

City of Night

**A One-Round High-Rank Adventure for Heroes of Rokugan:
Spirit of Bushido
Rokugani Month, 11XX (Season)**

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The Kolat hide in a shadowed fortress, but the time has come to end them at last.

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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 preceds 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 x-x rank adventure, and thus can involve parties of widely varying capabilities. The encounters have been optimized for a party of average Rank x-x.

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 x):

High End Party (most/all characters Rank x-x):

Adventure Summary and Background

Summary of the plot for the GM.

List of advantages, disadvantages, and other information that will be specifically important in this module goes here.

Character Notes

Check the PCs' character sheets for the following:

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Introduction

The PCs begin by getting a letter, requesting them to travel to an inn in a small village at the furthest northern point of Scorpion lands, in the foothills of the Spine of the World Mountains. The request is made on a personal level, but warns that the meeting has vital importance for the whole Empire, in specific to "carry on Utsuro's legacy," a clear reference to the recently-slain Emerald Magistrate who pursued the Kolat throughout Rokugan. It also warns against high-profile inquiries that might "excite vigilance among the wrong parties, as they have agents in all quarters."

As it is a personal request, PCs who intend to follow the letter's instructions must make personal arrangements to travel, but even those without great position find their path has been smoothed, the Imperial bureaucracy working to aid rather than hinder them this time. When at last they reach the village, the PCs likely find themselves traveling together for the final stretch, the only real samurai visitors to this backwater of the Empire.

Rumors

Gossip should follow the same basic format: a **Courtier (Gossip)** / **Awareness** roll, TN 10; a successful roll

learns one rumor at random, plus one extra rumor for every 5 points by which the roll beats the TN. (Local samurai often receive a Free Raise for this roll.) The rumors include:

- An alliance of samurai from the Crab, Crane and Lion Clans, along with an Imperial Legion, have driven the armies of Toturi Daio out of Toshi Ranbo; Daio's forces have withdrawn in good order and only after inflicting heavy casualties on their attackers. The Legion is now attempting to withdraw, while the Crab/Crane and Lion units turn on each other for control of the city.
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When they arrive, the innkeeper shows the PCs into the small inn's tiny private dining room; it is a bit crowded, especially as there is one other guest: Teinen, the monk once known as Doji Oharu. He greets the PCs in an amiable fashion, particularly if he has worked with them before, and indicates a folded and sealed paper in the center of the room's small table. It simply says "Tear Me" on it blocky kanji. "I chose to wait until we were all arrived before I investigated the matter further," he explains.

The innkeeper knows how many PCs to expect, and indicates to the group when the party has all arrived. At that point, Teinen opens the folded paper, if no one else does; tearing it as instructed produces a lengthy illusion, even as another, tightly folded paper falls free of the larger sealed package. The illusion is of a Scorpion shugenja with a mask in the shape of a snarling wolf; any PC who played "Emperor's Favor" will recognize this man as having been instrumental in both capturing the murderer of Bayushi Kimetiko and in possibly arranging the assassination of Emperor Toturi. The image bows politely and begins to speak.

"Greetings, samurai. I am Soshi Nowaru. First of all, thank you for coming in response to my request. I have gathered you here at the command of my master in order to help bring about the end of a mutual enemy: the Kolat conspiracy. Information uncovered by the late and lamented Shiba Utsuro has put them back on their heels; they have begun to move to conceal themselves once more, but the interim provides a window of opportunity. I am here to give you the information you require to take best advantage of that window. I am sure that, as the honorable samurai I know you are, you will put my information to good use."

“I know our previous interactions might have colored your perception of my intentions. Whatever you may think of the greater purpose I serve, you must admit that I have never lied to you nor given you false information. Together we once brought a murderer to justice; now we have the opportunity to work together to end the worst heresy this Empire has seen since the Bloodspeaker. I know you will do the honorable thing.

“The second piece of paper is a map showing the location of the Kolat’s current hidden headquarters, It is an underground complex, dating back to before the fall of the Kami, located near the pass now called Akodo’s Grave. My information suggests that several of the remaining Kolat Masters, although not all of them, are currently present within the complex.”

The PCs can roll **Investigation (Notice) / Perception**, TN 30, to catch that the image’s eyes flicker for a moment in Teinen’s direction at the words “not all of them.” How, or if, the pre-programmed image would know where Teinen is currently sitting cannot be determined.

“The Kolat have a significant military presence in the Unicorn provinces just to the north, but the southern, Scorpion end is less well defended. Many of those military units are engaged in preparations to guard the Kolat masters as they flee their bolthole to others, even less visible. As a result, a small unit of skilled samurai might be able to infiltrate the site and cut the head off the snake before it draws back into the shadows once more. You have little time to decide; the City of Night will be empty and dead once more within a week. May the Fortunes guide your path.”

