

Corrupt Officials

A Two-Round Low/Mid-Rank Adventure for Heroes of Rokugan (Champions of the Sapphire Throne)

Round One

by Rob Hobart

The Emerald Magistrate Akodo Torokai has been tasked with cleaning up the corrupt Scorpion city of Toshi Aitate. Assisting him may prove to be a more difficult task than defeating the Shadowlands itself. Bayushi-family PCs may not play this event!

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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, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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.

GM's Information

THIS SCENARIO SHOULD NOT BE RUN COLD! Please read the scenario thoroughly before attempting to run it.

This adventure is a Low/Mid-Rank adventure, and should only be played by Rank 1, 2, or 3 characters. Characters of Insight Rank 4 or higher will be too powerful for the challenges presented here.

All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate. Sometimes, reading it straight just doesn't sound right.

Remember that family names come before personal names. Akodo Toturi is from the Akodo family and his personal name is Toturi.

A note on commerce in Rokugan: Samurai are not supposed to care about worldly possessions, especially money. A samurai pays a commoner as if the money is meaningless, a concession to the commoner's silly needs. Between samurai, the exchange of money and merchandise is an exchange of "gifts."

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. The following may be considered as guidelines:

- Performing an act of selfless, sacrificial loyalty to one's daimyo or clan: +1 point of Honor.
- Abiding by the tenets of bushido when one could gain an obvious advantage from breaking them: +1 point of Honor.
- Betraying or disobeying your duty, Clan, or family: lose 1-10 points of Honor and Glory, and possibly Status, depending on the severity of the failure. Gain the same amount of Infamy.
- Crying out in pain when injured: lose one point each of Honor and Glory.
- Using sneaky, underhanded, or treacherous methods when at an Honor rank higher than zero: lose 1-5 points of Honor. If caught, also gain 1-5 points of Infamy.
- Using poison: lose 1-10 points of Honor, depending on the circumstances (there is always an Honor loss for using poison). If caught, also gain the same amount of Infamy.
- Performing a socially acceptable public act of extreme courage and skill: +1 point of Glory.
- Drunk, insulting, or otherwise ill-mannered in public: lose 1-5 points of Glory. For extreme abuses, also gain an equivalent amount of Infamy.
- Playing entire adventure without doing anything of note: lose 1 point of Glory (this cannot reduce Glory Rank below Insight Rank).
- Made ronin: Status drops to zero.

Adjusting for Party Strength

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

Although most of the challenges here are role-play oriented and thus not terribly dependent on party strength, a few changes can be made to adjust the adventure difficulty for low-end or high-end parties, as follows:

Low End Party (average party Insight Rank is less than 2):

- Reduce the TNs for Skill and Trait rolls by 5.
- For the final ambush/combat, lower the Broken Songbirds thugs' Earth to 3, and decrease the number of thugs by one (for a crowd ambush) or two (for an open-street ambush).
- Kodo does not have the spell *Wind-Born Slumbers*.

High End Party (half or more of the characters are Rank Three):

- GM may, discretionally, increase Skill roll TNs by 5.
- During the final ambush/combat, the Broken Songbirds thugs have weapon and Defense Skill ranks at 1 higher.

Adventure Summary and Background

The Scorpion Clan is currently in the throes of an internal power struggle between the Bayushi and Shosuro families. The daimyo of the Shosuro, Shosuro Hido (“the Spider”) has been steadily expanding his influence in the Empire’s criminal cartels and underworld, and various Bayush-backed cartels have opposed him. Two years ago, Bayushi Kisai, the third-highest-ranking member of the Bayushi family and the head of their crime cartels, attempted to strike at Hido by having a Scorpion-hating Emerald Magistrate assigned to Hido’s main power-base of Ryoko Owari. Hido retaliated by arranging for the Magistrate, Kakita Makito, to be audited and disgraced for corruption.

Now, Hido is striking back. For the past eight years he has been muscling into Kisai’s territory in Toshi Aitate, the city of (highly regulated) vice and corruption which lies in the southern Scorpion territories. Now he has arranged for another Emerald Magistrate, Akodo Torokai, to be assigned to Toshi Aitate to “clean up” the City of Vice. Hido knows that Kisai is heavily involved in Toshi Aitate’s criminal enterprises, so an honorable and capable magistrate like Torokai will inevitably act against him... clearing the path for Hido’s own cartels to eventually take control of the town.

The PCs become involved in this tale when they are assigned to Akodo Torokai as yoriki. In the first round of the adventure, they will arrive with Torokai in the city and begin the task of cleaning up the Magistrate’s office and dealing with the worst criminal elements. Assuming they survive these tasks (which are by no means safe), in Round Two they will move against Bayushi Kisai himself, a hazardous enterprise that will also bring them into confrontation with a dangerous assassin.

Special Case: Bayushi PCs

Obviously, the Bayushi family is not about to allow any of its samurai to participate in an investigation against its interests. Therefore, Bayushi-family PCs cannot play in this adventure unless they explicitly choose to

reject their family’s commands – in which case, they are made *ronin* before the adventure begins.

GM’s General Notes on Toshi Aitate, the City of Vice

The City of Vice is a den of indulgence and sin – a city of geisha houses, gambling dens, opium dens, brothels, and other such disreputable occupations. For centuries, the Scorpion have taxed and regulated the city, turning its disgraceful businesses into useful income for their Clan. Those who visited Toshi Aitate and sampled its shameful pleasures were mostly *ronin* and wealthy merchants, mixed with the occasional furtive samurai, and the Scorpion saw no reason why their sins should not benefit the Clan.

In the last century, however, things have changed. The influx of wealth into the Empire from the gaijin trade has weakened the social order. More and more samurai have succumbed to their vices, coming to Toshi Aitate to indulge themselves out of view of the rest of the Empire. As the wealth flowing into the city has magnified tenfold, the Scorpion have found it increasingly difficult to maintain control. Over the last three generations, a powerful yakuza gang, the Broken Songbirds, has taken control of the businesses in Toshi Aitate, first extracting protection money and then skimming off profits directly. The vast profits from these activities have allowed them to bribe the magistrate and governor of Toshi Aitate, subverting the city’s original principle of “regulated vice.” It has also made both those officials and the gang’s leaders some of the richest men in the Empire.

Eight years ago, as part of his overall campaign to take control of organized crime in Rokugan, the Shosuro family daimyo Shosuro Hido ordered a gang he controlled, the Smiling Tigers, to open a chapter in Toshi Aitate, with the goal of wresting control of the city from the Broken Songbirds. The gang has enjoyed some modest success, and the conflict between it and the Songbirds has led to escalating violence and unrest throughout the city. It is this effort which prompted the city governor, Bayushi Kisai, to strike at Hido’s own power base in Ryoko Owari. And now it is this violence and disorder which Hido has used to bring Toshi Aitate to the attention of the rest of the Empire, forcing the office of the Emerald Magistrates to pay attention to the city’s far greater popularity and corruption. Akodo Torokai’s assignment to “clean up” Toshi Aitate is the result.

Shosuro Hido has manipulated this with the intention for Torokai to eliminate the Broken Songbirds and the

governor, Bayushi Kisai, thereby leaving a power vacuum which Hido's own Smiling Tigers can fill.

IMPORTANT GM's Note on Running This Adventure

"Corrupt Officials" is set in an extremely corrupt and immoral city, and thus deals (albeit indirectly) with fairly mature subject matter such as drug addiction and prostitution. The GM should be careful to handle such material carefully, using judgment and good taste, especially if some of the players are of younger age or are uncomfortable with such themes. Ultimately, the point of this adventure is the characters' attempt to confront and overcome the corrupt men who rule the City of Vice – the GM should keep the action focused on that goal, and keep the vices themselves in the background.

The Weather

Rokugan is suffering through an unusually hot and dry summer during this adventure. Throughout the day, the PCs must endure blazing sunlight and oppressive heat. At night, the temperature drops only slightly, and the air feels close and stifling. Fluttering fans are ubiquitous, as everyone struggles to keep themselves from overheating.

Introduction

At the start of the adventure, the PCs are on the road to Toshi Aitate, accompanying the Emerald Magistrate Akodo Torokai to his new assignment. The PCs have been tasked to serve as his yoriki (deputies), and each of them has been issued a jitte as a mark of their position.

Akodo Torokai is in his late twenties, a slightly plump man but otherwise in excellent condition. He wears his hair undyed and in a traditional samurai topknot. Torokai is a friendly, good-natured man with a ready sense of humor. However, underneath this light-hearted exterior is an honorable and strictly traditional samurai who follows the code of bushido and obeys his superiors.

PCs who have played the adventures "Writ of Justice" or "Way of Death" have met Torokai before. If they gained him as an Ally during either of those adventures, he has specifically requested their assistance for his new assignment to Toshi Aitate. Otherwise, their reasons for being here are as follows:

- Clan or Imperial PCs have been sent here by their daimyo in response to Torokai's request for samurai to serve as his yoriki (deputies).
- Ronin PCs have been hired by Torokai to fill out his crew of yoriki. He has given them 1 koku up front and promised to pay all of their living expenses for the duration of their service, with the possibility of a bonus for outstanding performance.

Torokai will make a point of greeting and introducing himself to all of the PCs, and discussing their mission. He will open this as follows: "Have any of you heard of the city of Toshi Aitate? The City of Vice, they call it these days." PCs who can roll **Intelligence/Lore: History** at TN 25 can recall the story of the city's history (as described here). Otherwise, Torokai will tell the tale:

"The story is that back in the time of Bayushi Shoji, there was a town called Sekkai Yurri, the City of Limes and Lilies. It was a terrible place, full of violence and corruption, overrun by gamblers and thugs. But then a disaster happened, a flood that destroyed much of the town. Shoji, it is said, appointed a man named Bayushi Zenasuru to rebuild the town, but he did more than rebuild it – he transformed it, taking control of the gambling houses and regulating them, turning it into a place where vice was accepted and embraced as long as the Clan got its share in taxed. The place was renamed Toshi Aitate, the City of the Open Hand... though in our own time, it has become better known as the City of Vice."

Once this history is explained, Torokai continues with a scowl: *"Whatever one might think of such an idea, it seems clear that the consequences have been most unfortunate for the honor and virtue of the Empire. Samurai from all over Rokugan visit Toshi Aitate and indulge in every sort of vice it offers. The city has become an infection in the body of the Empire, dissolving the principles of Honor in a swamp of selfish indulgence."* Having made this angry speech, Torokai pauses and smiles. *"Listen to me, thundering away like some Crane rhetorician. My apologies. But it is an indisputable fact that Toshi Aitate attracts samurai from all across the Empire, offering them the chance to indulge their sins. We have the chance to cleanse the worst of the corruption from this place."*

Having explained the background for their mission, Torokai will go on to discuss the practical details. *"Rumors are rife in the Imperial Courts about the corruption of Toshi Aitate, suggesting that the*

authorities in the city no longer have the slightest control over its vices. Supposedly gangs clash openly in the streets, and every official in the city, from lowest to highest, accepts bribes to look the other way. Kitsuki Jiro-sama, the Emerald Champion, has decided that steps must be taken to uphold the law here. He has commanded me, as an emergency act, to take over the administration of law in Toshi Aitate, displacing the Scorpion magistrate here. This will no doubt offend the Bayushi family greatly, and we must expect the local authorities to obstruct and hamper us at every turn. I will have to rely entirely on your assistance to succeed in this assignment. Furthermore, we will not have much time to have an effect on this city, for Kitsuki Jiro-sama has declared that he will visit Toshi Aitate in one month's time to take my report."

If the PCs ask Torokai for details, he can share the following additional information:

- The governor of Toshi Aitate is named Bayushi Kisai, and the current magistrate is named Bayushi Honmitsu.
- Bayushi Kisai is said to be a very wealthy man with many contacts and allies throughout the Bayushi territories. He inherited the post of governor from his father – the position has been in their family line for over two centuries.
- Torokai has been unable to dig up much information on Bayushi Honmitsu. However, he does know the man was appointed to his position by Kisai, and can therefore be expected to support Kisai.
- The rumors about Toshi Aitate suggest that the city's supposedly "regulated" vice industries have instead become corrupting influences that have destroyed law and order in the city. There are tales of open street violence, of samurai being assaulted, robbed, blackmailed, or even murdered, and allegations that the magistrate and the city guard either do nothing to prevent these crimes or, perhaps, actively assist in them.

Once he has explained the situation and the mission, Torokai will ask the PCs what skills and knowledge they can bring to this mission. If they previously assisted him in either "Writ of Justice" or "Way of Death" he will remember what skills they employed there and will encourage them to use those abilities again here.

Once this conversation is over, move on to the PCs' arrival at the city.

Arrival at Toshi Aitate

As Lord Sun drops to the west, you crest a low hill and see the City of Vice on the plain ahead of you. Evening shadows are already creeping across the plain, but the city is easily visible as a long, narrow blaze of multi-colored lantern light, pointing south away from you like a spear-shaft. The evening deepens as you ride toward the city, and by the time you reach the main gate, the sky is turning the deep purple-blue of twilight. The city only brightens, however, as more and more lanterns awaken. Looking through the gates – which, unlike any other city you have ever visited, are kept open after sunset – you see a long corridor of blazing color, crowded with people. Samurai and commoners jostle each other as they walk up and down the long street, and the sounds of music, laughter, and talk fill the air with a low roar.

There are four Scorpion guards at the open gate, which is known as the Gate of Auspicious Luck. Their attitudes are distinctly casual, and they seem to spend more time watching the crowd and chatting with each other than they do checking papers. Once they see Akodo Torokai's papers, however, they snap to attention and bow politely. "Welcome to Toshi Aitate, magistrate-sama! Do you require an escort?"

Torokai declines the offer with a cool smile. *"I believe I can locate the governor's residence without your assistance, samurai-sans. Please, return to your duties – they clearly require great effort."* The guards back away with humiliated glares.

