

Faith in My Clan

A One-Round Multi-Rank Adventure for Heroes of Rokugan (Champions of the Emerald Empire)

by Rob Hobart

A most unusual messenger appeals for your aid in a dangerous mission. The fate of the Dragon Clan hangs in the balance.

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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 Multi-Rank adventure. This means that it has two sets of statistics for NPCs, one for low-end parties (Ranks 1, 2, and 3) and one for mid/high-end parties (Ranks 2 through 5).

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.

The world of Rokugan is a cross between feudal Japan and China. It is set in an age of honorable samurai, serving their Lords (Daimyos) and Empire. Remember that family names come before personal names. Akodo Toturi is from the Akodo family and his personal name is Toturi.

A note on female designations: If a samurai has the designation of -ko, then the samurai is a female. For example, if you see Samurai-ko, then this denotes a female samurai.

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, depending on the severity of the failure.
- 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.
- Using poison: lose 1-10 points of Honor, depending on the circumstances (there is always an Honor loss for using poison).
- 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.
- Made ronin: Glory drops to zero.

Adjusting for Party Strength

This is a Multi-Rank adventure, and contains two sets of statistics for the villains: one for Low-End parties (School ranks 1-3, average 2) and one for High-End parties (School ranks 2-5, average 3.5).

The Skill and Trait roll TNs listed in the module are for high-end parties. For a low-end party, reduce the TNs by 5.

The GM may need to make additional "tweaks" for parties which lie at an extreme end of the power curve. Suggested tweaks are listed below:

Low End Party (most/all characters Rank One):

- There are only three Mirumoto House Guard, and they are only Insight Rank Two (no Elite Guard Technique).
- The Hajishirasu Guards have Agility of 2.

High End Party (average party Insight Rank is Four or higher):

- The Mirumoto House Guard have Water 4 and are Insight Rank 5 (Mirumoto Bushi 4/Elite Guard).

Adventure Summary and Background

Almost two years ago, Mirumoto Hitomi, the daimyo of the Mirumoto family and de facto ruler of the Dragon Clan (at least in their day-to-day affairs), disappeared on a quest of personal vengeance. Soon after, her younger brother Daini departed on a mission to investigate the reports of “snake-men” in the Shinomen Forest. With both Hitomi and her presumed heir absent, their ambitious cousin Mirumoto Yukihera arranged to be appointed acting daimyo of the family – a position he has ruthlessly maintained since Daini returned last summer.

Yukihera is a man consumed by ambition, aggression, and lust for power. He has led the Dragon Clan into war with the Phoenix, the Lion, and even the Unicorn. So far, good luck (and a timely hiring of Toturi’s ronin army) has enabled the Dragon to prevail on the battlefield, but recognition of their victories in the Imperial courts has been slow in coming. Yukihera has pushed his armies forward with more and more aggression, invading deep into the Phoenix and Unicorn territories, and the news from the battlefield has begun to turn sour as well.

In the deep of night, Yukihera plots and plans, and listens to the dark whispers of evil spirits, Kansens, offering him the seductive power of the Shadowlands Taint. There, they murmur, he will finally find the strength to crush all enemies and make the Dragon the mightiest Clan in the Empire.

Mirumoto Daini has returned to the Empire, but has been torn between his feelings for his Naga lover, the Mara, and his sense of duty toward his Clan, which urges him to try to take control from Yukihera. When the Emperor imprisoned the Mara in Otosan Uchi, Daini focused most of his efforts on petitioning for her freedom. Recently, however, she managed to escape with the help of Naga pearl magic. Daini, relieved, set out for Dragon lands to meet with his uncle Mirumoto Sukune and discuss a challenge to Yukihera’s rule.

Unknown to Daini, Mirumoto Yukihera has been secretly allied with the Scorpion Clan for over a year. Scorpion agents informed him of Daini’s plans, and he arranged for the young Dragon to be framed for the rescue of the Naga prisoners. Daini has been cast into

the prison of the Imperial City, Kyuden Kokai, to await the Emperor’s judgment on charges of treason.

Player’s Introduction

The scenario begins with the PCs in Otosan Uchi, the Imperial City. It is likely that the PCs start this adventure after playing either *Blood of Midnight* or *Fires of Retribution*, either one of which can reasonably conclude with the PCs returning to the Imperial capital. Absent that, the PCs have arrived in the capital to deliver a message or perform some other minor duty for their daimyo, and are now free to do as they wish.

The Imperial City at the beginning of summer is as bright and busy as ever, well-lit by Mother Sun’s rays, with only a few white clouds scudding across the sky. The docks are crowded with shipping, commerce is heavy on the roads, and above the walls of the Forbidden City, you can see workmen putting the last of the tiles on the roof of the new Hantei Palace, fully repaired from the terrible fire from almost two years ago. However, despite all these inspirational sights there is a palpable tension in the population. Samurai stalk about with tense, strained expressions, and commoners walk softly and keep their heads down, trying to avoid notice.

PCs who ask anyone for the latest news, or why things seem so tense, will be able to quickly pick up the latest news, most of it bad:

- There are rumors of plague in Kyuden Doji, a plague which may even have taken the life of the Crane Champion. The Daidoji have sealed off landward access to the city, and are strongly discouraging trading ships from visiting. PCs who have played the adventure *Blood of Midnight* will know the truth of what has happened there, although they may not wish to share it.
- The so-called Northern War has resulted in a major battle between the Dragon, Phoenix, and Lion near the Shrine of Jurojin, but the outcome is unknown. The Dragon are also said to have recently suffered a painful defeat at the hands (and hooves) of the Unicorn Clan.
- The infamous “snake-men” of Shinomen Forest are rumored to have invaded the southern Unicorn territories, marching east through them, perhaps toward the capital itself. Many believe this must be due to the recent escape of the snake-men who were held in the Imperial Prison ever since their attack on the Emperor last year. The one surviving

Imperial Legion, the Fists of the Emperor, has been moved to intercept them, but few hold out hope that it can defeat them when the entire might of the Legions was crushed in the Shinomen Forest last fall. With the other Clans all locked in war with each other, what can be done?

- PCs who look specifically for more details about either the Dragon Clan or the escape of the Naga can roll **Courtier/Awareness** at TN 20 to catch a rumor that a high-ranking Dragon samurai has been arrested and accused of assisting their escape.

The PCs will have only a short time to catch up with these rumors and stories before they are approached by Togashi Mitsu, the famous ise zumi.

A tall, muscular tattooed man strolls up the street toward you. He wears only sandals and a loose-fitting pair of hakama pants. A tattoo of a Dragon coils across his chest and around his back, its gaping jaws leering from the top of his shaved head. Tiger's claws are visible on his forearms, and a crow perches on his navel. Despite his garish appearance, however, a pleasant smile is on his face, and he pauses in his stroll to speak briefly with a passing woman and her child before resuming his walk.

Some PCs may have met Togashi Mitsu before, in the adventures *Kuro's Fire* or *A Walk Through the Mountains*. They will recognize him at once. Other PCs can recognize him by rolling **Lore: Dragon/Intelligence** at TN 15, **Heraldry/Intelligence** at TN 20, or **Shintao/Intelligence** at TN 25. If none of the PCs know him, Mitsu will introduce himself – otherwise he will assume the PCs know his name.

Mitsu will greet all of the PCs by name. (If the PCs are surprised by his knowledge, Mitsu smiles broadly. “I listen to the words of all, from the hiss of the lowliest snake to the roar of mighty dragons,” he remarks.) He goes on to inform the PCs that someone important needs to meet with them. “As the Tao says, those who choose to stand alone, fall alone. My friend has learned this wisdom deeply, and therefore wishes your aid. Will you offer it?”

Mitsu will not explain who it is who wishes to meet with the PCs. However, if any PC has played the adventure *Tao of the Naga*, he will observe to those PCs, “You have met before.” Otherwise, he will be very cagey, and answers most questions with riddles or quotations from the Tao. (A list of suitably enigmatic Taoist quotations is found in GM's Aid #1 at the end of

the module.) PCs who have met with Mitsu before, or have heard of his reputation, may recall that he is normally among the more open and direct of tattooed men – his current inscrutable behavior is out of character, and is due to the need to maintain secrecy.

Assuming the PCs eventually agree to the meeting, Mitsu will smile brightly. “Relish the moment before you make the first step on a journey, for that is the sweetest moment in the world,” he says, and leads the PCs into the Outer City of Otosan Uchi.

If the PCs refuse to go with Mitsu, they are effectively out of the adventure, unless other PCs attempt to recruit them later.

Part One: A Meeting with Serpents

Togashi Mitsu leads you beyond the Enchanted Walls and across the Sodo Hidachi, the Outer Eastern Bridge, a mighty span which crosses the River of the Sun shortly before the waterway empties into the Bay of the Golden Sun. Here, in the Outer City of Otosan Uchi, the districts are more sprawling and less orderly. Gardens and temples are often found right next to simple residences, while patches of forest and winding streams appear at random, and a neighborhood might change from respectable to slum with a dozen paces.

The tattooed man follows a round-about route through the docks district, finally turning down a narrow side-street which ends in a blank wall. Tucked in to one side is a small door, apparently leading to a cellar. Mitsu slides the door open and gestures with one hand. “Guests should always go first,” he observes with a smile.

If the PCs descend into the cellar, they find a dark room with a stone floor covered in an inch of water seepage. Something is moving in the darkness, making a slithering noise. While the PCs are, perhaps, digging out scrolls or lanterns, Mitsu comes in behind them and slides the door shut, plunging the chamber into darkness. This will likely alarm many PCs (especially those with experience of the Living Darkness), but within moments of the door closing, a pale light comes into being. It comes from a pearl, held in the palm of the Mara.

Before you, coiled on the wet floor of the basement, is one of the legendary “snake-folk” – the Naga. From a serpentine lower body rises the upper form of a

beautiful woman, although her scaled green skin and golden hair makes her beauty eerily inhuman. A garment of some woven material preserves her modesty, although she is still garishly exposed compared to a Rokugani woman. She regards you with a grave and mournful expression.

PCs who have played *Tao of the Naga* have met the Mara before, and will recognize her. Otherwise, she will introduce herself, speaking the language of Rokugan with only a soft accent. ***“I am called the Mara by my people. Until recently I was held prisoner at the orders of the one you call the Emperor. I wish to ask you to help one of your own, one who is also precious to me – the one you call the Daini.”***

Assuming the PCs do not attack or otherwise disrupt things, the Mara will do her best to explain to them what has happened: ***“The Daini sought to end the great war which plagues your people. But when he went to travel north and speak with the others of his bloodline – what you call a Clan – he was captured. Those who seized him charged him with breaking into the building where I was held, in order to rescue me. This is untrue, as he told them, but they would not listen to his words. Humans do not touch the Akasha, and cannot know a thing is true or false when they hear it. The Daini has been placed in the same building where I was prisoner, by the orders of one called Emerald Champion. Soon the one you call the Emperor will condemn him to be slain.”***

The Mara wants the PCs to rescue Mirumoto Daini and bring him back to Dragon lands, so that he can end the Northern War. She only partially understands what this will mean – the PCs will be breaking Imperial law by attacking the prison – but she will do her best to convey the importance of the situation: ***“The Clan of the Daini is ruled now by another, one called the Yukihera. He has been touched by the Foul. If the Daini cannot remove him from power, he will soon plunge half of your lands into Darkness.”***

The Mara will be as open and informative with the PCs as she can. Some of the questions the PCs may ask her, and her answers, follow:

- **What is the “Foul”?** The Mara describes the Foul as a force which blights and destroys the land and everything living on it. It spawns not only vicious monsters but also faceless things of shadow and darkness. It should be clear from her words that the Mara regards the Taint and the Living Darkness as two aspects of the same evil. “It is growing now, rising to a great peak of strength.

Soon a battle will come which will decide whether the Foul consumes all the world. It is for this battle that my people have awakened.”

- **How does she know Mirumoto Yukihera has been marked by the Foul?** The Mara says the Naga have the ability to sense the “Foul” in any who are infected strongly by its power. She will prove it by identifying any PCs with three or more Shadow Points or at least one full Rank of Shadowlands Taint. “It is growing in you, but it does not yet control you. It is far stronger in the Yukihera... and in the one you call Emperor.”
- **Why was she imprisoned/Why did the Naga ambassador attack the Emperor?** These are essentially the same question. When the Mara’s father, the Dashmar, came before the Emperor to speak for the Naga people, he saw at once that the Foul lay heavily on the man. He attempted to warn the others in the room, but the humans saw this as an attack on the Emperor, and slew him. The other members of the Naga ambassadorial party, including the Mara, were imprisoned.
- **How did the Naga escape the prison, and was Daini involved?** “My people have among them the very wise, the jakla – what you would call shugenja in your tongue. They used the magic of the pearls to bring us forth from the building where we were held. The Daini knew nothing of this – he sought only to plead with the Emperor for our release.”
- **Why does the Mara not use this “pearl magic” to rescue Daini?** “I am here of my own will, in defiance of the wishes of the others of my blood. I believe that the Daini, and other humans, have a place in the Akasha. He can help us to bring peace between human and Naga. But most of the Naga disagree, especially after your Emperor sent his armies to attack the Shinomen Forest. So I am here alone, without the power to save the Daini... unless you can help me.”
- **Where and how was Daini arrested, and by who?** “He was taken on the road as he traveled to the lands of his bloodline, to confront the Yukihera. A woman seized him, a woman of another bloodline, one which wears red and black clothing, and bears a picture of a stinging insect.” She will point to any Scorpion PCs. “Like that. She and her soldiers brought him back to this city, to the building where I was imprisoned. Then she reported to the one they call Emerald Champion.”