Teinen strongly encourages the PCs to act on the information Nowaru has provided, proposing that they move directly against the “City of Night” while he uses his contacts from his previous life to move the Emerald Legions to the path’s north end to assault the Kolat armies there. He does point out, though, that technically the decision – and the consequences – are the PCs’ alone; as a simple monk, he can neither command them nor authorize them to take any actions. This means that the PCs will not have any official sanction to pursue a military action on the sovereign territory of a Great Clan; undertaking this mission will therefore incur Honor loss as though committing a major breach of etiquette (see page 90 of the 4E Core Rules); Honor 9+ characters lose an additional point of Honor if they don armor or carry non-daisho weapons without permission. (Characters with lesser Honor incorporate that loss into the loss for undertaking the mission at all.) If the PCs question Nowaru’s actions, motivations or information, Teinen can confirm that what Nowaru has said conforms to what

Teinen himself knows about the situation, and fills in some gaps in ways that make sense. “Nowaru may consider you useful tools, but I submit that you are the Empress’ tools, to serve her justice, no matter how you come to be in that position.” If the PCs question his own motives or alignment, Teinen stares directly at the questioner and says, “Whatever else I may have been or may now be, I am not a Kolat,” backed up by his **Sincerity / Awareness** roll of 10k8+5 and the Emphasis.

PCs who refuse to participate earn 2 XP for good roleplaying, but are otherwise out of the adventure.

Part One: The Sixth Way

Travel from the inn to the location marked on the map takes about half a day’s easy travel and then a full day’s hard going over terrain that can only claim the term “pass” by the thinnest of measures. (Travel on horseback is no faster than on foot here, and in fact a mounted samurai must make three **Horsemanship / Stamina** rolls, TN 25, over the course of travel; each failed roll inflicts 2k2 Wounds to that samurai’s mount.) The City of Night would normally be better protected than it is, but recent investigative pressure brought by the Emerald Magistrates across the Empire has forced the Kolat’s hand, and they are scrambling to withdraw in less time than they would prefer. Still, there are three sentries located in various places near the City entrance. If the PCs approach without any attempt at stealth, they are automatically spotted, and the two nearest the entrance head into the City to warn those inside. If they do not, they must make **Stealth (Sneaking) / Agility** rolls, TN 40, to avoid being spotted by the sentries before they reach the City doors; spotting the sentries, on the other hand, requires hitting a TN 30 **Investigation (Notice) / Perception** roll, to spot one of them; exceeding the TN by 10 allows them to spot a second sentry, and exceeding it by 20 spots all three. If the PCs see all three and are not seen themselves, they can kill the sentries easily and without risking an alarm. If they see/kill one or two but not all three, the remaining sentry or sentries fire signal arrows to alert watchers inside, but cannot move to join the fight without being struck down.

The entrance to the City of Night is visible only because of recent excavations by the unknown (likely Kolat) hands to expose the massive stone gate. It is set high up on the steep mountainside, on the eastern slope of the narrow and treacherous pass. Even this close to summer, the air is biting and pockets of snow hide among the shady spots around the mountain boulders. The excavation itself is about sixty feet across, steeply angled, about almost fifteen feet deep. The stone gate itself is roughly twenty-five feet wide, two heavy stone

doors with faded and illegible carvings covering their surfaces, gaping wide. Beyond them, the passage is swallowed by darkness.

Lighting inside the City is provided by bound kami, triggered by touching kanji carved into the City's crystal walls by Gennai Shikkui. The PCs are unlikely to know this without seeing it in action, and will therefore probably want lanterns or other light sources when they explore the City. Ceilings in most of the City are about ten feet high, although the troll section of the city they are closer to fifteen feet high (see Part Three: The Halls of Fire for more information). All the city's surfaces are composed of a strange, green-purple crystal; footing is surprisingly good, though, even though it looks as though it ought to be slick. The crystal has Reduction 10 and usually about 15 Wounds to make a meaningful break in a crystalline section; it does not count as "earth" for the purposes of spells such as Embrace of Kenro-jijin or The Mountain's Feet.

The stone passage behind the gate links to the original city gates after about fifty feet of zokujin-carved tunnels (the zokujin also carved the stone cover-gates). The crystal gates are closed, although they open with just a push. Unlike a traditional Rokugani gate, these gates fold inward on themselves, almost like birds' wings being tucked away. More importantly, the gates also hold the first of several "surprises" readied by Gennai Shikkui to ward against intruders: traps powered by kami bound into mystic inscriptions he has carved into walls, floors and doors in various places throughout the complex.