If any PCs ask whether it was wise to provoke the guards, Torokai snaps that he does not feel any regret at pointing out a ji-samurai's shortfall of duty. "If this is how this city watches its gates, it is small wonder that it has such a reputation."

The PCs have entered the Street of Gold – the great north-south street that is the center of Toshi Aitate (see Appendix #2 for more details on the city). The street is packed with revelers, men and women of all ages and from both the samurai and heimin castes, passing to and from the many restaurants, noodle shops, sake houses, and the many large and colorful gambling houses and geisha houses. Many of the people are clearly drunk (or possibly under the influence of opium, it is difficult to tell), and stagger about singing, laughing, and generally behaving in a most un-Rokugani fashion.

Barkers stand outside the entrances to all of the larger businesses, extolling the virtues of their establishments (see Appendix #2 for details of their behavior). Street entertainers – musicians, jesters, tricksters – weave through the crowd, performing for tips. Pairs of Bayushi samurai occasionally stroll down the street, wearing round straw hats and carrying jitte, with which they jab anyone who does not get out of their way.

In order to reach the governor's residence, Torokai and the PCs must traverse the entire one-mile length of the Street of Gold, pushing through the crowds of revelers. Torokai is visibly disturbed by being forced to repeatedly touch or brush past other people, including commoners.

Part One: A Visit with Governor Kisai

A tall stone wall rises on the PCs' left as they reach the far end of the Street of Gold. Piercing the wall is a high wooden gate, and two fully armored Scorpion bushi stand guard outside. Waiting between them is a slim young man in a court kimono. As the PCs approach, he offers a bright smile and steps forward to offer a low bow. "Akodo Torokai-sama! On behalf of Governor Bayushi Kisai, allow me to welcome you to Toshi Aitate! The Governor awaits you within, where hospitality has been prepared in anticipation of your arrival. Please, follow me."

This obsequious young man is Bayushi Enzai, a minor cousin of the Governor. He is a loyal sycophant and a reasonably skilled courtier, but lacks the ruthlessness that typifies the true Scorpion. He is slavishly loyal to his kinsman Kisai and will never betray him.

Enzai ushers Torokai inside the gates. Within is a large and magnificent garden, containing many fine sculptures and other works of art interspersed between carefully tended shrubs, cherry trees, small streams, raked gravel, and three koi ponds. The PCs cross a small arched wooden bridge over one of those ponds and approach a large, well-apportioned house, a sprawling structure the size of three or four normal samurai residences. The roof is of beautiful glazed red tile, and large globe-shaped paper lanterns hang from the eaves at each corner. Servants, most of them pretty young women, scurry about the place, bowing and ducking out of the way as samurai pass.

The PCs will be given the chance to bathe and change into formal garb before dinner. (A roll of **Intelligence/Etiquette** at TN 10 reminds the PCs that

failure to bathe before dinner is a grave insult to their host – Torokai will certainly be angry with any of his yoriki who shame him in this manner.) If any of them do not have a good-quality kimono of their own, the house servants will quietly place a fine-quality black kimono outside the bath-house while they are cleaning up. A PC who uses this kimono is implicitly accepting that his own lord cannot provide for him – this costs 1 point of Honor for all Clan/Imperial PCs. A ronin PC does not suffer the loss of Honor but should consider himself indebted to the Governor, albeit in a very minor way.

On the way to dinner, Torokai will speak briefly to the PCs in a low voice, warning them to let him take the lead in announcing their mission in the city, and also warning them not to speak without thinking. "In this place, words are both weapons and armor. Speak accordingly."

Meeting with Scorpions

After they have bathed, Torokai and the PCs are led into a dining hall, where they greet the Governor and his courtiers. Besides Bayushi Enzai, who the PCs have already met, they will be introduced to the following personages:

Bayushi Kisai. The governor of Toshi Aitate is a smooth, oily middle-aged man with pale flawless skin, a widow's peak, and a wide, smiling mouth. He wears a wooden mask that frames his face without concealing his features. Kisai always has an aura of subdued menace about him, and in conversation will often drop subtle threats or menacing implications, trying to make everyone think he knows much more than he actually does. As a Scorpion courtier, he will be aware of any Bad Reputations the PCs have, and will sense if they have other Disadvantages, though he will not know what they are unless they are physically obvious.

In reality, Kisai is quite desperately alarmed by the arrival of Torokai and the PCs, and he will spend the dinner simultaneously trying to intimidate them and to get them to spill something about their mission and what they know.

Bayushi Hanami. The governor's wife is a plump middle-aged woman with a peevish voice and manner. She wears a translucent silk mask that ill-conceals her sagging features, but a PC who rolls **Perception/Medicine** at TN 10 can tell that she was once a great beauty. She is not vulnerable to flattery – she is all too painfully aware of how her looks have faded since bearing her husband four children, three of

whom lived to adulthood. Nor will understanding and sympathy get far with her, for a life as a Scorpion has hardened her soul against any such weakness.

Bayushi Akira. The governor's eldest son, Akira is a handsome, talented, and healthy young man of seventeen, back visiting his father after completing his gempukku ceremony in Kyuden Bayushi earlier this summer. PCs who played the adventure "Bayushi Lineage" can recall seeing him among the gempukku students with a roll of **Raw Intelligence** at TN 15. Akira is aware of his father's corruption, and has been for years – as the eldest son, he is expected to handle these affairs once his father retires. However, he will pose as an innocent if that seems like the advisable position. He is a young man with a young man's appetites and vulnerabilities, and potentially could succumb to the charms of an attractive woman – see "Seductions and Subversions" under Part Five: Investigations for details.

At the dinner, Akira will play the dutiful and honorable son, and will attempt to gain the PCs' sympathies by posing as an innocent young man wondering why his father is suddenly under attack. His father has instructed him to try to position himself to pick up the pieces for the family if the worst happens.

Bayushi Honmitsu. The Scorpion Clan magistrate for Toshi Aitate is a tall, skinny, physically unattractive man in his early thirties, and wears a full-face mask carved in the form of a menacing oni with prominent fangs. This allows him to rely on his deep, smooth speaking voice (Voice advantage). Honmitsu is a deeply corrupt man, addicted to physical comfort and luxury, far gone down the path of dishonor and hopelessly dependent on the bribes and payments offered by the Broken Songbirds. He knows he is probably the primary target for Torokai's investigation, and that governor Kisai will sacrifice him without a moment's hesitation. Therefore, he will try to press the PCs for clues and information on their mission and Torokai's intentions. He has the ability to be smooth and charming, but due to his anxiety over the situation, PCs who make an **Awareness/Courtier** roll at TN 25 can pick up his intense underlying tension and fear.

Bayushi Chiaki. Honmitsu's wife is a former Phoenix, betrothed to him ten years ago in a minor court negotiation. She is a skinny, pale-faced, slump-shouldered woman whose heavy cosmetics fail to completely conceal the dark circles under her eyes. Their children are all too young to attend this dinner. Chiaki is deeply addicted to opium, and her husband's

position allows him to supply her with all she might need – consequently, she is slavishly loyal to him.

Chiaki will attempt to be a charming wife who flutters her fan and engages in small talk, but her efforts often fall flat. Any PC who observes her and rolls **Perception/Medicine** or **Perception/Poison** at TN 20 can spot the glassiness to her eyes that indicates she is under the influence of some sort of drug. If the PC makes TN 30 or better, they detect the faint scent of opium underneath her heavy perfume.

Bayushi Akai and Bayushi Tamanara. These two samurai, both men in their early twenties, are two of Honmitsu's yoriki. Physically, Akai is short and slightly plump, and cultivates a fussy little moustache and goatee. Tamanara is taller and leaner, with a clean-shaven face. Both men are loyal to Honmitsu, and present a front of coldly polite hostility to the PCs.

Kodo. This middle-aged ronin shugenja is Honmitsu's third yoriki. He presents the front of a pious man who seeks to serve the cause of peace and justice – shaving his head like a monk and often fingering a set of prayer beads. In actuality, Kodo is a skillful deceiver, highly loyal to Honmitsu, and serves as the magistrate's main liaison with the Broken Songbirds.

Kodo will chat with the PCs in a kindly and generous manner during the evening, attempting to deceive them into thinking he is trustworthy and honorable. He claims that he works for Honmitsu because "the cause of justice does require the assistance of the Kami." If the PCs discuss the corruption of Toshi Aitate, the older man smiles. "Should we not pay special attention to the needs of those who are engulfed in the Sin of Desire? The monks of Daikoku seem to think so, for their shrine here turns the greed of visitors to the service of the Fortunes."

Bayushi Shinkuji. The captain of the city's garrison, a grizzled, gruff-spoken man in his forties with a facial scar that creases his right eyelid. He wears a military-style mempo that covers his upper face, leaving his mouth unmuffled should he need to shout commands. Shinkuji does not strike much of an imposing figure – he has a strong five-o'clock shadow, his eyes are somewhat bloodshot, and there is a general air of seediness about him. He avoids speaking more than he has to, and spends much of the evening eating and drinking in silence. A PC who watches him can roll **Perception/Investigation** at TN 20 to notice that he does not actually drink much sake, and that his lips and hands both tremble intermittently. A roll of **Intelligence/Medicine** at TN 20 suggests that this is

behavior of an addict denied his fix, although the PCs cannot sense any scent of opium around him.

Shinkuji is corrupt as well, naturally, and is nominally loyal to Kisai. However, he has recently become addicted to a dangerous new drug, Crimson Flower, supplied by the Smiling Tigers sake houses. Consequently, he represents a serious weakness in the Bayushi position in Toshi Aitate.

Shinkuji is a widower – his wife died in childbirth, and his only child, a daughter, was married off over a decade ago. Shinkuji is pretty much immune to seduction – he regarded his marriage as nothing more than duty, is too self-centered to ever love anyone, and slakes his modest physical desires at the House of the Peach.

Dinner and Announcements

After everyone has been introduced and there has been a suitable opportunity for socializing and subtle threats, Kisai will lead everyone into the dining chamber, a large room with a polished wooden floor and one wall opened to the beautiful garden outside. Female servants scurry about on tabi-cloaked feet, setting plates and cups into place and then delivering food and drink to the table.

The meal is excellent, and includes many rare and expensive items, such as the delicate flesh of the tsu fish and the exotic Burning Sands spice known as *saffuronu* (saffron). The sake is, of course, the renowned Taka-label sake.

Some PCs may be paranoid enough to suspect poisoning, but Torokai will eat and drink boldly and without hesitation – he guesses correctly that the Bayushi will not dare to move against him that obviously. He will wait until the end of the meal, however, before proclaiming his mission:

“This meal has been most excellent, Bayushi Kisai-sama, and I must compliment you on your hospitality and the beauty of your house. Unfortunately, the time has come to speak of less pleasant matters.” He draws forth a folded letter and places it on the table with a bow. ***“Under the authority granted me by Kitsuki Jiro-sama, Emerald Champion to the radiant Emperor Toturi XII, I must take control of the enforcement of law here in Toshi Aitate. My yoriki and I will now be in charge of all such matters for the city. With your permission, we shall move into your magistrate’s residence immediately.”***

Bayushi Honmitsu’s normally smooth voice goes hoarse with anger. ***“Do I hear this correctly, Akodo-san? You... you and your rabble of lackeys will take over my lawful duties and even my residence? Do you lack all courtesy, to insult me so in front of my lord?”***

Torokai shoots any impetuous PCs a warning look as he bows deeply and carefully. His voice remains calm. ***“I offer no insult, Bayushi Honmitsu-sama, I merely relay the commands of my own lord, the Emerald Champion. If you believe an insult has been made, I humbly and respectfully suggest that your complaint lies with him, and not with me, his humble servant.”***

During this exchange, Bayushi Kisai has flicked open the letter with one manicured fingertip, and reads the contents without lifting the paper from the table. ***“It seems your description of your orders is indeed accurate, Akodo Torokai-san. I congratulate you on your fine memory. We live in sad times, when the honor of a loyal magistrate may be sullied by mere rumors. But the Scorpion Clan will never question the orders of the Emerald Champion. By all means, take the authority and the residence you have been commanded to take. Perhaps you might wish to remain here this evening, while Bayushi Honmitsu-sama moves his personal belongings and informs his staff of your arrival?”***

Akodo Torokai’s voice remains even, but the faintest smile creases his face as he answers. ***“Ah, you are most generous to offer us even further hospitality, Bayushi Kisai-sama. But given the importance of my orders, I believe it will be best that my yoriki and I take up our new residence immediately, so that there need be no delays in undertaking our duties. Of course, Bayushi Honmitsu-sama may remain in the residence if he wishes, or his servants may remove his personal belongings elsewhere if that is his preference.”***

Kisai nods coolly, while Honmitsu is unable to suppress an angry flush. ***“Very well, Akodo Torokai-sama. Perhaps it would be best, then, if you and your yoriki departed for the magistrate’s residence at once. We would not wish it suggested that we impeded your duties in any way.”***

After a few more stiff pleasantries, Torokai and the PCs depart the house. A servant with a lantern is sent with them to light their way and guide them to the magistrate’s residence, a courtesy which Torokai does not refuse.

To the Magistrate's Residence

As soon as they leave the Governor's Residence, Torokai will drop back among the PCs and asks, in a low voice, if any of them know where the magistrate's residence is located. "I suspect this servant will lead us on a roundabout route, to delay us while Honmitsu cleans out anything incriminating in his office."

A PC who rolls **Raw Intelligence** at TN 20 remembers spotting a likely-looking walled house near the city's main gate. Alternatively, a PC can roll **Intelligence/Lore: Scorpion Clan** at TN 25 to know specifically that the magistrate's residence at Toshi Aitate is located near the Gate of Auspicious Luck. Torokai's suspicion is indeed correct – the servant has been ordered to take a roundabout route to delay their arrival. If the PCs recall the correct location, they can realize that the servant is taking a sub-optimal route. If they correct him, or simply take their own route, he will apologize for his own error.