She does not know where the Scorpion woman is now.

- **Why has she sought the PCs' aid?** "I did not know who could help me, but I remembered that the Daini had trusted the counsel of this one, called the Mitsu. I sought him out. It was he who brought me here, and suggested I speak with you."
- **Why are the Naga invading the Empire?** "The Foul is growing stronger, day by day, as our vedics prophesied so many centuries ago. We must face this evil, so that there can be hope for the future. Its gathering place is within your Empire... perhaps even here in this city, although the jakla are not yet certain."

What Does Mitsu Say?

Some of the PCs may wish to know what Togashi Mitsu thinks of all this, and why he is helping the Mara ask for something which is, essentially, treasonous.

Mitsu will speak more plainly now that the PCs are in private. *"Our Lord Togashi-sama, by custom, holds aloof from the day-to-day workings of our Clan. But we of the Ise Zumi are free to make our own judgments, with the wisdom which Lord Togashi has granted us. When Mirumoto Yukihera led us to victory last year, there were few who doubted him. Some among our own order even chose to follow the ways of war, and to begin calling themselves Kikage Zumi instead of Ise Zumi. But what Yukihera has done this year is madness. He has rejected an honorable peace, and our soldiers die by the hundreds in the mountains of the Phoenix and on the plains of the Unicorn, while the Shadowlands Horde pours into the Empire and Hida Kisada marches on his neighbors. It must end."*

Mitsu knows Mirumoto Daini well, and knows that, however much he might have allowed himself to care about the Mara, he would never have violated Imperial law by breaking her out of prison. "The evidence against Daini-san supposedly came from Yukihera-san, but I must wonder which Clan truly supplied it. It was, after all, a Scorpion magistrate who brought Daini to the city."

If the PCs want to know why Mitsu approached them specifically, he will smile enigmatically. "I sought the wisdom of those greater than myself, samurai-san. Past that, you must allow me my secrets."

- If any of the PCs are themselves Ise Zumi, Mitsu will draw them aside at some point and explain that he is acting on the advice of Lord Togashi. "Lord Togashi will not directly act against the Mirumoto family. But his wishes are plain."

What Do the PCs Decide?

The PCs face a very difficult decision – do they take an action which can potentially end the disastrous Northern War, and save the Dragon Clan from a Tainted madman, even though it will mean breaking the Emperor's law? This is an unprecedented choice, and the PCs will be entitled to agonize over it... and to refuse, if need be. For some PCs, their interpretation of bushido will allow no possibility of acting against Imperial law, even in such a case as this.

PCs who decide not to help the Mara are essentially out of the adventure. They can look into matters and perhaps try to petition the Emperor on behalf of Daini, but such actions will avail nothing. Some PCs might even try to report their fellows to the Imperial authorities, or try to bring back Imperial magistrates to arrest the Mara. Such actions will have no immediate impact on the scenario's course (the Mara will probably relocate immediately after this meeting), but such PCs can potentially rejoin the action at the end of the scenario, confronting their fellows (see "A Clash of Honor" under "Conclusion").

Preparing a Rescue

If at least some of the PCs do agree to help the Mara, she and Mitsu can share some additional information on the situation:

- The prison where Mirumoto Daini is being held is located atop a hill to the north, in the Toyotomi District of the Outer City. Mitsu names it as Kyuden Kokai, the Palace of Remorse, a place where samurai who have broken the law are held until they can receive justice.
- The Mara says she does not know much about the interior of the prison. "It is a mighty building of wood and stone, surrounded by walls. I was taken inside, and placed in a small room with only one door and a barred window. There I remained. Food and water were passed to me through the door by those who guard the place." Mitsu names the guards as "Hajisherazu" and says they are men and women who have chosen the life of a prison guard after suffering some great shame or loss of faith.

- If the PCs ask about any possible presence of “the Foul,” the Mara will say there was none within the prison, but will mention that there was a place close to the prison which was “deeply marked by the Foul,” so strongly that she could feel it even from a distance. She does not know what it was, other than that it was outside the prison. Mitsu is puzzled by this, and wonders which place she could mean. The PCs will need to investigate on their own to find out more.
- The Mara is willing to help the PCs any way she can, but points out that she probably cannot venture out in the city openly during daylight. She arrived here under cover of night (“by the light of the Pale Eye”), in her two-legged form, and wearing heavy garments to conceal herself.

What Happens Afterward?

The Mara would like to help the PCs directly, but knows she is too noticeable to operate in the city without attracting attention. If the PCs can come up with a way for her to assist directly in the rescue (especially if they use the tunnels, or strike at night, or both), she will do so with enthusiasm. Otherwise, she will wish to remain in hiding and meet with the PCs (and hopefully Daini) after the rescue.

Togashi Mitsu will not directly participate in the rescue. “My path was to find this woman, and to put her on the path to you,” he says. If the Mara does not participate in the rescue (as is likely), he will offer to guard her. Otherwise, he will arrange a room in the nearby Higshikawa District for the PCs to rendezvous (hopefully with the Mara and Daini) after the rescue attempt.

Part Two: Seeking Additional Information

Smart PCs will try to find out more, both about Daini’s arrest and about the prison of Kyuden Kokai, before taking any action. There are a number of investigative avenues which the PCs can pursue. The most obvious is to speak with representatives of the Emerald Champion about the case against Mirumoto Daini. Another option is to seek out the Scorpion magistrate who arrested Daini. PCs may also want to find out more about the prison itself, its facilities and personnel, and the possibility of approaching it from underground.

General Rumors About Daini

Some PCs may use political contacts, or simple gossip, to try to learn more about the arrest of Mirumoto Daini and the case against him. This will most likely require several hours of circulating around the city, talking with various contacts, and a roll of either **Courtier/Awareness** or **Manipulation/Awareness** at TN 15, or **Commerce/Awareness** at TN 20 (TN 10 if the PC spends at least 1 koku on bribes).

Each PC can roll once. Each successful roll acquires one of the following pieces of information, chosen by the GM:

- Daini has been charged with helping the Naga prisoners escape from Kyuden Kokai. There are apparently several samurai-caste witnesses who claim to have seen him leaving the area of the prison with the Naga on the night they escaped.
- The accusations against Daini came from the daimyo of the Mirumoto family, Mirumoto Yukihera, but the office of the Emerald Champion is handling Daini’s case, since his actions were an offense against Imperial law.
- Daini was arrested by a Scorpion magistrate named Bayushi Mitsumi. She is still in the city, most likely at the Scorpion embassy.
- Bayushi Mitsumi was, until last year, *yojimbo* (bodyguard) to a Scorpion daimyo named Soshi Taushi. Her elevation to magistrate was apparently arranged by Taushi as a reward for loyal service.

The Office of the Emerald Champion

The Emerald Champion has a walled compound within the Inner City of Otosan Uchi, immediately outside the walls of the Forbidden City itself. If the PCs should go here, they will find a pair of Imperial Guards watching the entrance to the compound. They will require the PCs to wait while a servant takes their chops and asks the reason for their visit.

The PCs will need to offer a credible reason for asking about the case of Mirumoto Daini. Alternatively, if the PCs have Otaku Taro as an Ally, they can “cash in” that advantage to request a meeting with him. Either way, they will be allowed inside after about a half-hour’s wait. Servants will lead them to a waiting room and offer tea and snacks, promising that the Emerald Champion will see them as soon as possible. They will

wait there for two more hours, although the polite servants will continue to offer refreshments to make their stay easier.

At the end of that time, if the PCs have waited patiently, a door slides open and the Emerald Champion, Otaku Taro, walks in.

Otaku Taro is a slim young man with long hair and delicate, almost girlish features. His face, however, is drawn and haggard, the face of a man working past exhaustion. He seats himself opposite you, removes his katana, and places it on his right before offering a brief bow. His hand lingers on the polished saya for a moment before he speaks. “How may I assist you, samurai?”

Taro will be polite and proper toward anyone but Otaku battle maidens – he will treat them with thinly-veiled hostility. He does have strong Clan prejudices (he supported the Returned Shinjo in the Unicorn civil war, blames the Lion and Dragon Clans for the Northern War, admires the Crane and Phoenix, and distrusts Scorpions and Crab “Kisada loyalists”) but he will do his best to not let those feelings interfere with his duties.

Taro is a tormented man. He is corrupted by the Shadowlands Taint, and it is beginning to affect his judgment and emotional stability. He is also the bearer of a Bloodsword, Treason, which is constantly pushing him toward violence. As a result, while Taro is normally polite and honorable, he can easily be “nudged” into anger and loss of control by those who insult or obstruct him. If any of the PCs are hostile, condescending, or otherwise impolite (or if any of them are Battle Maidens), they will find Taro quickly becoming more and more irritable, his words sharpening and his manners degenerating. If they push him hard enough, he will suddenly jump up, clutching his sword for a moment while he glares furiously – and then wheels and stalks out, ending the interview.

Absent such an unhappy result, Taro will be as cooperative as possible, so long as he believes the PCs’ motives to be honorable.

Taro will treat the case of Mirumoto Daini with grave seriousness. “Any crime against the Imperial law must be considered as nothing less than treason.” Although he privately disagrees with the Emperor’s decision to imprison the Naga ambassadors, he is adamant that Daini committed treason by rescuing them.

- If the PCs ask about the case against Daini, or express doubt in his guilt, Taro will sigh heavily. ***“I have met Mirumoto Daini-san myself, more than once, and I would prefer to believe that he did not commit this deed. But the array of witnesses against him is formidable indeed, an assortment of respectable samurai from several different Clans. And... in truth, I do believe that Daini... admired... some of the Naga enough to take action on their behalf.”***
- Taro will not identify the witnesses by name. “I have learned from bitter experience that it is best to keep such information restricted.” If the PCs are not on his bad side, he will add, “I apologize if this seems to imply a lack of trust, samurai-san.”
- If the PCs ask how he learned about these witnesses, he explains that they were listed in Mirumoto Yukihera’s arrest order for Daini. “Lord Mirumoto Yukihera reportedly distributed orders for Daini’s arrest throughout his lands and the adjacent territories.”
- Smart PCs may ask how Yukihera, in distant Dragon lands, learned of these witnesses when nobody else in the Imperial capital was able to find them. Taro will admit that is a bit puzzling, but points out that the Dragon Clan maintains an embassy in the capital, whose staff includes several Kitsuki magistrates. “From my own experiences with the Kitsuki, I know they are adept at ferreting out information which might elude other investigators.”
- If the PCs ask about who arrested Daini, Taro will confirm that it was a Scorpion magistrate, Bayushi Mitsumi. “Mitsumi-san was traveling through the area and recognized Daini from the description in Yukihera’s arrest order. By her account and that of her *yoriki*, Daini attempted to escape arrest, compounding his crime. I have asked her to remain in the city until the case is resolved.”
- If the PCs ask where Daini was arrested, Taro says it was on the road between the town of Oiku, in Lion lands, and Kyuden Tonbo in the Dragonfly territories. Daini, who was in the Imperial capital until recently, was apparently traveling north toward Dragonfly (and presumably, Dragon) lands.
- If the PCs ask when Daini left the Imperial capital, they can learn it was nine days after the Naga disappeared from the Imperial prison. If any PC suggests that this long delay is not the act of a

guilty man, Taro will shrug. “Perhaps. Or perhaps the act of a clever man seeking to appear innocent.”

- If the PCs ask what will happen to Daini, Taro explains that he has refused to confess to his crime. “Due to his rank, and since his offense is against the Emperor’s law in the Emperor’s own city, I have no choice but to defer to the Hantei for his judgment. The Son of Heaven has stated that he will give me his decision at the end of this month.” (For PCs who might be wondering, that will be in eleven days.)

Ultimately, Taro cannot offer the PCs more than information. He will be sympathetic with PCs who express a belief in Daini’s innocence, but will not allow such feelings to sway his execution of his duties as Emerald Champion. “It is my task to uphold the Emperor’s laws, even when doing so might be personally troubling.”

Speaking with the Scorpion Magistrate

If the PCs spoke with Otaku Taro, or gathered general information around the city, they will know that Daini was arrested by Bayushi Mitsumi, a Scorpion Clan magistrate, and that she is still in the city.

