The City of Lies

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

by Rob Hobart

A simple task of escorting and assisting an Imperial auditor becomes far more complex in Ryoko Owari, the City of Lies, where nothing is as it seems.

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A four-hour time block has been allocated for playing this game. The actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player’s name at the bottom, and the character’s name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

**GM’s Information**

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

This adventure is a Low-Rank adventure, and should only be played by Rank 1 or 2 characters. The challenges here are not intended for characters of Insight Rank 3 or higher.

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

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

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

**Glory and Honor Awards and Penalties**

This adventure contains suggested Glory and Honor awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward – or punishment. The following may be considered as guidelines:

- Performing an act of selfless, sacrificial loyalty to one’s daimyo or clan: +1 point of Honor.
- Abiding by the tenets of bushido when there is no gain in doing so and one could gain an obvious advantage by breaking them: +1 point of Honor.
- Betraying or disobeying your duty, Clan, or family: lose 1-10 points of Honor and Glory, and possibly Status, depending on the severity of the failure. Gain the same amount of Infamy.
- Crying out in pain when injured: lose one point each of Honor and Glory.
- Using sneaky, underhanded, or treacherous methods when at an Honor rank higher than zero: lose 1-5 points of Honor. If caught, also gain 1-5 points of Infamy.
- Using Low skills: lose a number of points of Honor equal to the Rank of the skill. Note that there are exceptions to this rule, and the GM can lower the penalty for members of inherently dishonorable Clans such as Scorpions.
- Performing a socially acceptable public act of extreme courage and skill: +1 point of Glory.
- Drunk, insulting, or otherwise ill-mannered in public: lose 1-5 points of Glory. For extreme abuses, also gain an equivalent amount of Infamy.
- Playing entire adventure without doing anything of note: lose 1 point of Glory (this cannot reduce Glory Rank below Insight Rank).
- Made ronin: Status removed.

**Adjusting for Party Strength**

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

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

**High End Party** (more than half of the characters are Rank Two):

- The ronin ambushers have Agility 3.

**Adventure Summary and Background**

The city of Ryoko Owari lies at the center of a bitter power struggle between Shosuro Hido, “the Spider,”
and Bayushi Kisai, the third-highest-ranking member of the Bayushi family and the head of their crime cartels. Recently, Hido began pushing into Kisai’s territory in Toshi Aitate, the city of (highly regulated) vice and corruption which lies in the southern Scorpion territories. Kisai retaliated by arranging for an aggressive, Scorpion-hating Emerald Magistrate, Kakita Makito, to be assigned to Ryoko Owari, the infamous opium-producing metropolis, which is the source of much of Hido’s power and wealth. The Bayushi criminals and gangs in Ryoko Owari bribed Makito to put pressure on their Shosuro factions. Makito, a corrupt man, accepted in the belief that he was using the Scorpion against themselves – he told himself that once he had cleaned out the Shosuro and Soshi cartels, he would turn on the Bayushi.

Now, Hido retaliates in turn. Knowing that Makito is not the most honorable of men, he has arranged for an Imperial auditor, Otomo Komaji, to come to Ryoko Owari and review Makito’s reports and finances. The PCs are assigned (or, in the case of ronin, hired) as escorts for Komaji – putting them smack in the middle of a Scorpion power struggle.

### Introduction

You reach the top of a small hill. Laid out below you is Ryoko Owari, the second-largest city in the Empire, officially home to 16,000 people – although you have heard rumors that the real total is twice that much. Certainly the space within the tall walls of black granite is packed tightly with buildings, and even from here you can see that the streets are dark with crowds and the piers equally crowded with boats. Running through the middle of the city is the Kawa no Kin, the River of Gold, the main artery of trade through the western Empire, guarded to the south by two high stone towers. In recent centuries the city has grown beyond its walls, and neighborhoods spread south along the river and inland up the roads like mold growing on dampened wood.

Aside from that, however, the City of Lies is little changed over the many centuries. The ancient black walls still stand unbroken, the soldiers in the garb of the Thunder Guard still patrol the streets and watch over the city’s uniquely-named gates. The city has passed through the hands of many Clans – the Crab, the Lion, the Unicorn, even the Dragon – but it has always returned to the embrace of the Scorpion Clan.

However, it is neither the Scorpion Clan nor the opium trade which have brought you here, but a matter of Imperial business. The Emperor has dispatched an auditor, Otomo Komaji, to review the records and accounts of the Emerald Magistrate assigned to Ryoko Owari. You have been given the honor of escorting, guarding, and assisting Komaji in his important duties. You feel privileged to be participating in such an important duty.

All Clan PCs have been assigned by their daimyos to serve Otomo Komaji as either aides or bodyguards (depending on their skills). This is an opportunity for their Clans to gain honor and prestige by assisting an Imperial, and no daimyo would overlook such an opportunity. Imperial PCs and magistrates have been sent with him as part of their normal duties. Ronin PCs have been hired by Komaji himself, at a rate of 2 koku plus living expenses, to protect and assist him.

Scorpion PCs will, of course, find themselves in a more complex situation. Any Shosuro or Soshi PCs will be enlisted to assist in the ouster of Kakita Makito, while Bayushi PCs will be enrolled to first protect Makito, and then (if that fails) to shift the blame onto the Shosuro. Only Yogo PCs will not be ensnared in this internal power struggle.

When the adventure begins, the PCs have already been on the road for many days, traveling to Ryoko Owari, and have had time to get acquainted with each other and with Otomo Komaji. The GM should encourage the PCs to describe themselves and do a small amount of role-play to represent the time they have spent in each others’ company.

### Otomo Komaji

Komaji is a tall, handsome man with perfectly-styled hair and calm, perceptive eyes. He is a dedicated and honorable man who performs his duties to the very best of his ability. Some PCs may have met him before in the adventure “Uncertainty,” and if so he will discuss that alarming event with them and express sorrow for the death of the Daidoji family daimyo. “His younger brother has spent his youth training in the Kakita artisan academy. I fear he will be a poor fit for the leadership of the Crane’s warrior family.”

Komaji knows what his mission is in Ryoko Owari and will readily tell the PCs about it, since he expects them to assist him as well as protect him.

- An Emerald Magistrate named Kakita Makito was assigned to Ryoko Owari a little over a year ago. Makito is known as a man who bitterly distrusts the Scorpion Clan, so it was assumed in the courts that the Crane had arranged his appointment as part...
of their ongoing political struggle with the Scorpion Clan.

- Recently, certain rumors have arisen in court regarding irregularities in Kakita Makito’s quarterly reports. The new Emerald Champion, Kitsuki Jiro, has sent Komaji to conduct an audit of Makito’s reports and finances and determine whether there is any truth to these allegations.

- Komaji will caution the PCs that they will have to be careful not to offend Kakita Makito’s honor during this investigation. “His reputation has been quite unblemished up until now, and it is likely that he will see this audit as an insult. We shall have to be most diplomatic.”

- If the PCs ask for details of the rumors about Makito, Komaji looks distasteful. “I do not enjoy listening to such talk, of course. Suffice it to say that it was suggested Makito might be profiting improperly from his position in this infamous city.”

- If the PCs ask for more information on how the audit will be performed, Komaji will explain that they will be spending four days in the city. During that time they will review Kakita Makito’s financial records and case reports to see if there are any irregularities. Komaji does not say so openly, but he drops hints that it would be easiest if they find nothing and the investigation concludes without controversy.

Who is Kakita Makito?

Some PCs may wonder whether they have heard anything about Kakita Makito before. They can know something about him by rolling a suitable specialized Lore skill (Lore: Crane Clan, Lore: Emerald Magistrates, and Lore: Dueling would all be appropriate) at TN 15, or Lore (Heraldry) or Lore (Law) at TN 25. Crane, Scorpion, and Emerald Magistrate PCs get a Free Raise on the roll.

With a success, the PCs recall the following information about Kakita Makito:

- He was appointed Emerald Magistrate four years ago. It was a political appointment rather than one based on merit.

- Makito is notorious for his hostility to the Scorpion Clan. Many in the courts believe his assignment to Ryoko Owari was a political attack on the Scorpion, while others suspect it was actually arranged as an attack or punishment on him, to force him to live among the people he hates.

- Makito is known to be a skilled duelist, and since he is also quick to take offense or to insult those who anger him, his skills are put to frequent use.

- No one is sure where the recent rumors about Makito started. This suggests they were spread by skilled courtiers.

Part One: Arrival in Ryoko Owari

The PCs arrive at the Gate of Oni’s Teeth, once famous for the black stones set into the road which approached it. A PC who rolls Intelligence/Lore (History) at TN 25 will recall that these stones were supposed to be the teeth of a mighty oni which was tricked and defeated by the fabled lovers Riko and Okami. However, the stones were looted during one of the many wars which swept through this area, and today there is nothing to distinguish the Gate of Oni’s Teeth from the other gates of the city.

The gate is watched by four soldiers from the Thunder Guard, the Scorpion military unit which lined the approaches. The bushi review the group’s papers and straighten to attention. “Please, Otomo-sama, this way,” they say politely. A pair of them escort Komaji and the PCs to the Emerald Magistrate’s Residence in the Noble District.

Layout of the City

Ryoko Owari is a huge city, a bustling metropolis home to over 32,000 people (although the official number is lower). Within the great walls, the city is divided into five main districts, three on the east bank of the river (where the PCs arrive) and two on the west bank. Teardrop Island, the licensed district located in the middle of the river, forms its own world separate from the rest of the city.