The magistrate's residence is a large, fine-quality single-story samurai-caste house with a small but excellent walled garden in front. Inside, the house contains both offices for the magistrate, his clerk, and his yoriki, and the private quarters of Honmitsu and his wife and children.

If the PCs are delayed, when they arrive a small crowd of servants will be outside loading crates and bundles onto a pair of wagons. Bayushi Honmitsu is supervising them, while his wife is inside gathering their children. Honmitsu's three yoriki stand at the front door – the two Scorpions bestow hostile glares on Torokai and the PCs when they arrive, while Kodo stands aside and piously works his prayer beads.

Honmitsu has, of course, spirited away as much evidence as he can in the guise of taking his personal belongings. He will not allow anyone to search the crates he has taken out of the residence, taking any such request as a bitter insult and threatening a challenge over it. Torokai will recognize that this is a no-win situation and will order any aggressive PCs to stand down.

If the PCs arrive quickly, they will reach the front gate of the magistrate's residence a few minutes before Bayushi Honmitsu and his wife stride up, accompanied by two wagons. When Honmitsu arrives, any PC watching him can roll **Perception/Investigation (Interrogation)** at TN 25 to catch a brief moment of surprise and frustration in his face when he sees the PCs have beaten him here. But he quickly pulls

himself together and bows to Torokai. *"Akodo Torokai-sama, with your permission, I would like to retrieve my family and our personal belongings. I believe it would be best for me to relocate to the Governor's Residence."*

Torokai will allow this without argument, but will quietly suggest that the PCs place themselves so as to observe the Scorpions' activities in the house (though not intruding on the privacy of their children). The PCs will be the targets of unhappy glares from the Scorpion yoriki, but their presence will effectively prevent the Scorpions from retrieving any evidence from the "office" portions of the house.

Either way, once Honmitsu has loaded his family and possessions into the wagons, he will offer Akodo Torokai a half-mocking bow. *"I will not insult you by suggesting that you might need the assistance of my yoriki, Akodo-sama, since you have so thoughtfully brought you own. I wish you the best of fortune in your new responsibilities."* The Scorpions depart and Torokai is left with the PCs.

Torokai will suggest that they all bathe and sleep before confronting their tasks with fresh and rested minds.

Part Two: The Magistrate's Office

The next morning, Torokai will meet with the PCs to review the materials and information in the magistrate's office, and to discuss their duties here in Toshi Aitate.

The morning sunlight streams through the translucent paper walls into the magistrate's office. A freshly-bathed Akodo Torokai sits cross-legged next to a low shelf full of neatly-racked scrolls and papers. Servants bring in pots of tea and trays of rice-cakes, setting them down next to each of you. Torokai waits for them to leave the room and slide the wooden doors closed before he speaks. *"I doubt we can trust the servants of a Scorpion household, but unfortunately we will have to make do – I doubt there are any trustworthy replacements available in this corrupt city."*

If any of the PCs have the Servants advantage and volunteer their own servants to run the office, Torokai will be delighted, and immediately dismisses the Scorpion servants from the house.

Regardless, he will proceed to explain the situation. *"These papers contain the records of this office. I suspect they have been heavily doctored, in order to*

maintain appearances, but nevertheless, there may be profit in our searching through them for patterns or unusual events. Corruption is difficult to hide completely.” He will divide up the papers between himself and all of the PCs, and spends the morning

To research the reports, the PCs may roll either **Intelligence/Investigation**, **Intelligence/Calligraphy**, or **Intelligence/Commerce**, all at TN 20. Each PC may roll once, and must choose which skill to use before rolling. (Totokai will roll with Investigation, and will succeed.) Total the number of successes with each skill to determine what information the PCs gain:

Investigation:

With one success, what Torokai and the PCs will learn depends on whether they prevented Honmitsu from reaching the residence before them.

- If Honmitsu beat them to the house, they discover that there are exactly two weeks in the last four months in which, mysteriously, no crimes are reported – even though at least one crime is reported every day for the rest of that time period. This suggests that some reports have been removed. If a shugenja PC *Communes* with the Air or Earth spirits, they can ascertain that one of the yoriki (Bayushi Akai) took out two handfuls of reports.
- If the PCs succeeded in reaching the office before Honmitsu, their first Investigation roll instead discovers two unsolved samurai murders, one of an unknown ronin woman from four months ago, the other a Dragon samurai, Tamori Takaji, from last month. Based on the available paperwork, no effort has been made to investigate these crimes.

With two or more successful investigation rolls, the PCs also discover a very large number – at least twenty – of other “open” murder cases involving commoners. These all seem to involve commoners found dead in open places (streets, alleys, etc) with no reports of witnesses.

Calligraphy:

- With two or more successes with Calligraphy, the PCs discover a pattern in the recording of crimes in the magistrate’s records. There seem to be a grossly disproportionate number of crimes (mostly robbery and assault) reported at three business establishments: the House of Earthly Perfection (geisha house), the House of Wisdom (gambling

house), and Gambler’s Tengoku (gambling house). There are numerous accounts of commoners being beaten, fined, or even hanged for guilt in such crimes.

Commerce:

- With one success, the PCs discover that the financial records of the office seem correct. However, based on the luxurious nature of the house and the beautiful artworks (the PCs saw these being removed from the private quarters), the magistrate was making substantially more money than his office’s finances would allow.
- If the PCs managed to get here ahead of the Bayushi, and they succeed with two or more Commerce rolls, they also have access to the magistrate’s household financial papers. In this case they discover a clear discrepancy between the amount of the magistrate’s salary and the expenses of the household. The magistrate is getting money from somewhere else.

Assuming the PCs find at least some of this information, Akodo Torokai will think it over and concludes that the evidence suggests Bayushi Honmitsu is indeed corrupt. *“As Kitsuki Jiro-sama suspected and I feared, it appears likely that Bayushi Honmitsu-san is corrupt. We must open a formal investigation and seek proof, with the goal of arresting him as quickly as possible.”*

Akodo Torokai will immediately order a letter sent to the Governor’s residence, announcing that Honmitsu is under investigation and requesting that he, his wife, and his three yoriki report here for questioning. If any PC seems surprised at this, or suggests it is a bad idea, Torokai frowns at them disapprovingly. *“I am sure you aware that Imperial law requires that samurai be notified when they are the subject of an investigation.”*

Torokai will wish to put the entire resources of the office, and the combined efforts of all of his yoriki, to work on investigating Honmitsu, with the goal of convicting him as quickly as possible. Aside from detailing someone to deal with any new crimes that are reported from day to day (such as listed below in Part Three) he will want all of the PCs working on the Honmitsu investigation.

If any of the PCs suggest instead investigating the two unsolved samurai murders, Torokai will agree that those cases should be pursued, but believes that the

investigation into Honmitsu must take first priority. *“First, the murder of a samurai, however heinous a crime it may be, is not so great a crime as the perversion of law and honor which occurs when a magistrate is corrupt. Second, if I am to do battle with the corruption of this city, starting my tenure here by bringing down Bayushi Honmitsu will send a powerful signal to the criminals here that the time of their rule is at an end.”*

If a PC asks whether they have ever heard of Tamori Takaji, a roll of **Intelligence/Lore: Heraldry** or **Lore: Dragon Clan** at TN 25 will identify him as a moderately prominent Dragon courtier.

The PCs may make alternative arguments, and Torokai will listen to them politely (and respectfully, if they are of close or equivalent Status). However, he will not change his position, and will firmly insist that the PCs, as his yoriki, must give way to his authority.

Some of the PCs may suggest torturing Honmitsu or his underlings into confession. Torokai will frown at this idea. *“At present, we have only mere suspicion. That is not sufficient to try to compel a confession from a samurai. We will need some kind of actual evidence before we can make an arrest and summon a torturer.”*

Part Three: Interruption by a Crime

While Torokai and the PCs are concluding their discussion and dispatching the request for interviews, a crime report will arrive at the office. A servant hurries into the room and prostrates himself. “Honorable magistrates, a crime has been reported at the gambling house known as the Jade Cup.” The servant does not know any details, only that someone ran to the door and shouted a report of a crime.

Akodo Torokai will assign two of the PCs to look into this matter. Choose the PCs randomly unless one or two of them have offended Torokai, in which case he will select them for this duty.

The Crime Scene

The Jade Cup is a large, gaudy gambling house festooned with lanterns. However, in the hot late-morning hour when the PCs arrive, the street is mostly empty, and the gambling house looks almost dilapidated under the pitiless sunlight. Lying on the street before the house is the corpse of a scruffy,

unkempt man, blood drying on the dusty street next to his cracked skull. Five other men stand around the body in a semi-circle, eyeing it and casting shifty glances at the PCs as they approach.

The men standing around are members of the Borken Songbirds yakuza, acting as bouncers for the Jade Cup. One of them is, in fact, the killer, but they will initially try to stonewall and pretend that they were all inside the gambling house when the man was killed.

If the PCs examine the dead man, they can see that he is thin and unhealthy, with pale skin and dirty, unkempt hair. If a PC rolls **Perception/Investigation** at TN 20, they can see that the man’s open, staring dead eyes are deeply bloodshot. The PCs can easily see that the cause of death is a heavy blow to the head, breaking open the scalp and cracking the skull. With a **Perception/Medicine** roll at TN 20, they can also see that he suffered several other bruising blows to the arms and shoulders – in other words, he was beaten to death.

The Thugs

The yakuza thugs will claim they were inside when the crime occurred (‘we work in the house, cleaning and hauling, that sort of thing,’ they say indolently). Supposedly, they heard a commotion outside, but by the time they came out, the man was dead and whoever killed him had fled the scene. This whole story is a lie, of course, although the yakuza cannot be intimidated into confessing this.

The thugs take it for granted that their story will be accepted and they will not be accused or punished. They will be somewhat outraged and confrontational once they realize the PCs are investigating the crime “for real.” However, with only five of them present they will not dare to actually resort to violence.

If the PCs search these men for weapons, they can roll **Perception/Investigation** at TN 15 to locate short clubs (equivalent to jo staffs) hidden inside their sleeves. The club carried by the largest thug, an unshaven, slope-shouldered brute named Mogura, is smeared with fresh blood and hair. The thug will try (none too convincingly) to claim he has no idea how it got into his sleeve. “Never saw that before, samurai-sama.”

In the process of searching these men, the PCs will notice that all of them wear abundant tattoos on their arms and torsos – typically depicting birds with broken wings. The gang members will deny any significance

to these tattoos and, if the PCs mention the Broken Songbirds, will feign ignorance: “Never heard that name, samurai-sama.”

Seeking Witnesses

The PCs may decide to look for witnesses out on the street who saw what happened. Given the relative emptiness of the area, this will be somewhat daunting, but if the PCs roll **Perception/Investigation** at TN 20, they can locate three possible witnesses in the area:

- An eta hauling a refuse cart. If the PCs can endure the stench of approaching the cart and the filthy man pulling it, they can get his testimony that the murdered man was killed by one of the thugs. He can identify the thug who did the deed, and says two of the others were present and watched. However, the testimony of a mere eta cannot convict a heimin.
- There is a peasant boy hiding underneath a basket across the street. He can tell a more detailed version of the same story as the eta. “The man came up the street shouting for Flower, Crimson Flower, over and over. The three big men stopped him at the door to the gambling house, but he kept shoving and shouting, and finally the biggest man pulled out a stick and hit him until he fell down.”
- A middle-aged woman down the street, hurrying away carrying buckets of water on a yoke over her shoulders. Mio is a commoner who is fetching water for a restaurant several blocks away. She will initially try to claim that she didn’t see anything and is just an old woman minding her own business. She is actually afraid that her testimony will be useless, since in this city samurai are corrupt and criminals are never punished. If a PC proclaims their sincere desire to punish the crime, and rolls **Awareness/Etiquette (Sincerity)** at TN 20, Mio will reluctantly tell what she saw: *“The poor dead man, he’s one of the flower-sniffers, as well calls them, samurai-sama. Those what take the new drug in some of the gambling houses, the one called Crimson Flower. They don’t sell it here, its mostly at Gambler’s Tengoku up the street a way, but this fellow must have gotten confused. He was shouting for Crimson Flower and trying to shove his way inside, and the brutes watching the door finally had enough. The big one clubbed him down while the other two watched.”*

The Oyabun Arrives

While the PCs are conducting their investigation (and possibly preparing to arrest Mogura), a palanquin carried by two commoners will come trotting up the street and halts outside the Jade Cup. A portly older man with a balding scalp, dressed in a gorgeous patterned and embroidered kimono (which carefully avoids any Clan symbols), climbs out of the palanquin and bows to the PCs with a broad smile. *“Greetings, honored yoriki-samas. I am called Nakamura, and I am the master of this humble business establishment. A most unfortunate business, this awful crime taking place in front of my house! And the expenses I shall have to undertake, calling in a priest to purify the ground... ah, but you will not wish to hear of such matters, of course, samurai-samas.”*

Nakamura is one of the senior oyabuns (bosses) of the Broken Songbirds gang, and he is here to try to make sure the incident is dealt with quickly and quietly. His preference would be to bribe the PCs into dropping the whole matter, but he is smart enough to recognize the dangers in such an approach, so he will try to feel out the PCs through conversation and learn whether they are honest or corrupt. He is extremely smooth-talking and perceptive, a skilled liar, and one of the richest men in the Empire, and knows exactly how to speak with samurai in such a way as to stay out of danger. However, he does suffer from a weakness – an intense desire for attractive women. He knows not to try to indulge this with a yoriki, but any attractive female PC who speaks with him can roll **Raw Awareness** at TN 20 to sense a creepy intensity to the way he watches them out of the corners of his eyes.