The obvious place to seek her is at the Scorpion Embassy. If any of the PCs are themselves Scorpions in good standing, or have certs granting them assistance from the Scorpion Clan, the Embassy staff will allow them to send a message to Mitsumi. PCs without such advantages have two options:

- Role-play a convincing excuse for needing to meet with Bayushi Mitsumi, and make a **Sincerity/Awareness** roll at TN 25. The excuse CANNOT suggest any significant interest in the case of Mirumoto Daini, unless the PCs claim to be representing the interests of Mirumoto Yukihera (which will not be credible unless the PCs are Scorpions or Dragons).
- “Cash in” (erase) a Favor or Ally with the Scorpion Clan.

If the PCs succeed in sending a message, Mitsumi will soon send back a brief note promising to meet with them that evening in front of the puppet theatre “Little Rokugan” in the Hito District of the Inner City.

The puppet theatre is lit by gaily colored lanterns, and a mixed crowd of children and adults have gathered before it to watch the performance. Tiny puppets prance across the stage, accompanied by light music from drums and flutes. The characters are acting out the tale of the Scorpion and the Frog. Appreciative murmurs rise from the crowd as the Scorpion puppet, speaking in a thin reedy voice, entices the Frog to let him ride across the river.

Your own enjoyment of the show is interrupted by a soft voice. “You wished to speak with me, samurai?” Standing quietly at your side is a Scorpion samurai-ko, dressed in a formal maiden’s kimono which makes the swords at her side look out of place. Bayushi Mitsumi appears to be a pretty young woman in her twenties, with a simple paper mask covering her upper face.

Bayushi Mitsumi is a skilled duelist and the former bodyguard of Soshi Taushi, a mid-ranking Scorpion daimyo. She is also secretly *junshin* (honorable) and finds serving her Clan a tormenting experience, a constant struggle to uphold the ideals of bushido without betraying her duties. Taushi was aware of Mitsumi’s true nature, and found her faith in bushido a useful tool in manipulating her. He arranged her appointment as a Clan Magistrate as a way of both rewarding her service and punishing her foolish allegiance to bushido.

Mitsumi is deeply troubled by her duties and the frequent dishonorable acts which she must carry out. She often uses poetry as an outlet for her feelings, and will occasionally recite impromptu haikus when she cannot express her feelings any other way. Nevertheless, she cannot bring herself to directly oppose her Clan. “Without my Clan, what am I? Just another *ronin* wandering the roads.”

In order to get useful information from Mitsumi, the PCs will have to be both sympathetic and delicate. They will need to show understanding for her difficult position, trapped between duty and personal honor, and they must avoid pushing her into a corner where she has to choose between them. If the PCs are careful, well-spoken, and empathetic, Mitsumi may be willing to share some information with them:

- She received her orders to arrest Mirumoto Daini from the Scorpion Clan, via letter. Several days after she took him into custody, a messenger from the Dragon Clan brought the arrest order from Mirumoto Yukihera.

- Daini refused to submit to arrest on the grounds that she did not have jurisdiction over him. In truth, at the time she did not – the order to arrest him did not list any crime he had committed against the Scorpion Clan – but she could not disobey an order from her superiors. She had to order her *yoriki* to subdue Daini in order to take him into custody.
- Mitsumi knows that many of the “witnesses” who are speaking against Daini are people who have been compromised by the Scorpion Clan. It is unlikely that she will do more than hint at this with the PCs, however.
- Mitsumi also knows that her Clan is secretly allied with Mirumoto Yukihera. She will drop hints of this to non-Scorpions.
- With sympathetic Scorpion PCs (only), Mitsumi may confess that she is fairly sure Daini is being framed by the Scorpion Clan on behalf of Mirumoto Yukihera. She has heard rumors within the Scorpion networks that Daini was planning to challenge Yukihera for the leadership of the Mirumoto family.
- The Hajisherazu number about three dozen. Currently, there are about fifty prisoners in Kyuden Kokai – most of them minor offenders, being held for a few days to punish them for public drunkenness, brawling, and other such violations of the social order. A minority are guilty of more serious crimes, such as murder, and are awaiting trial or execution.
- The prison is surrounded by high walls and has manned towers at each corner. It is located on the highest hilltop in the city, making it impossible to approach without being noticed. (PCs can learn this either by asking questions or simply by walking close enough to observe.)
- Visitors are allowed, but only under strict supervision and without weapons. (PCs can also know this by rolling **Law/Intelligence** at TN 15.)

The PCs may decide to visit the prison and speak with the warden. Such investigations are discussed in Part Three.

Seeking Access to the Tunnels

If any PCs have played the adventures *Winter Court: Kanrinrin's Duty* or *Fist of the Earth*, they are probably aware that there are tunnels, both natural and man-made, beneath Otosan Uchi. If not, some PCs may know about this anyway – members of the Tortoise Clan or Scorpion Clan, PCs who are Owned by the Kolat, or ronin/Mantis PCs with criminal backgrounds/contacts will know about the tunnels with a **Simple Intelligence** roll at TN 10.

If none of these conditions apply, it is still possible that some PCs may be able to find out about the tunnels if they make a point of asking about sewers, earthquake rifts, or other such topics. Finding out more about these things will require that the PCs question the right people – Scorpions, Tortoise Clan, smugglers, yakuza, and other dishonorable types. Appropriate skill rolls to learn information (depending on who the PCs are questioning) would be **Commerce/Awareness** at TN 25, **Kuenai/Awareness** at TN 25, **Courtier/Awareness** at TN 25, or an appropriate **Lore** skill (**Lore: Yakuza**, **Lore: Kolat**, and **Lore: Scorpion** would all be appropriate) at TN 25.

Getting access to the tunnels will be difficult, since those who control them (the Scorpion, the Tortoise, the Kolat, the yakuza) are loathe to admit any meddling

Information on the Prison

PCs may decide to seek out additional information on Kyuden Kokai. The prison is well-known in the city, and anyone who asks around about it can learn the following basic information:

- The Prison was founded in the reign of Hantei III, as a place for samurai criminals to be kept, either as punishment or to await trial. It is technically the responsibility of the Emerald Champion, but in practice, the prison runs itself. (This will also be known to PCs who roll **History/Intelligence** at TN 15 or **Law/Intelligence** at TN 15.)
- The personnel who guard and administer the prison are known as Hajisherazu. They are samurai, and occasionally monks, who have lost faith in the Empire, bushido, or the Celestial Order, but still wish to be of service to society. Retirement to the role of Hajisherazu is considered an honorable way to deal with such a crisis of faith. (PCs will know this if they roll **Law/Intelligence** at TN 20.)
- The Hajisherazu live on-site, in their own barracks with their own servants. There is also an *eta* family which lives in the prison, and a shrine to Emma-O with its own monk.

samurai into their territory. The PCs will have four basic options:

- 1) Call in Favors. PCs who have Favors or Allies with the Scorpion Clan, the Tortoise Clan, or the Kolat can “cash in” some of those in order to gain access to the tunnels. This will require a minimum of one Favor or Minor Ally to get access. Cashing in more Favors and Allies will allow for better results (such as a guide to the specific tunnels under the prison).
- 2) Use Contacts. If some of the PCs are themselves members of the Scorpion Clan, the Tortoise Clan, or are Owned by the Kolat, they can use their contacts with their Clan/organization to gain access to the tunnels. This will require that they make contact with an appropriate higher authority, role-play a convincing excuse for gaining access to the tunnels (none of these groups will support a rescue of Mirumoto Daini), and roll **Sincerity/Awareness** at TN 20.
- 3) Bribery. PCs can try to bribe the Tortoise Clan or a yakuza gang to get access to the tunnels. (The Scorpion and Kolat cannot be bribed.) This will require a minimum of 1 koku per PC – possibly more, depending on how much information the PCs let slip and how willing they are to negotiate. Again, PCs may be able to pay extra to get a guide to the specific area they need.
- 4) Solo Exploration. PCs may decide to look for their own entrance to the tunnels, especially if they remember (from the adventure *Fists of the Earth*) that the tunnels can sometimes be accessed through earthquake rifts. There are several such rifts in Otosan Uchi, with the closest to the prison being about a half-mile away. PCs who explore these rifts will eventually be able to find their way into the tunnels. However, at least one of the PCs will have to roll **Investigation/Intelligence** at TN 20 (or **Nazado/Intelligence** at TN 15) to find their way through the tunnels to reach the prison. Failure means the PCs wander for several hours before emerging at another earthquake rift somewhere else. A botch (failing with three or more 1’s on the roll) means the PCs stumble into the hidden lair of someone they should have left alone – a Kolat

base, yakuza den, Tortoise smuggling operation, etc.

The “Source of the Foul”

Some PCs may be more than a little intrigued by the Mara’s reference to a major source of “the Foul” close to the prison, and may wish to investigate this, even though it has no direct bearing on their goal.

The Kyuden Kokai complex is located atop a hill, somewhat set apart from the rest of the city – few other buildings are even close to it. The nearest structure of note is the residential complex for Shosuro Meiyoko, the governor of the neighboring Meiyoko district, which is located just to the east at the bottom of the hill.

This is a large walled compound that contains a fine two-story house, an elaborate garden, and several shrines and lesser administrative buildings. The PCs will not be allowed inside unless they can plead a valid reason to speak with the governor. There is nothing here which could be considered a source of “the Foul.”

The only other major structure nearby is another sizable walled compound, located to the west: the Temple to Lord Moon. Within the walls, the extensive gardens are pale and colorless, the trees and grass oddly shriveled and brittle. The temple itself is eerily monochrome in color, all blacks and whites and various shades of gray.

Thin, pallid monks in gray robes tend to the facility. They speak in low, monotone voices, and their skin is chilly to the touch, but they otherwise behave like normal monks, accepting offerings from those who wish to pay homage to Lord Moon.

All of these monks have either one or two Shadow Points, and the Temple itself is a repository of the power of Shadow. It is this which the Mara sensed when she was imprisoned in the Palace of Remorse. The Temple to Lord Moon has no significance to the overall scenario, but PCs may be intrigued (or alarmed) to learn that there is a connection between the Shadow and Lord Moon.

Part Three: Guide to the Palace of Remorse

The basic layout of the Kyuden Kokai complex is shown on MAP #1. It comprises a walled compound (with towers in each corner), one main building (the prison proper), and five smaller structures: the barracks, a storage building, a bathhouse, a small shrine to

Emma-O (the Fortune of Judgment), and an *eta* residence.

The Walls of Kyuden Kokai are sheer stone, thirty feet high, and topped with a crenellated parapet four feet wide. The parapet is connected via archways to the four corner towers, as well as to the wooden battlement which tops the single gate. During the day, the walls are unmanned, since the towers have a clear view. At night, a single guard patrols each of the three non-gate walls. These guards typically pay much closer attention to the interior of the compound than to the exterior, since their primary responsibility is to prevent escapes.

The Gate is a pair of massive oak panels, held shut by huge bars, also of oak. It can only be opened from the inside. A roofed wooden battlement tops the gate, and there are two guards there at all times, day and night. Unlike the other guards, they are supposed to pay primary attention to the exterior of the prison, watching for visitors and asking their business before admitting them. (However, at night they are typically sitting inside the battlement playing dice or talking, rather than paying attention – the prison seldom gets visitors at night.)

The Corner Towers are stone structures forty feet high, topped with wooden roofed battlements. Each tower contains a spiral staircase which connects the wall battlements and the tower roofs to the ground floor interior of the compound. During the day, there are two guards posted to each tower, keeping a careful eye on the interior of the compound. At night, torches are lit in each tower, and a single guard stands watch in each.

The Barracks building houses the prison's entire staff of Hajisherazu (except for the prison Warden, who lives in the main building), along with the commoner servants who do the "grunt work" of maintaining the prison. It is a single-story building of wood-and-paper construction, with cramped rooms and spartan facilities.

The Storage Building houses foodstuffs and other mundane supplies for both the prisoners and the personnel who guard them. Perhaps more importantly, it is where the weapons and personal effects of the prisoners are kept while they are awaiting trial. (Mirumoto Daini's daisho, armor, and other gear are here.) It is kept locked at all times, but both the warden and head servant have keys.

The Bathhouse is a single large building which can handle up to twenty bathers at a time. There is no

gender segregation – neither the prisoners nor their guards have earned such a luxury. Servants, guards, and prisoners bathe at specific times, to ensure there is no violation of caste lines. Prisoners are allowed to bathe only every other day, which is considered a severe deprivation.

The Shrine to Emma-O is a small, single-story pagoda containing a small statue of the Judge of the Dead, carved from black wood and polished to a perfect shine. A single elderly monk, Aratu, watches over the shrine and sees to the spiritual needs of both the prisoners and their guards. He is an old and weary man, but possesses a clear conscience and a strong sense of dedication and compassion. He sees his primary role here as helping condemned prisoners to prepare for their ultimate meeting with Emma-O, where they will be judged for their deeds.

