personal war against the Shadowlands. He views his Imperial position as merely another means of executing the war.

Yasuki Oguri, Yasuki Family Daimyo [N]; Oguri is a merchant at heart, though he turns that aptitude to the Crab's benefit with a skill that is surprising to most. He has been quite busy of late, organizing the influx of materiel and resources from the Imperial coffers for use on the Wall, and securing ever more.

Kitsuki Mizuochi, Kitsuki Family Daimyo [E]; Recently appointed to his position, Mizuochi is personally dedicated to the concept of justice.

Mirumoto Ukira, First Legion Chui [L]; A skilled warrior who won his position in the Legion with his martial prowess, Ukira is starting to be concerned about the changes to the First Legion but feels that the politics are above his rank.

Kakita Yoshi, Kakita Family Daimyo [N]; One of the most skilled courtiers in the Empire, Yoshi is always polite and well-mannered. Recently, he has become concerned that the future of Rokugan may require different leadership than has come forward to date.

Kakita Munemori, Yoshi's Aide [R]; Munemori is a young, handsome courtier with quite the eye for the ladies. He also views himself as something of an "underhand" for the Crane Clan, and is willing to take on tasks that most Crane would be uncomfortable with in the name of the clan.

Ikoma Gohesu, Ikoma Family Daimyo [E]; A returned spirit from the tenth century, Gohesu is the epitome of a scholarly Ikoma. He has taken up his duties as daimyo of the family with surprising verve, though as he held the position in his first life, it is not all that unusual that he should perform his duties well.

Ikoma Ken'ō, Lion General [R]; A cunning strategist with unfortunate parentage, Ken'ō has been blocked from accomplishing many of his goals in life by reason of his birth instead of his merit. He has recently been approached by the Imperial Regent, and is considering taking up a position in the First Imperial Legion.

Yoritomo Gusai, Defender of Golden Sun Bay [CP]; Proud and vainglorious, Gusai is a mighty warrior whose ambition is literally a thing out of legend. He is boisterous and loud, and certainly great fun at parties though much less comfortable to be around in any courtly setting.

Yoritomo Hogosha, Political Advisor to the Emerald Champion [E]; Newly appointed to replace Doji Oharu as the Emerald Champion's main court assistant, Hogosha is a strong-willed and driven man. He is eager to improve his clan's position in the Empire, but also genuinely wants to improve the Empire as a whole. A returned spirit, he died during the War Against the Shadow and remained in Ningen-do as much to prove he could as anything else.

Isawa Taeruko, Master of Earth [CP]; Taeruko is stubborn and arrogant, natural for the most powerful Earth shugenja in the Empire. She is eager to form closer ties with the Crab, but it is as much because her attitude matches theirs in a number of ways as because she wants revenge against the Dragon.

Shiba Kyukyo, Voice of the Council [CP]; A very young man for his position, Kyukyo is a very refined bushi from a clan most well-known for its shugenja. He is actually more comfortable in court than on the battlefield, though he is a reasonably skilled swordsman and proficient duelist.

Bayushi Yojiro, Scorpion Clan Champion [R]; The Master of Secrets is feared through the Empire, though his focus is on restoring his clan to a secure position. The increasing political influence of the Scorpion speaks well of his leadership. He was recently snubbed by the Emerald Champion, and many in the Empire wonder when the Scorpion will take their revenge.

Shosuro Taberu, Master of the Dojo of Lies [N]; A highly skilled courtier, Taberu has made allies and earned favors in every court in the Empire. He currently serves as the master sensei of one of the Scorpion's most important dojo, teaching a new generation of courtiers how to make their way in the vicious game of the court.

Shosuro Tsuyoshi, Hatamoto to Shosuro Yudoka [E]; A returned spirit from the early centuries of the Empire, Tsuyoshi has recently taken up duties as the Shosuro family daimyo's hatamoto and advisor. His guidance led Yudoka to reconcile his political differences with Yojiro, and he has been helping the Scorpion achieve their current supremacy in the courts.