- If the PCs ask about the men outside the Jade Cup, Nakamura will readily admit that they are his employees, although he claims not to know any of them personally. “Many people work for me, samurai-sama, I do not know more than a fraction of them.”
- If the PCs mention the Broken Songbirds, Nakamura will either deny them completely (if he thinks he can get away with it), or try to claim they are a “friendly brotherhood” dedicated to helping the common folk through cooperation and mutual aid. “A noble and honorable path, samurai-sama, though of course nothing compared to your own mighty service to the Empire.”
- If the PCs ask about “Crimson Flower,” Nakamura will look shocked and horrified. “Yes, indeed, I have heard of this dreadful substance. A foul drug,

sold at certain of the... less reputable... businesses in this city. They say it's a powder that is sprinkled on the tongue. Certainly not available in any of *my* establishments!"

If the PCs seem to be corrupt, Nakamura will make a very subtle, indirect attempt to bribe them, suggesting delicately that it would be in everyone's best interest for this unfortunate incident to go away, and remarking that he would be most grateful if this happened. He will carefully avoid directly offering money, or any other act or words which would be irretrievable – if the PCs express refusal or outrage, he will apologize humbly and claim that he mis-spoke.

If the PCs actually do agree to quash the case, Nakamura will arrange for a servant to deliver an anonymous note to each PC the next morning. Each note contains 5 koku.

Making the Arrest

It is probable that the PCs will be honorable (or fastidious) enough to reject Nakamura's bribe offer and proceed with an arrest. The testimony of Mio, or the combined testimony of the boy and the eta, is enough for the PCs to arrest the thug Mogura. Alternatively, simply finding the presumed murder weapon in his possession will be direct physical evidence and therefore proof under Rokugani law.

Mogura will initially refuse to confess – he is accustomed to getting away with these sorts of crimes. However, once the PCs make it clear that they intend to hand him over to a torturer, he will abruptly break down. The thug lacks the courage to face torture, and is in any case bewildered that the law suddenly cares about such trivial crimes. "The man attacked us, he was crazy! What else was I supposed to do, samurai-sama?"

The PCs can sentence Mogura as they see fit. A roll of **Intelligence/Lore: Law** at TN 15 will inform them that a heimin who kills another can be punished with anything from a simple fine to a beating (typically with jo staffs) or even hanging, depending on the magistrate's judgment of the situation. If the PCs choose the lightest punishment (a fine), Nakamura will pay it, and will clearly infer from the PCs' leniency that they are more interested in appearances than in justice. On the other hand, if the PCs choose the beating or hanging, this will be a huge shock (Nakamura will be angry and flustered, wringing his hands and bemoaning such cruelty), and quickly attracts a large crowd of heimin, emerging as though by magic from the quiet

streets and closed buildings to witness the punishment of one of the feared Broken Songbirds.

If the PCs do inflict a harsh punishment on Mogura, it will have ramifications for the climactic encounter at the end of Round One – see "Part Six: Making the Arrest" for details.

Part Four: The Interviews

Honmitsu, his wife, and his three yoriki will arrive for their interviews in early afternoon. Torokai will interview Honmitsu personally, and will ask the PC with the highest Calligraphy skill to serve as his scribe and record the interview. He will ask the rest of the PCs to interview the wife and the yoriki, and reminds them to make sure they record the results.

Interviewing Bayushi Honmitsu

The Scorpion magistrate will be coldly uncooperative with Akodo Torokai, answering questions as briefly and uninformatively as possible.

Torokai will ask Honmitsu about as much information as he can – at a minimum, about the odd crime reports (either the two missing weeks, or the unsolved samurai murders, depending on what the PCs discovered). Depending on what else the PCs unearthed, he may also ask about the discrepancies in Honmitsu's family finances, the unusual number of crimes punished at a handful of business establishments, or about the unusually high number of open cases involving commoners.

Torokai's questions will be fairly general, and will be designed more to test Honmitsu's emotional responses than anything else (Torokai is a fairly good judge of truthfulness). If any PCs wish to ask additional questions, he will allow them to do so.

Honmitsu's general reaction will be to dismiss any questions about crimes or investigations on the grounds that Torokai cannot understand the unique needs, pressures, and difficulties of being a magistrate in this city. *"There are crimes reported every day, and bodies found without witnesses every week. If you imagine you can solve all these crimes where I could not, Akodo Torokai-san, I am sure that you will soon discover that you are mistaken."*

If the PCs press specifically on the topic of why there are so many cases involving three specific businesses (the House of Wisdom, Gambler's Tengoku, and the House of Earthly Perfection), Honmitsu will try to

claim that they are mistaken. “My office investigates all crimes with equal fervor.” He will insist any discrepancy of numbers is purely coincidental. However, this line of questioning unsettles him – PCs testing to see if he is lying about this gain two Free Raises.

If Torokai or the PCs bring up the apparent discrepancies in Honmitsu’s personal finances, he will try to claim he is being slandered by questions about “mere commerce” and demands they cease insulting him with such questions. If the PCs managed to reach the office ahead of him the previous night (getting them access to his personal financial records), he will be especially strident and aggressive in trying to take offense. Torokai will adopt a tactical retreat in this situation – he does not want to get into a duel over personal honor which would disrupt his criminal investigation.

Interviewing Bayushi Chiaki

Honmitsu’s wife will attempt to be outraged at the mere suggestion that her husband is corrupt.

The PCs’ most obvious avenue of interrogation is to ask about money – any PC who rolls **Intelligence/Etiquette** or **Intelligence/Commerce** at TN 10 will know that wives traditionally run the household, so Chiaki would be responsible for spending money, purchasing furnishings and art, etc. If the PCs question Chiaki on this topic, she insists that she has no idea what they are talking about. “I spend the money which my husband delivers to me. How dare you suggest that he is receiving money improperly!”

Chiaki’s weak point is, of course, her opium addiction. Just as at the dinner the night before, any PC who observes her and rolls **Perception/Medicine** or **Perception/Poison** at TN 20 can spot the glassiness to her eyes that indicates she is under the influence of some sort of drug. If the PC makes TN 30 or better, they detect the faint scent of opium underneath her heavy perfume. If a PC actually directly accuses her of opium usage, she will attempt to play the outraged innocent, although a PC who rolls **Raw Perception** at TN 20 will catch a flash of fear in her eyes. However, such a direct approach will cause her to clam up and become completely uncooperative. On the other hand, if a PC is subtler, and draws attention to her addiction without directly making accusations, she may break down. This should require skillful role-play from the PC followed by a successful roll of **Willpower/Deceit (Intimidation)** against her **Willpower/Etiquette** roll of

6k2. With a success, she will partially break down, confessing that she doesn’t know where her husband gets the money but he is often visited in the evenings by “well-dressed men” who meet with him privately. “I know nothing more, yoriki-sama, I swear.” This is most of the truth – Chiaki knows the “well-dressed men” are the oyabuns of the Broken Songbirds, but is too fearful of the yakuza to confess that.

PCs who recognize Chiaki’s drug addiction may also decide to take a less threatening approach to winning her cooperation – see “Seductions” in Part Five: Investigations for details of how to resolve that.

Interviewing the Scorpion Yoriki

The two Scorpion yoriki, Bayushi Akai and Bayushi Tamanara, will both do their best to stonewall any questions. Their methods of conversation will be slightly different – Akai will behave as a self-indulgent man who does not really have much interest in his tasks, while Tamanara will act as though he is serious and dedicated. Both men, however, will insist that their superior Honmitsu is honorable and will feign offense at the suggestion that he might be otherwise. *“You are the servants of an Emerald Magistrate, and of course I respect you and your duties, but I assure you, samurai-sama, you are mistaken about our master.”* They are lying, naturally.

On the topic of open investigations or missing papers, they will claim ignorance. *“Reports are filed as they arrive, samurai-sama. Sometimes there are more crimes than other times. Not all crimes can be solved, however much we might wish that to be the case.”*

If the PCs discovered the papers for the two unsolved murders, they will know that Bayushi Akai was the investigating officer on the murder of the ronin, while Bayushi Tamanara made the initial report on the death of Tamori Takaji. Both yoriki will claim to be ignorant of why the crimes were not investigated further. They will repeat their general claim that there are many crimes in Toshi Aitate and they cannot be expected to know why any one crime was solved while another was not.

If the PCs used the spirits to determine that Bayushi Akai took papers from the magistrate’s office, they can choose whether to mention this directly, or simply ask about missing reports and gauge Akai’s reaction. Any PC who rolls **Awareness/Investigation (Interrogation)** at TN 20 can tell that Akai is made very uneasy about any mention of these reports. Of course, if the PCs specifically say that they saw him

through the aid of the kami, Akai will indignantly remind them that Imperial law forbids magical evidence.

Clever PCs might instead claim that they know Akai took the papers without revealing that they did so through magical means. In this case, they must convince him using either a roll of **Awareness/Deceit (Lying)** at TN 20 (if they are outright claiming a false witness) or **Awareness/Etiquette (Sincerity)** at TN 25 (if they are merely implying). In this case, if they are interviewing him in the company of one or more of the other yoriki, he will hold firm and insist they are mistaken. However, if he is being interviewed alone, he will “crack” and confess that Honmitsu ordered him to pull the two weeks’ worth of reports that contained two unsolved murders. He will identify the murder victims (the ronin woman Tomoe and the Dragon samurai Tamori Takaji) but claims not to know why Honmitsu wanted the reports removed. This is a lie, of course.

If the PCs press Akai on why the reports were taken, and role-play a menacing approach that nevertheless leaves some hope (e.g. emphasizing the certainty of Honmitsu’s conviction, and offering Akai at least the possibility of saving himself), they can roll **Willpower/Deceit (Intimidation)** at TN 25 or **Willpower/Investigation (Interrogation)** at TN 30 to break him completely, in which case he confesses that the cases were quashed at the request of one of the Broken Songbirds oyabuns (he will not confess which one, claiming not to know, and will not budge on this matter).

Interviewing the Ronin Yoriki

The ronin Kodo will prove to be a much tougher nut to crack than Akai. He is quite imperturbable, insisting that he is nothing more than a humble shugenja trying to support the cause of justice in a corrupt city. Kodo is a subtle and skilled liar, and out of simple self-preservation he is completely loyal to Bayushi Honmitsu. He will attempt to obstruct, stall, or redirect any and all attempts to investigate Honmitsu.

Given the chance, Kodo will try to sneak his way into the PCs’ confidence by emphasizing his false front as a humble holy man. His goal will be to get them to drop hints about their investigation and evidence, as well as to assess their capabilities (Honmitsu has already warned him that an assassination may be necessary).

Part Five: Investigations

There are a variety of different investigative routes which the PCs may decide to take in pursuing Bayushi Honmitsu (other than the interviews).

Seeking Rumors and Information

Wise PCs will go out seeking rumors, gossip, and general information on the key players in Toshi Aitate, as well as on businesses and events. For each topic which a PC researches in this manner, they can roll either **Awareness/Underworld** at TN 20, **Awareness/Courtier (Gossip)** at TN 25, or **Awareness/Investigation** at TN 30. The specific information they can learn on each topic is listed below:

Gangs: If the PCs ask about local criminal organizations, they will learn that there are rumored to be two rival gangs in Toshi Aitate – the Smiling Tigers and the Broken Songbirds. The gangs are reputed to control all of the gambling houses and geisha houses in the city, and their members often clash in the streets. The Songbirds have been here for many decades, and their leaders are said to be extremely wealthy and influential. The Tigers are recent arrivals, within the last few years, and have been aggressively pushing the Songbirds.

Crime: Crime is rife in Toshi Aitate. Theft and other such petty crime is rampant, and the rival gangs routinely beat or kill anyone who fails to pay their debts to the gambling houses. They also frequently kill each other in back-street brawls and other confrontations. The magistrate Bayushi Honmitsu and the city guard do little or nothing to deal with most of these crimes, although lately Honmitsu has been cracking down on crimes committed at three establishments rumored to be controlled by the Smiling Tigers – the House of Wisdom, Gambler’s Tengoku, and the House of Earthly Perfection.

Bayushi Honmitsu and family: It is commonly rumored that Honmitsu is completely corrupt and accepts numerous bribes from the local yakuza (specifically the Broken Songbirds, if a PC asks). Many gossipers claim that he routinely quashes investigations into yakuza-related crimes. However, if a PC makes a Raise on their roll, they catch a rumor that he does investigate crimes associated with three businesses: the House of Wisdom, the House of Earthly Perfection, and Gambler’s Tengoku.

Honmitsu's wife Chiaki is widely reputed to be an opium addict, although she avoids going to any of the houses that serve it to their customers.

Bayushi Kisai and family: The governor is also believed to be corrupt, although there are no specific allegations of bribe-taking in his case, rather just the general assumption that his immense wealth and position prove his corruption. His wife Hanami seldom ventures outside the residence and is known only for being a worn-down older woman. His eldest son Akira is known to be a handsome young man who frequents the more prestigious geisha houses in the city.

Bayushi Shinkuji: The captain of the city guard is regarded as a thug and a flunky of Honmitsu and the governor. He is a widower and often visits the House of the Peach geisha house. PCs asking about him will usually be warned that he and his soldiers cannot be trusted to stand against the local gangs. If the PC beats the TN on this roll by at least 5, they learn a rumor that Shinkuji has recently started frequenting the gambling house Gambler's Tengoku, and may be an addict of the new drug Crimson Flower.

The City Guard: The city's garrison soldiers are generally believed to be willingly cooperating with the magistrate's deliberate neglect of crimes. "The city guard doesn't care what happens to people as long as there's no fires or riots and the money keeps flowing."

Crimson Flower: The PCs may well hear rumors of this new drug from other sources and then seek more information on it. The word on the street describes it as a red powder which is sprinkled on the tongue, and brings on a powerful sense of euphoria. It is supposed to be far more addictive than opium, and addicts become violent and crazed if they are denied their fix for more than a couple of days. Their eyes are characteristically bloodshot if they have taken the drug more than a few times. If the PC beats the TN by 5, or asks separately about availability, the drug is mentioned as being possibly available at the gambler's house Gambler's Tengoku and the geisha house known as the House of Earthly Perfection.

The Smiling Tigers and Their Businesses

It is probable that the PCs will wish to look into the three businesses which have been the locations for large numbers of crimes in Honmitsu's reports, especially if they also learn rumors about them, or learn of the existence of the drug Crimson Flower.