The Eta Hut houses a large extended family of *eta* (twelve individuals). Due to the large numbers of prisoners, the *eta* are kept quite busy with the simple task of disposing of excrement, as well as removing the occasional expired prisoner and the somewhat more frequent victims of executions.

The Yards of the prison are open grassy areas where the prisoners are sometimes allowed to take air and exercise. They also contain a gallows and two execution blocks, where condemned prisoners who have been denied the right to *seppuku* meet their end, either through hanging or beheading.

The Main Building

The main prison itself consists of three long wooden buildings with peaked tile roofs. Smaller enclosed walkways connect the three together, forming a single unified structure. Doors access each building at both ends. The interior of each building is divided into two rows of cells with a central corridor running from end to end. Each cell is locked from the outside with a heavy iron bolt. There is a barred window at the top of each door, and meals are passed through a slot at the bottom. The cells are simple square chambers, containing a plain futon and a chamberpot. Each cell also has a heavily-barred window to the outside, allowing in a small amount of air and light.

During the day, two guards are posted in each of the three buildings – one stationed by the door at each end. At night, there is one guard (with a lantern) in each building.

The easternmost building contains 30 cells, the central building contains 28, and the westernmost contains 26 cells along with the Warden's office and personal quarters. The Warden's personal room is nearly as spartan as the cells, containing only a futon, a weapons rack, a closet, and a chamberpot. His office contains a writing desk and other secretarial gear, as well as a wall of shelving packed with scrolls. The scrolls hold records of all prisoners for several generations. (After that, they are handed over to the Imperial historians.) At night, the Warden's keys to the storage building and to Daini's manacles are kept here as well.

Mirumoto Daini is currently held in a cell in the central building, near the middle.

Personnel

There are a total of 35 Hajisherazu guards assigned to the prison. These men and women are mostly former samurai, although a few of them were once monks. All of them, for one reason or another, have lost faith in themselves, in bushido, in the Fortunes, or in the Empire itself. Unable to continue in their old lives, but also unable to forsake the Empire altogether, they have sought to give their lives meaning by serving as guards at the Imperial prisons. This is considered an honorable way to deal with such a crisis of conscience, and most of the guards try to take their duties seriously.

However, due to their nature and background, they are inherently more vulnerable to bribery than normal samurai. (On the other hand, their status makes them pretty well immune to blackmail.)

During the day, 16 of the guards are on duty at any given time – two in each tower, two at the gates, and two in each of the three sections of the main building. When prisoners are allowed out into the yards for exercise, or when executions take place or prisoners are moved, up to ten additional guards will be on duty.

At night, there are only 12 guards on duty – one in each tower, two at the gates, one patrolling each of the other three walls, and one in each section of the main building.

All of the guards carry sasumata (man-catchers) and wakizashi (symbolizing that they remain nominally part of the samurai caste). The guards posted to the towers are also equipped with bows and quivers of arrows.

Paying a Visit

Smart PCs will probably try to visit the prison ahead of time, to get some idea of its layout and defenses. They will be questioned at the gates by the Hajisherazu

guards, and will need to offer a valid reason for entering the prison. The most obvious such reason is to pay a visit to Mirumoto Daini – it is legally permitted to visit prisoners in Kyuden Kokai, although this is considered a bit questionable among polite society.

The PCs could also ask for an interview with the prison Warden (see “Visiting the Warden” below). This will be acceptable, as long as the PCs offer a good reason (e.g. asking about a prisoner).

Guests are required to leave weapons, armor, and spell-scrolls at the gate, where they are placed into the care of the two Hajisherazu guards. The guards will politely ask to search the PCs, and will normally be unyielding in this matter. “We are responsible for the safety of this prison, and have been for nine hundred years, samurai-san. These rules are not meant to insult.” However, dishonorable PCs can bribe the guards to avoid the search (see Part Four for details).

If the PCs visit during the middle of the day, they may see some of the prisoners outside, exercising, taking a stroll, or simply enjoying the fresh air. They are dressed in simple yukata (bathrobes) in the colors of their Clan. Daini will not be among them, however – due to his high status and the fact that he is accused of helping the Naga escape, he is kept in his cell at all times.

The Hajisherazu guards will normally be polite to guests but not particularly communicative – due to their status, they feel a certain distance from (and envy of) “normal” Rokugani.

Visiting Mirumoto Daini

If the PCs request a meeting with Daini, they will have to wait for about an hour before they are admitted. A guard will lead them into the central hall of the main building, to the appropriate cell, then let them inside. The door will be locked behind them, and the guard will wait immediately outside, where he can hear and see everything through the barred window of the door.

Mirumoto Daini is a handsome young man, dressed in a simple yukata of dark green. He looks thin and pale, his skin is smudged, and his samurai topknot is in disarray. Nevertheless, his eyes are clear as he looks up and smiles, bobbing his head in greeting. “Forgive me for not bowing properly,” he says, lifting one manacled hand, “but as you see, I am somewhat at a disadvantage.” His wrists and ankles are bound in heavy iron chains, severely restricting his movements.

Daini will be polite to any visitors, and downright friendly to PCs who have had positive contacts with him in previous adventures (such as *Kuro's Fire* and *Tao of the Naga*). However, he will also guard his words, and will nod his head toward the Hajisherazu outside the door if any of the PCs seem overly talkative.

- Daini will firmly deny any involvement in the escape of the Naga prisoners. He claims he was asleep in an Inn in the Outer City when the incident occurred. Unfortunately, the only witnesses who can confirm his presence there are commoners and his personal aide, a young Tamori shugenja (who has since returned to Dragon lands). He suspects the various witnesses against him are of sufficient rank to more than outweigh such defenders.
- Daini will admit he is glad the Naga escaped. "Their imprisonment was unjust, probably the result of a misunderstanding, and I was lobbying the Imperial House for their release. The disaster at the Shinomen Forest shows how important it is that we form peaceful relations with the Naga." He will be quite distressed if the PCs tell him that the Naga seem to be marching on the capital.
- If the PCs ask why he was traveling to Dragon lands when he was arrested, he will look briefly at the guard outside the door, then firm his shoulders and speak clearly. "It was my intent to gain the support of my Clansmen for a challenge to my cousin Yukihera's leadership of the Mirumoto family. His aggressive wars can only lead to disaster for our Clan. I believe the accusations against me are his way of avoiding such a challenge." He will carefully not name anyone he was planning to meet – after he has been rescued, however, if the PCs ask again, he will explain that he had planned to meet with his uncle Mirumoto Sukune.
- Speaking openly about a rescue attempt will draw the attention of the guards, and the PCs will be quickly expelled from the prison (and possibly reported to the Emerald Champion for planning to break the law). On the other hand, the PCs may find a way to speak to Daini indirectly, or without being overheard, about rescue. He will be reluctant to consider such a violation of Imperial law, but if the PCs mention that they are here on behalf of the Mara, he will become much more cooperative. He will also show greater interest if

the PCs speak openly of the possibility that Yukihera and the Scorpion Clan are conspiring to frame him.

Visiting the Warden

The current warden of Kyuden Kokai is a man named Kyumo, a weary-looking man in his late twenties. He is a former Miya who lost faith in the Imperial system after serving as assistant to Imperial Advisor Otomo Keisuke, an opium addict and murderer. PCs may have met him (in his former life) in the adventure *Kuro's Fire*.

Kyumo is serious and dedicated, and unlike his guards, he retains a strong sense of honor. He cannot be bribed, threatened, or blackmailed. However, he is a kind-hearted man as well, and tries to avoid inflicting needless cruelty on his prisoners. He feels a certain sympathy for Mirumoto Daini, who strikes him as an honorable and noble young man, but this will not affect his duties. "My task is to guard these prisoners, samurai-san – their guilt or innocence is the business of others."

- If the PCs ask him about the Naga prisoners, he will become somewhat animated. The Naga were strange and alien creatures, and he felt an undeniable curiosity about them. "Their diet was strange – they disliked anything fermented or curdled, even tofu. They asked sometimes for red meat," he shudders slightly, "but we could not oblige them, of course. I noticed they often seemed to communicate without speaking. Very strange."
- If the PCs ask about the Naga escape, Kyumo shakes his head in a mixture of wonder and embarrassment. "The night guards reported seeing two flashes of white light emerge from their cells, within moments of each other. When they looked into the cells, they were empty." He offered his apologies and *seppuku* to the Emerald Champion, who assured him he could not be blamed for failing to anticipate the "alien magic" of the Naga.
- If the PCs ask about the reports of witnesses who claim that Daini was involved, Kyumo will maintain neutrality. "We did not see him within the prison. But that does not mean he was not involved. I have not met these witnesses, and cannot speak to the truth or falsehood of their testimony. As I say, enforcing the law is the duty of others – mine is only to guard my prisoners."

- If the PCs have met with Daini and seen that he is manacled, they may ask the Warden why he is being singled out for such treatment. Kyumo explains that Mirumoto Yukihera's arrest order specified that Daini be kept manacled at all times. "Normally there would be no need for such actions. But we must obey the orders we are given."

Part Four: Options for Freeing Daini

There are, essentially, three basic ways the PCs can get into the prison: stealth, bribery, or force. Actually freeing Daini and getting out with him will be more difficult, however, than merely getting into the prison. Certain options, notably the tunnels beneath Otosan Uchi, offer more promise than others.

The Tunnels

As mentioned in Part Two, the PCs may already know (from the adventures *Winter Court: Kanrinrin's Duty* and *Fist of the Earth*) that there are tunnels beneath Otosan Uchi. If the PCs can gain access to these tunnels (as outlined in that section), they can find two of them which pass beneath Kyuden Kokai.

There are no actual underground entrances to the Kyuden Kokai complex. However, enterprising PCs can dig an access from those tunnels to the prison with about eight hours of work (or six castings of *Know the Ground*). Of course, the PCs will have to be cautious about how they enter the complex. Unless they use magic to determine their exact location, any digging they do will be 50% likely to emerge in the open yards of the prison complex – the PCs will have to finish their tunnel at night if they want to avoid detection.

Bribery

Although money will not be enough to actually free Daini (the guards value their lives too highly to commit such a crime), it can be enough to allow the PCs to enter the prison without being searched. This could allow them to bring in concealed weapons, equipment, or spell-scrolls during a visit. As a basic figure, the PCs should expect to pay at least one koku for every two PCs who go un-searched. Openly carried weapons or armor will not be allowed, no matter how much the PCs offer to pay.

Clever PCs might also pay some of the guards to "look the other way," either ignoring a stealthy escape attempt or staying out of the way of a violent one. This

will require a suitably role-played approach (if the PCs are too blatant or condescending, the guards will take offense and refuse), and will cost one koku per bribed guard.

Sneaking Over the Walls

Clever PCs may come up with several different possible ways of crossing the walls into the prison, especially if they already have experience in such rescue/invasions from previous modules (such as *Blood of Midnight*).

The walls of the prison are very smooth – the PCs will need either climbing claws or a rope-and-grapple to ascend them. Such equipment can be difficult for honorable samurai to acquire. PCs with Favors among the Scorpion Clan (or the Kolat) can get such gear with a few hours' warning. PCs who are willing to lose some Honor (1 or 2 points, depending on how honorable they are) can also buy such equipment from the shadier merchants in the city, for 2 koku per set. Finding a merchant slimy enough to sell such items will require a **Commerce/Awareness** roll at TN 20 (or **Kuenai/Awareness** at TN 25).

PCs with such gear can climb the prison walls with a roll of **Athletics/Agility** at TN 20, **Climbing/Agility** at TN 15, or **Mountaineer/Agility** at TN 15. However, in order to avoid being noticed by the guards as they climb, they will have to either beat the guards' **Investigation/Perception** with a **Stealth/Agility** roll, or else find some way to keep themselves concealed/silent. (Magic could be very helpful here.)

PCs with shugenja in their ranks can probably find ways to cross the walls quickly and unnoticed, such as flying over silently, or using a spell like *Know the Ground* to open a tunnel through a section of the wall.

Assault on the Prison

Some PCs may opt for the brutally direct route and simply try to fight their way into the prison. This is not the wisest choice, but it can succeed if the PCs are powerful and ruthless – especially at night, when the Hajisherazu are less active and alert.

Physically breaching the gates of the prison is a poor choice – it will require a battering ram (at least four people with a combined strength of 12 or higher) and fifteen minutes of concentrated noisy effort, during which time the Hajisherazu will have plenty of chance to alert their full numbers.

A better choice might be to climb (or magically breach) the walls without using stealth, simply cutting down any guards who notice what is happening.

Powerful shugenja PCs, especially those following the paths of Earth or Fire, will undoubtedly be able to come up with ways to force quick access to the prison complex, either through the gates or the walls themselves. Spells such as *Earthquake* can be quite effective.

Reactions of the Defenders

If the PCs get in stealthily (either over the walls or through a tunnel), they will be able to operate without interference as long as they can disable, eliminate, or bribe the various guards without undue noise or spectacle. Potentially, very stealthy and/or ruthless PCs could get in, free Daini, and get out without the alarm ever sounding.