Moto Gaheris Koghun, Son of the Khan [L]; The Young Prince is friendly, outgoing, and energetic. Though raised in the Burning Sands, he is staunchly devoted to his father's integrationist policy.

Ide Gokun, Ide Family Daimyo [R]; A stern warrior from the Dawn of the Empire, Gokun is the son of the founder of the Ide family and was appointed by the Khan to serve as daimyo. He has led Unicorn forces on the battlefield as well as speaking in the clan's interests in the court, and is far more militant than most courtiers.

Ide Tadaji, Imperial Advisor [N]; Tadaji has been a fixture of the Imperial Court for decades, and is easily the most experienced courtier in the Unicorn Clan. His position as Advisor to the Emperor was switched to the Regent after Toturi's death, and he has never been comfortable working with Okucheo even while his level head has been a calming influence on what might otherwise be a reign of madness.

Toku, Monkey Clan Champion [L]; Though he has never forgotten his roots, Toku remains dedicated to the ideals of Bushido. Having earned his position through sheer determination, few seek to discredit his efforts.

Appendix #2: NPCs

Asahina Sadakuno

A fairly hapless shugenja who has gotten in over his head, Sadakuno is being blackmailed by the Kolat to steal and examine the Mempo of Pure Thought. He does not know why, or even who the person pulling his strings is – he only assumes they are Kolat as a result of the conspiracy becoming more public in recent months.

Air 5 Earth 3 Fire 3 Water 2 Void 3

Honor 5.1 Intelligence 5 Perception 3
Status 3.6 Glory 2.2

Initiative: 9k5

Attack: n/a

Armor TN: 35 (Defense Stance)

Damage: n/a

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

School/Rank: Asahina Shugenja 4

Technique: *The Soul's Grace:* May spend a Void Point to reduce all opponents' damage rolls inflicted within 20' by 0k1 for four Rounds. (Using this technique again before its duration expires "resets" the duration but does not increase the damage penalty.) Free Raise on any spell with the Defense keyword.

Affinity/Deficiency: Air/Fire

Spells: Sense, Commune, Summon; (Air: 10k5) Blessed Wind (ML1), Token of Memory (ML1), Benten's Touch* (ML2), Call Upon the Wind (ML2), Mask of Wind (ML3), Gift of Wind* (ML4), Netsuke of Wind (ML4), Draw Back the Shadow (ML5); (Earth: 8k3) Armor of Earth (ML1), Courage of the Seven Thunders (ML1), Force of Will* (ML2) (Fire 7k3: Deficiency) Fires of Purity (ML1); (Water: 7k2) Ebbing Strength, Path to Inner Peace (ML1), Reflections of P'an Ku (ML1), Reversal of Fortune (ML1)

Skills: Artisan: Painting 4, Calligraphy (Cipher) 5, Courtier 5, Divination 4, Etiquette 5, Investigation 2,

Lore: Nemuranai 5, Lore: Theology 3, Meditation 4, Sincerity 5, Spellcraft 5, Stealth (Spellcasting) 3

Mastery Abilities: +1k0 on Contested Rolls with Courtier and Etiquette, +5 on Contested Rolls with Sincerity, +1k0 Spell Casting Rolls

Advantages/Disadvantages: Innate Spells (marked with *), Sage, Soul of Artistry (Artisan) / Blackmailed, Compulsion: Gambling, Small

Kanjin

An insolent ronin who has survived and prospered almost entirely because of his ability to get things done (and a keen sense of self-preservation), Kanjin is perpetually looking for worthwhile work. He is under average height, but powerfully built and graceful despite his bulk. In combat, he much prefers to Grapple or perform Knockdowns, particularly against samurai (partly to humiliate his opponents, partly to avoid consequences for casual killing).