Recognizing the inscriptions for the threat they represent requires a **Spellcraft / Perception** roll, TN 35. Characters with Wary or similar bonuses against ambush might be allowed to make this roll automatically, but otherwise PCs should specifically state that they are looking at the relevant carvings in order to spot the carefully-hidden kanji amongst the older, non-Rokugani markings. They are all activated when someone touches or comes within 5 feet of the marked surface or item without speaking a suitable passphrase. In this way, the Kolat not only threaten outsiders but also control access to the individual compounds within the City, limiting each quarter to the authorized members of certain sects. Disabling a ward-trap is possible, requiring a knife or chisel and a successful TN 25 **Spellcraft / Agility** roll. Failure on the roll sets off the trap.

The trap built into the front gates is designed to capture interlopers for interrogation, and like all Shikkui's traps, relies on altering one element into having characteristics of another. In this instance, it involves changing the Earth kami in the stone passage so it carries some

characteristics of Water, essentially creating a pit of quicksand in the hallway. The pit might catch anyone standing within ten feet of the gate, as it is that deep and as wide as the passage, but it takes a few quick moments to form. A **Defense / Reflexes** roll, TN 35, allows a PC to take a Free Action movement to try to get clear of the pit's area before it swallows them up. Anyone who doesn't or can't escape the pit must make an **Athletics (Swimming) / Strength** roll, TN 30, as a Complex Action – this roll is affected by *twice* the usual penalty a PC's armor would normally apply to Agility or Reflexes rolls. If the PC succeeds, they may make a Free Action move to reach the pit's edge; otherwise, they can only float where they are. Failing by at least 15 means the PC slips beneath the sucking wet sand and must hold their breath or risk drowning (see 4E Core rules, pg 83). The pit lasts a total of 20 Rounds, but is actually more dangerous when it ends – anyone still in the quicksand when the magic ends is trapped in solid rock instead and must be dug out, a task that may prove impossible without suitable tools. If a PC in the pit is offered a rope, piece of cloth or other implement to help pull them out, the trapped PC adds the Strength of anyone on the other end to their own for the purposes of making the Athletics roll and to their Water for the purposes of calculating their Free Action movement speed.

Once the PCs have dealt with the trap, in one way or the other, they can move into the City itself. If the PCs triggered the trap or if the sentries outside the City entrance spotted the PCs, the first line of defense within the City is waiting for them: a squad of bushi lead by one of the ranking Steel Sect members present in the City, Morito Chalisa (possibly first encountered by the PCs during the adventure "Undefended Border"). There is one Kolat ronin for every PC, in addition to Chalisa.

A large open space, roughly four hundred feet across, awaits you beyond the first gate. It looks like some kind of plaza, although large stone boulders are scattered here and there throughout the area, and deep cracks and chasms split the crystal floor here and there. The plaza is roughly hexagonal, with each face of the hexagon hosting a large gate or archway in the center. The western gate, where you stand, is unmarked on the inside, but the other gates all have distinct elemental themes. The stone ceiling above curves up almost quarter mile above you, in seeming defiance of its own weight, and beyond each gate are buildings visible above the plaza's walls, some of which glow from within as though lit by lanterns or other human lights. None of the buildings look Rokugani, and most seem ill-fitted and bizarre to human eyes and proportions. A rough stable has been built out of wood on the south side of the plaza, clearly far more recent than the rest of the construction here.

If Chalisa is on guard, she is mounted in the plaza center, while her men are behind cover in a rough semicircle around the opening gateway. The waiting archers fire as soon as the PCs become visible; Chalisa herself waits to charge until either the PCs move toward the archers – in which case she charges to intercept – or if the PCs attempt to flee – in which case she rides them down while her men begin advancing, still firing their bows. Until she can reach the PCs in a single Round on her horse (100 feet of distance), Chalisa remains in Full Defense. If she recognizes the PCs, she doesn't give any sign; her sharp-nosed face still carries the vicious scar she earned from the blade of Miya Gokinju several years ago.

If the PCs do not encounter her on the way in, Chalisa is awaiting them when they are at last heading out of the city and back toward the surface.

Morito Chalisa

Air 5	Earth 5	Fire 3	Water 4	Void 5
		Agility 5		
Honor 1.2		Status 0.0	Glory 2.1	

Initiative: 10k5+7 **Attack:** 10k6-5 (katana, Simple)

Armor TN: 40 (heavy armor) **Damage:** 8k2 (katana)

Wounds: 25: +0; 35: +3; 45: +5; 55: +10; 65: +15; 75: +15; 85: Down; 95: Dead

School/Rank: Morito Bushi 5

Rank One: Legacy of the Four Winds (+1k0 to initiative while mounted; +1k0 to attacks while mounted)

Rank Two: The Wind Blows Many Ways (+1k0 to any five Bugei Skills for the duration of one combat, chosen at the combat's beginning)

Rank Three: Thunder and Fury (Simple action attacks while mounted)

Rank Four: The Blade Upon the Wind (may spend Void Point to set initiative to equal anyone else in the combat; loses -5 init every Reactions stage for remainder of combat)

Rank Five: Fast and Furious (+2k2 attack and damage vs target with lower init)

Skills: Athletics 4, Battle 7, Defense 4, Horsemanship 6, Hunting (Tracking) 5, Iaijutsu 4, Intimidation 3, Jiujutsu 4, Kenjutsu 6, Kyujutsu 5, Lore: Kolat 6, Lore: Underworld 4, Spears 4.