These three establishments are all watched over by large crowds of Smiling Tiger yakuza, who lounge watchfully both inside and outside the businesses. They will normally not confront or harass samurai, but keep a close eye on everyone in the area, and if any violence or confrontation occurs they will quickly converge on the problem.

The PCs may decide to scout the area for signs of Crimson Flower addiction. They can roll **Perception/Hunting** at TN 20 to notice more than a few people wandering around with bloodshot eyes and glazed, euphoric expressions. (If they have already seen the murder victim in Part Three, the TN is only 15.) These addicts are mostly commoners, but also include the occasional ronin. They do not respond coherently to anyone who speaks to them, instead offering strange non-sequiturs and random hallucinatory babble.

PCs who watch Gambler's Tengoku for any significant period of time can roll **Perception/Investigation** at TN 20 to notice Bayushi Shinkuji paying a visit in the late evening (when he is off-duty). He is visiting to get his "fix" of Crimson Flower. If the PCs follow him, requiring a roll of **Agility/Stealth (Shadowing)** at TN 20, they can witness him purchase a paper packet and then dump its contents – a fine red powder – into his mouth. If they approach him after this, he will be vague and somewhat incoherent, struggling to keep himself "straight" while under the influence of Crimson Flower.

Meeting the Smiling Tiger Oyabun

If the PCs start openly asking around the three Smiling Tigers businesses about the crimes and arrests at these establishments, investigating the Crimson Flower addicts, or start asking about acquiring Crimson Flower themselves, they will soon attract the attention of the manager of the business (a middle-aged commoner man at the gambling houses, or the madam at the House of Earthly Perfection). These persons will attempt to assuage the PCs' inquiries with platitudes and claims of innocence. "Crimes, samurai-sama? I have no idea. We are a law-abiding business which pays its taxes to the governor." "Crimson Flower? I have heard rumors of such a drug, but we certainly do not offer such corruption here!"

Akodo Torokai will not pursue these matters further, but the PCs may decide to do so. If they are persistent, make specific accusations, or ask to speak with someone in authority, the managers will ask them to wait while they summon their master. After a delay of

about an hour (during which the PCs will be offered generous hospitality), the oyabun of the Smiling Tigers, Chukatsu, will arrive.

Chukatsu is a portly man in his mid-forties with thick jowls and narrow, piercing eyes. His teeth are crooked and yellow, so he speaks without opening his mouth more than absolutely necessary. A tattoo of a grinning tiger is visible on his neck, rising up from the collar of his kimono. He speaks in a soft, low voice, with thoughtful pauses before he speaks, and is generally smooth, polite, and respectful toward samurai. However, there is a sense of subdued menace about him – the PCs should find talking with him to be an unnerving experience.

Chukatsu knows the PCs are yoriki for the new Emerald Magistrate, and that there is an excellent chance that they will cripple or destroy the Broken Songbirds – however, he is also very much aware that his own gang could become a target for these honorable new yoriki, so he will step carefully around them.

Chukatsu will share the following information with the PCs:

- If the PCs ask about gangs in the city, or specifically mention the Smiling Tigers by name, he smiles politely. “The Smiling Tigers are a brotherhood of common citizens, dedicated to spreading prosperity through mutual aid and support. Unfortunately, this has put us into conflict with a less reputable brotherhood, the Broken Songbirds, who control many of the business establishments in Toshi Aitate. I regret the violence which has resulted, but I would humbly suggest that the blame for such lies with the Songbirds, and with the authorities who should be punishing them.”
- Regarding the crimes and arrests: “The honorable Bayushi Honmitsu-sama seems to have decided that our establishments must be punished. I’m sure if you investigate, you will learn that every business in Toshi Aitate suffers a similar number of... unfortunate incidents... but only those at our locations have been aggressively pursued and punished.”
- If the PCs ask why this pattern is taking place, he replies: “As you may suspect, Bayushi Honmitsu-sama receives extensive bribes from the brotherhood known as the Broken Songbirds, who control most of the businesses in this city. Since we do not belong to that organization, Honmitsu-

sama has seen fit to enforce the laws strictly around our establishments while continuing to neglect it elsewhere.”

- If the PCs ask about Crimson Flower: “I have heard of this drug. It is a new arrival in our city. Those under its influence can sometimes be dangerous.” If the PCs ask about the sale of the drug at his establishments, he will not answer directly. “As you know, this city is a place where vice is treated... differently. Many things which would not be tolerated are allowed here, so long as they are regulated and taxed under the law. I assure you that my businesses obey the law and pay all of their taxes.”
- If the PCs ask about the Captain of the Guard, Bayushi Shinkuji, Chukatsu will readily admit that Shinkuji has developed a taste for “one of the services” which his business offers. (He will not specifically mention Crimson Flower unless the PCs have already brought up that topic.) He claims truthfully that Shinkuji acquired this addiction on his own.

If the PCs say anything to suggest they are looking for evidence to convict Bayushi Honmitsu, Chukatsu will look intrigued, frowning thoughtfully and drumming his fingers on his knee. “The Smiling Tigers are, as I have said, a law-abiding brotherhood who seek only success and prosperity for our members. The corruption of the officials in this city impedes this dream rather than enhancing it. Although I am a mere commoner, it is... possible... that I may be able to offer you some small assistance in this matter.”

If the PCs agree to accept his help, he will offer them two forms of assistance:

- First, he will bring their attention to Bayushi Shinkuji’s addiction to Crimson Flower (if the PCs have not already shown awareness of it). He will suggest, somewhat delicately, that Shinkuji is aware of Honmitsu’s corruption and may be induced into confessing it.
- Second, he will provide the PCs with a letter written in Honmitsu’s hand. He will not say how he acquired this letter, other than to vaguely say that it has “come into my possession.” The letter is written to the oyabun Nakamura, thanking him for his “generous gift” and assuring him that the “unfortunate matter of the ronin Tomoe” will be swept away without consequence.

Seductions and Subversions

It is possible that some of the PCs may decide to attempt seductions, whether romantic or psychological, or seek to subvert the loyalty of certain NPCs in Toshi Aitate. There are basically three NPCs here who can be successfully targeted with such methods: Bayushi Chiaki, Bayushi Akira, and Bayushi Shinkuji.

Bayushi Chiaki, the magistrate's wife, is of course an opium addict. The discussion of her interrogation in Part Four has already explained methods by which the PCs can directly "break" her by threats or intimidation. However, some PCs may choose to take a subtler approach. By making an indirect offer to overlook her crime of opium abuse or her complicity in her husband's corruption, or perhaps even offering to protect her and supply her opium needs covertly if her husband is condemned, the PCs may make an **Awareness/Deceit (Seduction)** roll at TN 25 (Free Raise to a PC who role-plays exceptionally well) to subvert her loyalty.

If so, she will fully "break" and confesses that her husband takes payments from the oyabuns of the Broken Songbirds.

Bayushi Akira, the governor's son, is vulnerable to a romantic seduction attempt by an attractive female PC. This will be accomplished most easily if the PC begins the seduction process during the initial dinner – if the PC initiates the seduction later, this will require more indirect or complex methods of initiating the seduction (such as sending letters containing subtle innuendoes) and will require the PC to make two Raises on the Seduction roll in order to succeed.

In either case, a successful seduction will require a successful **Opposed Roll** of the PC's **Awareness/Deceit (Seduction)** against Akira's **Willpower/Etiquette**. If the PC does succeed in winning Akira's heart, he will privately confess that Honmitsu is indeed corrupt, and his father Kisai is deeply worried that the magistrate's guilt may destroy him as well. (If the PC role-plays a skillful interrogation, Akira may even confess that his father is "making arrangements" to deal with Akodo Torokai should it be necessary, although he will promise his lover that she will be safe. "With the magistrate gone, you will simply be recalled, and all will be well.")

A clever PC can suggest to Akira that it will actually be in his father's best interest if Honmitsu is arrested and convicted. If so, Akira will agree to testify on Honmitsu's corruption. He knows Honmitsu receives

bribes, and can testify truthfully to hearing the man boast about it in private conversations.

Bayushi Shinkuji, the Captain of the City Guard, is hopelessly addicted to Crimson Flower. A PC who figures this out can make a subtle offer to Shinkuji to overlook his weakness, or even to ensure that his supply of the drug remains uninterrupted. With suitable role-play, the PC may make an **Opposed Roll** of **Awareness/Deceit (Seduction)** against Shinkuji's **Willpower/Etiquette**. With a success, Shinkuji will agree to produce multiple city guards who can testify that they have seen Honmitsu taking bribes, quashing investigations on the orders of the Broken Songbirds oyabuns, and otherwise subverting the system of justice.

Friendly Surveillance

The PCs may decide to try to watch or follow one or more of the key figures in their investigations, hoping to catch them engaging in criminal activity.

In general, this will not be terribly productive. Honmitsu and his family, as well as his two Scorpion yoriki, will reside in the governor's mansion, emerging only for normal social and day-to-day activities (visiting the marketplace, socializing with other prominent samurai, etc). Honmitsu is more than smart enough to avoid any kind of direct contacts with the Broken Songbirds while the PCs are investigating him.

The one form of surveillance which may be productive is if the PCs make a point of trying to watch for the shugenja Kodo. This will require watching the governor's mansion during the late evenings, when Kodo leaves to meet with the Broken Songbirds. Kodo is a canny fellow: in order to successfully avoid being spotted, the PCs will have to make a successful **Opposed Roll** of their **Agility/Stealth (Sneaking)** against his **Perception/Investigation**. Then, in order to follow him to his meeting, they will need to make another **Opposed Roll** of their **Agility/Stealth (Shadowing)** against his **Perception/Investigation**. If either roll fails, Kodo will notice them, and will divert from his path to do something nondescript such as praying at a shrine.

If the PCs do successfully follow Kodo, he will go to a sake house (pretentiously titled The Green-Eyed Lover) and meets in a private room with the three oyabuns of the Broken Songbirds (including Nakamura). The PCs will have to figure out some way of eavesdropping on the conversation – methods could include taking an adjacent room and making Perception rolls to hear the

low voices through the wall, going up on the roof, employing magic, etc. The GM will need to adjudicate the success or failure of such efforts.

If the PCs do somehow manage to listen in on the conversation, they will hear Kodo and the oyabuns discussing the threat to their livelihood posed by the “new magistrate” and his investigations into Bayushi Honmitsu. The oyabuns are very concerned that Honmitsu may wind up not only getting arrested, but taking them down as well. Kodo will claim that this is unlikely, but at the same time urges the oyabuns to “follow our earlier arrangements” so they can be ready if the worst happens.

Enemy Surveillance

The PCs would be wise to adopt an attitude of paranoia and suspicion during this adventure, since they are “guests” in a hostile city. In fact, they will be under surveillance almost from the moment they arrive at the magistrate’s residence.

The servants are, as Akodo Torokai suspects, loyal to Bayushi Honmitsu, and will do their best to keep him informed about what Torokai and the PCs are doing.

Whether or not the PCs dismiss the servants, Kodo will watch over them using the spell *Reflective Pool*, using this to determine whether they have found evidence against his employer or the Broken Songbirds, and whether they are preparing to make an arrest. This scrying will not normally be detectable by the PCs, since it is being cast elsewhere.

If the PCs are paranoid and check regularly to see if they are being followed, allow them to roll **Perception/Investigation** at TN 25. With a success, they notice the same ronin keeps showing up in their vicinity when they are traveling in the company of Akodo Torokai (if they are on their own, he does not appear). He appears to be a slump-shouldered, middle-aged swordsman, clean-shaven, with a well-kept kimono. This is Kagekaze, a professional assassin hired by the governor, and he is watching Akodo Torokai. PCs who have played the adventure “Unexpected Find” may have met him before. If the PCs approach him, he will be polite, deferential, and blandly denies that he is following them. Any PC who speaks with him for more than a few moments can roll **Raw Awareness** at TN 15 to come to the spine-tingling realization that this is the deadliest swordsmen they have ever met.

Kagekaze will not become significant to the adventure until Round Two, but the GM should feel free to use him to stoke the PCs’ fear, paranoia, and anxious anticipation. If a PC actually tries to get belligerent with him, or to challenge him, he will try to be self-effacing and avoid conflict – he considers it to be a personal failure if he is forced into a duel which is not against the target of one of his contracts.

Part Six: Making the Arrest

The PCs’ goal during Round One of the adventure is to accumulate enough evidence to make an arrest of Bayushi Honmitsu. In order for Torokai to be satisfied that the evidence supports an arrest of such a prominent figure, the PCs will have to get any *two* of the following pieces of key evidence:

- The confession of Bayushi Chiaki that her husband receives bribe money, whether obtained through coercion or seduction.
- The testimony of Bayushi Shinkuji’s men.
- The testimony of Bayushi Akira.
- The incriminating letter supplied by Chukatsu, the oyabun of the Smiling Tigers.
- The confession of the yoriki Bayushi Akai on why he removed the documents from the magistrate office’s records.

If the PCs are able to acquire at least two of these pieces of evidence, Akodo Torokai will be satisfied that they have enough material to arrest and interrogate (torture) Bayushi Honmitsu.

If the PCs have acquired only one of these pieces of evidence, but one or more PCs managed to overhear Kodo’s conversations with the Broken Songbirds oyabuns, Torokai will still proceed with the arrest if the PC who can testify has a Status or at least 3.0 or a Glory of at least 4.0.

Once Torokai decides to act, he will draw up arrest papers and will ask all the PCs to accompany him to the governor’s mansion to make the arrest. Since this is a specific mission on behalf of an Emerald Magistrate, and he anticipates trouble, he will allow the PCs to wear their armor and carry heavy weapons, although he will not wear his own armor and will carry only his daisho set.

Needless to say, these preparations will not go unnoticed – Kodo the shugenja is watching the magistrate’s residence with *Reflective Pool*, and at Honmitsu’s orders he has already made arrangements to deal with Torokai and the PCs if need be. Through his contacts with the Broken Songbirds, he has arranged for a team of thugs to join him in a street ambush of Torokai and his yoriki.