Air 3 Earth 4 Fire 4 Water 4 Void 3

Honor 4.3 Status 0 Infamy 2.2

Initiative: 7k3

Attack: 10k4 (unarmed, Complex), 8k4 (katana, Complex)

Armor TN: 23 (ashigaru armor) **Damage:** 5k3 (unarmed), 8k2 (katana)

Reduction: 1

School/Rank: none/Insight Rank 4

Skills: Athletics 4, Battle 2, Commerce 2, Defense 3, Games: Shogi 2, Hunting (Tracking) 3, Iaijutsu 3, Intimidation 3, Investigation 3, Jiujutsu (Improvised Weapons, Grapple) 7, Kenjutsu (Katana) 4, Lore: Underworld 5, Sincerity 3

Advantages/Disadvantages: Crab Hands, Crafty, Hands of Stone, Luck I, Sage, Strength of the Earth / Benten's Curse, Infamous, Social Disadvantage: Ronin

Appendix #3: Seven Waves Ronin

This combat has the potential to be fairly complicated, and is intended to be very challenging for the PCs. The ronin are meant to be highly accomplished, comparable in power to the PCs; the advantage will still generally be on the players' side as they are always more familiar with their characters and their capabilities than the GM will be with the NPCs. The Seven Waves band will fight as tactically as they can, targeting the greatest threats and putting them down as quickly as possible (like PCs with heavy weapons and Simple Action Attacks or combat shugenja). Though their intention is not likely to be to deliberately cause the death of the PCs (depending on how the PCs treat them), they will not go to great lengths to keep them alive either; the PCs' actions are what will determine if there is a fight in the first place, and they will not insult the Clan samurai by trying to "take it easy" on them. Each of the ronin (except Ikidooru, the shugenja) has the Seven Waves Mercenary Path in addition to their basic School Techniques, granting them static bonuses to attack and damage – these bonuses will lower as the ronin fall, but their statblocks indicate where they start.

Techniques in [brackets] are only available against high-end tables. At the GM's discretion, Akemi and Ryoushi can be given Simple Action Attacks for particularly powerful groups of PCs.

Akemi

Akemi's lord died during the War Against the Shadow, leaving her without a position. She has become a high-ranking member of the Seven Waves otokodate in the years since, trusted with leading their bands on dangerous or high-profile assignments, due to her level head, leadership, and integrity.

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

Honor 6.3 Status 0 Glory 3.3
Initiative: 10k5+5 **Attack:** 10k4+8 (katana, Complex)

Armor TN: 35 **Damage:** 8k2+8 (katana)

Reduction: 3 (light armor)

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

School/Rank: Shiba Bushi 2[3]/Seven Waves Mercenary (Insight Rank 5)

Techniques: *The Way of the Phoenix:* When spending a Void Point for +1k1 on a roll, may choose to spend 2 Void Points (for +2k2) on the roll instead. Guard as a Free Action but the target only gains +5 to Armor TN.

Dancing With the Elements: May choose a target within 30' when assuming Stance for the Round: increase or decrease the TN of a spell cast by or targeting them by 5. May increase or decrease the TN of a spell targeting her by 5.

[*One With the Void:* Twice per skirmish: Regain a Void Point during the Reactions Stage if another character spent a Void Point during this Combat Round; this may exceed normal maximum, but all excess are lost after combat resolves.]

Roaring to Shake Heaven: +2 to attack and damage rolls for each different Basic School represented among allies (max +8).

Skills: Athletics 3, Battle 5, Defense 5, Etiquette 2, Hunting 2, Iaijutsu 4, Investigation 4, Jiujutsu 3,

Kenjutsu (Katana) 7, Kyujutsu 5, Lore: Theology 5, Meditation (Void Recovery) 5, Spears 5

Mastery Abilities: 9s explode on damage with swords
Advantages/Disadvantages: Balance, Paragon of Courage / Social Disadvantage: Ronin

Hakanai

Akemi's second in command, no one knows if the former Scorpion is an actual ronin or if he has been placed in the otokodate to keep an eye on them for the Clan. This has kept him from high command in the organization, though he has never done anything against the interests of the brotherhood.