Advantages/Disadvantages: Perceived Honor (2 ranks)/Dark Secret (Kolat), Social Disadvantage (Ronin)

Kolat Ronin

Air 3	Earth 2	Fire 2	Water 4	Void 4
Reflexes 4	Stamina 4	Agility 4		

Honor 2.8	Status 0	Infamy 0
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Initiative: 7k4 **Attack:** 9k4 (katana, Complex) or 9k4 (yumi, Complex)

Armor TN: 30 **Damage:** 9k2+4 (katana) or 6k2 (yumi)

Wounds: 14 (+0), 18 (+0), 26 (+2), 34 (+7), 42 (+12), 50 (+17), 58 (Down, +37), 66 (Dead)

School/Rank: Forest Killers/Insight Rank 3

Rank One: Strength of the Forest (+Stamina to Wounds per Rank; +Stamina to melee damage)

Skills: Athletics 3, Defense 4, Etiquette 1, Games: Fortunes and Winds 1, Intimidation 4, Investigation 3, Jiujutsu 5, Kenjutsu 5, Knives 3, Kyujutsu 5, Lore: Kolat 3, Lore: Underworld 3, Stealth 4

Advantages: Large, Strength of the Earth

Once the fight is over, or if there was no fight, the PCs have their choice of gates to pass through. Going clockwise from the PCs' left as they enter the plaza, the gates are decorated as follows:

- Crows and other birds, clouds, straight-edged swords, occasional bolts of lightning (this artwork looks *almost* Rokugani in style)
- Massive humanoid figures, dancing flames, crossed axes, angry scowling faces (the artwork is squarish and blocky but with almost no sharp corners, just thick lines and few small details)
- Eyes with slitted pupils, swirling vortices, pentacles and other five-sided shapes, geometric figures with no clear context (the artwork is bold, striking, with angled chips in the crystal reminiscent of claws)
- Serpentine lines, crashing waves, fish and sharks, seaweed and rice stalks (the art is languid, flowing, and the proportions seem oddly bulging or collapsed inward a little in random places)
- Highly stylized mountains, cracks and crevasses, sharp-edged and uneven stripes shaded to give each stripe a different texture (sharply angular and pointy art, with great carving control and greater depth and detail than any of the others)

These gates lead to the Halls of Air, the Halls of Fire, the Halls of Void, the Halls of Water and the Halls of Earth respectively. Each closed gate but one has another one of Shikkui's traps on it; the details are given in each section below.

Part Two: The Halls of Air

The Halls of Air were once the quarter of the city occupied by the kenku, the bird-spirits known for their

swordsmanship and Rokugani-like sense of honor. Unlike the rest of the city, much of the architecture and décor in this section of the city somewhat resembles Rokugani designs, indicative of the influence the kenku had on the fashion of the early Empire, via their links to the Crane. The doors here are not paper, but they are the thinnest crystal in the city, almost translucent (cut Reduction and Wounds in half, rounded down) and they slide sideways to open and close like Rokugani doors do.

Now the Halls of Air hold the headquarters of the Kolat's intelligence-gather apparatus, the core of what would one day become the Silken Sect. Now, though, it is primarily the demense of handlers and mission planners, samurai and peasants who are most skilled not at carrying out the various espionage missions the Kolat carries out across the Empire, but at organizing, supplying and coordinating them. Roughly two dozen sect members work here on a regular basis; right now, with the Kolat under attack across the Empire and more exposed than it has been in a decade, there are almost no missions ongoing, and most of the workers in this section have already fled for the protection of the military forces elsewhere.

Shikkui's trap on the Air gate is particularly treacherous, involving a spray of caustic lye dust into the air (Fire bound into Earth to suppress Air). Resisting the spray requires a **Raw Stamina** roll, TN 25, and is treated as a poison for effects that give bonuses against such things. Failing the Stamina roll makes the PC Fatigued and applies the effects of the Bad Sight Disadvantage for the next 12 hours; if the PC fails by 15 or more, they are Blind instead of having Bad Sight for that period.

The Halls of Air are a series of small buildings, clustered together in sets of two or three. Each cluster is atop a tall crystalline structure, an inverted pyramid that looks completely incapable of supporting any weight at all. There are small platforms in front of the outside doors for each building, but by default there is no way to reach these platforms from the ground. However, wooden ladders have been built by human hands linking several of them to the open crystal floor, giving those without wings access.