The eastern districts are the Temple Quarter, the Merchant District, and the Noble Quarter. The Merchant District is extremely crowded, easily the most densely populated part of the city, and its streets hustle with commerce and energy from early in the morning to late at night. With the available space on Teardrop Island so limited, many of the city’s lesser dens of vice (gambling houses, for example) have migrated into this part of the city. The Temple Quarter is also crowded and busy, although not quite as badly as the Merchant District, and remains relatively vice-free. The Noble
Quarter is sealed off from the other districts by an inner wall with several gates, preventing ordinary commoners from polluting its exclusive neighborhoods. It has seen only very slight population growth over the centuries, and is a peaceful and civilized place.

On the far (west) bank of the river are the Fishermen’s District and the Leatherworkers (Eta) District. The Fisherman’s District is nearly as crowded as the Merchant District, but considerably poorer, and has become a magnet for the lowest and least respectable sorts of gambling, sake, and opium joints, as well as prostitution (as opposed to respectable geisha houses, found on Teardrop Island). The Eta District is notable as the largest, cleanest, and wealthiest such district in the Empire, but few samurai ever set foot in it, so its exceptional nature is largely unknown.

Three bridges connect the two halves of the city – two from the Merchant District to the Fisherman’s District (the Moment’s Edge Bridge and the Bridge of Drowned Lovers), and one from just outside the Noble Quarter to the Leatherworkers District (the Bridge of the Dragon).

Due to incredible crowding within the city, two unofficial districts have grown up outside the walls, one to the north (on the roads which lead toward Yogo lands) and one to the south (along the riverbanks). These districts are known to the locals as the North Edge and the South Edge. They are essentially slums, largely unregulated by the city’s Thunder Guard and inhabited by some of the poorest city inhabitants, those crowded out of the swollen Merchant and Fisherman’s Districts within the walls.

Teardrop Island is the city’s official Licensed Quarter and is home to its many prestigious geisha houses, as well as parasitic businesses such as sake houses, opium dens, and so forth. The Scorpion regulate it well, and the location on an island allows them to keep it relatively safe and peaceful.

The Riot
You march up one of Ryoko Owari’s busy thoroughfares, known as Monk’s Rest Road, pushing through the dense crowds of the Empire’s second-largest city. In contrast to the beauty of Kyuden Gotei on the Mantis Isles or the awesome size and elegance of the Imperial capital Toshi Ranbo, Ryoko Owari seems a squalid and grubby city, packed tightly within its mighty walls, the streets jammed with shoulder-to-shoulder humanity of all castes. The constant clamor of hundreds of talking voices is grating and unpleasant.

Ahead of you, however, the noise suddenly rises to an incredible din, and clouds of dust rise up, accompanied by screams. You can see swords and staffs waving above the crowd, and a back-banner from a samurai of the Thunder Guard fluttering wildly. People begin to surge up the street toward you, fleeing from the commotion.

The PCs have walked into a riot, fomented by one of the factions in Ryoko Owari to make a bad impression on Otomo Komaji. Unfortunately, in the process they have placed him and the PCs in danger, as the crowd stampedes up the street to escape.

The two Thunder Guards with the PCs will order them to “wait here” and try to push forward and join their comrades in the midst of the trouble. The PCs and Komaji will be left on their own to confront an onrushing wave of panicked commoners.

If the PCs make an effort to protect Komaji (such as standing in front of him, forming a “wall of bodies,” etc.), he will be unharmed, but the PCs shielding him will take 2k1 Wounds as the panicked crowd slams into them. Alternatively, a PC could try to terrify the crowd into avoiding their group – by brandishing weapons, shouting, and so forth. This requires a Raw Willpower roll at TN 20, or Willpower/Deceit (Intimidation) at TN 15.

A shuegnja PC might be able to deal with the problem in other ways, such as using an Air spell to blast a path through the crowd.

The PCs can also protect Komaji with bloodshed – chopping down the oncoming peasants, using spells to blast or burn them down, etc. This will certainly cause an Honor loss of 1 to 3 points for Soft-Hearted PCs, PCs with 4.0 or higher Honor, or PCs from Clans which believe in treating their peasants well (the Crane, the Phoenix, possibly the Unicorn or Crab). The PCs will be left in a street strewn with blood and corpses, and will get some stiff questions from the Thunder Guard before being allowed to proceed.

Once the stampede passes, the PCs will be able to see the Thunder Guard struggling to restore order, using jo staffs, man-catchers, and sometimes their blades to disperse the crowd. The riot quickly collapses, with another, smaller wave of fleeing commoners escaping the wrath of the Guard.

Afterward, the PCs’ escorts will rejoin them, one of them nursing a bloody nose. They apologize for the
incident and try to minimize it, describing it as a “street scuffle.” If the PCs ask for more information about the riot, or inquire whether this is a common occurrence in Ryoko Owari, the guards will insist this was an aberration and take offense at any suggestion that a Scorpion city is “lawless.”

Part Two: The Magistrate’s Residence

The residence of the city’s Emerald Magistrate is located in the Noble Quarter. It is a large, fine-quality house with a beautiful red tile roof. Kakita Makito is waiting for Komaji and the PCs at the entrance to his building.

Makito is a slim, short man with long, silky white hair, which he wears in a loose ponytail. His narrow face is set in an angry scowl, pale gray-blue eyes flashing. “Welcome to Ryoko Owari, Otomo-sama,” he says, but his tone is anything but welcoming. “I am pleased you have arrived unharmed, and honored by your visit. May I ask its purpose?”

Komaji will answer carefully. “The Emerald Champion has requested that I review your office’s reports and finances. I am sure there will be nothing amiss, but I must nevertheless ask that you extend your cooperation to me and these samurai who are serving me.”

The Emerald Magistrate snorts. “Of course there will be nothing amiss. This investigation is a trumped-up maneuver by the Scorpion to discredit me.” He glares at Komaji and the PCs, daring them to contradict him.

If anyone brings up the street-riot, Makito will angrily brush it aside as an “isolated incident.” However, any PC who rolls Awareness/Investigation at TN 20 can tell that he is actually very upset and alarmed by this incident.

If any PC actually argues with Makito, suggests there might be valid reasons for the investigation, or questions him persistently about the riot and the threat it posed to Komaji’s life, he will take offense and berate them as Scorpion dupes and liars, attempting to goad them into challenging him. See Appendix #2, “Dueling Makito,” for details of what will happen if a PC challenges him.

Assuming the PCs instead manage to be diplomatic and soothe Makito’s pride (perhaps helped by a few Etiquette rolls), he will grudgingly acknowledge their authority and order his servants to give them rooms.

The Interior of the Magistrate’s Residence

The building contains many rooms, including several guest rooms, Makito’s personal quarters and study, rooms for his two yoriki, two different records rooms (financial records and criminal records), a dining chamber, kitchens, storage, servant’s quarters, a small but pleasant garden, a large stable, and so forth.

Each of the PCs will be assigned their own room in the building. Any PCs who are specifically designated as bodyguards will be placed in rooms adjacent to their charge (on either side, or directly across the hallway).

The Magistrate’s Staff

Kakita Makito is served by a commoner clerk, Hyuji, and two ronin, Gendo and Miyubi. In addition, there is the usual assortment of household servants, who invisibly carry out the many tasks of cooking, cleaning, and maintenance needed to keep the residence and office running smoothly.

Hyuji is in charge of sorting and filing the financial records of the magistrate’s office, a role he has fulfilled for almost thirty years, serving three successive Emerald Magistrates. He is a skinny, obsequious old man, and will be rather distressed to have a group of samurai intruding into what he thinks of as “his” territory, making him somewhat obstructive and fussy. He is essentially an honest man, but oblivious to anything beyond keeping his own portion of the office running smoothly.

Gendo is a tall, muscular ronin bushi, in his early thirties, with a raffish grin and a perpetual three-day beard. He serves Makito as muscle for arresting and questioning criminals, and sometimes as an enforcer/leg-breaker for Makito’s less reputable activities. He is well-paid for his loyalty and feels that he has found an excellent place in life, well worth cracking a few skulls to keep. He is comradely toward other ronin (and openly comes on to female ronin), but mildly insolent toward Clan samurai – not enough to provoke a duel, but certainly enough to establish that he does not truly respect them.

Gendo is a man with a knack for staying alive and landing on his feet. He also possesses an unusual item – a knife (tanto) of obsidian. He took this from the corpse of another ronin over ten years ago, and it is his
prized possession – he always carries it with him, even when sleeping. The knife has a mild mental effect, slightly enhancing his ruthlessness and bloodthirst. Due to its connection to the long-dead Lord Moon, it also protects him from detection, particularly magical observation. (Any spell intended to track or observe him will require two additional Raises to succeed.) He is not aware of its specific properties, but regards it as a good-luck token and is never without it.

Miyubi is a shugenja-ko in her mid-twenties, not unattractive, but no great beauty either. She dresses in plain traveling clothes, with no weapons but a tanto, and only a scroll satchel to identify her nature. She wears her hair in a short, simple maiden’s foxtail. Miyubi is descended from the vassals of a minor Phoenix daimyo who died without heir – due to rivalries within the family, none of the other daimyos would take his vassals, and they became ronin. Miyubi and her family retain great pride in their samurai heritage, and she attempts to live as an honorable, dignified samurai. Unfortunately, the necessities of life as a ronin have forced her to seek a patron in Kakita Makito, a man she finds of dubious character.

Miyubi is a lonely and unhappy woman, and is painfully aware of how insecure her life is – a female ronin faces even harsher obstacles and threats than a male one. She is a chaste woman, and has carefully avoided any sort of romantic entanglements, partly due to trying to uphold her status as a samurai, and partly due to her general suspicion of male intentions (Gendo typifying the sort of man she wants to avoid). Nevertheless, she longs for love and affection, and a kindly or charming PC could well win her heart.

