

Primal Rage

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**A Mid/High-Rank Adventure for
Heroes of Rokugan: Champions of the Ivory Throne**

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[Investigation, Intrigue]
Part Two of Shadow on the Shinomen

The trail of the Forest Killers leads through the city of Zakyō Toshi.

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This module is written for the Legends of the Five Rings Roleplaying Game Fourth Edition, originally published by Alderac Entertainment Group.

Please refer to the *Heroes of Rokugan 4: Champions of the Ivory Throne Campaign Primer* for information on how to run official campaign modules. In addition to the basic setting information and house rules for this campaign, it details the various administrative necessities of the living campaign. GM reporting is crucial to players' ability to engage with the setting and to increase their characters' influence.

Adventure Background and Summary

Emerald Magistrate Seppun Yataro has been on a quest to destroy the Forest Killers bandit gang for nearly three years at this point. A major blow was dealt to the criminal groups' operations in the northern Shinomen slightly over a year ago, and though he has yet to fully recover from his injuries and impairment, he is The PCs find the city of Zakyo Toshi to be undergoing massive strife. The local Scorpion authorities are at odds with the Imperial magistrate assigned to the area, and a gang war has erupted as the Forest Killers have begun to move in earnest in the city in recent months.

The practical logistics of operating a large bandit organization has left a trail that a dedicated investigator such as Yataro followed to the southern Scorpion city of Zakyo Toshi. Zakyo Toshi is a major trade hub near the southern reaches of the Shinomen Forest, and the source of much of the basic material necessary for the functioning of a large bandit gang. Yataro has a few leads in the city, and hopes that the bandits' hideout can be pinpointed by tracking down the source of supplies.

As it happens, the Forest Killers have become more active in the city in recent months – albeit under a different name. The importance of their main source of material support has not been lost on the brutal Gekido, the Forest Killers' leader, and he has sent a strong band of his troops into the Scorpion city to take over the criminal enterprises there. This group, operating under a different name to avoid unwanted attention, has had a fair amount of success; one rival gang has been eliminated, with the few survivors either joining the ranks of the “Jade Wolves” or fleeing the city, and the other two remaining gangs are as involved with fighting each other as they are with dealing with the newcomers.

Complicating matters even more than a gang war in Zakyo Toshi, the two major sources of legal authority – the Emerald Magistrate and the local clan magistrate – are also at odds with each other. Yoritomo Kenji is far more interested in getting to the root of corruption among the wealthy merchants of the city than in dealing with what he views as the local matters of the petty criminal gangs, and in the process of tracking down the corrupt merchants, has allowed a reputation for corruption of his own to develop. Soshi Hideaki is the local Scorpion Clan magistrate, and is usually more concerned with keeping the peace in the city, but lately has been struggling to deal with the ever-increasing violence of the gang war. Neither trusts the other, and they refuse to work together as a result. This has led to insufficient effort being spent on getting to the root cause of the increase in violence.

The PCs will enter this fraught situation in support of Seppun Yataro, who is single-minded in his pursuit of leads to the Forest Killers. It will be up to them to realize that the “Jade Wolves” are a cover, and they may be able to track the merchants who have been supporting the larger gang or the actions of the gang in the city. Eventually, their investigations should lead them to the leader of the gang in the city, and a confrontation with her and her bestial underlings.

GM Note: It is important to remember that the enemies in this module are Forest Killers, and therefore mechanically any fight involving them is likely to be fairly time-intensive due to the sheer number of Wounds they possess. In a convention situation, or where time is an issue for the running of this module, at least ninety minutes should be budgeted for a final confrontation with the bandit leaders.

This module is organized into sections to try to present the sandbox nature of the city in a somewhat concise fashion. In general, rumors and locations are located in Part One: Lay of the Land, and information on individual NPCs is in Part Two: Who's Who. Appendix #2 is an index, that should help find information somewhat more quickly than paging through the sections.

Upkeep

The events of the modules are certainly of primary importance in the lives of the characters, but many of them will have been working on a variety of tasks in the times between modules. At the beginning of the module, several things will need to take place (though

some are obviously dependent on the actual needs of the PCs at the table).

Character Notes

The GM should take a few minutes to examine the players' character sheets in order to have an idea of the nature of the PCs at the table. Any PC with the following mechanics should be noted:

- Sworn Enemy: Gekido
- Status on the Emerald Magistrate track

News from the Empire

While the GM is looking over sheets, it's a good time to distribute the first player handout of most modules. The News of the Empire is an overview of the recent events of the Empire in a fashion that shares the ongoing story with the playerbase without requiring a Skill Roll or interfering with the actual plot of the module. Any plot-relevant Rumors will belong in the appropriate section of the module to be learned during play.