Air 4 Earth 3 Fire 3 Water 3 Void 5

Agility 4
Honor 3.1 Status 0 Glory 1.2

Initiative: 9k5 **Attack:** 9k4+10 (katana, Complex)

Armor TN: 30 **Damage:** 7k2+10 (katana)

Reduction: 3 (light armor)

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

School/Rank: Bayushi Bushi 1[2]/Seven Waves Mercenary (Insight Rank 4)

Techniques: *The Way of the Scorpion:* +1k1 to Initiative Rolls. +5 to Armor TN against any opponent with lower Initiative.

[*Pincers and Tail:* Feint with one Raise.]

Roaring to Shake Heaven: +2 to attack and damage rolls for each different Basic School represented among allies (max +10).

Skills: Athletics 3, Battle 2, Calligraphy 3, Courtier (Manipulation) 3, Defense 2, Etiquette 2, Hunting 2, Iaijutsu (Focus) 7, Kenjutsu (Katana) 5, Lore: Underworld 3, Sincerity (Deceit) 5, Stealth 4

Mastery Abilities: Free Raise on Focus, +2k2 instead of +1k1 if wins the Assessment by 10 or more

Advantages/Disadvantages: Crafty, Quick / Social Disadvantage: Ronin

Buryoku

A mighty warrior, Buryoku followed his lord into rebellion during the War Against the Shadow and was cast from the Clan when the fighting was over.

Air 3 Earth 4 Fire 2 Water 4 Void 3
Honor 5.4 Agility 4 Strength 5
Status 0 Glory 2.6
Initiative: 7k3 **Attack:** 10k6 (ono, Full Attack, Complex)

Armor TN: 30 (20 FA) **Damage:** 6k4+11 (ono)

Reduction: 5 (heavy armor)

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

School/Rank: Matsu Bushi 2 [3]/Seven Waves Mercenary (Insight Rank 4)

Techniques: *The Lion's Roar:* Adds Honor Rank to damage. + 5 feet movement in addition to the bonus received from Full Attack Stance. (Does not exceed normal maximum move per Turn.)

Matsu's Fury: When taking Full Attack Stance, choose an opponent within 30': successfully hitting them this Turn prevents them from taking Move Actions to move from their current position. During the Reactions Stage, they may roll Willpower (TN equal to the damage dealt). If they fail, the effects end during the next Reactions Stage. Enemies who are immune to Fear cannot be affected by this Technique.

[*The Lion's Charge:* Simple Action melee attacks.]

Roaring to Shake Heaven: +2 to attack and damage rolls for each different Basic School represented among allies (max +6).

Skills: Athletics 4, Battle 4, Defense 2, Engineering 3, Heavy Weapons (ono) 7, Horsemanship 3, Hunting 4, Intimidation 4, Jiu-jutsu 5, Kenjutsu (Katana) 5, Kyujutsu 4, Lore: History 2, Lore: Underworld 2, Polearms 4, Spears 3

Mastery Abilities: ignore 2 points of Reduction, Free Raise on Knockdown, and 9s explode on damage with Heavy Weapons

Advantages/Disadvantages: Large, Paragon of Duty / Gullible, Social Disadvantage: Ronin

Ryoushi

Ryoushi was a young Dragon bushi with a talent for archery and a bright future as a prospective member of the Dragon's Flame Archers when an indiscretion with his daimyo's daughter led to his expulsion from the Clan.