However, if the alarm is sounded (either due to the PCs making noise or unleashing flashy visuals, or a guard managing to shout for help before being disabled), the Hajisherazu will react quickly. The guards on the walls and towers will converge toward to problem, half of them advancing on foot while the other half stay on the walls and cover with archery. The off-duty guards and the warden will also respond quickly – the guards will begin arriving after six rounds, at the rate of three per round until all are in action. (Note that the Hajisherazu do not wear armor, so they will only need to grab weapons and tie on their sandals to be “battle-ready.”) The Warden will arrive ten rounds after trouble begins, and will try to direct his troops to trap the PCs and force them to surrender.

If at all possible, the Warden will send a runner out to the city to summon help from the district governors. During the day, it will take about thirty minutes for help to arrive (in the form of twenty armored bushi). Additional reinforcements in the same numbers will arrive every half hour thereafter. At night, it will take an hour for the first help to arrive, but after that additional groups will come every half-hour.

Freeing Daini

Daini’s cell can be easily opened from the outside, simply by lifting the bolt. The bars in the window or the door can be pulled out with an **Athletics/Strength** roll at TN 30, or bashed out with a heavy weapon (tetsubo, dai tsuchi, ono) inflicting a total of 30 or more points of damage. The door itself can be broken down with an **Athletics/Strength** roll at TN 40, or by inflicting a total of 90 points of damage with a heavy

weapon or Fire spell. Various other spells can also be used to bypass or destroy the walls or door – the GM must adjudicate such efforts.

The key to Daini’s manacles is on the Warden’s person during the day, and in his office at night. The manacles can be severed with an ono, katana, no dachi, or similar heavy bladed weapon inflicting 30 or more points of damage. They can also be picked with suitable tools and a **Locksmith/Agility** roll at TN 20 or **Engineering/Agility** at TN 25. If the manacles are opened or broken, Daini will be able to actively assist in his own escape – otherwise he will be unable to fight, or to move at faster than a hobble. A PC with a Strength of at least 3 can carry him by rolling **Athletics/Strength** at TN 20.

Part Five: Flight from the Imperial City

Getting Daini out of the Imperial Prison is not the end of things, as he himself will be quick to remind the PCs. Daini wishes to return to Dragon lands to confront his cousin Yukihera, clear his own name, and end Yukihera’s reign of war and aggression. If this cannot be accomplished, not only will the war continue, but he and the PCs will be branded as Imperial criminals for the rest of their lives.

Togashi Mitsu will wish to accompany the PCs and Daini back to Dragon lands as well, in order to see the end of this story.

Meeting the Mara

Regardless of whether the PCs came in through the tunnels, sneaked in some other way, or made a forced assault on the prison, their first goal after getting out of the prison will be to rendezvous with Togashi Mitsu and the Mara at the pre-arranged location in the Higshikawa District. This will be easily accomplished unless the PCs leave the prison with guards in “hot pursuit” – in which case the PCs will have to find a way to shake (or kill) their pursuers.

Unless the PCs are exceptionally inept they should eventually be able to escape and get to the meeting-place, an empty house in a side-street near the city’s decrepit outer walls. Mitsu will be waiting for them there – as will the Mara, unless she participated in the rescue itself.

Whenever the PCs reach the Mara, there will be a brief tearful reunion between her and Daini – she lacks

Rokugani concepts of public modesty, and will openly embrace Daini, much to his discomfort and embarrassment. After decorum is restored, she will express the wish to accompany Daini to the Dragon lands. However, Daini will refuse – he knows the Mara’s alien nature will make her too noticeable and vulnerable. “You have won me the chance to make things right,” he tells her. “What use would it be if you die now? How would that help me, or the Dragon, or the cause of peace between our people?” The Mara reluctantly bows before this reasoning, and announces that she will return to the Shinomen Forest.

Where is Yukihera?

If the PCs meet up with Togashi Mitsu, he knows that Mirumoto Yukihera is currently at the village of Toi Koku in southern Dragon lands, preparing his armies for an offensive south against the Lion Clan. If the PCs (for whatever reason) are unable to meet up with Mitsu, they will know Yukihera’s location if they roll **Courtier/Intelligence** or **Lore: Dragon/Intelligence** at TN 15. They can also find out with the help of Favors with the Scorpion or Kolat, although this will require time which they may not have.

Shugenja PCs who have met Yukihera before (such as in the adventure *A Walk Through the Mountains*, or the *Kyuden Bayushi* interactive) can locate him with the spell *The Ties Which Bind*.

Getting Travel Papers

In order to travel safely to Toi Koku, the PCs will need travel papers. This will not be a serious problem if one or more of the PCs are Emerald or Jade Magistrates, since they can issue papers of their own (although it may occur to some PCs that traveling under their own names is not a good idea). If the PCs do not have any Magistrates, however, they will have to find some way of arranging travel papers to get themselves to Dragon lands. Mirumoto Daini has no authority to issue such papers – due to his arrest, he no longer has any rank or position.

Intelligent PCs might have thought of arranging papers beforehand (this might be a bit problematic with respect to Daini, but the PCs could give a false name for him or simply request papers for “ourselves and anyone accompanying us”). They will have to apply to one of the many governors or magistrates of Otosan Uchi, and give a plausible reason for traveling to Dragon lands. If the GM judges their story credible, they can roll **Sincerity/Awareness** at TN 20 to persuade their target. PCs can get Free Raises on this roll by “cashing in” (erasing) Allies or Favors from an appropriate Clan.

Absent such clever arrangements, there are other options the PCs can pursue:

- Forging papers. This will require a roll of **Forgery/Intelligence** (**Calligraphy/Intelligence** can be used as a Related Skill). The result of the roll should be written down and compared to an **Investigation/Perception** roll by any Magistrate who examines the papers.
- Purchasing papers. PCs can approach a criminal/yakuza group, the Scorpion Clan, or an unscrupulous merchant (most likely Yasuki or Mantis) about arranging or purchasing travel papers. This will require some suitable role-play and one or two skill rolls at TN 20 (**Sincerity**, **Commerce**, **Intimidation**, or **Kuenai** could all be appropriate, depending on the approach which the PC chooses). The cost of such papers will be 3 koku per person, although clever PCs might be able to substitute Favors or Allies for some of the cost (especially if dealing with the Scorpion). Travel papers acquired in this way will most likely be forged, but the forgeries will be of high quality – TN 35 for a Magistrate to notice a problem with them.
- Bribing Magistrates. PCs can try to find a corrupt Magistrate and bribe him/her into writing them travel papers. This will require a careful approach – PCs will probably need to spend some money and/or Favors just to find a Magistrate who has a reputation as being bribable. They will then have to meet the magistrate and make a delicate role-played appeal with an appropriate social skill roll at TN 20 (most likely **Manipulation** or **Courtier**, although other skills might apply depending on the PC’s approach).

It should be noted that most of these approaches will take significant amounts of time. If the PCs have waited until after the rescue of Mirumoto Daini to think about this problem, they may be facing a dangerous delay – the longer they wait to escape the city, the more likely that their descriptions will make it out to the authorities.

Hiring Mounts

If not all of the PCs have mounts of their own, they will probably want to acquire some – especially since Daini will need one as well. Ponies can be hired from several stables in the city, at the rate of 1 koku per week. Note that if the PCs did not make prior arrangements, it will

take time to track down a stable and hire the mounts – and if it is late at night, the PCs will be remembered for waking up the stablehands.

Ruthless and dishonorable PCs can always choose to steal mounts, although such an action should entail a significant loss of Honor (at least 3 points).

If the PCs do not all have mounts, and they leave the city overland, their escape will be unlikely to outdistance word of their criminal deeds.

Getting Out Overland

Leaving Otosan Uchi overland may seem like the more obvious choice, since the PCs will eventually have to go overland in order to reach Dragon lands. Getting out of the city proper will be fairly simple, especially at night. There are always people moving about in Otosan Uchi, even late at night, so a group of samurai will not automatically attract attention as long as the PCs stay away from area where there are attentive guards (basically the gates to the Inner City and the two bridges across the River of the Sun). The Outer Walls of the city are in severe disrepair and have many gaping holes – the PCs can simply walk through, day or night.

Beyond the immediate edge of the city, however, lies the Imperial lands which are bounded by the three Hub Villages. It will take a day and a half to pass through this region, and both the roads and the Hub Villages are regularly patrolled by Lion and Seppun troops of the Imperial Guard. If the PCs stay on the roads, they will be stopped four times on the first day, and twice on the second day, for travel papers. If the PCs stop in one of the Hub Villages (to rest, get food, etc), they will also be stopped at least once there.

PCs who stay off the roads and travel overland can avoid most of the patrols, but will take a day longer to get out of the region. They will still be spotted and stopped at least once by a patrol, and the Magistrate will be more suspicious of travelers who are not on the roads.

Imperial patrols will typically consist of four Imperial Guards and one Imperial Magistrate (use the generic stats at the end of the module). They will be polite but firm. If the PCs' travel papers are out of order, if they behave very suspiciously or aggressively, or if the Imperials have been warned to look for people meeting the PCs' descriptions, the patrol will try to arrest the PCs, and to kill those who resist arrest.

- If the PCs left Otosan Uchi promptly and on horseback, and especially if they made their escape at night, they will be able to make it out of the Imperial lands ahead of the news of their crimes.
- If the PCs were delayed by any serious amount of time (more than six hours), or if they are not all able to travel mounted, word will get out by the time of their second day of travel (unless they push on all through the night). At that point, any Imperial patrols they encounter will have their descriptions and will try to arrest them on sight.
- If the PCs managed to get out of the prison largely unseen (thereby winning a half-day of extra time, see "Pursuit" below), they will be easily able to get out of Imperial lands without being stopped, as long as they have good travel papers and don't behave suspiciously.

Getting Out by Sea

Some PCs may think of hiring a boat (either before or after rescuing Daini) in order to make a quick departure from Otosan Uchi. The ships here are primarily controlled by the Crane and Mantis Clans, although there are also a fair number of Yasuki ships and some "independent" ships with Scorpion or yakuza connections.

Hiring a boat will be relatively easy if the PCs make a respectable approach and have travel papers. Most ship captains will attempt to charge 1 koku per passenger, although commercially-minded (or forceful) PCs can bargain that down to as low as 2 bu per person. PCs can potentially use Favors or Allies with an appropriate Clan to reduce the cost – in these circumstances, a Minor Ally or a Favor will cover the cost of three passengers, and a Major Ally will cover the entire party.

If the PCs do not have proper travel papers, or if they are trying to hurriedly acquire a ship in the middle of the night, things will be more difficult. The more reputable ship owners (most of the Crane) will refuse the PCs outright, and the rest will raise their prices considerably – typically asking 2 or 3 koku per passenger, and being much more hard-headed about negotiating prices. Again, PCs can substitute appropriate Favors and Allies for money – a Favor or Minor Ally will "pay" for one or two passengers, depending on how well the PCs role-play their negotiations, and a Major Ally will cover two or three. PCs may also be able to make effective use of skills such as **Intimidation** in this situation.

As a last resort, the PCs can simply hijack a ship, forcing the captain and crew to take them at sword-point. This is risky, however, since the crew will watch for a chance to turn on these brutal samurai and dump them into the ocean.

Assuming the PCs do get a ship before the hue and cry is raised (see “Pursuit” below), they will be able to leave the city without incident. The nearest major port is Ryu Bannin Toshi (Dragon’s Guard City) located a half-day’s sail to the north, at the southern edge of the Treacherous Pass. More cautious PCs can ask to be set ashore at any of the scores of minor villages along the coastline, or even on an empty patch of beach.

Pursuit

If the PCs manage to get Daini out of the prison without raising a serious hue-and-cry (sneaking him out, disabling or bribing all the guards, etc.), it will take at least half a day for the prison to pass an alert to the Imperial authorities.

If the PCs were unable to stay “covert” but struck under cover of night, it will still take until morning for the prison authorities to recover enough to alert the Imperials. If the PCs struck during the day, however, the alert will be passed almost immediately.

Once the authorities react, Imperial couriers will be sent out on the roads to all three Hub Villages, alerting the Imperial patrols there to be on the lookout for a group of samurai traveling in the company of Mirumoto Daini. There will be an accurate description of Daini, and if any witnesses survived who saw the PCs clearly, the PCs will also be described. Once this alert is passed, all Imperial Magistrates will be looking for these “dangerous criminals” and will attempt to arrest anyone who matches their descriptions.

Imperials will also begin combing the city itself for any sign of the criminals. If the PCs have not yet left the city at this point, they will be in serious danger. In the Outer City (where the PCs are located), patrols will pass through every half-hour.

Status of Imperial Criminals

Once the PCs actually attack Kyuden Kokai and attempt to rescue Mirumoto Daini, they are effectively Imperial criminals. This has spiritual and psychological effects as well as practical ones.