Inactivity

Time passes, and though the PCs' deeds will earn them a reputation, the Empire is a large place and lasting fame is a long-term goal not easy to achieve. **Each PC loses three points of Glory.** This cannot reduce a PC's Glory Rank to less than their Insight Rank, and the Fame Advantage increases their Insight Rank by one for these purposes.

Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** is **20**. Failure on this roll causes the PC to gain a point of the Shadowlands Taint. If a character is growing close to being Lost (Shadowlands Taint Rank 4.5+) , it is recommended that the player have another PC ready to replace them.

Crafting

The Crafting rules are detailed in the Campaign Primer, based largely on the Crafting rules in the core book (page 258). Unless explicitly indicated otherwise, a PC may only make one Crafting Roll per module, and any Void Points or other character resources (spell slots, Luck, etc.) spent on the roll do not refresh for the duration of the module. Any successful roll is noted on the provided sheet with the description.

Preparation Techniques

Techniques like the Agasha Shugenja or Yogo Wards do not quite fall under Crafting, but still can benefit from pre-planning and the Upkeep is a good opportunity. However, unlike Crafting, this is not the only time these Techniques may be used during a module – this is just a chance for the GM to remind the players and get it out of the way.

Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. At the start of the module, **all PC ronin lose half of their accumulated money.** This cannot reduce their savings to below an amount of bu equal to their highest Skill.

Experience Expenditure

Finally, the players should be given one last chance to spend any experience they wish before the module begins. Unless the module specifically allows it, experience may not be spent during the adventure.

Introduction

The PCs have been sent to assist Emerald Magistrate Seppun Yataro once again in his quest to bring down the Forest Killers bandit gang. The PCs may have assisted him in his initial efforts in CIT29: Bloodstained Forest, where he led a group of samurai and recruits from a Hare village to eliminate a group of Forest Killers in the northern Shinomen Forest.

A heavy spring rain falls across the southern Scorpion provinces as Zakyo Toshi comes into view, the vast Shinomen Forest a dark line barely visible on the horizon beyond it. Haze hangs above the thriving riverside city, a product of the bustling trade and energetic industry of this relatively remote settlement. The number of barges on the river, as well as the press of traffic through the city gates, demonstrate amply that no matter how far Zakyo Toshi is from the Empire's main centers of power, there is much here of interest to both merchants and samurai who are eager to relax their guard.

Zakyo Toshi is located in the far reaches of the southwestern Scorpion lands – in fact, its location across the River of Gold and very nearly at the edge of the Shinomen Mori make it the furthest outpost of the Clan of Secrets. This location made it ideal for the city's founders, a group of wealthy merchants, before the Scorpion annexed the city two hundred years ago. Originally, the city was intended as a luxury

destination for samurai looking for relaxation and material pleasures, and developed into a significant economic center over time. (Though it is far from common knowledge, the death of the founder of the Toturi dynasty in the city led to the Scorpion annexation, and the Imperial families have kept a close eye on the area as well.)

The guards at the gates are on edge, though they go to some effort to be welcoming toward samurai guests to the city – tourism is one of the area’s biggest industries, with the geisha houses and gambling dens a large draw for samurai from across the Empire. However, upon noticing that the PCs’ travel papers were issued by an Emerald Magistrate, their welcome cools immediately. The PCs’ chops will be copied to be sent on to the Governor’s Palace with few words of welcome (even for Scorpion PCs).

Mantis PCs or those associated with the Imperial authorities (Imperial family, membership in the Imperial Legions, etc.) will hear one guard remark to another, loudly enough to be overheard, “More Imperial stooges.” If a PC is an Emerald Magistrate themselves, or are on the Status track of the Emerald Magistrates and wearing their official mon of office, the guards will go so far as to spit on the ground at their passing. Letting this go without a response causes a D6 Honor Loss. Simply confronting the guards on their behavior will be sufficient – the guards will grudgingly apologize for their discourtesy, but not bother to show their contempt for the PCs’ associations.