There are no meaningful opponents to be found in this part of the city; while exploring, the PCs may find two or three individuals, but they don't put up any defense or offense if attacked, and if questioned cannot aid the PCs with any immediately-useful information. (As true believers in their cause, they cannot be intimidated, and even torture or magic will prove largely ineffective thanks to the efforts of the Dream Sect on those Kolat members assigned to work in the City itself.) Nonetheless, there is important information to be found

here – records (now fragmentary) of past missions can be linked to various agents across the Empire. Finding this information is difficult, though. An **Investigation (Search) / Perception**, TN 45, allows the PCs to find the relevant information. The highest rolling PC who has not already earned a Clue earns a Clue on this roll; see the Conclusion for more on what this means. Regardless, finding the agents earns the PCs +0.1 Glory.

Part Three: The Halls of Fire

The Halls of Fire were the section of the City of Night dedicated to the ancient trolls, masters of philosophy and intellect as well as complex and varied styles of martial combat. These days, the trolls have fallen far from their former glory, but traces of what they once were can still be seen here. In recognition of the trolls' greater size, the ceilings are taller, the doors and rooms wider than elsewhere in the City. All the relevant dimensions are about 50% greater than the rest of the complex.

The modern day has seen some works of intellect return to the Halls of Fire once more; now, though, they have done so under the auspices of the recently-founded Cloud Sect, the designated archivists of the Kolat. Much of the information that was stored here has already been removed by the time the PCs arrive, but is not all gone. The Sect's internal coordination has suffered since the death of its former leader, Isawa Korekado, early last summer. A new leader, Gennai Shikkui, has only recently appeared, and he has not yet proven himself and earned the whole loyalty of his Sect at this point. Now that the PCs have arrived, he's not likely to get the chance to do so in the future.

Shikkui has not set up a trap on these Halls.

The Halls of Fire are structured like a small town of their own, large houses and buildings of crystal with clean lines and sharp angles, many also possessing staircases and promenades supporting broad columns. Those PCs who have visited the city of Voltturnum in the Shadowlands recognize the architectural style. In the center is a small arena, which Shikkui has converted into his laboratory. He has several wooden tables and chests scattered around the large open space, along with a small handful of assistants. (Again, Dream Sect counterprogramming means that these assistants are far more likely to die than say anything, even with the use of magic or torture.) When he sees the PCs, he blinks a few times in surprise, as though trying to place them, before murmuring, "Ah. Problematic." He then touches two specific places on the table, both of which glow

brightly for a moment. Immediately the ground quakes briefly and there is a roar of sound as one of Shikkui's arms suddenly lights on fire and the other is wrapped in lightning-flecked clouds. Surging water wraps around his legs and thick stone crawls over his chest and back, while his face disappears behind a star-covered, swirling patch of darkness.

Elemental-Infused Gennai Shikkui

Air 5 Earth 5 Fire 5 Water 5 Void 5

Honor 1.3

Armor TN: 35

Reduction: 10

Initiative: 9k5

Wounds: 100 (Dead)

Powers: *Elemental Body:* While in this form, Shikkui has no spellcasting abilities, instead channeling elemental power directly through his body. On his turn, he rolls a number of dice equal to his Void Rank; each one that rolls a 6 or higher allows him to take a Complex Action this round; he may trade no more than one of these actions for a pair of Simple Actions instead. During the Reactions phase, he loses one Rank of Stamina permanently; this does not reduce his Earth, but if he drops to 0 Stamina, he dies immediately.

Fire Fist: Attacks with Shikkui's right fist deal typical unarmed damage, but also set the target on fire, dealing an extra 3k2 Wounds from the flames.

Lightning Fist: Attacks with Shikkui's left hand deal typical unarmed damage, but also send bursts of lightning and peals of thunder pounding through the target's body, inflicting an extra 1k1 Wounds and Dazing the target for one Round (recovery is automatic).

Ebb and Flow: As a Complex Action, Shikkui can heal his Water Rank in Wounds or move 20 feet per Water Rank.

Carapace of Earth: Shikkui gains Reduction 10, and can spend a Complex Action to automatically purge himself of any poison or disease.

The effect is triggered by touching a set of previously-prepared inscriptions, but once discharged, the inscriptions have no more effect. Once Shikkui is dead, the remaining archives beckon in the form of several small libraries scattered through the quarter, and diligent searchers might indeed find interesting information about the Kolat's history and several of their past and current plots. An **Investigation (Search)** / **Perception**,

TN 45, allows the PCs to find the relevant information. The highest rolling PC who has not already earned a Clue earns a Clue on this roll; see the Conclusion for more on what this means. Regardless, finding the information earns the PCs +0.1 Glory.