Part Three: Dinner on Teardrop Island

On the evening of their first day in Ryoko Owari, Otomo Komaji takes the PCs to visit the legendary Teardrop Island. At this point he and the PCs have not yet begun their investigations into Kakita Makito’s records – that will commence the next morning.

As they have for countless centuries, ships carry samurai across the Kawa no Kin (River of Gold) toward Teardrop Island, their lights bobbing above the darkened waters as they converge on the island’s northern pier. The establishment known as “Swords Polished” watches over the entrance to the island, holding the swords and weapons of visiting samurai while they enjoy the entertainments of Rokugan’s most famous licensed quarter. Within the island’s walls, the streets are crowded with visitors, revelers, and simple gawkers, while barkers call the glories of their establishments from open doorways and lovely women wave from upstairs balconies. The air is full of the scent of perfume, fine food, and sake, with a nagging undercurrent of opium.

Komaji will take the PCs to the House of the Morning Star, one of the oldest and most prestigious geisha houses on the island. They are welcomed at the door by the madam, Chiori, a plump and smiling woman in her early fifties. “Ah, welcome to the House of the Morning Star, Otomo-sama! You honor our humble establishment with your visit. An invitation from the governor’s office? We are doubly honored! And these samurai are your guests? Welcome, samas!”

The Morning Star is a very traditional house, where lovely and perfectly trained women entertain the PCs with music and stories while listening attentively and sympathetically to their problems. A jester performs various mimes and other humorous entertainments to liven things up when the conversation gets slow.

Early in the evening, Komaji and the PCs will be in a large private room with their own personal group of entertainers. During this time Komaji will loosen up a bit, “taking off his face,” and speaks with the PCs frankly. He says that he suspects his mission here is the result of some sort of political maneuver between the Clans, and feels uncomfortable at being used. He suspects that Makito may indeed be mildly corrupt – few magistrates in this city can stay clean – but it will probably be very difficult to prove it.

Later in the evening, when everyone is relaxed and somewhat drunk, the geisha will slide open the walls of the room and allow the PCs to join in the more general celebration in the house’s common room. Drunken or opium-addled samurai laugh, sing, and generally unwind, amid the chiming laughter and music of beautiful geisha. It is a scene of unalloyed humanity that is seldom witnessed in Rokugan.

Miju Approaches

During the later evening, when they are in the common room, the PCs will be approached by a young ronin named Miju. He is a slightly-scruffy young man with a hesitant, anxious manner. Miju will quietly sit down next to one of the PCs (preferably a ronin, and never a Crane or Scorpion) and share a few drinks. Eventually he speaks to the PC in a low voice. “Samurai-sama? I believe you are part of the group investigating Kakita Makito-sama?”
This should attract the PCs’ attention. Once they are showing interest, Miju will furtively say a little more, while glancing around anxiously at any Cranes or Scorpions in the room. (He will fall silent and say nothing if the PC he is speaking with tries to include members of those Clans in the conversation. If the PCs then try to push him into talking more, he says curtly that they misheard him, and leaves.)

Assuming the PCs do not drive him away, Miju will continue: “My name is Miju. I know something about Makita-sama. Something that would mean his disgrace, perhaps his seppuku. I can’t tell you here, there are too many prying ears.” If the PCs seem interested, Miju proposes to meet them later at another location. “There are too many eyes and ears on this island. Meet with me later, on the Bridge of the Dragon, at the start of the Hour of the Rat (midnight).” He will not negotiate this meeting, nor will he share any other information with the PCs – shortly after making this arrangement, he will rise and depart the House of the Morning Star. PCs who try to test his honesty can roll their Perception/Investigation (Notice) against his Awareness/Deceit (Lying) of 7k3+4. (He was chosen for being a good liar.)

If the PCs accuse Miju of lying, demand to know his purposes or patron, or try to force him into telling them more, he will become angry. “I have risked my life to come here,” he says, truthfully. “If you do not want to learn what I know, keep talking,” he adds, clearly both angry and frightened.

- If the PCs try to find out how Miju got into the House of the Morning Star, they discover he did not have an invitation. Chiori will be highly embarrassed that a “filthy wave man” managed to sneak into her establishment without an invitation, and offers the PCs free drinks as compensation.

- If a PC tries to follow Miju, this will require winning an Opposed Roll of their Agility/Stealth (Shadowing?) against his Perception/Investigation of 6k3. If he spots a tail, Miju will shake it by moving through the most crowded streets of Teardrop Island. Otherwise, the PCs can follow him to the docks, where he takes a boat back to the city. It will not be possible to maintain surveillance of Miju past the docks – even if the PCs hire a boat and order it to follow him, the distance behind Miju’s boat will be too great to maintain visual contact.

- Shugenja PCs may be able to follow Miju more effectively, for example by using the spell Sense Void to track his emotions (anxiety, fear, and greed) or using Air magic to fly overhead. Such PCs may be able to witness his murder (see below).

The Death of Miju

After he leaves Teardrop Island, Miju heads for his inn in the Fisherman’s Quarter, where he expects to be paid for delivering his message. However, on the way there he passes up Mountain Goblin’s Rest Road, a busy thoroughfare leading to the Temple of Daikoku. Successful merchants and gamblers alike visit the temple in the evening to give thanks for their prosperity, or to pray for a reversal of hard times. As he passes through the crowd, Miju is jostled by an assassin with a poisoned needle. A few paces further on, he collapses, dying in convulsions.

If the PCs actually discover Miju’s death immediately (due to using magic to follow him), they may try to examine his body. However, Ryoko Owari is a well-patrolled city (at least on a major thoroughfare like Mountain Goblin’s Rest) – a patrol from the Thunder Guard will arrive within a few minutes. They will quickly establish control, summon the eta, and chase away any PCs who show up trying to investigate.

In the unlikely event that some PCs manage to arrive before the Thunder Guard (most likely through magical transportation), they may have a chance to briefly examine Miju’s body. In order to do so, they will have to touch it and open the garments, an act which should cost them 1-3 points of Honor and a like amount of Glory, and force them to spend the next day in a temple atoning. With that caveat, a roll of Perception/Investigation at TN 25 will detect a small puncture wound in his side.

Message at the Bridge

If the PCs go to the Bridge of the Dragon later that night, Miju will not arrive. However, while the PCs are there, a lantern comes floating downstream – a traditional Rokugani offering to the dead. PCs can identify it as such with a roll of Intelligence/Theology at TN 15. If the PCs retrieve the lantern (easily done with any long weapon or staff, or the PCs can grab a pole from one of the riverboats moored nearby), they find that the paper panes of the lantern are all painted with the kanji for “Miju.”

There no clues to be found in the lantern itself – it is an ordinary paper lantern, with no special features, of the
sort which can be easily purchased anywhere. A roll of Perception/Calligraphy at TN 20 can determine that the writing was done recently (within the last hour) and the brushstrokes were those of an educated person. The lantern has been targeted with the spell Banish, making it useless for magical investigations.

Shugenja PCs who attempt to query the Water spirits in the river about where the lantern came from will need to make three Raises for clarity to find a spirit which remembers the lantern. That spirit can show the lantern being placed into the water upstream at the Bridge of the Moment’s Edge, by a man concealed by a cloak, a straw jingasa (hat), and a mempo (mask).

If the PCs inquire with the local authorities (the Thunder Guard and the local Clan magistrate, Shosuro Eiji), they can learn that a ronin identified as Miju was found dead in Mountain Goblin’s Rest Road last night, while the evening crowds were attending the Temple of Daikoku. The eta who examined his body reported that the death was consistent with a fatal epileptic convulsion, and since he was merely a wave man, the case was immediately closed. By dawn, the body has already been cremated.

A PC who hears an accurate account of Miju’s death can roll Intelligence/Poison at TN 20 or Intelligence/Medicine (Antidotes) at TN 25 to identify the symptoms as matching a poison known as Ketsu, derived from fruit seeds.

Who Was Miju?

Some of the PCs may decide to try to learn more about this mysterious ronin. They can learn more by asking around the city’s ronin community and rolling Awareness/Underworld at TN 20 or Awareness/Investigation at TN 25 and spending at least 3 bu in bribes.

With a success, the PCs learn that Miju has lived in Ryoko Owari for about six months. For the last couple of months he has been very much down on his luck, owing a large amount of money to local gambling houses (“the dice haven’t favored him at all lately”) and unable to find work.

If the PCs decide to track down which gambling houses Miju owed, they can do so by rolling Awareness/Underworld at TN 25 or Awareness/Investigation at TN 30. Success identifies two gambling houses. They are both among the three houses which Makito has been extorting (see “Researching the Criminal Reports” in Part Four below).

The PCs can locate the run-down inn (in the Fishermen’s Quarter) where Miju was staying. There is nothing of interest there – just the grubby room of a poor, luckless ronin. The innkeeper, a greedy old coward named Oku, will try to hit up the PCs for Miju’s back rent (4 bu).

Part Four: The Audit

The primary task of Otomo Komaji and the PCs will be to look through the criminal reports and financial reports of Makito’s office. Each of these will be a separate task.

Komaji has little expertise in matters of criminality – he usually does tax assessments – and will focus his own attentions on reviewing Makito’s finances, something he describes as a “distasteful but unavoidable duty.” He will expect at least some of the PCs to assist him in this task, while the other PCs deal with reviewing Makito’s criminal cases and reports.