The PCs are to meet with Seppun Yataro at the Celestial Repose – one of the best inns of the city, located in the samurai district well away from the tourist traps of the geisha houses and gambling dens the city is best known for. Upon arriving, the PCs will discover that they and Yataro are nearly the only guests at the inn – as the inn is quite comfortable, bordering on luxurious, in its appointments, this is a little odd. The innkeeper, a stout little man named Yutake, will do everything to make the PCs comfortable (and the lack of other guests to distract them does mean the inn’s servants are at the PCs’ disposal), but will simply shake his head and sigh if asked about the lack of clientele: “Bad business, samurai-sama. I’m sure that it’ll turn around, now you’re here, though!” The location of the inn prevents it from being caught in the crossfire of the violence in the rest of the city, so all he has is some rumors about “unrest among the peasants and laborers, making people uneasy about coming here” but taking the time to talk to him will give a PC a Free Raise on a roll to gather information among the merchants later.

The PCs, having arrived in the late afternoon, will have enough time to get settled at the inn before dinner with Yataro, but not enough to go out and explore the city without a briefing from their temporary superior. At dinner, Seppun Yataro presents a more composed figure than on their previous meeting with him – though he has mostly recovered from his wounds, his missing eye and drive for revenge against the bandits remain.

Yataro will ensure that the PCs are all acquainted with each other and himself, and introduce Usagi Nozomi as his yoriki (Nozomi is the daughter of the governor of the Hare village from the previous module, and the PCs may remember her from there). The Imperial magistrate observe the proprieties through the meal itself, though with some ill grace, and will not discuss the mission until after everyone is finished with the gourmet meal served by the inn’s staff. After tea and (an extremely light) sake are served, however, he will eagerly get to the point:

“I do thank you, and your lords, for your service once again in this matter. I have continued, in the last year and a half, to pursue every lead I have been able to find regarding the Forest Killers. I have seen to the elimination, or capture, of five more groups of these bandits, but have had no luck in narrowing the location of the gang’s primary headquarters any more than ‘the southern Shinomen’. Gekido, the brutal warlord that leads the entire gang, has a stronghold there somewhere – but there is far too much territory to simply search blindly, and I have to have a location to bring the Imperial Legions into the field.”

He pauses to take a sip of tea, and continues, “I have recently been promoted to a higher position in the Emerald Magistrates, and given jurisdiction over the entirety of the Shinomen Mori.” While there is some pride in his voice, he does not linger on the increase in his status. “This gives me the standing to request assistance from the local authorities in the holdings around the great forest, but I have followed reports that one of Gekido’s lieutenants is here, arranging for the supplies and equipment that a force of their size requires. Any organization involved in so much criminal activity will require weapons, gear, food, all manner of support. Those supplies must therefore get from here to wherever their base is, and so there must be some direction to its location here. I have a handful of leads, but my aim is to find out what we can before they realize we are here, and take whatever prisoners or clues can be found that will lead us to my end goal.” He straightens deliberately, turning his head to fix each of you with a measure gaze from his one eye. “Do you have any questions?”

Yataro is eager to get started, but given the hour (after dinner, early spring, is likely to see the sun either already down or nearly so) is willing to wait until tomorrow to begin – though he will encourage the PCs to start gathering information immediately if they wish, and will appreciate their initiative. Some possible questions include:

- **What are we looking for?** “There are many merchants in this city, and it serves as a trade hub as much as a destination for those interested in pleasures of the flesh. I have a few leads, with weapons dealers in the area, that I will begin working on. I suggest you look into the more mundane sorts of supplies – food, tents, armor, military gear. Even tack, gear for horses, could be a good avenue for investigation. The Forest Killers often act almost like mounted infantry in their attacks, riding in and dismounting to fight, and trusting to their steeds to get them away with their plunder again. Merchants who deal in such things may have useful information on who is buying their wares.”
- **Do you intend to punish merchants for dealing with bandits?** “My focus is on finding the bandit stronghold. If they are acquiring their supplies from merchants who do not know what they are supporting, I don’t want to waste effort on such petty matters.”
- **How long do we have?** “I would like to move as quickly as possible. The Forest Killers will no doubt react to our presence eventually, once they realize they are being hunted.
- **What resources do we have?** “You are, of course, acting as my assistants in this matter, but any charges against samurai must go through the local authorities. I have heard that there are some difficulties between the Scorpion Clan’s magistrate and the Emerald Magistrate assigned here, but I don’t know their substance. Regardless, they, and the garrison of the Imperial Legion that is stationed here, should be at our disposal when necessary.”
- **What are you going to be doing?** “I will remain here, so that there is a central location to bring information to as you uncover it, and conduct interviews with a few weapons merchants I am aware of.”