Part Four: The Halls of Void

The Halls of Void were once the home of the kitsu, the lion-like creatures whose blood still runs through the Lion Clan. The magicians and spiritual masters of the Five Races, the kitsu used their portion of the City of Night to research the various Spirit Realms and construct complex theories about the nature of reality, the power of reincarnation and the ultimate purpose of existence.

The trap placed on this door is not magical; Shikkui did not bind the kami to the Gate of Void, preferring instead to use a more straightforward, mechanical trap. A hidden lever must be gripped when opening the gate, else a pit trap, carved from the crystal floor beneath the PCs' feet, opens up. The trap deals 2k2 damage from the fall, and the spikes at the bottom deal another 3k2. Spotting the trap requires a TN 25 **Investigation (Search)** / **Perception** roll if the PCs search the floor specifically; otherwise, they can spot the hidden lever with an **Investigation (Notice)** / **Perception** roll, TN 35; determining its function requires a TN 20 **Craft: Engineering** / **Intelligence** roll.

These days, the Halls of Void are primarily occupied by the nascent Dream Sect, specialists in using magic, drugs and intense torture to break and remold the very minds and spirits of their victims. Consequently, the Halls of Void have become a nightmarish abattoir, a labyrinth of tiny chambers containing mysterious fluids, tables with thick leather restraints, oddly distorted mystical diagrams drawn on floors and ceilings alike, and an unsettling number of bloodstains. Dream Sect members can be found here and there among the rooms, all of whom die without speaking, regardless of provocation.

In a few places, some quirk of the City of Night's structure or an echo of the ancient kitsu magics presents the PCs with disturbing glimpses into the Dream Sect's techniques. In one spot, a flickering, transparent image of a young boy holding a carved wooden samurai stares in confusion at the empty space between two bloodsoaked manacles as they dangle from the wall. "Honored mother?" the boy asks tremulously. "Why-" The image flickers, and for a horrible moment the young boy is instead a sickening oni-like figure, all teeth and lascivious tongue, still holding the carved toy; it flickers

again at once, and is the boy once more. “-do you have that sword, mother?” he finishes, still in that sweet voice. In another, illusions of two women, one much older than the other, lean down on either side of an empty table, where an occupant’s head would be if someone were lying on it. They each whisper continually; the older snarling disappointment in her “worthless, pathetic” son, the younger a series of lecherous, sensual, vile images and acts she describes herself doing to the listener. After a few moments, the two switch – the younger now criticizing her “weak, pitiful” husband, the older describing the same sorts of scenes as the other had been before. Mirrors cover many of the walls, and in some of them, the PCs see brief reflections of themselves in the places where the brainwashing victims would have been held or restrained. The vision is shocking, creating a Fear 4 effect among the watching PCs.

Although deeply unsettling, the hints of previous subjects do also provide potential identities for currently-active Kolat agents under deep conditioning. An **Investigation (Search) / Perception**, TN 45, allows the PCs to find the relevant information. The highest rolling PC who has not already earned a Clue earns a Clue on this roll; see the Conclusion for more on what this means. Regardless, finding the information earns the PCs +0.1 Glory. The Fear effect impacts these search rolls, should any PC have failed them, and a PC who was forced to flee simply cannot search at all.

In one room, a thin, dark-skinned woman with deep creases on her leathered face lies on her side, a pool of blood staining the woven mat beneath her body. She wears a pure white kimono, now red with her blood, and a Crab-forged wakizashi lies just beyond the tips of her lifeless fingers. There is a small scrap of paper next to her as well:

We built our own world
Towers of the mind and soul
Now fallen in dreams

Part Five: The Halls of Water

The Halls of Water are, as advertised, designed for amphibious creatures, generally lacking any surface-level buildings and instead consisting of a number of canals and artificial pools both small and large. Many of the latter do contain structures, below the designed water level. In some cases, water still fills the channels and ponds as it was intended; in most, though, rubble and mud choke otherwise empty conduits.

Shikkui’s trap here takes advantage of the “airlock” entrance that once maintained the quarter’s much higher humidity. An inner gate stands behind the outer one; the trap is set into the outer gate, but works by rapidly filling the space with methane gas (Fire infused into Air), and then releasing a small spark. The two gates are designed not to open at the same time; only by breaking one or both down can the mechanism be overcome. The trap goes off in the space between the two gates on the round after the outer gate is open. It simply deals 4k4 fire damage to anything in that area.