The Ambush Force

The nature of the ambush will depend on when Torokai and the PCs set out to make their arrest. If they do so during the late afternoon or evening, when the streets of Toshi Aitate are crowded, the ambushers will try to use the crowd as cover, getting to point-blank range and then striking by surprise. If, instead, the PCs move earlier in the day when the streets are largely empty, the ambushers will try to isolate them in an empty street and then hit them from both directions.

The ambush force will be led by the ronin shugenja Kodo, who will conceal himself in a nearby building and use his spells to weaken and disable the PCs. The rest of the ambush will be comprised of Broken Songbirds thugs. The total number of thugs will depend on when the ambush takes place:

- For a late-afternoon/evening ambush, which can take advantage of the concealment afforded by the crowded streets, the total number of thugs will be two higher than the total number of PCs (not counting Torokai). Thus, with a normal table of six players, there will be eight thugs.
- For a morning/midday/early-afternoon ambush, when the thugs will be unable to strike by surprise, their total numbers will be equal to twice the total number of PCs (not counting Torokai). Thus, with a normal table of six players, there will be twelve thugs.

Warning From the Locals

If the PCs decisively punished the Broken Songbirds thug Mogura in Part Three, that act of firm law enforcement will now pay dividends. As the PCs head out to make their arrest, they will pass the eta with the waste-cart who was one of the potential witnesses at that event. The eta will mutter to the PCs in a low voice: “Songbirds are gunning for you, samurai-samas. Watch out.”

If the PCs decide to be extra vigilant in response to this warning, they will automatically notice an impending

ambush on an open street, and will gain two Free Raises on any roll to notice an impending ambush on a crowded street.

The Crowded Street Ambush

In this situation, the PCs will need to roll **Perception/Battle** or **Perception/Investigation (Notice)** against the gang thugs’ **Agility/Stealth (Ambush)** to notice the thugs maneuvering through the crowd to position themselves for attack. (Make sure to roll for Torokai as well.) Any PCs who succeed in this roll notice several thuggish-looking men with knives and clubs in their immediate vicinity.

- If someone spots the ambushers, one of the thugs will shout, “We’re made,” and they will all immediately attack. Roll initiative and commence the skirmish combat as normal.
- If nobody spots the ambush (not even Torokai), the first warning will be when Torokai is attacked by two thugs and each of the PCs is attacked by one thug, while Kodo casts *Earth’s Stagnation* on the most dangerous-looking bushi. Since these blows are being delivered against surprised and unaware targets, the PCs’ TN to be Hit is reduced by 15, and their Defense skill Mastery bonuses do not apply. After the surprise attacks are delivered, roll initiative and begin a skirmish combat as normal.

Either way, once the fight erupts, the surrounding crowd will panic and stampede away, screaming and trampling each other to escape the sudden violence in their midst. This will result in the deaths of several innocent civilians, which will trigger the Soft-Hearted disadvantage for any PC that has it. PCs attempting ranged attacks amidst this stampede will need to make two extra Raises in order to avoid having their shot hit a random innocent instead. Likewise, area-effect spells will hit civilians along with their targets.

The Empty Street Ambush

In this situation, as the PCs proceed up the street they will pass a couple of merchant wagons slowly rolling along behind plodding oxen. Ahead of them, a group of loitering thugs will suddenly step out and spread across the street, blocking progress. Behind the PCs, the two wagons will turn sideways, blocking retreat, and more thugs will climb off of them. The two groups will pull out clubs and knives and immediately charge on Torokai and the PCs. Roll initiative and resolve the skirmish as normal.

The thugs will choose a position where the buildings to either side are boarded up and locked for the day, making an escape to left or right extremely difficult, although a highly athletic PC could climb up the side of the buildings by rolling **Agility/Athletics (Climbing)** at TN 30. A failed roll inflicts 3k3 falling damage.

PCs who wish to flee past the wagons will need to spend a round climbing over them, requiring a roll of **Agility/Athletics** at TN 20.

PCs who flee forward, past the thugs, will each suffer two attacks from the thugs as they run through. Kodo will also try to use his magic to stop them from escaping.

Resolving the Battle

The primary goal of the ambush is to kill Akodo Torokai – as an Emerald Magistrate, he is the only one with the rank and authority to arrest Bayushi Honmitsu. There will always be two thugs attacking him every round, trying to kill him. If he is reduced to Down or Out, the next thug to attack him will cut his throat, unless a PC interferes.

- If any of the PCs are also Emerald Magistrates, they will likewise be priority targets for the thugs.

The oyabuns of the Broken Songbirds have hand-picked these thugs for both toughness and courage. They will keep fighting until their goal is accomplished (Torokai and any other Emerald Magistrates are dead) or until more than three-quarters of their number are out of the fight, at which point they will retreat.

Kodo the shugenja will be concealed inside a nearby building, peering through a gap in the boards to use his spells against the PCs. A PC who is trying to locate him can roll **Perception/Hunting** at TN 25 to hear his muttered chanting through the wall. If he is discovered, or if the fight has gone badly for the thugs, he will cast *The Eye Shall Not See* and then flee the area (and, ultimately, the city).

If any of the thugs are taken prisoner, they will refuse to talk unless they are tortured. If they are tortured, they will eventually confess that Kodo hired them, on behalf of Bayushi Honmitsu, to kill Akodo Torokai. This is not really the truth (they were actually acting on the orders of their oyabuns), but it is as close as they will get.

Conclusion

The outcome of Round One, and whether the PCs are able to play Round Two, depends on whether Akodo Torokai survives the street ambush.

Success: Torokai Lives

Torokai and the PCs proceed on to the Governor's residence to deliver their arrest order to Bayushi Honmitsu. When they arrive, they are met by a bushi at the gates, who reports gravely that a "terrible tragedy" has occurred. The PCs will be led into a residential section of the mansion. There, they discover that Bayushi Honmitsu has committed suicide by falling on his sword, while his wife has committed jigai (wife's ritual suicide) by stabbing herself in the neck with a tanto (knife).

The death of Honmitsu and his wife effectively closes the case, much to Torokai's disgust. The Emerald Magistrate orders the magistrate's quarters searched, and places the remaining two yoriki (Bayushi Akai and Bayushi Tamanara) under arrest. The search of Honmitsu's chambers will recover the missing crime reports (if they were taken by Akai at the start of the adventure).

Round One has ended successfully, and after a suitable break the PCs should proceed to Round Two.

Failure: Torokai Dies

If Akodo Torokai dies, the PCs have a problem. Without Torokai's authority backing them, the PCs, as mere yoriki, cannot arrest a man as high-ranking as Bayushi Honmitsu without getting an Order of Appearance from either the local Governor or the Emerald Champion. Effectively, their investigation is at a dead-end.

Needless to say, if the PCs apply to Governor Kisai for an Order of Appearance to arrest Bayushi Honmitsu, he will dismiss it with a sneer.

Even if one or more of the PCs are themselves Emerald or Jade Magistrates, they cannot arrest Honmitsu on their own. They do not have Torokai's appointment as the legal authority for Toshi Aitate – without that appointment, they do not have jurisdiction over local crimes like the corruption of a Clan magistrate.

With Torokai dead, the PCs will be left to try to maintain law and order in Toshi Aitate without the authority to back their actions. The Governor and Honmitsu will stand aside and allow them to flounder

and struggle until the end of the month, when the Emerald Champion, Kitsuki Jiro, arrives to review their performance.

Kitsuki Jiro is an arrogant, pretentious man in his late twenties. He is overconfident and looks down on everyone else, including his fellow Dragon, but has an especial dislike of Lions and Cranes, and will never miss an opportunity to sneer at them or subtly insult them. (He knows that his Status protects him from the consequences, since the PCs must grit their teeth and endure his gibes.)

Jiro will express open disappointment and contempt with the performance of Torokai and the PCs. “I had expected better from a Magistrate as well-reputed as Akodo Torokai-kun. Clearly, I was unwise to entrust this task to a man of his... limited talents. A pity. The cleansing of Toshi Aitate will have to await a magistrate of greater skill and honor.” He dismisses the PCs to return to their lords and resume their normal duties. Needless to say, this failure is severely damaging to the PCs’ Honor and reputation.

should assess appropriate Honor penalties for these actions, based on the current Honor Rank of the PCs performing them (in general, PCs who are already at 0 Honor

Rewards for Completing the Adventure

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

Experience Points

Playing through the adventure:	1 XP
Good role-playing:	+1 XP
PCs accumulate enough evidence to arrest Bayushi Honmitsu:	+1 XP
PCs save Akodo Torokai from death:	+1 XP

Total Possible Experience: 4 XP

Other Awards/Penalties

If the PCs fail – Akodo Torokai is killed and Kitsuki Jiro condemns them for their failure – they each lose one full Rank (ten points) of Glory. Their failure to carry out their assigned duty also damages their sense of Honor, resulting in a loss of Honor points equal to one less than their current Honor Rank (thus, if they are Honor Rank 5, they lose 4 points of Honor).

There are many actions which PCs can undertake in this adventure which can result in the loss of Honor – seductions, bribery, lying, and so forth. The GM

Appendix #1: NPCs

Akodo Torokai, Lion Clan Samurai and Emerald Magistrate

FIRE 3	AIR 2
	Reflexes 3
EARTH 3	WATER 3
VOID 3	

TN to be Hit: 15 (20 in light armor)

School/Rank: Akodo Bushi 2

Rank One: Ignore armor or gain a Free Raise when attacking. Gain a Free Raise on first melee attack, or against any opponent who declared a Raise against him since his last turn. Add Water to total of rolls for Damage and for Opposed Battle rolls.

Rank Two: Before rolling to attack, declares whether to increase Attack roll or Damage by Honor Rank x 2. May spend a Void Point to make an Honor Roll even if one has already been made, and loses half normal for failed Honor Rolls and Tests of Honor.

Honor/Glory/Status: 3.6/2.7/4.5

Skills: Athletics 2, Battle (Mass Combat) 1, Courtier 2, Defense 2, Etiquette 2, Horsemanship 2, Hunting (Tracking) 2, Iaijutsu 2, Investigation (Interrogation) 2, Jiu-jutsu 2, Kenjutsu 3, Kyujutsu 2, Lore: Law 3, Medicine 1, Meditation 2, Storytelling 1, Theology (Ancestor Worship) 1.

Advantages/Disadvantages: Benten's Blessing, Luck (rank one), Social Position (Emerald Magistrate)/Can't Lie.

Equipment: Kimono, traveling clothes, light armor (usually not worn), daisho set, jitte, steed (Rokugani pony), magistrate's badge.

Bayushi Kisai, Governor of Toshi Aitate

FIRE 3	AIR 3
Intelligence 4	Awareness 5
EARTH 2	WATER 2
Willpower 4	Perception 4
VOID 4	

TN to be Hit: 15

School/Rank: Bayushi Courtier 3

Rank One: When making a Contested Social Skill roll, gains one Free Raise for every 2 points of Disadvantages you know your opponent has, or one for every 4 points which the opponent has but you are unaware of. Any time you succeed in a Contested Social Skill roll, you gain a Free Raise on your next such roll against the same opponent.

Rank Two: Observe an opponent for one round, spend a Void point, and make a Contested Awareness roll to learn the opponent's lowest Trait, and rank in that Trait (Void counts as a Trait for this technique). Raises on the Awareness roll can learn additional Traits, from lowest to highest. When an opponent attempts to use a skill or technique to learn your Traits, you may spend a Void point to give false information.

Rank Three: Once per day, while having a conversation with an opponent, may make a Contested Awareness roll to learn information about the opponent. Opponent must choose to reveal either two Disadvantages, all Advantages, his three highest Traits, or the ranks and emphases of all his Skills. If the opponent chooses anything other than Disadvantages, or reveals information she already knows, he cannot re-roll 10's on Contested Social rolls against her for one full day.

Honor/Status/Glory: 0.7/6.0/3.6

Skills: Calligraphy 4, Commerce 2, Courtier (Manipulation, Political Maneuvering) 5, Deceit (Lying) 5, Etiquette (Bureaucracy, Sincerity) 5, Investigation 5, Lore: Heraldry 4, Lore: History 5, Lore: Law 3, Meditation 2, Storytelling (Rhetoric) 3, Theology 3, Underworld 4.

Mastery Abilities: Adds 5 to the total of any Contested social roll made against him.

Advantages/Disadvantages: Allies (Bayushi Honmitsu, Broken Songbirds), Social Position (city governor), Wealth/Dark Secret (corrupt), Dependent (wife).

Equipment: Fine kimono, fine court dress, wakizashi, fan, 20 koku.

Bayushi Hanami, wife of Governor Kisai

FIRE 2 Intelligence 4	AIR 2
EARTH	WATER
VOID 2	

TN to be Hit: 10

School/Rank: Bayushi Courtier 2

Rank One: When making a Contested Social Skill roll, gains one Free Raise for every 2 points of Disadvantages you know your opponent has, or one for every 4 points which the opponent has but you are unaware of. Any time you succeed in a Contested Social Skill roll, you gain a Free Raise on your next such roll against the same opponent.

Rank Two: Observe an opponent for one round, spend a Void point, and make a Contested Awareness roll to learn the opponent's lowest Trait, and rank in that Trait (Void counts as a Trait for this technique). Raises on the Awareness roll can learn additional Traits, from lowest to highest. When an opponent attempts to use a skill or technique to learn your Traits, you may spend a Void point to give false information.

Honor/Status/Glory: 0.9/3.0/3.1

Skills: Artisan (Ikebana) 2, Calligraphy 4, Commerce 3, Courtier (Manipulation) 4, Deceit (Lying, Seduction) 3, Etiquette (Sincerity) 4, Investigation 2, Knives 2, Lore: Heraldry 3, Lore: History 3, Performance (Dance) 4, Performance (Music) 4, Storytelling (Poetry) 2, Theology 2.