When the PCs run out of questions, Yataro will dismiss them to their own devices – whether they wish to start gathering information or simply relax for the evening before beginning the investigation in earnest in the morning.

“Allow me to strongly recommend that you divide your efforts somewhat, so as to cover more territory quickly, but not so much that any one of you is alone if there is a problem. This can be a dangerous city, I understand, so go about at least in pairs. Remember our goal is to find a lead on the Forest Killers’ base of operations – I think following the logistical trail is the best bet, but if you find another one, I am more than willing to shift focus. Report back in regularly, so we can avoid duplication of effort. Good hunting.”

If there are only five players at the table, Yataro can send Nozomi serve as backup – this still allows the group to pursue three leads at once, while preventing trying to track six leads (which would absolutely result in duplicate information).

Going forward, the GM should be free to use Yataro as a way to keep the momentum of the investigation going. Once the gang war becomes known to the group, if they do not choose to focus on it themselves, he should suggest that they try to figure out how the Forest Killers are taking advantage of the strife in the city. When the players spend effort tracking down every single lead, he can encourage the PCs to focus on one that will lead them to the Jade Wolves’ lair. This should be done carefully to avoid making the players feel like they do not have any choice or agency, but if time is an issue it can be very useful.

Additionally, by staying at the Celestial Repose and coordinating their efforts, he can give them leads if they fail to come up with even the basic names of the important people in the city – he can send them to speak with either of the magistrates if they don’t come up with anything of their own, and after the first day he will have uncovered a little information from the merchants he interviews. (Some high-quality weapons have been stolen recently, there have been relatively few bandit attacks in the last few months on caravans outside the city,

Once the PCs have figured out that the Jade Wolves are Forest Killers and have started to narrow down their location in the docks district, Yataro will also recommend that they secure assistance from either the local authorities or the Imperial Legion to provide enough manpower to manage the operation.

Part One: Lay of the Land

The PCs are going to have a variety of means at their disposal to get information, but the basic first step will almost certainly be a general check for rumors. Where they go, and the type of people they talk to, will

determine the sort of information they get as well as the Skill they will use to do so. This will require a Skill Roll paired with Awareness, as determined by their avenue of investigation. PCs working together may roll Cooperative Skill Rolls at their discretion (where one PC adds their Ranks in a Skill to the total of another player's roll).

Samurai Gossip:

As is common, speaking with the nobility present in the city uses **Courtier (Gossip) / Awareness**, with the following information gained based on how well the PC rolls. Scorpion or ronin PCs gain a Free Raise on this roll.

- 5: While there are nearly always samurai guests from all over the Empire in the city, almost all of the samurai that call the city their home are members of the Scorpion Clan. The main exceptions are Imperial representatives – the Imperial Legion garrison and the Emerald Magistrate assigned to the city.
- 10: Bayushi Yuki, the city's governor, has taken the bulk of the city's troops out on maneuvers, likely due to concern over pending hostilities with the Unicorn Clan. Her reputation was built as a strategist, and her appointment two years ago during the concerns over the Lion/Crab war has placed her in position to help defend the Scorpion's most remote holding
- 15: Seppun Takehiko, commander of the Imperial garrison, is throwing "another" party at the Blue Lotus geisha house. There is speculation that he has become a silent partner of the popular geisha house, based on the amount of money he has invested there. It is mentioned for the benefit of the newcomers that geisha houses in Zakyo Toshi do not require invitations, as they are intended to attract visitors who may not have acquaintances in the city already.
- 20: Soshi Hideaki, the local magistrate, is largely in charge of the city in the governor's absence. She has a great deal of support from Bayushi Minori, captain of the city guard, though her rivalry with the Emerald Magistrate Yoritomo Kenji is a cause for much speculation in the city.
- 25: The magistrate has been very busy lately with unrest among the lower orders. While she has so far kept most of the strife away from the eyes of most of the samurai caste, there have been a few incidents resulting in popular gambling dens or tea houses being shut down for repairs.
- 30: The Imperial Garrison does not have a good reputation in the city, though they are appreciated for their willingness to throw lavish parties and engage in behavior that the local Scorpion find

entertaining. Only a few of them show the sort of restraint one might expect from a company of the prestigious First Imperial Legion.