Researching the Finances

The financial records of the Emerald Magistrate’s office in Ryoko Owari are kept in an array of scrolls, stored in vertical shelves along one wall of a small interior room. The clerk Hyuji is in charge of filing and sorting these scrolls, which he thinks of as “his” territory. He will hover around the PCs, complaining that they are disrupting his filing system, mistreating his scrolls, and so forth. Of course, if any PC takes offense at his words or attitude, he apologizes abjectly and retreats fearfully to Makito’s protection.

Researching the information in the scrolls will require many hours of effort. For every day which a PC spends researching, they can roll Intelligence/Commerce (TN 20) or Intelligence/Investigation (TN 25). Komaji will roll Investigation. The information which the PCs can find is based on how many successful rolls they make:

- 3 rolls: The PCs find a document which appears to show that a large amount of the office’s funds were spent on “medicines” in the last month. However, any PC who examines this document and rolls Perception/Calligraphy at TN 20 or Perception/Investigation at TN 25 can tell that the writing on it does not match the other scrolls filed recently, nor is the paper of the same quality. Hyuji will insist that he never filed this scroll and
has never seen it. There are no spirits in the paper (it has been targeted with *Banish*).

- **5 rolls:** The PCs uncover several documents over the last nine months which show a pattern of money being spent from the office even though there is no source for it. Old Hyyuji will be confused by this, and falls back on insisting that he is only a clerk and his sole task is to file the papers he is given.

**Researching the Criminal Reports**

The office’s reports on crimes and punishments are kept in another room, this one packed with shelves full of scrolls. There is no clerk working here – the Emerald Magistrate himself is responsible for writing and filing these reports. The documents are intermixed randomly on all the shelves, with reports from Makito stuffed into shelves alongside reports from a century ago. Searching through this jumbled collection of documents will require considerable effort.

For every day which a PC spends searching these scrolls, they can roll *Intelligence/Lore: Law* (TN 20) or *Intelligence/Investigation* (TN 25). The information which the PCs can find is based on how many successful rolls they make:

- **2 rolls:** The PCs disentangle the records enough to be able to tell that since Kakita Makito arrived in Ryoko Owari, he has apparently concentrated much of his effort on arresting opium smugglers. He has also intervened in a number of local investigations involving a criminal gang, the Glorious Fools. A PC who rolls *Intelligence/Underworld* at TN 25 recognizes the Glorious Fools as the most powerful “fireman” protection-racket gang in Ryoko Owari.

- **4 rolls:** The PCs determine that all of Makito’s arrests have been against either merchants sponsored by the Shosuro or Soshi family, or actual members of those families. He has made no arrests against the Bayushi family or any of its vassals. Any PC who rolls *Intelligence/Underworld* at TN 20 or *Intelligence/Lore (Scorpion)* at TN 25 will know that the Bayushi are reputed to be the second-strongest family faction in Ryoko Owari, after the Shosuro.

- **6 rolls:** The PCs discover a large number of cases against various Bayushi vassals and businesses which have been left open, or whose files seem to be incomplete (containing no records of final arrests, convictions, or other resolutions of the case). The cases involve three gambling houses (all accused of either selling opium or robbing their customers), two merchants accused of smuggling opium. There are also a large number of open extortion and assault accusations against the Glorious Fools fireman gang.

**The Connection**

If the PCs have made all the successful rolls for both the financial records and the criminal records, they can each attempt one additional roll of *Intelligence/Investigation* at TN 25 to “make the connection” between the two sets of information. With a success, they realize that the appearance of unaccountable monies in the financial records corresponds to the open/incomplete files in the criminal cases. (That is, every time a case occurs which is left incomplete, the office mysteriously acquires extra money.)

**The Money**

Once the PCs notice that there are financial irregularities in Makito’s office, they may decide to actually look at the physical money itself. A roll of *Intelligence/Commerce* at TN 15, or *Intelligence/Lore: Law* at TN 20, will remind the PCs that such money would be kept physically in the office somewhere. If the PC beats the TN by 10 or more, s/he can recall that all money in Rokugan is minted under Imperial license by the Clans or their major Families, based on the rice harvest of the area, and thus bears the mark of its origin. Money can often be tracked in this way.

Kakita Makito keeps his office’s monies in a large locked puzzle-box in his own study. If the PCs ask to see it on their own, Makito will rebuff them, claiming that they have no need to see it. If the PCs press him, he will sneer that they are merely assistants acting on their own authority. “Clearly Otomo Komaji-sam has no need to see such matters.” (He will then use the time he has bought to hurriedly remove the extra money from the box.) If the PCs initially approach him with authority from Otomo Komaji, however, he will be forced to allow them to examine the box immediately.

The puzzle-box contains a large number of coins (golden koku, silver bu, and copper zeni). Counting this money and comparing it to the office’s financial records will require a roll of *Intelligence/Commerce* at TN 20 or *Intelligence/Investigation* at TN 25. With a
success, the PCs can discover that there are about thirty more koku in the box than there should be. (Unless Makito had a chance to clean it out.) If the PCs specifically examine the coins, they can roll Intelligence/Commerce at TN 25, or a suitably esoteric Lore skill (such as Lore: Money) at TN 20, to determine that a large number of the coins – corresponding almost exactly to the amount of extra money in the box – are Scorpion-minted, with the sigil of Kyuden Bayushi.

If the PCs get permission from Otomo Komaji to review the money-box after Makito has already rejected them, he will have used the intervening time to empty incriminating money out of the box. Shugenja PCs can learn this by interrogating the Earth spirit which inhabits the box, but the testimony of spirits is legally useless, and Makito will dismiss such accusations as obvious lies.

Part Five: Extended Investigations

In addition to the straightforward business of reviewing reports and finances, the PCs may find other avenues to investigate – especially once they start to discover the clues in Makito’s records. The following section outlines what the PCs may be able to find in the more obvious investigative pathways.

Interviewing Kakita Makito

The PCs may decide to speak with Makito about some of the evidence they are discovering, or simply to ask him about the local conditions. Makito will not willingly meet with them, however, since he considers their presence here to be an insult. In order to arrange a meeting, the PCs will have to role-play a very polite and subservient request and roll Awareness/Etiquette (Sincerity) at TN 20. Makito will not meet with a Scorpion PC.

Kakita Makito meets the PCs in an interior room of the building, sitting stiffly behind his writing desk. He ostentatiously writes on scrolls throughout the entire interview.

• If the PCs ask why he has focused his arrests have been members of the Shosuro and Soshi families, he will claim this is merely coincidence. “All of the Scorpion Clan are criminals, entwined in the filthy opium trade, it is simply that those particular Scorpions have been the first to get caught.”

• If the PCs ask about the Glorious Fools, Makito describes them as a “so-called fireman gang, really a pack of thugs” but says they are a minor threat compared to other problems in the city. “I will eventually deal with them, but for now dealing with the Scorpion cartels takes a higher priority.” If the PCs bring up his contacts with the Fools, or the large number of unsolved cases connected with them, Makito will become angry and terminates the interview. “I will not have my honor questioned on such a trivial matter!”

• If the PCs ask about his operations against the opium smugglers, Makito will speechify at some length on the vices of opium and the importance of punishing the Scorpion Clan for its involvement in this criminal enterprise. He will not provide any specific details.

• If the PCs ask about anything which touches directly on his corruption – the unaccountable monies in his finances, the quashing of cases against the Bayushi and their clients, and so forth – he will be outraged, accuses the PCs of insulting his honor, and expels them from the room, terminating the interview. He will refuse any further requests for an interview.

The PCs can, of course, attempt to test Makito’s truthfulness by making an Opposed Roll of their Perception/Investigation (Notice) against his Awareness/Deceit (Lying). However, their own conviction of his dishonesty will not be enough to constitute evidence of corruption.

Speaking with the Ronin

If the PCs arrange separate interviews with Makito’s two ronin, the results will vary considerably.

Gendo is very loyal to Makito – his position as the Magistrate’s yoriki, enforcer, and general head-breaker is the safest and most reliable job he has ever had. He will genially stonewall the PCs, smoothly denying any involvement in improper activities and dismissing the testimony of any commoners. “Peasants and merchants? Liars, all of them, as I am sure you know, samurai-san.”

Gendo cannot be bribed at this point in the adventure – the security and comfort of a steady job outweighs the appeal of a single payment, even an extremely generous one. As a heartless man, he is also quite resistant to seduction attempts. Threats are not especially effective
either, since he is confident in his patron’s ability to protect him.

- If the PCs specifically question him about his meetings with the Glorious Fools, he will shrug it off. “A city like this, you have to deal with some unsavory types, samurai-san. That’s what we grubby wave-men are good for.” He insists that all his activities were investigations on behalf of Kakita Makito, and dismisses any claims of bribery or coercion as “criminal lies, trying to save their own skin.”

**Miyubi**, in contrast, is very uneasy with Makito’s character and activities. However, as a *ronin* she is reluctant to jeopardize her position here. In order to get her to speak openly, the PCs will have to make one of three approaches:

1st: A sincere, well role-played appeal to honor, truth, and duty. This will require a successful roll of either *Awareness/Etiquette* (Sincerity) at TN 20 (if the PC is being truthful), or *Awareness/Deceit* (Lying) at TN 20 (if the PC is trying to snow her). A success will cause her to reluctantly open up and tell what she knows.

2nd: A large bribe, sufficient to tide her over if she leaves Makito’s employ. At least 15 koku will be required. However, in order to assuage her sense of honor, the bribe cannot be offered directly – the PC must find some indirect, face-saving way of presenting it. The GM must adjudicate such efforts.