Air 3 Earth 3 Fire 3 Water 3 Void 4
Reflexes 4 Agility 4 Strength 4
Honor 3.3 Status 0 Glory 2.4
Initiative: 8k4 **Attack:** 10k4+8 (yumi, Complex)

Armor TN: 30

Damage: 6k2+8 (yumi)

Reduction: 3 (light armor)

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

School/Rank: Mirumoto Bushi 1/Seven Waves Mercenary (Insight Rank 4)

Techniques: *Way of the Dragon:* No penalties for dual wielding with daisho, and gains +3 Armor TN. When targeted with a spell, may raise or lower the TN of that spell's Spellcasting Roll by 5.

Roaring to Shake Heaven: +2 to attack and damage rolls for each different Basic School represented among allies (max +8).

Skills: Athletics 5, Battle 2, Defense 4, Horsemanship 2, Hunting 5, Iaijutsu 4, Jiu-jutsu 3, Kenjutsu (Katana) 5, Kyujutsu (Yumi) 7, Lore: Shugenja 2, Lore: Theology 3, Lore: Underworld 3, Meditation 2, Stealth 4

Mastery Abilities: +1 to bow Strength

Advantages/Disadvantages: Daredevil, Way of the Land (Mirumoto Toshiro Province) / Lechery, Social Disadvantage: ronin

Ketsurui

When the Kami Shinjo returned and cleansed the Unicorn of Kolat, Ketsurui's lord was one of those slain. Though she was judged innocent, Ketsurui was left too bitter to try to remain with the Clan, and fled to the life of a ronin.

Air 4 Earth 3 Fire 3 Water 3 Void 3
Honor 3.8 Agility 4 Perception 4
Status 0 Glory 2.1

Initiative: 8k4 **Attack:** 10k4+6 (daikyu, Simple)

Armor TN: 30

Damage: 5k2+6 (daikyu)

Reduction: 3 (light armor)

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

School/Rank: Shinjo Bushi 3/Seven Waves Mercenary (Insight Rank 4)

Techniques: *The Way of the Ki-Rin:* When spending Void Point for +1k1 on any School Skill Roll, may add Horsemanship Ranks to total. May not be done in Center Stance.

Dance of the Blade: Up to 3 times per round, when in Full Defense and opponent successfully hits with an attack, may take a Free Action to make a Contested Agility Roll with opponent to make the attack miss.

The Four Winds Strike: Simple Action Attacks with Samurai weapons, or with bows while mounted.

Roaring to Shake Heaven: +2 to attack and damage rolls for each different Basic School represented among allies (max +6).

Skills: Animal Handling 4, Athletics 4, Battle 4*, Defense 3, Horsemanship 6, Hunting 4, Investigation 3, Kenjutsu (Katana) 5, Kyujutsu (Daikyu) 7, Lore: Underworld 3, Medicine 2, Sincerity 2, Spears 5

Mastery Abilities: +1 bow Strength

Advantages/Disadvantages: Absolute Direction, Luck I / Social Disadvantage: Ronin

Ikidooru

An angry Crab shugenja who was kicked out of the Clan during the Clan War (over his strenuous objections to the Crab's alliance with the Shadowlands).

Air 2 Earth 5 Fire 3 Water 4 Void 4
Reflexes 3 Intelligence 4
Honor 3.6 Status 0 Glory 3.1

Initiative: 7k3 **Attack:** 8k3 (tetsubo, Complex)

Armor TN: 30 **Damage:** 7k3 (tetsubo)

(40 in Defense Stance)

Reduction: 5 (heavy armor)

Wounds: 25 (+0), 35 (+0), 45 (+2), 55 (+7), 65 (+12),
75 (+17), 85 (Down, +37), 95 (Dead)

School/Rank: Kuni Shugenja 4

Technique: *Gaze Into Shadow:* +1k0 to Spell Casting Rolls when the target is non-human; any spell that inflicts damage inflicts an additional +1k1 damage on

targets who possesses the Shadowlands Taint. Free Raise on spells with the Jade keyword.