Mastery Abilities: Adds 5 to the total of any Contested social roll made against her.

Advantages/Disadvantages: Social Position (city governor's wife), Wealth/Dark Secret (corrupt).

Equipment: Fine kimono, fine court dress, tanto, fan, 10 koku.

Bayushi Akira, Eldest Son of Bayushi Kisai

FIRE 3	AIR 3
EARTH 2	WATER 2
VOID 2	

TN to be Hit: 15 (20 in light armor)

School/Rank: Bayushi Bushi 1

Rank One: Roll additional Initiative dice equal to School Rank. Enemies cannot use Combat Reflexes to trade initiative with him. Adds +5 to his TN to be Hit against opponents with lower Initiative.

Honor/Status/Glory: 1.2/2.0/1.0

Skills: Athletics 2, Calligraphy 1, Commerce 1, Courtier (Political Maneuvering) 2, Deceit (Lying) 2, Defense 3, Etiquette 1, Forgery 1, Games 1 (Go), Iaijutsu 2, Investigation (Notice) 2, Kenjutsu 3, Kyujutsu 2, Lore: Heraldry 2, Lore: History 2, Lore: Law 1, Meditation 1, Storytelling 2.

Mastery Abilities: Add 5 to TN of Social rolls made against him; add Defense skill ranks to TN to be Hit.

Advantages/Disadvantages: Social Position (son of the Governor)/Lechery (2 points).

Equipment: Kimono, light armor (usually not worn), daisho set, 5 koku.

Bayushi Shinkuji, Captain of the Guard for Toshi Aitate

FIRE 3	AIR 3 Reflexes 4
EARTH 2 Stamina 3	WATER 3
VOID 3	

TN to be Hit: 23 (28 in light armor)

School/Rank: Bayushi Bushi 3

Rank One: Roll additional Initiative dice equal to School Rank. Enemies cannot use Combat Reflexes to trade initiative with him. Adds +5 to his TN to be Hit against opponents with lower Initiative.

Rank Two: When making a Feint maneuver, gains two Free Raises instead of one. If an opponent attacks him and misses, gains a number of Free Raises equal to Air Ring for any attacks made on that opponent before their next turn.

Rank Three: Gain a Free Raise when attempting a Called Shot, Disarm, or Knockdown. During Disarm attempts, opponents roll and keep one fewer die (minimum of one). May make two additional Raises on a Disarm attempt in order to end up holding the Disarmed weapon.

Honor/Glory/Status/Infamy: 1.4/2.0/1.5/2.0

Skills: Athletics 2, Battle 2, Calligraphy 2, Courtier 2, Deceit (Lying) 2, Defense 3, Etiquette 2, Horsemanship 3, Iaijutsu 3, Investigation 2, Kenjutsu 3, Kyujutsu 2, Lore: History 2, Lore: Law 2, Lore: Toshi Aitate 2, Medicine 1, Storytelling 1, Underworld 1.

Mastery Abilities: Add 5 to TN of any Social rolls made against him. Adds Defense skill to TN to be Hit.

Advantages/Disadvantages: Social Position (Captain of the Guard)/Compulsion (Crimson Flower), Dark Secrets (drug addict, corrupt).

Equipment: Kimono, light armor, daisho set, chop, 5 koku.

Bayushi Honmitsu, Magistrate of Toshi Aitate

FIRE 3 Intelligence 4	AIR 3
EARTH 3	WATER 2 Perception 3
VOID 3	

TN to be Hit: 18 (21 in light armor)

School/Rank: Bayushi Bushi 2

Rank One: Roll additional Initiative dice equal to School Rank. Enemies cannot use Combat Reflexes to trade initiative with him. Adds +5 to his TN to be Hit against opponents with lower Initiative.

Rank Two: When making a Feint maneuver, gains two Free Raises instead of one. If an opponent attacks him and misses, gains a number of Free Raises equal to Air Ring for any attacks made on that opponent before their next turn.

Honor/Status/Glory/Infamy: 0.8/4.0/2.5/2.0

Skills: Athletics 2, Calligraphy 4, Courtier (Gossip) 3, Deceit (Lying) 3, Defense 3, Etiquette 4, Horsemanship 2, Iaijutsu 3, Investigation 2, Kenjutsu 3, Knives 2, Kyujutsu 2, Lore: History 2, Lore: Law 5, Lore: Toshi Aitate 3, Stealth 1, Storytelling 2, Theology 1, Underworld 3.

Mastery Abilities: Add 5 to TN of any Social rolls made against him. Adds Defense skill to TN to be Hit.

Advantages/Disadvantages: Allies (Broken Songbirds, Bayushi Kisai), Social Position (Clan magistrate), Wealth/Bad Reputation (corrupt).

Equipment: Kimono, light armor, daisho set, badge of office, 10 koku.

Bayushi Chiaki, Wife of Honmitsu

FIRE 2 Intelligence 3	AIR 2 Awareness 3
EARTH 2	WATER 1 Perception 2
VOID 2	

TN to be Hit: 10

School/Rank: Bayushi Courtier 1

Rank One: When making a Contested Social Skill roll, gains one Free Raise for every 2 points of Disadvantages you know your opponent has, or one for every 4 points which the opponent has but you are unaware of. Any time you succeed in a Contested Social Skill roll, you gain a Free Raise on your next such roll against the same opponent.

Honor/Status/Glory: 0.9/2.0/1.1

Skills: Calligraphy 3, Commerce 2, Courtier 3, Deceit (Lying) 2, Etiquette (Sincerity) 3, Investigation 1, Knives 2, Lore: Heraldry 2, Lore: History 1, Performance (Dance) 3, Performance (Music) 3, Storytelling (Poetry) 2, Tea Ceremony 2, Theology 2.

Mastery Abilities: Adds 5 to the total of any Contested social roll made against her.

Advantages/Disadvantages: Social Position (Clan magistrate's wife), Wealth/Compulsion (opium), Dark Secrets (drug addict, corrupt).

Equipment: Fine kimono, fine court dress, tanto, fan, 10 koku.

Bayushi Akai, Yoriki

FIRE 3	AIR 3
EARTH 3	WATER 2 Perception 3
VOID 2	

TN to be Hit: 18 (23 in light armor)

School/Rank: Bayushi Bushi 1

Rank One: Roll additional Initiative dice equal to School Rank. Enemies cannot use Combat Reflexes to trade initiative with them. Add +5 to their TN to be Hit against opponents with lower Initiative.

Honor/Status/Glory: 0.8/2.0/1.5

Skills: Athletics 2, Calligraphy 3, Courtier 3, Deceit (Lying) 3, Defense 3, Etiquette 3, Iaijutsu 2, Investigation (Interrogation) 2, Kenjutsu 3, Kyujutsu 1, Lore: Heraldry 2, Lore: Law 2, Stealth (Shadowing) 3, Theology 1, Underworld 1.

Mastery Abilities: TN of any contested Social Skill roll made against them is increased by 5. Add Defense skill rank to TN to be Hit (except when incapacitated/unaware, or in Full Attack).

Advantages/Disadvantages: Social Position (Yoriki)/Dark Secret (corrupt).

Equipment: Kimono, light armor, daisho set, badge of office, 10 koku.

Bayushi Tamanara, Yoriki

FIRE 3	AIR 3 Reflexes 4
EARTH 2 Willpower 3	WATER 2
VOID 3	

TN to be Hit: 23 (28 in light armor)

School/Rank: Bayushi Bushi 1

Rank One: Roll additional Initiative dice equal to School Rank. Enemies cannot use Combat Reflexes to trade initiative with them. Add +5 to their TN to be Hit against opponents with lower Initiative.

Honor/Status/Glory: 0.9/2.0/1.0

Skills: Athletics 2, Calligraphy 2, Courtier 2, Deceit (Lying) 4, Defense 3, Etiquette 3, Iaijutsu 3, Investigation (Notice) 2, Kenjutsu 4, Kyujutsu 2, Lore: Heraldry 1, Lore: Law 3, Stealth 2, Theology 2, Underworld 1.

Mastery Abilities: TN of any contested Social Skill roll made against them is increased by 5. Add Defense skill rank to TN to be Hit (except when incapacitated/unaware, or in Full Attack).

Advantages/Disadvantages: Social Position (yoriki)/Dark Secret (corrupt).

Equipment: Kimono, light armor, daisho set, badge of office, 8 koku.

Kodo, Ronin Shugenja Yoriki

FIRE 3	AIR 3
	Reflexes 4
EARTH 4	WATER 4
VOID 3	

TN to be Hit: 25

School/Rank: Ronin Shugenja 3 (Affinity Water, Deficiency Fire)

Honor/Status/Glory/Infamy: 0.3/na/1.0/1.0

Skills: Calligraphy 3, Commerce 2, Courtier 3, Deceit (Lying) 5, Defense 5, Etiquette 4, Investigation 2, Knives 1, Lore (shugenja) 2, Lore (Law) 3, Lore (Shugenja) 2, Meditation 2, Spellcraft 3, Staves 3, Stealth 2, Theology 3, Underworld 4.

Mastery Abilities: Add Defense skill to TN to be Hit, and may enter Full Defense as soon as initiative is rolled. Add 5 to TN of Social rolls made against him.

Spells: *Sense, Commune, Summon, Counterspell* (Air 1) *By the Light of Lady Moon, Quiescence of Air, Wind-Born Slumbers*, (Air 2) *Echoes of a Breeze, Whispering Wind*, (Air 3) *The Eyes Shall Not See*, (Water 1) *Path to Inner Peace, Reversal of Fortunes, Sympathetic Energies*, (Water 2) *Reflective Pool, Rejuvenating Vapors, Wave-Borne Speed*, (Water 3) *Near to Ice, Walking Upon the Waves*, (Earth 1) *Earth's Stagnation, Force of Will*, (Earth 2) *Grasp of Earth*.

Advantages/Disadvantages: Allies (Bayushi Honmitsu, Broken Songbirds), Innate Abilities (The Eyes Shall Not See, Earth's Stagnation)/Social Disadvantage (ronin), Dark Secret (corrupt).

Equipment: Ronin shugenja robes, sandals, bo staff, traveling pack, scroll satchel, prayer beads, knife, 4 koku in coins.

Bayushi Guards (interchangeable)

FIRE 3	AIR 3
	Reflexes 4
EARTH 3	WATER 2
	Perception 3
VOID 2	

TN to be Hit: 23 (28 in light armor)

School/Rank: Bayushi Bushi 1

Rank One: Roll additional Initiative dice equal to School Rank. Enemies cannot use Combat Reflexes to trade initiative with them. Add +5 to their TN to be Hit against opponents with lower Initiative.

Honor/Status/Glory: 2.5/1.0/1.0

Skills: Athletics 2, Calligraphy 1, Courtier 2, Deceit (Lying) 2, Defense 3, Etiquette 3, Iaijutsu 3, Investigation (Notice) 2, Kenjutsu 4, Kyujutsu 3, Lore: Heraldry 2, Spears 2, Theology 1.

Mastery Abilities: TN of any contested Social Skill roll made against them is increased by 5. Add Defense skill rank to TN to be Hit (except when incapacitated/unaware, or in Full Attack).

Advantages/Disadvantages: None.

Equipment: Kimono, light armor, daisho set, yari, bow and 20 arrows.

Nakamura, Broken Songbirds Oyabun

FIRE 1 Intelligence 3	AIR 2 Awareness 3
EARTH 2 Willpower 4	WATER 2 Perception 3
VOID 2	

TN to be Hit: 10

School/Rank: No school. Insight rank 2.

Honor/Glory/Status/Infamy: 0/0.5/-3/3.0

Skills: Commerce 4, Courtier (Manipulation) 3, Deceit (Intimidation, Lying) 5, Etiquette 4, Games (Gambling) 4, Investigation 4, Knives 2, Lore (Law) 3, Lore (Yakuza) 5, Stealth 3, Underworld 6.

Mastery Abilities: TN of any contested Social Roll made against him is increased by 5.

Advantages/Disadvantages: Allies (Broken Songbirds gang, fellow oyabuns), Wealth/Bad Reputation (oyabun of Broken Songbirds gang), Lechery (4), Social Disadvantage (heimin)

Equipment: Commoner clothing, sandals, knife, fan, 4 koku.

Broken Songbirds Tough Yakuza Thugs

FIRE 2 Agility 3	AIR 2 Reflexes 4
EARTH 4	WATER 2 Strength 3
VOID 1	

TN to be Hit: 24

School/Rank: No school. Insight rank 1.

Honor/Glory/Status/Infamy: 0/0/-3/0.5

Skills: Athletics 3, Commerce 1, Deceit (Intimidation) 3, Defense 4, Etiquette 1, Games (Gambling) 1, Investigation 1, Jiu-jitsu 3, Knives 3, Staves 3, Stealth 4, Underworld 2.

Mastery Abilities: Add Defense skill ranks to TN to be Hit.

Advantages/Disadvantages: Allies (Broken Songbirds gang)/Bad Reputation (member of Broken Songbirds gang), Social Disadvantage (heimin).

Equipment: Commoner clothing, sandals, tonfa, knife.

Kagekaze, Honorable Assassin

Kagekaze is clean-shaven and well-kept, and wears his hair in a traditional topknot. His kimono is of good quality, in neutral shades of light gray, dark blue, and tan. His swords are currently stored in his room, and with or without them he behaves always with great restraint and decorum, speaking in a soft voice. Physically, he appears to be in his early forties, with a thin, narrow frame and long, lean arms and legs – he gives the general impression of being somewhat worn down by the rigors of life.

Kagekaze is a civilized and educated man, and will converse pleasantly with any PCs who approach him. He has a significant amount of money, and is not looking for work – he is simply passing through here on his way elsewhere.

If any of the PCs ask how he got his money, he will smile and say, “A man of my skill is always well paid.” He will carefully avoid talking much about his past or what he does for a living.