3rd: Romance. A male PC who makes a sincere romantic approach to Miyubi can roll *Awareness/Etiquette* (Sincerity) at TN 25 to convince her. Alternatively, a ruthless male PC can make a seduction attempt, requiring suitable role-play and an Opposed roll of *Awareness/Deceit* (Seduction) against her *Awareness/Etiquette* to convince her. Once romantically involved with a male PC, she will confess everything she knows.

Once the PCs convince Miyubi to open up and speak freely, she will share the following information with them:

- She knows that Makito sends his *yoriki* Gendo on regular trips to various corrupt businesses to collect protection money. These include three gambling houses (all involved with opium smuggling, and two of them also accused of violent robberies) and two merchants (who Makito caught smuggling opium).
- She also knows that Makito receives money from the Glorious Fools fireman gang, although she is not sure why.

**Speaking with the Servants**
The house servants (other than the librarian) are, as usual, quiet and unobtrusive, and reluctant to involve themselves in the affairs of their betters. However, a PC who is willing to speak with them and drop a few trivial bribes (a few zeni) can learn the following information:

- The servants all know that Makito has a great deal of money, even compared to previous magistrates. They assume that this is from bribes or other under-the-counter payments, although none of them can prove this in any way.
- They know that Gendo regularly visits a variety of unsavory establishments around the city, and that he reports back to Makito after these trips.
- They know Miyubi is not involved in Makito’s corruption.

**Seeking Rumors**
The PCs may decide to simply try to catch “rumors on the street” about Kakita Makito. This will not be terribly productive. However, given some investment of time, the PCs can pick up the following:

- Makito has been carrying out a fairly relentless campaign against the opium trade since he arrived. Many of the Scorpion Clan are said to be quite unhappy with him.
- Within a day of the PCs’ arrival, it is generally known that Makito is being audited. The popular assumption is that the Scorpion have arranged it in order to get rid of him.

**Speaking with the Scorpion Magistrate**
Some PCs may think of meeting with the local Scorpion Clan magistrate, Shosuro Eiji, perhaps to see if he has any information on Makito’s cases or activities.

Eiji himself will not take time to see the PCs, but one of his mid-ranking *yoriki* will consent to a meeting with
them. This pleasant and helpful young Shosuro bushi will divulge the following information:

- Due to Ryoko Owari’s size, jurisdiction is shared in many cases which would normally fall entirely under the purview of the local magistrate. Thus, it is not intrinsically strange for Makito to be involved in some many criminal cases.

- The yoriki will not share any useful information on the fireman gangs, opium smuggling, or the Glorious Fools.

- If the PCs ask about corruption with regards to Makito, the yoriki will insist that he cannot involve himself in such matters. However, if the PCs ask more generally about how such an investigation could be pursued, he will smile and suggest, “In such cases I have found that it is best to follow the path of the coins.”

**Following Up on the Cases**

If the PCs discovered that Makito has been shelving or quashing certain criminal investigations, they may decide to look into these cases themselves.

The three cases involving gambling houses all dealt with seedy, lower-class establishments located in the Fisherman’s District. Directly investigating these places will not make much headway – the owners of these establishments will all deny everything, insist that the PCs are mistaken, and indeed drop open hints that the PCs should leave if they know what’s good for them.

- If the PCs want to learn more about these gambling houses, they can ask around and roll Awareness/Underworld at TN 20 to determine that all three of these gambling houses are controlled by the Glorious Fools fireman gang.

- If the PCs ask about recent investigations or activities by Kakita Makito, they will find that no one is willing to speak about such matters. It is obvious that there is considerable fear of the Glorious Fools.

- Clever PCs may think about asking if anyone has seen a ronin resembling Gendo. This can bring results, with a roll of Awareness/Investigation at TN 20 and at least 2 bu in bribes. This can determine that Gendo visits all three gambling houses every week, but never plays.

The two merchants accused of smuggling opium are both residents of the crowded Merchant District. Any PC who rolls Perception/Lore: Heraldry at TN 20 can determine that these merchants are sponsored by the Bayushi family. They can also learn this by questioning the merchants, although they will not be very cooperative unless some of the PCs are themselves members of the Bayushi family.

- The merchants will insist they are innocent, and point to the absence of any further investigation or convictions as proof of their bina fides. These are all lies, of course, but the merchants are fairly skillful liars (7k3 on average).

- One of the merchants has a ronin bodyguard, Toji, a tall, hulking man with a lantern jaw and a receding hairline. He will repeat his employer’s claims of innocence, but is not especially convincingly. If the PCs bribe him with at least one koku, or manage to role-play a suitable threat and roll Willpower/Deceit (Intimidation) at TN 25, he will admit that his employer is a smuggler, and is paying protection money to Kakita Makito not to arrest him. He claims that Makito’s yoriki (“some ronin fellow”) picks up the money every week.

- If the PCs question the merchants’ neighbors or business rivals, they can roll Awareness/Investigation at TN 20 to learn that both of these merchants are well-known in the district as opium smugglers.

- If the PCs specifically ask neighbors about visits from Kakita Makito, a roll of Awareness/Investigation at TN 25 determines that Makito has visited each of the merchants once (in the company of both of his ronin yoriki), and that his male yoriki has returned several times. There is general suspicion that the merchants are paying protection money, although no one has any proof.

**The Glorious Fools**

The PCs may also have noticed the large number of open extortion and assault accusations against the Glorious Fools fireman gang, or made the connection between the Fools and various businesses which Makito is extorting.

The PCs can learn more about the Fools by asking around the city’s lower classes and rolling...
Awareness/Underworld at TN 20. This roll will reveal the following information:

- The Glorious Fools are one of the most powerful fireman gangs in the city. They used to be smaller, but in the last six months have been growing aggressively.

- The Fools do not have a single headquarters – instead they have “chapter houses” scattered throughout the Fisherman’s District and the Merchant District, with each house responsible for the surrounding neighborhoods.

- If the PC makes TN 25 or better, they learn that although nominally a “fireman” gang, the Glorious Fools actually control a large assortment of criminal activities all across the city, including gambling, opium dens, and other such activities. They are, in other words, a yakuza gang.

- The Fools fear nothing, not even samurai. In fact, there is a story about a Crab samurai who refused to pay his debts at a Glorious Fools gambling house. The gang beat him unconscious, stripped him naked, and left him in the street in front of his inn. The rumor is that he later committed suicide in shame.

Confrontation with the Glorious Fools Yakuza

The PCs may decide to visit one of the eleven “chapter houses” which the Glorious Fools maintain around the city. These are big, crowded, two-story buildings, often warehouses converted to residences. There are forty to fifty Glorious Fools thugs in each house, with a local boss (known as a “Chief”) giving orders and keeping the books.

PCs who approach these buildings will find themselves surrounded by large crowds of ostentatiously loitering thugs, usually ten or more of them with additional comrades drifting out of the building. Most of these men (they are all men) openly carry clubs or knives. (In Ryoko Owari, it is still unwise for a yakuza to carry a sword, even a cheap one.) They will begin nudging the PCs, leering at any females, making rude remarks, and generally trying to intimidate the PCs into leaving.

If the PCs ask to speak with the local boss, the thugs will back off somewhat, and eventually the XXX will come out and speak with them. These men are all middle-aged, paunchy, and possessed of an arrogance and self-confidence that samurai will find infuriating. They will not show any of the respect which samurai are accustomed to receive from commoners, and will not hesitate to unleash their thugs on PCs who cause them trouble.

If the PCs can keep their tempers and avoid a confrontation, they may be able to get some useful information from the Glorious Fools. The gang is bitterly resentful of the fact that they are paying protection money to Kakita Makito, and if the PCs make clear that their sole interest is investigating Makito’s activities, they may gain some cooperation. The bosses will gleefully proclaim that Makito is a corrupt man who is extorting them, and will supply several ronin from within the gang’s ranks who will testify to this effect. They can also hint that the PCs should check Makito’s money-box (if they haven’t already).

Unfortunately, given the nature and character of most samurai it is likely that the PCs will instead get into a violent confrontation with the Glorious Fools. If this happens, the Fools will not try to kill the PCs – they know that killing a samurai will bring far too much “heat” down on their heads. They will simply grapple and overwhelm the PCs, beat them unconscious, and leave them naked on Mountain Goblin’s Rest Road (in front of the Temple of Daikoku). The PCs’ weapons and possessions will be delivered in a neatly-wrapped bundle to the front steps of the Magistrate’s Residence, completing their humiliation. PCs who suffer this awful indignity lose a full two Ranks of Glory and a number of points of Honor equal to their current Honor Rank plus one.

If the PCs seek redress for this incident, Kakita Makito will scold them for getting themselves into trouble, while the local Scorpion authorities will simply laugh them off. The Scorpion magistrate for the city, Shosuro Eiji, openly suggests the PCs got what they deserved for meddling with the fireman gangs. PCs who are angry enough to go back and attack the gang’s chapter houses are asking for death – the gang is huge and will fight mercilessly against samurai who start such a battle. Wise PCs will swallow their burning humiliation and learn from it.

Part Six: Dinner with Friends (Scorpions Only)

Ryoko Owari is a major city and some of the PCs will probably have relatives living here. In particular, all Scorpion PCs will have kinsmen in this city, and on
their second or subsequent evenings will receive invitations to dine with their cousins.

Specifically, Shosuro and Soshi PCs will receive an invitation on their second night in the city, and Bayushi and Yogo PCs will receive an invitation on the third night. The GM should take these PCs aside and speak with them separately from the rest of the table (and from each other, if they are from different families). During dinner, many of these PCs will receive information or orders from their families:

- Yogo family PCs do not have a stake in the power-struggle which is underway in Ryoko Owari. The PC’s relatives will ask why the PCs are here, and will certainly be interested in any information which the PC shares with them, but will not make any special requests or demands.