Affinity/Deficiency: Earth/Air

Spells: Sense, Commune, Summon; (Air: 6k2); By the Light of the Moon (ML1); (Earth: 10k5) Jade Strike* (ML1), Stone's Endurance (ML1), Tetsubo of Earth* (ML1), Be the Mountain (ML2), Embrace of Kenro-jin* (ML2), Grasp of Earth (ML2), The Wolf's Mercy (ML3), Maw of the Earth (ML4); (Fire: 8k3) Biting Steel (ML1), The Raging Forge (ML1), Ward of Purity (ML2); (Water: 9k4) Path to Inner Peace (ML1), Stand Against the Waves (ML2), Regrow the Wound (ML3)

Skills: Athletics 3, Battle 3, Calligraphy (Cipher) 2, Defense 5, Heavy Weapons (Tetsubo) 5, Hunting 3, Intimidation 3, Investigation 4, Lore: Shadowlands 6, Lore: Theology 2, Medicine 4, Spellcraft 5

Mastery Abilities: ignore 2 points of Reduction and Free Raise with Heavy Weapons, +1k0 Spell Casting

Advantages/Disadvantages: Innate Spells (marked with a *), Strength of the Earth / Obtuse, Social Disadvantage: Ronin

Player Handout #1: NPC List

Hantei Okucheo, Imperial Regent (Status 9.5, Glory 6.2, Infamy 1.2) [R]

Otomo Mitsuhide, Imperial Chancellor (Status 9.0, Glory 2.1)

Seppun Murayasu, Imperial General (Status 8.5, Glory 7.2) [L]

Miya Yumi, Imperial Herald (Status 9.3, Glory 6.1) [N]

Hida O-Ushi, Crab Clan Champion (Status 8.0, Glory 6.3) [CP]

Hida Tsuneo, Crab General (Status 7.0, Glory 7.6) [R]

Kaiu Utsu, Kaiu Family Daimyo (Status 7.0, Glory 4.5) [L]

Kuni Utagu, Jade Champion (Status 9.0, Glory 6.9) [CP]

Yasuki Oguri, Yasuki Family Daimyo (Status 7.0, Glory 4.3) [N]

Kitsuki Mizuochi, Kitsuki Family Daimyo (Status 7.0, Glory 3.9) [E]

Mirumoto Ukira, First Legion Chui (Status 5.2, Glory 5.7) [L]

Kakita Narumi, Crane Clan Regent (Status 7.5, Glory 3.2) [E]

Kakita Yoshi, Kakita Family Daimyo (Status 7.0, Glory 6.1) [N]

Kakita Munemori, Yoshi's Aide (Status 4.0, Glory 3.9, Infamy 0.4) [R]

Ikoma Gohesu, Ikoma Family Daimyo (Status 7.0, Glory 5.5) [E]

Ikoma Ken'o, Lion General (Status 7.0, Glory 6.4) [R]

Yoritomo Gusai, Defender of Golden Sun Bay (Status 7.2, Glory 6.0) [CP]

Yoritomo Hogosha, Political Advisor to the Emerald Champion (Status 6.5, Glory 5.2) [E]

Isawa Taeruko, Master of Earth (Status 7.5, Glory 5.6) [CP]

Shiba Kyukyo, Voice of the Council (Status 5.0, Glory 3.4) [CP]

Bayushi Yojiro, Scorpion Clan Champion (Status 8.0, Glory 6.0) [R]

Shosuro Taberu, Master of the Dojo of Lies (Status 4.0, Glory 4.2) [N]

Shosuro Tsuyoshi, Hatamoto to Shosuro Yudoka (Status 4.7, Glory 1.8, Infamy 0.1) [E]

Moto Gaheris Koghun, Son of the Khan (Status 7.0, Glory 5.7) [L]

Ide Gokun, Ide Family Daimyo (Status 7.0, Glory 5.3) [R]

Ide Tadaji, Imperial Advisor (Status 9.0, Glory 5.1) [N]

Toku, Monkey Clan Champion (Status 7.5, Glory 7.3) [L]