- The PCs will no longer be able to use the Obeisaseru skill (since they are no longer acting on behalf of the Emperor).
- PCs who are enrolled in one of the Imperial schools will not be able to use their School Techniques.
- PCs no longer gain any benefit from Advantages such as Allies or Favors in the Imperial families, Ear of the Emperor, or Imperial Spouse.

On to Dragon Lands

Once the PCs get out of the Imperial territories, they will be relatively safe, at least in the short run. The Empire is vast, communications are slow, and it will take time for the Imperial authorities to pass word to the rest of the Empire to be on the lookout for Mirumoto Daini and his rescuers. So long as the PCs move promptly toward Toi Koku, they should be able to reach the village without any trouble. The trip will take between seven and nine days, depending on the route the PCs take (going directly overland from the Imperial City is the shortest route).

Part Six: The Village of Toi Koku

If the PCs and Daini reach Toi Koku, they will arrive just as the Dragon armies are preparing for battle:

The village of Toi Koku is of medium size, perhaps eight hundred or so residents, perched on a crossroads in the midst of open plains. At present, however, the settlement is all but invisible amid a sea of military tents, their silk colored Dragon green. Afternoon sun gilds the pennants which flutter above the tents, showing the mons of the Mirumoto, Kitsuki, and the newly formed Tamori family. The personal mon of Mirumoto Yukihera is visible above a large command tent, located close by the edge of the village. Hundreds, perhaps thousands of Dragon troops are visible, marching, drilling, running through kata, and otherwise preparing for action. Columns of supply wagons are lined up along the roads. It is clear that battle is expected soon.

PCs with the ability to sense Taint (Moto bushi, Kuni witch-hunters) can roll **Simple Awareness** at TN 25 to sense an aura of Taint from Yukihera’s command tent.

What happens next depends on what approach the PCs (and Mitsu and Daini) take. Daini wants to reach the

command tent and challenge Yukihera, but is not sure how to approach without getting into conflict with others of the Dragon. Togashi Mitsu will not make any suggestions – he is essentially “neutral” at this point, accompanying Daini in order to see how things turn out and report back to Lord Togashi.

Direct Approach

If the PCs approach openly, during daylight, a mounted party of Dragon scouts will intercept them well before they reach the Dragon army. These troops will number twelve (eight against Low-Rank parties). They will recognize Daini and will attempt to arrest him. The PCs can resist with force, but this will quickly attract other troops from the Dragon army – it will be effectively impossible for the PCs to fight their way to Yukihera’s tent. Regardless, Daini will refuse to kill any members of his own Clan, and Mitsu will not directly intervene, although he will defend himself non-lethally.

A more effective approach will be to negotiate, delivering an eloquent appeal for Daini to be allowed to confront Mirumoto Yukihera and prove his innocence. If the PCs take such an approach, and role-play effectively, they can make a suitable social skill roll (**Sincerity**, **Oratory**, **Manipulation**, **Intimidation**, and **Political Maneuvers** could all be appropriate, depending on the exact approach which the PCs take). The base TN is 20, although the GM can modify this based on how well (or poorly) the PCs speak. If the PCs succeed, the Dragon troops will reluctantly agree to escort them to the command tent.

There are many different ways the PCs could role-play this successfully, everything from intimidating the Dragon with their reputations to invoking the Fortunes and the wisdom of Shinsei. The GM should reward creative role-play approaches.

Magical Assault

Parties which include powerful shugenja may be able to come up with ways to use magic to get themselves to Yukihera’s tent, such as flying in, blasting the Dragon bushi out of the way with Air magic, and so forth. The GM will have to adjudicate such actions. In general, any magical act which is a direct attack (such as burning samurai down with Fire spells) will meet with an overwhelming violent response, but non-lethal approaches will produce a more modest response, and can succeed if they are employed intelligently.

Stealth Approaches

Some PCs may want to try to sneak into the Dragon camp. There are a number of ways in which this can be done, such as waiting until darkness and then using the Stealth skill, using magic to conceal themselves, or disguising themselves and Daini in some way. (Togashi Mitsu might actually assist in a “disguise” approach, since he has done the same thing in the past and would find it both clever and amusing.)

A stealthy infiltration of the camp will require that all participants (including Daini and Mitsu) make **Contested rolls of Stealth/Agility** against the **Investigation/Perception** of the Dragon sentries. Three successful rolls will be needed to reach the area of Yukihera’s command tent. (That area is well-lit with torches, and four elite Mirumoto House Guard are on watch at all times – once the PCs reach the tent, they will have to come out into the open.) If some of the PCs are lacking the Stealth skill, they can be “covered” by the assistance of other PCs – a PC with Stealth can make two Raises to “cover” the noise of another PC.

Magical stealth will most likely involve using deceptive Air spells such as *Quiescence of Air*, *Wind-Born Slumbers*, *Mists of Illusion*, *Essence of Air*, *The Eye Shall Not See*, and so forth. The PCs can use these spells alone, or as ways to supplement a more conventional stealthy approach (for example, *Summon Fog* would probably grant several Free Raises to PCs trying to slip into the camp). As usual, it is impossible to anticipate the variety of ways in which PCs could use magic to assist their cause, so the GM must adjudicate. Intelligent and creative play should, as always, be rewarded.

PCs who are disguising themselves will need to take on a false persona which can reasonably get them into the middle of the Dragon encampment. The obvious choice is to dress as Dragon samurai, but this will require that the PCs gain access to appropriate clothing and gear. Other possible approaches could include dressing everyone as ronin seeking employment, or as a group of traveling monks. Regardless, there will need to be two **Contested rolls** against the **Investigation/Perception** of the Dragon bushi. Depending on whether the PCs rely more on appearance or on behavior, they will need to roll either **Disguise/Intelligence** (by the PC in charge of arranging the disguises) or **Acting/Awareness** (by whichever PCs interact with the Dragon guards).

These various types of deceptive approaches should all cost the PCs some Honor, although how much will

depend on the particular PCs – the more pragmatic or ruthless types, such as Scorpions, Crabs, and ronin, should only lose 1 point, while highly honorable PCs should lose anywhere from 2 to 5 points, depending on their ideals and background.

PCs with Shadow Corruption might come up with the idea of “Shadow-leaping” into the center of the camp. However, Mirumoto Daini will absolutely refuse to participate in such an act – he knows enough from the Mara about “the Foul” to recognize the danger in using the Shadow’s powers.

Failure of any of these stealthy approaches will result in the PCs being challenged by a group of four Dragon bushi – unless the PCs can quickly silence them, the alarm will spread, and the PCs will face the same choices as with a “Direct Approach.”

Sending a Message

Some PCs may come up with the idea of sending a letter (or having one of them serve as a courier), delivering a challenge or requesting a meeting with Yukihera. Yukihera will ignore any such missive unless the PC writing (or delivering) it is Glory rank 4.5 or higher. In that case he will accept the letter, but will then send back a refusal, condemning Daini as a criminal and dismissing any challenge. If a PC delivered the letter in person, s/he will be kept outside Yukihera’s command tent and will not actually meet the Mirumoto daimyo.

However, if such a PC has previously met Daini’s uncle Mirumoto Sukune (in the adventures *A Walk Through the Mountains* or *Tao of the Naga*), he will approach while the PCs is waiting. He will ask the PC in a low voice why he is here and what message he delivered. If the PC explains more-or-less honestly, Sukune will ask to meet with them later, away from the army.

Meeting Mirumoto Sukune

If any PCs ask Mirumoto Daini whether he has any friends or allies within the Dragon ranks, he will mention his uncle Sukune. He may also mention Sukune if the PCs ask him who he was planning to meet with before his arrest. “Uncle Sukune-sama has always been a very loyal and obedient bushi, but he knows Yukihera is a disaster for the Clan.” PCs who met Sukune in *Tao of the Naga* will know from first-hand experience that the old bushi is deeply unhappy with Yukihera’s rule.

It will be relatively easy for the PCs to send a letter or a messenger into the Dragon camp to request a meeting with Sukune. He will agree to rendezvous with the PCs at a location suitably distant from the army (at least a mile away), riding out alone to the meeting.

Mirumoto Sukune is a grizzled, tired-looking samurai in his mid-forties. Although he keeps himself in good condition, his skin is seamed with age and he clearly has much weighing on his spirit as well. He speaks gruffly, and seems a bit cross with his nephew Daini (he secretly blames much of the current trouble on Daini’s indecision). He will listen grimly and quietly to whatever the PCs have to say.

Once the PCs explain the situation, and Daini expresses his determination to challenge his cousin Yukihera, Sukune will become much more energized (even more so if the PCs reveal that Yukihera may be Tainted). He will offer to take Daini and the PCs directly to Yukihera’s tent, using his own troops (members of the Dragon’s Flame archer legion) as escorts. This will get the PCs (and Daini) safely to Yukihera’s command tent, although they will be surrounded by a much larger force of Dragon troops the whole way.

Part Seven: Confronting Mirumoto Yukihera

If and when the PCs and Daini reach Yukihera’s command tent, regardless of how they manage it, Daini will immediately stage an open confrontation and “call out” his cousin. ***“My cousin Mirumoto Yukihera-san! I am Mirumoto Daini, brother to our missing lady, Mirumoto Hitomi-sama! Before the soldiers of our Clan, I proclaim that you have dishonored the Dragon, brought us into needless conflict, and dragged our name in the mud! You have made false accusations against me, naming me as a criminal for a deed I never committed! And worst of all, you have made yourself a tool of the Taint, the accursed power of Fu Leng! For all these deeds, I demand that you face me in honorable combat!”***

Mirumoto Yukihera will be quite startled by this assault (especially if the PCs managed to approach his tent stealthily, catching him completely unprepared), but he will quickly rally, storming out of his tent with hand on sword-hilt. In appearance, the acting Mirumoto daimyo is a slim, tall, handsome man with elegant features, a dancer’s legs, and the thick wrists of a master swordsman. His skin, however, has a feverish flush, and his eyes glisten brightly. He dresses in a hakama, gi, and long-sleeved kimono, all of splendid Dragon

green-and-gold. (Suspicious PCs may notice that he never rolls up his sleeves, even when fighting a duel.)

Yukihera will be accompanied by Agasha Tamori, the former daimyo of the Agasha family and now the founder of the new Tamori family. He is a short man with intense eyes and dark, tangled hair. He will look the PCs over carefully, fingering his scroll case, but takes no action unless ordered to do so by his lord. PCs who roll **Lore: Shugenja/Intelligence** (or another suitable Lore skill, such as **Lore: Dragon** or **Lore: Agasha**) at TN 15, or **Courtier/Intelligence** at TN 20, will recall that Tamori is famous for his loyalty and obedience – it is his boast to have never hesitated or disobeyed at carrying out an order.

Regardless of how the PCs got to this point, they will quickly be surrounded by large numbers of Dragon bushi, attracted by the noise and spectacle. Yukihera will be personally guarded by four members of the Mirumoto House Guard, who will look to him for orders.

Yukihera Responds

Yukihera's first impulse will be to simply laugh off this "challenge" by a "dishonored criminal." Togashi Mitsu, if present, will immediately speak on Daini's behalf, and ask why Yukihera needed the aid of Scorpions to arrest Daini. Mirumoto Sukune, if he has been enlisted by the PCs, will likewise speak on Daini's behalf. However, at least one PC of Glory 4.0 or better, or two PCs with less than 4.0 Glory, will also have to speak on Daini's behalf. The PC(s) will need to make effective speeches and roll **Sincerity/Awareness** or **Oratory/Awareness** at TN 20 in order to sway enough of the watching bushi to force Yukihera to take further action.

If the PCs fail to make effective speeches, Yukihera will order his troops to arrest Daini, as well as Mitsu and (if he spoke up) Sukune. He will also order the arrest of any Dragon PCs who accompany Daini. The troops will be hesitant and unhappy, but will ultimately do as they are ordered. Unless the PCs do something dramatic (such as exposing Yukihera's Taint, see below) the adventure will be over. Daini, Mitsu, and Dragon PCs will be executed for treason. Non-Dragon PCs will be expelled from Dragon lands.

Yukihera Gets Desperate

If the PCs succeed in preventing Yukihera from "laughing off" Daini's challenge, the Mirumoto daimyo begins to twitch and fidget, his eyes darting around anxiously before coming to rest on his guards and

Agasha Tamori. He gestures expansively at the four House Guards. "Kill these interlopers, and arrest my traitorous cousin," he snarls. Shocked cries come from many of the watching Dragon bushi. The four House Guards are clearly unhappy, but cannot disobey a direct order – they draw their swords and advance on the PCs.

Smart PCs will note the caution and reluctance among the House Guards, and the unease in the watching crowd. Although it would seem combat is the only option, the best route here will be to find ways to disable, disarm, or otherwise defeat the House Guard troops non-lethally. Creative use of role-play can also affect this combat – PCs who make impassioned or powerful appeals to a particular Guard can make an appropriate skill roll, at a TN chosen by the GM, to convince that particular Guard to back out of the combat. (Depending on the approach which the PC took, "backing out" might be anything from standing aside to falling on his own blade in immediate *seppuku*.) Simply slaughtering the House Guard indiscriminately will turn the watching crowd against the PCs, and will horrify Daini as well.