- Shosuro and Soshi PCs will find they are honored to share their dinner with Shosuro Atujiro, Governor of Ryoko Owari. He chats with them pleasantly, asking how their visit is going and expressing his good wishes for the success of their mission. After dinner, the Governor departs and the PCs will meet with a senior member of their own families. This Scorpion explains to them that it is very important for the truth about Kakita Makito to be brought to light. “Corrupt officials damage everyone in the Empire,” they explain virtuously. “The sooner Makito is replaced by an honorable and trustworthy man, the better.” If the PC mentions the false evidence, the Shosuro look pleased. “The truth always looks more convincing when contrasted with falsehood.”

Bayushi PCs, however, have a quieter and tenser dinner in which their family members quiz them in detail about the progress of the investigation. If the PCs have uncovered significant evidence of Makito’s corruption (such as his extortion activities, or his connection to the Glorious Fools gang), the Bayushi will be very concerned. They will order the PC(s) to plant evidence in Makito’s records and cash-box in order to make it appear that he is receiving payouts from the Shosuro as well as the Bayushi.

The Bayushi PC(s) will be supplied with several scrolls containing forged financial records and case reports. If the PCs have not yet examined the contents of Kakita Makito’s money-box, the Bayushi will also provide a bag of koku minted on Shiro Shosuro, with instructions to plant it there.

The papers and scrolls make it appear that Makito is receiving pay-offs and fixing cases for the shosuro family as well as the Bayushi family. It will be up to the PC to figure out how to plant the evidence without being detected. The easiest way will be to sneak into the appropriate rooms at night – unless someone is staying up to watch for intruders, a straightforward Agility/Stealth roll at TN 15 should be enough. Getting into the puzzle-box to plant the money is trickier, requiring a roll of Raw Intelligence at TN 25 or Intelligence/Locksmith at TN 20 to open the box.

Part Seven: Results of the Investigation

Otomo Komaji will wrap up his investigation after five days. At that point, he will conduct a final review of what he and the PCs have learned.

If the PCs have accumulated only limited, incomplete, or false evidence – if they have failed to make the connection between the unaccounted monies and the criminal reports, for example, and their only other evidence is the obvious planted forgery and the mysterious dead ronin Miju – Komaji will decide to wrap up the audit without making any accusations. “Although there are clearly some irregularities in Kakita Makito-san’s records, the evidence is not sufficient to overturn the word of a well-respected samurai.” He thanks the PCs for their efforts and announces they will depart for their return to the Imperial Capital in the morning.

- Some of the PCs may believe they are close to uncovering the truth, and wish to continue the investigation. If they make an eloquent appeal to Komaji, and roll Awareness/Etiquette (Sincerity) at TN 20 or Awareness/Storytelling (Oratory) at TN 25, he will agree to allow one more day of investigation before wrapping things up.

If the PCs have uncovered significant evidence (the connection between the finances and the cases, the extra coins in Makito’s cash-box, evidence or testimony of protection/extortion payments, or the Bayushi “evidence” was successfully planted), Komaji looks pained. “It seems we have no choice but to request a formal investigation by the Emerald Champion. I shall inform Kakita Makito-san tonight and we shall depart for the capital in the morning.”

- Some PCs may express reluctance to inform Makito of the results of the audit. Komaji will frown and deliver a public scold to these PCs,
costing them a point of Glory. “Kakita Makito is a samurai, and under both the law of Rokugan and the tenets of etiquette and bushido he is entitled to be informed of the results and to prepare himself accordingly.”

- Some PCs may alternatively suggest waiting until the morning to inform Makito, or that they leave this evening immediately after telling him. Komaji will reject both suggestions, considering them dishonorable. He is especially shocked at the notion that Makito might stoop to violence, and favors such PCs with a disapproving glare.

At dinner that evening, Komaji will inform Kakita Makito that he has finished his audit and will be departing for the Imperial Capital tomorrow.

**If Komaji decided to end the investigation,** he will remark that Makito’s papers and records do contain a number of irregularities, but he does not believe they rise to a level requiring further investigation. He politely suggests that Makito supervise his office more carefully to prevent any future problems. Makito agrees with a smile, mentioning that perhaps he has been unwise to rely on the help left behind by the previous magistrates. Any PC who rolls Awareness/Investigation at TN 20 can tell that Makito is quite relieved at the outcome of the audit.

**If the PCs found significant evidence,** Komaji will regretfully inform Makito that he has found “numerous irregularities.” “I have no choice but to recommend that the Emerald Champion begin a criminal investigation. Might I suggest that you put your affairs in order, so that this may be resolved swiftly and with Honor?” Makito protests, demanding to know why Komaji is accusing him, but the Imperial calmly repeats that he must report to the Emerald Champion and no one else. Makito falls silent for the rest of the evening. Any PC rolling Awareness/Investigation at TN 20 can tell that he is frightened and desperate.

**Gendo Goes Forth**

If the PCs keep an eye on events in the magistrate’s office that evening, they will note that Kakita Makito calls Gendo the *ronin* into his office for a private consultation. During this meeting, Makito will order Gendo to hire a group of ronin and ambush the PCs and Komaji during their journey back to Toshi Ranbo. Gendo agrees without much argument, and Makito supplies him with a small bag of money with which to recruit suitable wave-men.

Makito is quite paranoid at this point, and will order his ronin Miyubi to protect this conversation with Air spirits to prevent any magical (or physical) eavesdropping. She will reluctantly do so – however, if she has formed a relationship with a PC, she will tell him the next morning.

That night, Gendo slips out of the building and into the city. If a PC is staying up late and watching for trouble, they can notice Gendo’s departure with a successful Opposed Roll of their Perception/Investigation against his Agility/Stealth (Sneaking). Remember that Gendo is Lucky. Following Gendo into the city will require three more Opposed Rolls to maintain surveillance – a failed roll means he slips away.

Shugenja PCs may try to track Gendo in other ways (for example, they might have studied his gear in order to track him with *Ties That Bind*) – however, due to his obsidian knife, any magical attempt to track him will require two extra Raises on the spell. In general, it should be extremely difficult to follow Gendo – he is a skilled (and lucky) ronin, well-versed in the art of evading pursuit.

Gendo will recruit a large group of ronin and head out of the city at first light to set up an ambush ahead of the PCs. Unless the PCs are both extremely paranoid and extremely capable, it is unlikely that they can prevent him from doing this.

**Departure from Ryoko Owari**

The next morning, one Rokugani hour (two gaijin hours) after sunrise, Otomo Komaji and the PCs depart from the City of Lies.

- If Komaji ended the investigation, Kakita Makito will come out and say goodbye, effusively thanking Komaji for his efforts, praising his perception and honor, and wishing him a safe and harmonious journey. Komaji accepts this fawning with polite distance.

- If Komaji announced the investigation would continue, Kakita Makito snubs him and refuses to appear that morning, sending a servant to apologize and explain that “pressing magistrate business” prevents Makito from seeing Komaji off personally. The PCs can take this as they wish – Komaji simply nods and climbs onto his pony.
Part Eight: Ambush on the Road

Unless the PCs managed to stop Gendo from going out into the city (highly unlikely), they will be ambushed in the late afternoon of their first day out from Ryoko Owari. Most of the PCs will likely be traveling on foot (unless their outfit includes a steed), but Otomo Komaji will be riding on a Rokugani pony.

The ambush will take place at a point where the road is climbing along the side of a wooded hill. The road curves to the right, limiting visibility to about thirty yards. On the right side of the road, a steep surface of bare earth and rock climbs ten feet to a tangle of shrubs and vines, with forest behind. On the left side, a wooded slope drops off extremely steeply, so much so that the trunks of trees sprouting a dozen feet below are only six feet from the edge of the road. Overhead, a thin strip of blue sky bisects the towering trees.

As the PCs come around a turn in the road, they see that a tree has been felled across the road, forming a barrier. Four armed people stand in front of the fallen tree – Gendo in the lead, resting his katana casually on his shoulder. Behind him are two men and a woman, in the garb of ronin and carrying yari. In the moments after the PCs first see this, they hear a crashing noise behind them as another tree falls from above the road, blocking their retreat. Immediately after that, three more ronin with nocked bows stand up from behind the shrubs atop the cliff to the right.

It is possible that the PCs may have someone scouting ahead of their route – in that case, Gendo will try to have his archers shoot the scout and then dump the body off the road. PCs may also be able to detect the ambush with magical reconnaissance, if they are paranoid enough to be using such abilities. Most likely, however, is that the PCs and Komaji will be traveling in a group, and will walk into the ambush as planned.

Gendo will smile cheerfully at the PCs. Unless they immediately attack, he will speak: “So here we are. We can fight if you want, but I think you’ll agree I’ve got the advantage. Tell you what – if you don’t make a fuss, I’ll take your heads honorably and send them with your gear back to your families. If you insist on fighting, though, I’ll have to gut you like dogs and dump your bodies in a ditch somewhere. Nothing personal, you understand.”

Gendo is lying, of course – he is simply hoping to avoid a fight. Most likely, the PCs will reject his “offer” and a battle will ensue.

Notes on Running the Ambush

The three ronin with Gendo are equipped with yari as well as swords. The two ronin who felled the tree behind the PCs also carry yari. The archers carry bows and swords. Gendo himself will fight with his swords unless he loses them both, in which case he will pull out his obsidian dagger.