Any bushi PC who speaks with Kagekaze for more than a few moments can roll **Raw Awareness** at TN 15 to come to the hair-prickling realization that they are actually speaking with what is possibly the deadliest man they have ever encountered. Kagekaze is actually one of the half-dozen most dangerous swordsmen in the Empire. If a PC expresses fear or unease around him, he will be quietly amused, but is far too polite to draw attention to their fear.

FIRE 4 Agility 6	AIR 4 Reflexes 7
EARTH 6	WATER 5
VOID 5	

TN to be Hit: 60

School/Rank: Ronin Duelist 5/Kagekaze's Path 3

Duelist Rank One: Adds twice Agility to the total of all Initiative rolls.

Duelist Rank Two: May choose to take no action in order to study an opponent. (This may be done while in Full Defense.) For each round spent doing this, gains an additional rolled die on all attacks made against that opponent for the remainder of the day. Each round spent Focusing in a duel is considered to count for this technique.

Duelist Rank Three: Gains an additional attack per round.

Duelist Rank Four: The benefit from Rank Two is changed: now, for each round spent studying the opponent, the duelist gains a rolled *and kept* die against that opponent for the remainder of the day.

Duelist Rank Five: Study an opponent for a number of rounds equal to their Insight Rank. The round after this is complete, may make a single attack. If the attack is successful, make an Opposed Void roll. If the target loses the roll, they are immediately reduced to Down. This technique may only be used against opponents of equal or lower Insight Rank.

Kagekaze's Path Rank One: The Way of the Assassin. Kagekaze conforms to his own path of Honor, which involves faithfully carrying out all contracts to their completion, and always killing his targets with weapons rather than with cowardly methods such as poison or deceit. While performing a contract, he adds twice his Honor rank to the total of his Attack and Damage rolls.

Kagekaze's Path Rank Two: One Against the World. Gains an additional attack per round. When outnumbered by five-to-one or more, gains an additional attack per round beyond that one.

Kagekaze's Path Rank Three: Riding the Wind and Waves. Adds the total of his Air and Water Rings to his TN to be Hit at all times (unless unaware or immobilized), adds his Air Ring to the total of all his Attack rolls, and adds his Water ring the total of all his Damage rolls.

Honor/Glory/Status/Infamy: 4.1/3.0/na/2.5

Skills: Athletics 4, Battle 2, Calligraphy 4, Commerce 3, Courtier 3, Deceit (Intimidation) 4, Defense 8, Etiquette 6, Games (Go) 3, Horsemanship 4, Hunting 5, Iaijutsu 8, Investigation (Interrogation, Notice) 5, Jiu-jutsu 4, Kenjutsu 10, Knives 4, Kyujutsu 6, Lore: Heraldry 5, Lore: History 3, Lore: Law 2, Investigation 5, Meditation 3, Spears 3, Stealth 5, Tea Ceremony 2, Theology 4, Underworld 5.

Mastery Abilities: Add 5 to TN of any Social rolls made against him. Adds twice his Defense skill to TN to be Hit and may declare Full Defense when Initiative is rolled. When using Kenjutsu or Kyujutsu, wound penalties are reduced by Skill Rank and gains a Free Raise, and may spend an additional Void on damage with Kenjutsu. 9's explode when rolling with Kenjutsu. May Focus an additional time and may roll an additional die when focusing in an Iaijutsu duel.

Kata: Kagekaze's Wind. Prep time 20 minutes. May sacrifice all extra attacks to make one single deadly attack. If this attack hits, roll additional unkept damage dice equal to Reflexes.

Advantages/Disadvantages: Bishamon's Blessing, Bland, Combat Reflexes, Higher Purpose (fulfill his assassin's creed), Quick, Strength of the Earth (rank one)/Bad Reputation (ronin assassin), Social Disadvantage (ronin).

Equipment: Kimono, daisho set, tanto, traveling pack, 18 koku, light armor (usually not worn), bow and 20 arrows (usually not carried).

Appendix 2: Toshi Aitate

The City of Vice is oriented almost entirely toward a single goal: extracting wealth from the guests (merchants and samurai alike) who visit. The vice industries and entertainment industries which accomplish this are almost all located on the city's main north-south road, known as the Street of Gold.

The **Street of Gold** is lined from one end to the other with businesses designed to cater to vice, weakness, and personal indulgence: mainly gambling dens and geisha houses, as well as numerous restaurants, inns, and teahouses which routinely offer sake and opium alongside their meals. Most of these businesses do not open until the late afternoon, but remain open until nearly dawn. Toshi Aitate is a city which lives at night and sleeps through much of the day – only eta and low-status commoners are out in the mornings, cleaning up from the previous day's activities and preparing for the next night.

At night, though, Toshi Aitate is a noisy, colorful, gaudy wonderland. The Street of Gold and the establishments which line it are illuminated by thousands of colored-paper lanterns. Musicians stroll up and down the street, beating drums or playing samisen, flute, or biwa. Accompanying them are a variety of other street performers – jesters, acrobats, magicians, actors in costume – performing acts or stunts to earn tips from the crowds. The noise is further intensified by the barkers stand outside each business, calling the virtues of the food, games, and women to be found within – or, more frequently, handing out small sheets of folded origami paper with their business name and attractions inscribed upon them. Many barkers have adopted a practice of folding these papers into a fan and snapping it sharply against their palm to attract attention, then thrusting the paper into the hands of any passerby who notices the noise.

Most of Toshi Aitate's business establishments attempt to distinguish themselves with bright, gaudy decorations and clever or pretentious names (such as “House of Shining Joy” or “Fortune's Blessed Sake House”). A few take the opposite approach, seeking to create an image of elegance and wealth through fine architecture and understated names such as “The Chrysanthemum” or “Iron and Silk.” All of these places employ ronin as bouncers, to deal with customers who become overly rowdy or violent. Typically these ronin are also in the pay of whichever yakuza gang controls that particular business, ensuring that the yakuza can enforce their rule without interference.

The map (Map #1) shows the names of the prominent geisha houses and gambling houses on the Street of Gold, as well as the major districts and locations of the city.

Notable Geisha Houses:

The House of Shining Joy: The “low end” for geisha houses in Toshi Aitate, the women in this place are those who lack the skills or beauty to be snatched up by one of the higher-end establishments. Although still fairly high-quality compared to the women in a typical geisha house elsewhere, they are definitely the least impressive here, and the prices at the House of Shining Joy are quite low. The House thrives by catering to less-wealthy (or unlucky) visitors seeking an evening of cheap distraction.

The House of the Green Lantern: This geisha house emphasizes the exotic, offering women with unusual colors of eye, skin, or hair. Green-eyed or blue-eyed women, those whose gaijin ancestry has given them darker skin or red-tinged hair, all may be found here. Of course, they are also well-trained geisha, able to match any woman from the other houses in the arts of music, dance, or conversation.

The House of Earthly Perfection: The main geisha house owned by the Smiling Tigers gang, this establishment is not noticeably different from the others except for the large number of yakuza thugs who lurk in the area, watching for trouble from the Broken Songbirds.

The Chrysanthemum: A high-class geisha house designed to appeal to prestigious customers. The style of this place is very much “understated elegance” and it strives to insulate its customers from the noise and indignity of the crowded streets.

The House of the Peach: Although this place is nominally a traditional geisha house, in actuality it is simply a high-priced, high-quality brothel. Consequently, it does a booming business among those rich men unwilling to sully their pride or reputation by visiting the Street of Red Petals. The madam, a plump middle-aged woman named Usoko, plays along with this deception by carefully avoiding any open mention of what she is selling, instead employing euphemisms like “companionship.” Bayushi Shinkuji is a regular customer here.

Notable Gambling Houses:

Fortune’s Blessed Sake House is the largest and most successful of the half-dozen “low end” gambling houses that line the Street of Gold. It offers the usual assortment of basic games – Fortunes and Winds, even-odd, and the card game known as Oichu-Kabu – in a simple, basic, and very noisy environment, with pretty serving maids offering drinks and snacks to the patrons. Opium is readily (if semi-covertly) available, and the air is full of smoke (tobacco as well as the illegal opium).

The Jade Cup: A mid-range house that tries for a less-hectic atmosphere than Fortune’s Blessed and its imitators.

Iron and Silk is one of the two “high class” gambling houses on the Street of Gold (the other is the House of Wisdom), a two-story building with superior but understated design and architecture, and a staff well-versed in appealing to the vanity and arrogance of rich samurai and top-level merchants. Unlike all the other houses on the Street, Iron and Silk allows samurai to keep their weapons while they are inside – it would be an insult, after all, to suggest that any of their customers might lose control of themselves.

The house has a covered walkway which connects to the Chrysanthemum, allowing customers and employees to pass between the two establishments without dealing with the crowds on the Street of Gold. It is not uncommon to see gamblers at Iron and Silk enjoying music, dance, or a shiatsu massage from a geisha while they toss their dice.

The House of Wisdom and the **Gambler’s Tengoku** are the two gambling houses controlled by the Smiling Tigers, and there are always a few Tiger gang members hanging around to back up the bouncers in case the Songbirds try to cause trouble (which they do on roughly a weekly basis). Since this frequent violence has a tendency to drive away customers, these houses have compensated by making the odds more favorable to their customers, accepting a lower profit margin as the price of stealing away customers from the other gambling houses.

Thematically, the House of Wisdom attempts to cater to a higher grade clientele, with an elegant atmosphere and well-dressed employees, while Gambler’s Tengoku is a somewhat cruder, lower-class establishment with an all-female staff, designed to appeal to wealthy but crass merchants and ronin.

The Shrine of Daikoku

It should come as no surprise that Toshi Aitate is not a very pious city. Most of the shrines here are small, token obeisances to the religion that the rest of the Empire reveres so highly. There is, however, one large temple located on the Street of Gold itself: the shrine of Daikoku, Fortune of Wealth. The front half of this vast pagoda-roofed three-story temple is in fact a gambling house, run and administered by the monks of Daikoku, and all money lost by the guests here is taken as donations to the Fortune. This is the one place in town which is immune to the pressures from the two yakuza gangs – neither the Broken Songbirds nor the Smiling Tigers have the chutzpah to harass the Brotherhood of Shinsei. (At least, not yet.)

The Street of Red Petals

A side-street branching off from the Street of Gold, and lined with small two-story buildings who hang gaudy red lanterns outside their doors. These are small brothels, each typically “employing” four to six young women. Those seeking the satisfaction of crude physical desires, rather than the refined, delicate, feminine companionship of a geisha, come to this street. In most Rokugani cities, outright prostitution is illegal – it is regarded as a dangerous embracing of the Sin of Desire. Here, it is simply one more business to be taxed and regulated.

The Merchant District

Located to the east of the Street of Gold, the Merchant District has one goal: keep the Street of Gold supplied with everything it needs. Needless to say, given the enormous wealth pouring through Toshi Aitate, the merchants who live here generally thrive, and many of them are wealthy enough to themselves be customers for the Street of Gold's businesses. Many of the houses here are quite splendid, as fancy as any samurai's residence. Unlike many cities, the merchants here generally do not hire ronin to guard their warehouses or businesses (the yakuza have taught them the futility of that), but most of the wealthier ones do employ ronin as personal or household guards.

The two senior oyabun of the Broken Songbirds yakuza reside in this district, in houses just as magnificently splendid as any other rich man. If their neighbors are uneasy at having yakuza living nearby, they are careful to keep their opinions to themselves.

Residential District

Located to the west of the Street of Gold, this sprawling district is home to the hundreds of laborers, entertainers, craftsmen, and other lowly commoners who make Toshi Aitate function. Over 3,000 people live in this densely populated district, most of them packed into small one-room tenement apartments between narrow, winding streets. A scattering of low-class noodle shops and sake houses offers them a pale echo of the splendid entertainments available to their betters.

This place is also home to most of the yakuza gang members, and each of the gangs maintains a chapter-house here where the membership can gather to eat, socialize, and receive orders from their superiors. The oyabun of the Smiling Tigers lives in their chapter house here.

Eta District

In a city as busy as Toshi Aitate, the eta are kept quite busy, and there are around 300 people living in this small district. As is typical, it is located outside the walls, and is accessed via the Regrettable Gate. Eta are normally only allowed into the city during the morning, when they dispose of the rubbish, waste, and occasional anonymous corpse left behind by the night's revelry. When an eta is needed at other times (typically when someone dies and the corpse must be dealt with), the city guards will go to the Regrettable Gate and summon them, escorting them to and from the appropriate location.

Governor's Residence

In contrast to many cities, the governor of Toshi Aitate does not reside in a palace or fortified castle. Instead, his home is a large two-story samurai residence, surrounded on three sides by a magnificent walled garden. A twelve-foot wooden exterior wall shelters the garden and residence alike from the view of the passing crowds. The residence is always protected by at least eight bushi from the city guard, and during tense or uncertain times this garrison may be doubled or tripled.

Noble District

A relatively small area located southeast of the Governor's Residence. The fine houses here are home to the small number of actual samurai who live in Toshi Aitate (as opposed to the city garrison, who reside in their barracks). Bayushi Shinkuji lives in this district.

Magistrate's Residence

Located at the north end of the Street of Gold, opposite from the Governor's Residence. A large, fine-quality single-story samurai residence with a small but excellent walled garden in front. The magistrate Bayushi Honmitsu and his family lived in this house, along with the magistrate's yoriki, but after the PCs arrive they relocate to the governor's mansion.

The Walls and Defenses

Like most Rokugani cities, Toshi Aitate is walled, but the walls are more of a token gesture than a true military fortification. They stand about twelve feet high and are only four feet thick. There is a walkway atop the wall, but it is usually left unpatrolled, and anyone who really wants to get in or out of the city unobserved can do so easily enough.

There are six towers located along the length of the walls – three each on the east and west sides of the city. In addition, each of the two main gates is bracketed with heavy fortified towers. There are three total gates into the city: the Gate of Auspicious Luck (north), the Gate of Superior Fortune (south), and the Regrettable Gate (access to the eta district).

Map #1: Toshi Aitate