- Mirumoto Daini will remain entirely on the defensive, refusing to fight his fellow Dragon. Note also that, unless the PCs recovered his equipment from Kyuden Kokai or one of the PCs loaned him a weapon, he will be unarmed.
- Togashi Mitsu will likewise remain on the defensive, and smiles sadly as he holds out his open hands to deflect attacks. "Choosing between two evils is still choosing evil. I choose neither."
- If the fight is going badly for the House Guard, Yukihera will turn to Agasha Tamori and make a sharp gesture. The Dragon shugenja frowns, his face creased with reluctance, but reaches into his satchel and pulls out a scroll (takes one round). The PCs will have to attack him, disable him, or hold him at sword-point to prevent him from casting. Due to Tamori's slavish loyalty, role-play will not work here unless it is in conjunction with a viable physical threat (**Intimidation/Willpower** at TN 20).

Exposing the Taint

If the PCs realize (from either the Mara's words or their own discovery) that Yukihera is Tainted, they may want to try to expose this to the rest of the Dragon Clan. This can be done either by touching Yukihera with jade (which will leave a hideous burn), or by stripping away some of his clothing (exposing the

horrible boils and pustules of Taint on his arms and legs).

Striking Yukihera with an anti-Taint spell such as *Jade Strike*, *Evil Ward*, or *Tomb of Jade* will not work, as this will be seen as nothing more than an unprovoked attack on a daimyo. Since it is well-known that shugenja can alter the appearance and effect of spells easily enough, the fact that these spells burn Yukihera will prove nothing. “This could simply be a Fire spell which you have changed to appear green!”

If the PCs do succeed in exposing Yukihera’s Taint, there will be a chorus of horrified gasps and everyone present, even the House Guard and Tamori, will recoil. At that point, the House Guard will no longer obey Yukihera’s orders. Tamori will still do so, but with extreme slowness and reluctance, making it relatively easy to force him to stop.

The Challenge Accepted

If the PCs defeat the House Guard and Tamori without losing the sympathy of the rest of the watching Dragon, Yukihera will find himself isolated, and will have little choice but to accept Daini’s challenge. Likewise, if the PCs exposed his Taint, he will be bereft of allies and will have to accept the duel.

If Daini’s weapons were not recovered from the prison, he will ask his uncle Sukune for his swords. A PC can offer their own swords instead, and Daini will accept if he regards the PC as honorable and admirable. He will prefer a Dragon PC over others, given the choice. Note that Daini is a Mirumoto, and will need both a katana and a wakizashi in order to fight effectively. (He can potentially fight with weapons from two different donors.)

The two men face each other, swords held loosely at their sides in the Mirumoto tradition. Daini’s face is calm, almost serene, and he stands perfectly still. Yukihera’s eyes dart back and forth, sweat beading on his forehead, and his hands tighten and twitch on the hilts of his blades. A long, silent moment passes, the sighing of the wind the only noise, as the two warriors face each other.

Then Yukihera’s face distorts as he screams a guttural battle cry and lunges forward. Daini seems to flow through the air as he meets his cousin, and their blades clash and spark in a flurry of movement almost too quick to follow, even with a trained swordsman’s eye.

As the two continue to exchange blows, Yukihera moves to the offensive, driving Daini back with a relentless attack. “I will make the Dragon into the mightiest Clan in the Empire!” he screams, spittle flying. “All shall bow before us, even the Lion! All shall fear our power!”

His rant cuts short with an awful gurgle. Daini’s wakizashi has slipped through his defense and severed his throat. The Mirumoto daimyo staggers forward, still swinging desperately at his opponent, but Daini twists out of the way and, as Yukihera topples, takes the older man’s head with a single, clean stroke of his katana. The blood which spouts from the neck of the toppling corpse is discolored, shot through with foul black and yellow Taint.

The corpse twitches and lies still in a spreading pool of Tainted blood. Grass withers and dies where the discolored fluid touches it. Daini shakes his swords clean, lifts them above his head, and turns to the watching crowd. “Mirumoto Yukihera is dead. His corruption is revealed to all, and his accusations against me are proven as the lies they were. Do any dispute this?” The only answer is dead silence.

Alternative: Assassination?

It is possible that a few ruthless and dishonorable PCs (especially Scorpions) may suggest that the problem of Mirumoto Yukihera can be more easily “solved” by simply sneaking in and killing him. However, both Mirumoto Daini and Togashi Mitsu will fiercely oppose such an idea. Daini, in particular, will point out that if Yukihera is murdered, it will be impossible for Daini to ever clear his name of the accusations against him – which will also mean that the PCs will be branded as Imperial criminals for life.

A Clash of Honor

It is possible that some PCs, for reasons of Honor and duty, refused to help with the rescue of Daini. If Daini is successfully rescued, these PCs will be approached by agents of the Scorpion Clan and informed of what has happened. They will tell the PCs that their companions have fled north to the village of Toi Koku.

It will be up to these PCs whether or not they wish to pursue and challenge their fellow PCs for violating the Imperial laws. If they do undertake such an action, they will arrive one day after the confrontation with Yukihera (whichever way that turned out).

Under the circumstances, duels to the death are entirely appropriate – the Imperial laws have been broken,

placing the criminals outside the normal protection afforded by their daimyos. Even if Daini has cleared his name, the PCs are still criminals until the Emerald Champion clears their names (see “Conclusions” below).

Ultimately, it is up to the PCs how they want to handle this – the GM can only adjudicate.

Conclusions

Daini Victorious

If the PCs were able to bring Daini to a duel with Yukihera, the Tainted daimyo is defeated and Daini’s name is cleared. He is quickly acknowledged by the rest of the Dragon Clan as the new acting daimyo of the Mirumoto (until his sister Hitomi can be located).

Daini will dispatch messengers to the Imperial Capital, proclaiming the results of the duel and his proven innocence. The Emerald Champion will proclaim Daini innocent and drop all charges against him. By extension, this will also make honorable the PCs’ actions in rescuing Daini from prison. A week after the duel ends, the Emerald Champion will officially drop all charges against the PCs.

Mirumoto Daini will be deeply grateful to the PCs for their actions, which have not only saved him but possibly the entire Dragon Clan (he begins immediate negotiations to try to end the Northern War). He makes arrangements within the Dragon Clan for the PCs to be rewarded for their deeds. Bushi and courtier PCs will be granted a Dragon tattoo, while shugenja, witch-hunter, Ise Zumi, and monk PCs are taught a kiho (certed items).

However, the PCs’ actions are not without cost – they will suffer severe social repercussions for violating the Imperial laws, even in an honorable cause. Besides the potential Glory loss (described under “Rewards for Completing the Adventure”), the PCs will suffer the following effects:

- All PCs gain an 8-point Bad Reputation.
- All Allies and Favors with the Imperial families are lost.
- Imperial family PCs whose Glory is dropped to zero by the Glory loss will be expelled from their families and schools, becoming ronin.

Failure and Consequences

If the PCs rescued Daini but were unable to get him to a duel, or if they attempted a rescue but did not succeed, they are stuck with being Imperial criminals. This has severe long-term consequences:

- All Clan and Imperial PCs, regardless of rank or status, are reduced to ronin at the end of the adventure. Their Glory is set to zero.
- PCs who are already ronin lose any Glory they might have accumulated, and now have a price on their heads (20 koku).
- Magistrate PCs lose their office.
- PCs lose ALL Allies and Favors with any of the Clans and/or Imperial families and Imperial individuals. PCs with Ear of the Emperor or Imperial Spouse lose those Advantages as well. Allies and Favors with individual named Clan NPCs remain in effect.

PCs may, of course, choose to commit seppuku in order to cleanse their 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 rescue Mirumoto Daini:	+1 XP
Mirumoto Yukihera is deposed:	+2 XP

Total Possible Experience: 5 XP

Honor

PCs are facing a serious test of their own sense of Honor in this adventure – they are breaking the Imperial Law for sake of a personal quest for “true” justice. At the end of the adventure, the GM should speak individually with each player on how their character views this mission from the standpoint of Honor and bushido. Each PC then has the opportunity to make an Honor test, at a TN chosen by the GM, but within a range of 5 to 25, depending on the PC’s attitudes and beliefs. Failure, of course, results in the

loss of a full Rank of Honor. Success awards 5 points of Honor.

Glory

If Mirumoto Daini successfully deposes Mirumoto Yukihera, the PCs will suffer only a modest loss of public reputation for their defiance of Imperial law:

- Dragon PCs lose 4 points of Glory.
- All Minor Clan and ronin PCs lose half a Rank (5 points) of Glory.
- Scorpion and Crab PCs lose 6 points of Glory.
- Phoenix and Crane PCs lose 8 points of Glory.
- Lion PCs lose 10 points (one Rank) of Glory.
- Imperial Family PCs lose 15 points (one and a half Ranks) of Glory.
- PCs who are Emerald or Jade Magistrates lose an additional 4 points of Glory.

If the PCs are branded Imperial criminals, they of course lose all Glory.

Other Awards/Penalties

If Daini successfully deposed Yukihera, he rewards the PCs for their efforts on his behalf.

Bushi and courtier PCs receive the cert for a Dragon tattoo.

Shugenja, Witch-Hunter, Ise Zumi, and monk PCs receive the cert for a Kiho.

Appendix: NPCs

Agasha Tamori, Obedient Family Daimyo

FIRE 5	AIR 4
EARTH 3 Stamina 4	WATER 2 Perception 3
VOID 4	

TN to be Hit: 20

School/Rank: Agasha Shugenja 5

Honor/Glory: 2.8/8.3

Skills: Calligraphy 8, Courtier 2, History 7, Kenjutsu 3, Meditation 8, Nazodo 5, Shintao 4

Spells: *Sense, Commune, Summon, Transform* (innate), (Fire 1) *Biting Steel* (innate), *The Fires That Cleanse, Fury of Osano-Wo* (innate), *Katana of Fire*, (Fire 2) *Aura of Flame, Fires From Within*, (Fire 3) *Heart of the Inferno* (innate), (Fire 4) *Death of Flame, Rays of Amaterasu*, (Earth 1) *Earth's Stagnation, Elemental Ward, Fires From the Forge*, (Earth 2) *Courage of the Seven Thunders*, (Earth 3) *Benevolent Protection of Shinsei*, (Earth 4) *Tomb of Jade*, (Air 1) *Wind-Born Slumbers*, (Water 1) *Castle of Water* (innate), *Sympathetic Energies, The Ties That Bind*.

Advantages/Disadvantages: Clear Thinker, Higher Purpose (to obey orders), Magic Resistance (rank one)/Driven (to obey orders).

Equipment: Kimono, wakizashi, scroll satchel.

Bayushi Mitsumi, Unhappy Scorpion Magistrate

FIRE 3 Agility 4	AIR 4
EARTH 3	WATER 3
VOID 3	

TN to be Hit: 20 (25 with Light Armor)

School/Rank: Bayushi bushi 3

Honor/Glory: 2.6/3.2

Skills: Athletics 3, Courtier 2, Defense 4, Etiquette 3, Hand-to-Hand 4, History 2, Iaijutsu 5, Katana (specialized weapon skill) 3, Kenjutsu 6, Kyujutsu (archery) 3, Lore (bushido) 3, Poetry 5, Shintao 3, Sincerity 4.

Advantages/Disadvantages: Social Position (Clan magistrate)/Junshin

Equipment: Kimono, light armor, daisho set.

Kyumo, Prison Warden

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

TN to be Hit: 15

School/Rank: Miya Shisha (Herald) 2

Rank One: Voice of the Emperor. In an opposed social roll, may roll additional dice equal to School Rank. Also, when fleeing combat or performing full defense, gains a bonus to TN to be Hit equal to School Rank x 5.

Rank Two: Eyes of the Emperor. Gains Way of the Land for a chosen Clan territory (Kyumo chose Crane). Gets unlimited Raises of Perception checks within that territory, and automatically makes Heraldry rolls within that territory.

Honor/Glory: 1.4/2.8

Skills: Courtier 3, Defense 4, Diplomacy 4, Etiquette 4, Heraldry 5, History 3, Horsemanship 2, Kenjutsu 2, Law 5, Meditation 3, Sincerity 4.

Advantages/Disadvantages: Social Position (Warden of Kyuden Kokai)/Black Sheep, Refused by Family (Miya), Unluck (rank one)

Equipment: Light armor, kimono, wakizashi.

Mirumoto Daini, Destined Hero

FIRE 4	AIR 4
EARTH 3 Stamina 4	WATER 3 Strength 4
VOID 4	

TN to be Hit: 29 (34 in light armor)

School/Rank: Mirumoto Bushi 4

Honor/Glory: 4.3/7.5

Skills: Archery 4, Battle 3, Courtier 6, Defense 6, History 4, Heraldry 3, Horsemanship 2, Iaijutsu 5,

Kenjutsu 8, Lore: Naga Culture 3, Lore: Shugenja 3, Meditation 4, Shintao 4, Yarijutsu 4.