Once the tree falls behind the PCs, Gendo’s two remaining ronin will scramble down after it and position themselves behind the tree to block flight. It will take them a round to get into position, however, so PCs who immediately flee back the way they came can get past them if they can cross the fallen tree without a pause (see below).

Climbing over one of the fallen trees will take a full round – it is considered a Complex Action, so the PC can only move half normal distance and cannot attack. Furthermore, PCs doing so will be considered immobile (their TN to be Hit is equal to 5 + Armor). A PC can instead try to jump over the log – this is likewise a Complex Action, and requires a roll of Agility/Athletics at TN 20, but the PC retains normal TN to be Hit.

A mounted PC can attempt to make their steed jump the log by rolling Agility/Horsemanship at TN 25. A failed roll means the horse pulls up short and refuses to make the jump – the PC can try again next round.

Some PCs may decide to climb the steep slope to the right in order to reach the archers. This is a Complex Action requiring a roll of Agility/Athletics (Climbing) at TN 25. Failure means the PC slips back down to the road.

A desperate PC might try to flee to the left, sliding down the extremely steep wooded slope or even leaping into one of the trees. This will require a roll of Agility/Athletics at TN 25. Failure means the PC tumbles downhill, bouncing off trees and rocks, and taking 6k4 Wounds. It will be impossible to get a mount to go down this slope.

Note that shugenja may be able to bypass many of these obstacles, depending on their spells.
Resolving the Battle

Gendo is a ruthless man who wants to keep his job, and is perfectly willing to kill all the PCs to do so. However, neither he nor his hirelings are suicidal. If the fight seems to be going badly (over half the ronin are down and the PCs are still going strong), Gendo will call a retreat. If Gendo falls, the ronin will likely flee unless they are clearly winning the fight.

Gendo and the ronin will prioritize their attacks on PCs who are combat threats – courtiers such as Komaji will be left to deal with once the bushi and shugenja are down.

If any of the PCs succeed in fleeing on foot, Gendo will order one of his men to pursue each PC. The PC will have to defeat the pursuer with an Opposed roll of Stamina/Athletics (Running) in order to escape. A mounted PC who flees (gets over the log) can escape easily, since none of the ronin have horses.

Negotiation?

Some PCs may try to negotiate with Gendo, or even bribe him. He will be quite open and cold-blooded about any such offers. “Well, see, here’s the problem, friend. I’ve got a good place with Makito-san, nice and secure, the sort of thing a wave-man spends his life dreaming about. So if I’m going to throw that over and let you go, well, it has to be worth my while, you see? Plus, of course, I’d have to pay off all these fellows I recruited here, who’ve been promised more pay when this job’s done.”

Gendo will not let the PCs go for less than thirty koku, paid in full. Otherwise, or if he thinks the PCs are simply stalling, he will attack without mercy.

Maeda Oroko

All of Gendo’s ronin are male except for one of the three standing behind him at the roadblock. She is Maeda Oroko, a female ronin with whom some male PCs may have enjoyed a night of passion in the adventure “Tournament of the Topaz Champion.” If Oroko recognizes any PCs as former lovers, she will blanch and suddenly become anxious and uneasy, her eyes darting around as though looking for an escape.

Once battle begins, Oroko will do her best to avoid fighting any PCs with whom she has a prior relationship. If she has no choice but to do so, she will stay on Full Defense. If the fight is clearly lost, or if she herself is in danger of death, she will throw herself down and beg the PC(s) for mercy. “For the sake of what we shared together, please, let me go! I would never have taken this job if I had known you were here!” She will plead abjectly for her life, explaining that she had to take this job to earn money to feed their child. “If you cannot spare me for our sake, at least spare me for our son, so that he does not grow up without a mother!”

Maeda has left her son, born of an illicit relationship with a PC, in Ryoko Owari in the care of a peasant woman. If the PCs are completely merciless and refuse to let her go, she will tearfully plead with one of her former lovers to acknowledge and adopt the child, so that he can grow up as a samurai. If the PC agrees, he gains the “Dependent Child” cert.

If the PC executes Oroko, he gains +1 point of Honor. If he lets Oroko escape, he loses 3 points of Honor (and 3 points of Glory, if the other PCs heard about the illegitimate child), but gains her as a 5-point Ally (1 point influence, 4 points devotion).

Prisoners?

Gendo and the other ronin will generally do their best to escape if the fight goes badly for them. They are not above killing badly wounded comrades to keep them from testifying against them. Gendo might even try to leap down the dangerously steep lower slope to escape, risking death for a chance at a clean escape.

Nevertheless, it may be possible for the PCs to take prisoners. Such men can be taken back to the city (or on to some other locale) and then tortured into confession.

The Obsidian Knife

If the PCs kill Gendo, the fate of his obsidian knife will become an issue. Assuming Otomo Komaji survived (which he will almost certainly do if the PCs win the fight), he will request to take possession of the knife, which is, after all, a minor artifact. (A selfish PC could evade this by filching the knife beforehand, although this sneaky act should cost a point or two of Honor.)

Komaji will order an investigation to try to determine the original owner of the knife. However, this will come up empty – the weapon’s provenance will not be traceable. Accordingly, Komaji will recall the PCs and offer the knife as a present to one of them. To determine who receives the knife, Komaji will ask each of the PCs which of their comrades is most deserving of it. This should be handled, mechanically, as follows:
• Have each player write down their choices, in order, of which of their comrades should receive the knife. They cannot vote for themselves, and cannot vote for someone else more than once. These votes must be kept secret from the other players.

• The GM should likewise secretly rank all the PCs in order, based on the GM’s judgment of which PC contributed most to the investigation and is most deserving of the gift.

• Each first place vote is worth 4 points, each second place vote 3 points, each third place vote 2 points, and each fourth place vote 1 point. Fifth and sixth place are worth 0 points.

• Add up the total points and award the knife to the winner. The GM’s vote breaks ties.

Conclusion
Assuming the PCs survive Gendo’s ambush, they successfully escort Otomo Komaji back to the Imperial capital, where he presents his report to the Emerald Champion. After reviewing the results, the Champion proclaims a formal investigation of Kakita Makito for corruption. Notice is sent back to Makito, who commits seppuku in despair rather than face the consequences.

See “Rewards for Completing the Adventure” for Honor and Glory awards.

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 uncover enough evidence to force an investigation of Kakita Makito:  +1 XP
PCs defeat Gendo’s ambush:  +1 XP

Total Possible Experience:  4 XP

Other Awards/Penalties
If the PCs and Komaji successfully uncover Makito’s corruption, all PCs earn +1 Glory. Shosuro and Soshi PCs also earn +1 Status.

If the investigation was unsuccessful (Makito gets off without further consequences), any Bayushi PCs earn +2 Status. If the investigation was successful, but Bayushi PCs successfully planted evidence implicating the Shosuro in the corruption, those PCs gain +1 Status, and Shosuro/Soshi PCs gain no Status.

If a male PC who had a relationship with Maeda Oroko executes her, he gains +1 point of Honor. He may choose whether or not to acknowledge their son (if he does, he gains the “Dependent Child” cert. If he lets Oroko escape, he loses 3 points of Honor (and 3 points of Glory, if the other PCs heard about the illegitimate child), but gains her as a 5-point Ally (1 point influence, 4 points devotion).
Appendix #1: NPCs

Otomo Komaji, Imperial tax assessor
Komaji is a tall, handsome man with perfectly-styled hair and calm, perceptive eyes. He is a dedicated and honorable man who performs his duties to the very best of his ability.

<table>
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<th>Attribute</th>
<th>Value</th>
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<tr>
<td>Water</td>
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<tr>
<td>Willpower</td>
<td>3</td>
</tr>
<tr>
<td>Perception</td>
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TN to be Hit: 10
School/Rank: Otomo Courtier 2

Rank One: Does not lose Honor for using the Deceit skill unless he chooses to do so. Any time he successfully uses the Deceit skill against someone, gains a Free Raise to be used in a Contested Social skill roll against that individual (must be used within the next day).

Rank Two: If an opponent in an Opposed Social Skill Roll makes a Test of Honor, he may spend a Void point to force the Test to fail. He does not need to spend the Void point if he is speaking on behalf of the Emperor.

Honor/Status/Glory: 3.5/3.0/1.5
Skills: Calligraphy 2, Courtier (Manipulation) 5, Deceit (Intimidation) 2, Defense 1, Etiquette (Bureaucracy) 5, Horsemanship 2, Investigation 3, Lore (History) 2, Lore (Heraldry) 3, Lore (Law) 2, Medicine 1, Meditation 2, Storytelling 2, Theology 3.
Mastery Abilities: Adds 5 to the TN of any Contested social roll made against him.
Advantages/Disadvantages: Social Position (Imperial Tax Assessor), Wealth
Equipment: Wakizashi, badge of office, fine kimono, steed (fine Rokugani pony), traveling pack, 25 koku.

Kakita Makito, Corrupt Emerald Magistrate

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<tr>
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<td>Willpower</td>
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<td>Perception</td>
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TN to be Hit: 28 (33 with Light Armor)
School/Rank: Kakita Bushi 2

Rank One: Add twice his Iaijutsu skill to all initiative rolls. May use Iaijutsu skill in place of Kenjutsu, and may Focus one additional time in an Iaijutsu duel.

Rank Two: For every 10 points by which his Initiative score exceeds an opponent’s, he gains a Free Raise to attacks rolls on that opponent. In an Iaijutsu duel, if he has a higher Honor Rank, may add the difference in Honor Ranks to total number of times he can Focus.