Merchant Rumors

Choosing to speak with the merchants of the city should be somewhat distasteful to the most prudish or concerned about appearances, though will obviously be necessary to learn anything of importance. PCs may roll **Commerce / Awareness**, but doing so incurs a D8 Honor loss and an L5 Glory loss. Mantis or ronin PCs gain a Free Raise on this roll. (The GM may allow a PC to substitute Investigation, but this reduces their effective result by 10 and increases the losses above by one step each.)

- 5: The merchants of the city normally enjoy a great deal of prosperity, but there is nearly a sense of panic among them as there's a gang war going on. The local magistrate is trying to keep it under control, but the gangs are showing less interest in working with her than usual. Fighting in the last few months, since the start of winter, has gotten bad enough to shut down a few establishments.
- 10: The Merchant Council, who run most of the day-to-day business of the city, is already making preparations for the autumn, when their membership can change. The current leader of the Council, a prosperous trader named Seiji, is trying to focus the efforts of the wealthier merchants on keeping peace despite the gang war, but seems to be experiencing some difficulties in getting cooperation.
- 20: The city's Emerald Magistrate is responsible for determining which merchants sit on the Merchant Council. The system is based on the merchants' individual wealth and prosperity, and Yoritomo Kenji has been giving them far more scrutiny than they are accustomed to. (There are those who whisper he is seeing who is most invested in remaining on the Council, or how much a newcomer would be willing to part with to find their way onto it.)
- 25: Three nights ago, there was a major fire at a foundry owned by one of the Merchant Council members – Nobuo, who deals in armor and other metalwork. It is believed that the fire was caused by fighting among the city's gangs, but there is some divide between those who sympathize with Nobuo and those who believe he got what he deserved for selling to other clans (particularly for his past dealings with Unicorn merchants).
- 30: There have been relatively few bandit attacks on the caravans heading out of the city in the last few months. It is usually a major issue for the trade hub, but there is some relief among the

merchants that the troubles in the city are not being compounded by the usual depredations on their wares outside the walls.

Religious Rumors:

Zakyo Toshi is an extremely secular city, but it is still a Rokugani one, and there are a few shrines to be found there. The priests are not particularly involved in the politics of the city, or in the criminal affairs, but they are connected to the peasantry in a different fashion than the samurai are generally capable of. PCs may roll **Lore: Theology / Awareness** for the following information; monks receive a Free Raise.

- 10: The city is in turmoil, from top to bottom. The priests have been busy trying to reassure the peasantry, advise the samurai, and provide healing and comfort for those injured by the outbreaks of violence. The two largest shrines in the city – Ebisu and Daikoku – have been exceptionally busy, while the Scorpion Shrine (an ancestral shrine for the clan’s samurai) is largely unaffected.
- 20: There is concern among the priests that the general tone of the city has changed. While it’s always been extremely materialistic, there’s a lot of worry that the violence is becoming a way of life for the lower orders. This would be bad for the life of the city as well as its spirit, and they’re trying to find ways to get the leaders of the city to work together, though neither Soshi Hideaki nor Yoritomo Kenji seem willing to listen to spiritual advice.
- 40: Some of the peasants have reported monsters in the night, and a few have gone missing, but there’s no certainty it is anything other than a consequence of the criminal violence. The priests are unconvinced, and the samurai of the city appear not to have noticed at all, so whatever it is, it can’t be that dangerous yet. (Note for the GM: this rumor is likely to arrest player attention, for good reason, but there is little to learn about it by speaking directly with the peasantry – the only people the few witnesses have talked it over with are the priests; if the players insist on pursuing this lead, they can narrow it down to something out of the Docks, but no further than that. Yataro should direct them from investing too many resources into it.)

Underworld Rumors

Talking to the rougher residents of the city isn’t terribly difficult, with the number of ronin in town and the rougher areas of the Docks and Waterfront relatively easy to access. Doing so, however, is distasteful for samurai propriety, and causes a D5

Honor loss. This requires a **Lore: Underworld / Awareness** roll; ronin PCs receive a Free Raise. (The GM may allow **Intimidation / Willpower** instead, if the PCs do not have other options, but doing so reduces their effective roll by 5 and still causes the Honor loss.)