The Lotus Sect is primarily focused on the removal of samurai who are threats to the Kolat; as such, its members tend to be the sorts of individuals that samurai overlook. Their leader, Master Lotus, is actually an eta named Ban, and most of the sect is comprised of either very low-Status peasants or individuals who have long since mastered how to seem as that sort of person. When the PCs enter the Halls of Water, Ban and his allies attempt to take advantage of the fact to set up an ambush. Shortly after beginning their exploration of the quarter, the PCs find approximately a dozen men and women, washing clothes in one of the still-flowing canals. They cower and flinch away from the PCs as they move through the area, attempting to present no evidence of threat. (This might actually tip the PCs off somewhat, as they seem far more terrified and willing to cooperate than any of the other, brain-reinforced agents the PCs might have encountered so far.) When the PCs are in something of a crossfire, or when they begin attacking otherwise, the Lotus agents launch their assault. They use a basic but effective strategy: attempt to bull-rush the PCs into the canal (making Cooperative Knockdown attempts, usually in two-person pairs for a resulting 8k3+5 attack and 4k1 damage from each), then throw shuriken covered in Night Milk poison (see pg 334 of the 4E Core book) to cause them to drown.

There are six more Lotus assassins than there are PCs, plus Ban.

Ban

Air 6	Earth 4	Fire 5	Water 3	Void 5
			Perception 5	
Honor 0.8	Status -10		Infamy 0	
Initiative: 10k6			Attack: 10k6 (knife, Complex) or thrown shuriken (10k7)	
Armor TN: 40 (off-hand dagger)			Damage: 4k3 (acid-dipped knife) or 3k1 (shuriken)	
Wounds: 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Dead)				
School/Rank: none/Insight Rank 5				

Special: The acid on Ban's blade adds +0k2 damage, and deals an additional 2k2 damage on his turn the following Round (this does not stack with multiple hits in a Round).

Skills: Athletics 6, Defense 7, Games: Fortunes and Winds 5, Intimidation 4, Investigation (Notice) 4, Jiujutsu 7, Knives (Tanto) 8, Lore: Underworld 3, Ninjutsu 7, Sincerity (Deceit) 6, Stealth 8

Mastery Ability: gains a Free Raise for the Extra Attack maneuver with knives

Advantages: Bland, Crafty, Silent

Lotus Assassins

Air 4	Earth 2	Fire 2	Water 2	Void 2
	Stamina 3	Agility 3		
Honor 1.8		Status -10	Infamy 0	

Initiative: 5k4

Attack: 6k3 (knife, Complex) or thrown shuriken (8k4)

Armor TN: 25

Damage: 3k1 (knife) or 2k1 (shuriken, doesn't explode)

Wounds: 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Dead)

School/Rank: none/Insight Rank 1

Skills: Athletics 3, Defense 4, Etiquette 1, Games: Fortunes and Winds 1, Intimidation 4, Investigation 3, Jiujutsu 5, Knives 3, Lore: Underworld 3, Ninjutsu 4, Stealth 4

Advantages: Bland

Other than the remaining Lotus, however, there is nothing of interest to find in the Halls of Water.

Part Six: The Halls of Earth

The Halls of Earth were the residence of the zokujin during the era of the Five Races; the so-called "copper goblins" were shamans every bit as esoteric as the kitsu, but they focused on mystical understandings of the material Realm rather than the Realms beyond Ningen-do. They provided the calm balance to maintain relations between the other four groups, and it was the zokujin who preserved as much of the City as they could after the earth rose up to bury it in the disaster that brought about the end of the great experiment that was the original City of Night.

Today, the Halls of Earth are the sepulcher-like domain of Master Jade, the Shadow- and Taint-corrupted entity once known as Yasuki Taka. Although not the primary architect of the PCs' arrival in the City of Night, he has used what influence he can muster from within his

heavily-enchanted container of jade and crystal to try to bring someone – anyone – to him to carry out his most fervent wish: to die at last. His first attempt, reaching out to his son, Yasuki Oguri, went awry, eventually triggering Oguri's exposure as a Kolat Master and very messy end just a few months ago. Taka has too little humanity left to mourn his son's death, remaining solely focused on seeking meeting the same fate himself.

Shikkui's trap on this section's gate is simple but effective: a spray of burning acid (Water infused with both Earth and Fire) across everyone standing in front of the gate. A **Defense / Reflexes** roll, TN 35, avoids the spray; anyone who fails takes 3k3 Wounds from the corrosion, plus an additional 1k1 Wounds on the following round unless a Complex Action is taken to remove all the PC's outer clothing before the acid can burn through to the skin. Either way, the clothing is destroyed, and the Armor TN bonus of any worn armor is reduced by half permanently. Failing by at least 15 or more provokes a **Raw Stamina** roll, TN 15, of the PC also permanently gains Disturbing Countenance, losing Benten's Blessing or Dangerous Beauty if they possess them.

The Halls of Earth themselves are tight, narrow chambers built in a warren-like fashion, almost impossible to navigate without aid. Finding the center requires a **Hunting (Trailblazing) or Craft: Mining / Perception** roll, TN 30; else the PCs simply wind up back where they started, convinced that they have explored all the tunnels without finding anything. All throughout the tunnels are strange marks in an unusual language, and each intersection contains what seems like small shrines or other religious sites to spirits only the zokujin themselves might know.