Honor/Status/Glory/Infamy: 1.9/4.5/3.8/1.2
Skills: Athletics 2, Calligraphy 2, Commerce 2, Courtier (Political Maneuvering) 4, Games (Sadane) 2, Deceit (Lying) 4, Defense 3, Etiquette (Sincerity) 5, Horsemanship 3, Iaijutsu 5, Investigation 3, Kenjutsu (Katana) 5, Kyujutsu 2, Lore (Heraldry) 2, Lore (History) 1, Lore (Law) 2, Meditation 1, Storytelling (Poetry) 2, Tea Ceremony 2, Underworld 2.
Mastery Abilities: Add 5 to TN of any Social rolls against him. May Focus an additional time in an Iaijutsu duel. Add Defense skill rank to TN to be Hit at all times. Wound penalties to attack rolls with Kenjutsu are reduced by skill rank, and may spend an additional Void point on damage with a sword.
Advantages/Disadvantages: Allies (Gendo, Miyubi), Servants, Social Position (Emerald Magistrate), Wealth/Dark Secret (corrupt magistrate), Driven (hurt the Scorpion Clan).
Equipment: Kimono, light armor, daisho set, badge of office.

**Miyubi, Honorable Ronin**

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<td>EARTH 2</td>
<td>WATER 3</td>
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<tr>
<td>Willpower 3</td>
<td>VOID 3</td>
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</table>

TN to be Hit: 20

School/Rank: Ronin Traditional Priest 2

**Technique:** None. Affinity to Air, Deficiency to Earth.

Honor/Status/Glory: 2.7/na/2.0

**Skills:** Athletics 1, Calligraphy 3, Courtier 2, Deceit 1, Etiquette 2, Hunting 1, Investigation 2, Kenjutsu 1, Knives 2, Lore (Heraldry) 2, Lore (Law) 2, Medicine 2, Meditation 3, Spellcraft 4, Stealth 1, Theology (Fortunes) 3, Underworld 1.

**Spells:** Sense, Commune, Summon, Banish, (Air 1) By the Light of Lady Moon, Quiescence of Air, Way of Deception, Wind-Born Slumbers, (Air 2) Call Upon the Wind, Echoes of a Breeze, Whispering Wind, (Air 3) Essence of Air, (Water 1) Path to Inner Peace, Purify Water, (Water 2) Rejuvenating Vapors, (Fire 1) Fury of Osano-Wo, Katana of Fire, (Fire 2) Speed of Flame, (Earth 1) Force of Will.

**Advantages/Disadvantages:** Ally (Kakita Makito), Wary/Social Disadvantage (ronin)

**Equipment:** Knife, kimono and sandals, calligraphy set, scroll satchel, traveling pack, 5 zeni.

**Gendo, Slimy Ronin**

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<td>Reflexes 4</td>
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<td>VOID 2</td>
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TN to be Hit: 20 (25 with light armor)

School/Rank: Ronin Warrior 2

**Rank One:** When the declared target of an attack, gains one additional rolled and kept die to attack or damage rolls against that opponent each round. (Must be declared at beginning of round, and may be switched on subsequent rounds.)

**Rank Two:** If wounded by an opponent, gain an Initiative bonus on the following round equal to the Wounds received. If attacking that specific opponent on that round, roll two extra dice.

Honor/Status/Glory/Infamy: 0.8/na/2.0/0.5

**Skills:** Athletics 3, Commerce 1, Deceit (Lying, Intimidation) 3, Defense 3, Etiquette 1, Games (Gambling) 3, Iaijutsu 2, Investigation 2, Kenjutsu 3, Kyujutsu 2, Peasant Weapons 2, Sleight of Hand 2, Stealth (Sneaking) 3, Storytelling 1, Underworld 3.

**Mastery Abilities:** Add ranks in Defense to TN to be Hit.

**Advantages/Disadvantages:** Ally (Kakita Makito), Heartless, Large, Luck (rank 2), Strength of the Earth (rank 1)/Bad Reputation (thug), Dark Secret (corrupt), Insensitive, Social Disadvantage (ronin).

**Equipment:** Light armor, kimono and sandals, daisho set, obsidian knife, 1 koku in coins.

**Maeda Oroko**

A young woman in her late teens, with an impish smile and sparkling eyes. Her skin is tanned and roughened by outdoor life, and her hair is cropped short and tied back in a short pigtail. Oroko is a descendent of Takuhito, one of the original founders of the Maeda ronin family.
The City of Lies

FIRE 2  AIR 2
Agility 3  Reflexes 3

EARTH 3  WATER 2
Perception 3

VOID 2

**TN to be Hit:** 17 (22 in light armor)

**School/Rank:** Maeda Brotherhood Technique

**New Path:** Adds her rank in Hunting to her TN to be Hit at all times. When attacking a criminal or lawbreaker, rolls additional unkept dice equal to her Honor rank.

**Honor/Status/Glory:** 1.8/na/1.2

**Skills:** Athletics 1, Defense 2, Hunting (Tracking) 2, Jiu-jitsu 1, Kenjutsu (Katana) 2, Kyujutsu 2, Lore: Heraldry 1, Spears 1.

**Advantages/Disadvantages:** Allies (Unicorn Clan), Benten’s Blessing, Strength of the Earth (rank 1)/Dark Secret (child), Social Disadvantage (ronin)

**Equipment:** Kimono, light armor, yari, daisho set, 3 zeni.

**Ronin Ambushers (Interchangeable)**

FIRE 2  AIR 2
Reflexes 3

EARTH 2  WATER 2

VOID 2

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

**School/Rank:** Ronin Warrior 1

**Rank One:** When the declared target of an attack, gains one additional rolled and kept die to attack or damage rolls against that opponent each round. (Must be declared at beginning of round, and may be switched on subsequent rounds.)

**Honor/Status/Glory:** 0.5/na/1.0

**Skills:** Athletics 2, Commerce 1, Deceit 1, Defense 2, Etiquette 1, Games (Gambling) 1, Hunting 1, Kenjutsu 2, Knives 1, Kyujutsu 1, Lore (Heraldry) 1, Lore (Law) 1, Peasant Weapons 1, Sleight of Hand 1, Spears 2, Stealth 2, Underworld 2.

**Advantages/Disadvantages:** Social Disadvantage (ronin).

**Equipment:** Light armor, clothing, daisho set, yari, bow with 20 standard arrows, traveling pack, 2 bu in coins.

**Glorious Fools Yakuza Thugs (interchangeable)**

FIRE 2  AIR 2

EARTH 2  WATER 2

VOID 2

**TN to be Hit:** 10

**School/Rank:** None (Insight Rank 1)

**Honor/Status/Glory/Infamy:** 0/-1/0.5/0.5

**Skills:** Athletics 1, Craft (former occupation before becoming yakuza) 1-2, Defense 2, Etiquette 1, Games (Gambling) 1-2, Investigation 1, Jiu-jitsu 2, Knives 2, Peasant Weapons 2, Staves 2, Underworld 2.

**Advantages/Disadvantages:** Allies (Glorious Fools gang)/Bad Reputation (member of yakuza gang), Social Disadvantage (heimin).
Equipment: Commoner clothing, sandals, weapons. They typically carry knives or short clubs (equivalent to tonfa).
Appendix #2: Dueling Makito

If any of the PCs antagonize Kakita Makito, he will berate them as liars and Scorpion dupes, attempting to goad them into challenging him. Once challenged, he eagerly accepts, naturally naming iaijutsu as the form of the duel.

Makito will try demand a duel to first blood, which he can sanction on his own authority as an Emerald Magistrate. However, the PCs can, if they wish, delay and ask for the approval of their daimyo, pushing the duel back to the end of the adventure. They can also insist on a lethal duel, which can only be sanctioned by their respective daimyo --- if they insist on this, Makito will be forced to accept it, though he is obviously angry at not getting the chance to duel and defeat the PC immediately.

If a duel to first blood is accepted, Makito will fight it immediately. He is a vindictive man and will deliberately try to hit the PC as hard as possible without actually killing them (even an “accidental” death would have repercussions). Given the chance, he will try to permanently maim the PC, such as by cutting off a hand (two Raises to strike the hand, and at least 20 Wounds to sever it cleanly), or destroying an eye (three Raises to strike the target and at least 10 Wounds inflicted).

If the PCs insist on a lethal duel, resolve it after the rest of the adventure is concluded (assuming the PC is still alive). It takes place one month later, while Makito is still coming to grips with the consequences of his own failure, but has not yet decided to take his own life. He will fight without mercy or quarter. If the PC actually manages to defeat him, the victorious PC earns 5 points of Glory.
Cousin,

The Emerald Magistrate Kakita Makito has been most troublesome to our interests in Ryoko Owari. The upcoming Imperial audit of his affairs will certainly uncover evidence of corruption if it is pursued with vigor and energy, for Makito is in the pay of certain members of the Bayushi family. It will be embarrassing to our cousins, of course, if their involvement is revealed, but do not let this trouble you – the overall interests of the Scorpion Clan will be well served.

It is possible that some of our Bayushi cousins may be misguided enough to try to protect Makito from the consequences of his actions. This should not be allowed. Of course, any internal clashes with the Bayushi should be kept out of public view so as to avoid any loss of face or prestige.
Cousin,

The Shosuro have arranged an audit of the Emerald Magistrate Kakita Makito, currently assigned to the city of Ryoko Owari, in order to protect their criminal interests from his vigorous and honorable investigations. We should do our best to protect him from this malignant investigation, which is nothing more than a political ploy by scheming Shosuro courtiers, and see to it that he continue to pursue his duties unhindered.

While you are in Ryoko Owari, be sure to spend an evening at dinner with your relatives, in case there is any need to take further action on Makito’s behalf.