Advantages/Disadvantages: Allies (Kitsuki family, Naga), Ambidextrous, Benten's Blessing, Great Destiny, Luck (rank one), Quick, Way of the Land (Dragon lands)/Bad Reputation (criminal), True Love (the Mara).

Equipment: None while in prison. His gear in the storage shed includes a fine kimono, fine daisho set, and light armor.

Mirumoto Yukihera, Corrupted Family Daimyo

FIRE 3 Agility 5	AIR 4 Reflexes 5
EARTH 4	WATER 3 Strength 4
VOID 3	

Shadowlands Taint Rank: 2.7

TN to be Hit: 28 (33 in armor)

School/Rank: Mirumoto Duelist (Swordmaster) 4

Honor/Glory: 0.6/8.3

Skills: Athletics 4, Battle 6, Courtier 2, Defense 5, Etiquette 3, History 2, Jiu-jutsu (kaze-do) 3, Kenjutsu 6, Lore (Shadowlands) 3, Lore (Dragon Clan) 4, Oratory 5, Sincerity 4.

Advantages/Disadvantages: Allies (Scorpion Clan), Social Position (acting family daimyo)/Brash, Dark Secret (Tainted), Driven (to make the Dragon great), Shadowlands Taint.

Shadowlands Gift: *Uncanny Speed.* May move at Water+Taint x 5 for one round, and by gaining a point of Taint, adds kept initiative dice equal to twice his Taint rank for one round.

Equipment: Kimono, light armor, fine daisho set.

The Mara, female Naga diplomat

FIRE 3	AIR 2
EARTH 3	WATER 3 Perception 4
AKASHA 3	

TN to be Hit: 10

School/Rank: Naga Scout 3

First Lesson: The Isha's Gift. The Naga can see in the poorest of lighting as clearly as though in full daylight.

Second Lesson: Know Your Enemy. The Scout can detect the Shadowlands Taint in a living

creature by rolling Lore (Shadowlands)/ Perception at a TN of (25 minus 5 times the target's Taint rank).

Third Lesson: Blackened Sky. The Scout may make two attacks per round with a bow.

Skills (two-legged): Archery 2, Athletics 4, Defense 2, Etiquette (Rokugani) 5, Hand-to-Hand 1, Horsemanship 1, Hunting 2, Investigation 4, Lore (Bushido) 1, Lore (Naga Civilization) 6, Lore (Naga Myth) 4, Lore (Naga Religion) 3, Lore (Naga Ruins) 2, Lore (Pearl Magic) 2, Lore (Rokugani Civilization) 3, Meditation 6, Moksha 4, Pearl Carving 3, Rokugani Language 4, Spear 2, Swordsmanship 3.

Skills (serpent form): Archery 4, Athletics 2, Conceal 3, Defense 4, Hand-to-Hand 2, Hunting 4, Spear 2, Stealth 4, Swordsmanship 2.

Advantages/Disadvantages: Fertile, Immune to Fear, Venom (rank one), Xenophobic (one extra unkept die against non-Naga)/Insensitive, True Love (Mirumoto Daini).

Equipment: Spear (2k3), bow with 40 arrows (1k2). Half the arrows are crystal-tipped.

Togashi Mitsu, Heroic Tattooed Man

FIRE 4 Agility 5	AIR 3
EARTH 4 Stamina 5	WATER 3
VOID 5	

TN to be Hit: 15

School/Rank: Togashi Ise Zumi 3 (tattoos:

Centipede, Crow, Dragon, Monkey, Tiger)

Honor/Glory: 2.3/6.4

Skills: Acting 3, Athletics 6, Defense 7, Investigation 5, Jiu-jutsu (kaze-do) 8, Lore (heimin) 5, Medicine 4, Shintao 8, Wrestling 7

Advantages/Disadvantages: Ambidextrous, Clear Thinker, Great Destiny, Magic Resistance (rank 1), Quick/Brash

Low-End Bushi and Guards

Typical Imperial Guard

FIRE 2 Agility 3	AIR 3
EARTH 3	WATER 2 Strength 3
VOID 2	

TN to be Hit: 15 (22 in Fine Light Armor)

School/Rank: Seppun Bodyguard 1

Rank One Technique: add school rank to Honor or Willpower rank when resisting anything that would make him forsake his duty to the Hantei line.

Honor/Glory: 4.5/1.8

Skills: Archery 4, Defense 3, Etiquette 3, Iaijutsu 4, Investigation 2, Kenjutsu 4, Law 1, Meditation 2, Naginata 3, Sincerity 2, Yarijutsu 3.

Advantages/Disadvantages: Social Position (Imperial Guard).

Equipment: Fine daisho set (3k2/2k2), fine light armor, fine bow (+1 skill die), 20 arrows, steed (Unicorn riding horse).

Typical Imperial Magistrate

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

TN to be Hit: 23 (30 in Fine Light Armor)

School/Rank: Doji Magistrate 2

Rank One Technique: TN to be Hit is increased by Perception x 2.

Rank Two Technique: Spending a Void point on a Law or Investigation roll has double effect (two kept dice). Likewise, a Raise on a Law or Investigation roll counts for two Raises.

Honor/Glory: 4.5/3.3

Skills: Archery 4, Courtier 2, Defense 2, Etiquette 3, Iaijutsu 3, Investigation 4, Kenjutsu 4, Law 4, Lore: Imperial City 3, Meditation 4, Shintao 2, Sincerity 4.

Advantages/Disadvantages: Social Position (Imperial Magistrate).

Equipment: Fine daisho set (+1 to skill dice), fine light armor, fine bow (+1 skill die), 20 arrows, steed (Unicorn riding horse), badge of office.

Typical Hajishirasu Guard

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

TN to be Hit: 15

School/Rank: None (Insight Rank 1 for resisting magic)

Honor/Glory: 2.0/1.0

Skills: Athletics 2, Defense 3, Etiquette 2, Hunting 3, Kenjutsu 3, Kyujutsu (archery) 3, Yarijutsu 3.

Advantages/Disadvantages: Dishonored, Social Disadvantage (Hajishirasu).

Equipment: Sasumata (0k1, uses Yarijutsu skill), wakizashi (1k2), clothing. Guards in towers carry Yumi (bows) and 20 arrows (1k2).

Typical Mirumoto Bushi

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

TN to be Hit: 21 (26 with Light Armor)

School/Rank: Mirumoto Bushi 1

Honor/Glory: 2.5/1.0

Skills: Archery 2, Defense 3, Iaijutsu 3, Investigation 2, Kenjutsu 3, Lore: Shugenja 1, Meditation 2, Poetry 1, Sincerity 2.

Advantages/Disadvantages: None

Equipment: Light armor, daisho, bow and 20 arrows.

Mirumoto House Guard

FIRE 3 Agility 4	AIR 3 Reflexes 4
EARTH 3	WATER 3

VOID 3	

TN to be Hit: 28 (33 with Light Armor)

School/Rank: Mirumoto Bushi 2/Elite Guard 1 (treat as Insight 3 for resisting magic)

Elite Guard Technique: If the Guard strikes a monk or shugenja, that person's ki is disrupted, and they cannot use spells or kiho for the remainder of this round and the next. The Guard may not use this technique on two consecutive rounds.

Honor/Glory: 3.5/3.0

Skills: Archery 4, Etiquette 3, Defense 4, Iaijutsu 4, Investigation 3, Kenjutsu 4, Lore: Shugenja 3, Meditation 4, Poetry 2, Sincerity 3, Yarijutsu 3.

Advantages/Disadvantages: Ambidextrous, Social Position (House Guard), Strength of the Earth (rank 1)/Obligation (Mirumoto Yukihera)

Equipment: Light armor, daisho set, bow and 20 arrows.

High-End Bushi and Guards

Typical Imperial Guard

FIRE 3 Agility 4	AIR 3 Reflexes 4
EARTH 3 Willpower 4	WATER 3 Strength 4
VOID 3	

TN to be Hit: 20 (27 in Fine Light Armor)

School/Rank: Seppun Bodyguard 2

Rank One Technique: add school rank to Honor or Willpower rank when resisting anything that would make him forsake his duty to the Hantei line.

Rank Two Technique: on the first round of combat, roll a number of additional attack dice equal to Perception, keeping one extra die. Make a Perception roll at TN of (5 x opponent's Honor rank) to detect ambushes.

Honor/Glory: 4.5/1.8

Skills: Archery 5, Defense 3, Etiquette 3, Iaijutsu 5, Investigation 2, Kenjutsu 5, Law 1, Meditation 2, Naginata 3, Sincerity 2, Yarijutsu 3.

Advantages/Disadvantages: Social Position (Imperial Guard).

Equipment: Fine daisho set (3k2/2k2), fine light armor, fine bow (+1 skill die), 20 arrows, steed (Unicorn riding horse).

Typical Imperial Magistrate

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

TN to be Hit: 28 (35 in Fine Light Armor)

School/Rank: Doji Magistrate 2

Rank One Technique: TN to be Hit is increased by Perception x 2.

Rank Two Technique: Spending a Void point on a Law or Investigation roll has double effect (two kept dice). Likewise, a Raise on a Law or

Investigation roll counts for two Raises.

Rank Three Technique: Roll extra dice equal to Honor rank when attacking an opponent guilty of a major infraction of the Emperor's laws.

Honor/Glory: 4.5/3.3

Skills: Archery 4, Courtier 3, Defense 2, Etiquette 4, Iaijutsu 4, Investigation 4, Kenjutsu 5, Law 4, Lore: Imperial City 3, Meditation 4, Shintao 2, Sincerity 5.

Advantages/Disadvantages: Clear Thinker, Social Position (Imperial Magistrate).

Equipment: Fine daisho set (+1 to skill dice), fine light armor, fine bow (+1 skill die), 20 arrows, steed (Unicorn riding horse), badge of office.

Typical Hajishirasu Guard

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

TN to be Hit: 20

School/Rank: None (Insight Rank 1 for resisting magic)

Honor/Glory: 2.0/1.0

Skills: Athletics 3, Defense 4, Etiquette 2, Hunting 3, Kenjutsu 4, Kyujutsu (archery) 4, Yarijutsu 4.

Advantages/Disadvantages: Dishonored, Social Disadvantage (Hajishirasu).

Equipment: Sasumata (0k1, uses Yarijutsu skill), wakizashi (1k2), clothing. Guards in towers carry Yumi (bows) and 20 arrows (1k2).

Typical Mirumoto Bushi

FIRE 2 Agility 3	AIR 3
EARTH 2	WATER 2
VOID 2	

TN to be Hit: 21 (26 with Light Armor)

School/Rank: Mirumoto Bushi 1

Honor/Glory: 2.5/1.0

Skills: Archery 2, Defense 3, Iaijutsu 3, Investigation 2, Kenjutsu 3, Lore: Shugenja 1, Meditation 2, Poetry 1, Sincerity 2.

Advantages/Disadvantages: None

Equipment: Light armor, daisho, bow and 20 arrows.

Mirumoto House Guard

FIRE 4	AIR 4
	Reflexes 5
EARTH 4	WATER 3
	Strength 4
VOID 4	

TN to be Hit: 33 (38 with Light Armor)

School/Rank: Mirumoto Bushi 3/Elite Guard 1 (treat as Insight 4 for resisting magic)

Elite Guard Technique: If the Guard strikes a monk or shugenja, that person's ki is disrupted, and they cannot use spells or kiho for the remainder of this round and the next. The Guard may not use this technique on two consecutive rounds.

Honor/Glory: 3.5/3.0

Skills: Archery 4, Etiquette 3, Defense 5, Iaijutsu 5, Investigation 3, Kenjutsu 6, Lore: Shugenja 3, Meditation 4, Poetry 2, Sincerity 3, Yarijutsu 4.

Advantages/Disadvantages: Ambidextrous, Quick, Social Position (House Guard), Strength of the Earth (rank 2)/Obligation (Mirumoto Yukihera)

Equipment: Light armor, daisho set, bow and 20 arrows.

GM's Aid #1: Sayings of the Ise Zumi

The simplest questions are the hardest to ask.

Not all blooming flowers bear fruit.

While you wait, your enemy practices.

Petting scorpions with a compassionate hand only gets you stung.

The most difficult act in the world is to sit still.

Friendship is tested when it is time to share the burden.

See obstacles as they truly are, not as they appear to be.

Distant thunder tells of present danger.

Every moment has a lesson for you to learn. Learn to listen.

Treat everyone you meet as if they will die tomorrow.

Even a goblin is beautiful at eighteen.

If you eat poison, don't forget to lick the dish.

One must bow to offer aid to a fallen man.

GM's Aid #2: Map of Kyuden Kokai