If the PCs do find the center of the tunnel complex, they find a much larger shrine, almost the size of a temple one might find in a major Rokugani city. In the center, where there was once an inhuman statue to some unknown earth spirit, the Kolat have now placed Taka's jade and crystal prison. It is a large box, carved from a single crystal and wrapped in chains of solid jade. Warding kanji are incised into every visible surface.

At first, when the PCs enter, the box merely appears dark, as though it were a solid black slab simply wrapped in crystal. Soon though the darkness ripples, begins to contract in on itself, flows, and reshapes itself into a humanoid figure, although dimly, behind the person, vague shapes like writhing tentacles can be seen. The humanoid figure shifts and moves constantly, twitching and shuddering as though being in such a form is painful to it.

“KILL ME,” it hisses, the words reverberating through the crystal.

“RELEASE ME AND KILL ME.”

It is difficult for Taka to maintain enough focus and sense of self to explain himself, but for the hope he death, he forces himself to do so. He offers his name, admits his position as Master Jade (and that he was once Master Coin before selecting his son for the job) and claims to have infiltrated the Kolat with the original intent of destroying it. Now, though, the Nothing and Jigoku are warring for his soul, and he wants to end it. “THEY STUDY ME, LISTEN TO ME SCREAM AND DIVINE MY MASTERS’ PLANS FROM THEM. ALL I ASK IS RELEASE. FREE ME AND KILL ME – I CANNOT END MYSELF, BUT YOU CAN DO IT, SAMURAI.”

It is up to the PCs how they want to answer Taka’s plea. Killing him is as simple as smashing the crystal box – it cannot be opened without destroying it – and attack Taka with weapons that can harm spirits (ones made of jade, crystal or obsidian, nemuranai or magic spells). As long as the PCs can deal at least 50 damage from those types, Taka dies. Freed from the prison, Taka looks like a shadowy half-man, half-squid abomination, but he holds himself in check and allows the PCs to kill him. If they free him and cannot kill him, eventually he screams and apparently dissolves – but he is not destroyed, instead called at last to the Shadowlands to serve the Shadow Dragon there. They can also simply leave him be; he continues to rave and beg for death, but can do nothing.

Conclusion

Once the PCs have explored all of the Halls, they should be able to leave the City – although if they have not already battled Chalisa, they must do so before they can return to the freedom of the air. When they leave, though, they find themselves walking not into the quiet pass from which they entered, but into a brewing war. As they make their way up the passage from the City, a sudden, terrible rumble echoes through the cavern, tossing the PCs about and filling the shaft with dust. When they leave, they see a recent rockslide, one caused not by nature but by battle shugenja shaping the terrain to suit their preference. Sounds of battle and the clash of armies echo up the pass from the north, where the banners of the various Great Clans face off against the wolf’s-head banner of Toturi Daio, the so-called Lost Heir.

If the PCs find all three Clues, they all gain an additional +0.2 Glory. They learn the following information from

their researches, based on how many Clues the entire party found:

- 1 Clue: Toturi Daio is a Kolat patsy, a ronin who no longer even remembers his real name, manipulated by Kolat agents and even physically altered to resemble Toturi via Kolat magic. The Kolat have acted directly in order to try to head off the return of the Hantei line to the throne.
- 2 Clues: Master Steel, head of the Kolat’s military, is not located within the City of Night at this moment. Instead, the man who was once known as Shinjo Yokatsu, Champion of the Unicorn, is currently on the field with Daio.
- 3 Clues: The Kolat were not responsible for the assassination of Toturi or Kaede; in fact, they supported Toturi’s ascension and would have protected him if they could. Instead, they have recently learned of the existence of another secret organization they believe was responsible for both; this hidden faction has been manipulating the entire Empire for some years. To this point, the Kolat has not yet been able to identify a leader or a specific ideology.

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
Doing Stuff:	+1XP
Doing Other Stuff:	+1XP

Total Possible Experience: 4XP

Honor

The PCs lose Honor as given at the adventure's beginning, plus any more they might lose for Low Skill use.

Glory

The PCs gain pips of Glory based on the number of Clues they find; if they find none, they lose one pip of Glory for inactivity.

Other Awards/Penalties

None to speak of

Module Tracking Sheets

Record which PCs found a Clue. Remember that no PC should earn more than one Clue; if a PC who already found a Clue finds another one, the Clue goes to the next-highest roller.

GM Reporting

Did Taka die, get left as he was, or escape to the Shadowlands?

How many Clues did the PCs find in total?

**GM must report this information BEFORE
(Expiration date) for it to have storyline effect**