- 5: Those involved in areas of questionable legality are, of course, very concerned over the gang war in the city. The hostilities involve most of the nearly dozen gangs, though the three largest are the main players and their shifting alliances are driving the conflict. The groups are the Embers, Sakura’s Blades, and the Jade Wolves.
- 15: The Embers, a group of mostly firemen (with a common sideline of extortion, and the) have been on the decline for a few weeks. Sakura’s Blades are a somewhat more polished group with deep involvement in the geisha houses and drug trade, and seem to be doing somewhat better due to allying with the third major group. That gang, the Jade Wolves, operate out of the docks along the river. The Jade Wolves are newcomers to the city, having only really started making a name for themselves around the start of winter, but they have taken over the waterfront after destroying the River Sharks (the previous, now-defunct, gang that controlled smuggling operations).
- 25: Each of the gangs has their own organization and headquarters: the Embers operate out of the Mallet of Fortune, a gambling house not too far from the residential district, Sakura’s Blades have a controlling interest in “Kokuryu Blossoms” (a popular geisha house in the pleasure district), and the Jade Wolves have several warehouses in the docks that they move between. Most of the city’s gangs, specifically those three, have identifying tattoos that typically denote membership and rank, and it is well-known that the most popular artist in town is Toyozo at “Needles to Say”.
- 35: “The Moving Market” is a mobile market organized by smugglers and opium dealers, using light wooden stalls and relocating every night. Nearly anything can be found there for a price, including information, and the local authorities have left it largely alone as long as it remains uninvolved in the violence of the gangs. (With this result, the PCs can learn the location for the next night.)

Locations

This section is intended to provide an overview on the city for the GM, if the PCs decide to go exploring on their own. Most of the leads are based on speaking to specific individuals, which are detailed in Part Two, but if they are at a loss for something to do, they may

be inspired by something of note in the description of the city. (Additionally, of course, this should help the GM give the city some flavor for the benefit of the players.)

Zakyo Toshi does not have the sort of clear neighborhood boundaries and district lines that characterize more conventional Rokugani cities. Businesses of questionable nature can be found in many different districts and there are few controls on movement within the city walls at the best of times.

The Small Trade River runs from the southwest to the northeast, flowing from the Shinomen Mori to the River of Gold. There are only two bridges in the city, both in the northern residential area and crossing into the merchant district for ease of access to either the dock or the Opportunity Gate. As neither are terribly convenient to the pleasure district, a number of small boats operate passenger traffic across the river. These enterprising individuals are known as the Ferryman, and are well-acquainted with the vagaries of samurai (so are generally as circumspect as possible). They have recently entered into a very uneasy alliance with the Jade Wolves, but it is based entirely on fear on the Ferryman's side, and gaining information from the Ferryman about the Jade Wolves requires little more than an understanding approach (and a **Sincerity / Awareness** roll at a TN of 30) – though thoroughly intimidated, they know a lot about what happens on the river and they can pinpoint the warehouse the Jade Wolves are using for a headquarters..

The pleasure district is the main reason most samurai travel to the city, and is located in the middle of town. There are many geisha houses, of a variety of quality (and expense) here. They use different customs than normal for most of Rokugan; for example, no invitation is required to gain entry at any of them. However, they still require samurai to disarm upon entering (though the precise method varies from establishment to establishment) and they do have protectors who can subdue overly-exuberant samurai. There are many places that are essentially brothels calling themselves by the unearned title of “geisha house”, and the more refined locations are practiced at guiding potential clients to establishments suiting their tastes. It is worth note that most of the geisha houses are run by either the Scorpion Clan or one of the gangs, though there are a handful of independent operations.

The pleasure district also houses a large number of gambling clubs, sake houses, discreet opium dens, and other places that make nearly any pleasure available. This should be a background element, as the PCs are on a mission, but should they insist, they can be

distracted by whatever they are looking for before returning to their task (at Yataro's insistence, if necessary).

The residential district in the northern part of the city is divided into less-formal neighborhoods, though for the most part, the samurai nobility are in the northwest and the merchants in the southeast. (The neighborhoods progressively lower in class and wealth as they get closer to the merchant district in the southeast.) The Governor's mansion, a large building where most of the municipal business of the city is done, can be found here; this is where Soshi Hideaki works, though Yoritomo Kenji operates primarily out of his residence (or, in the evenings, from the House of Song, one of the more musically-inclined geisha houses). The Imperial Garrison is also located here.

The merchant district has become one of the fiercest battlegrounds in the gang war. The area is mostly made up of shops or offices for the major merchant figures, most of which are paying protection money to at least two of the warring gang factions. There is some half-hearted effort to keep the violence to a minimum in front of samurai, but the constant tension is leaving a mark on the district and business is visibly down. That said, any basic item in the core rulebook can be purchased in the markets and shops here.

The docks are a busy place, as a lot of cargo transfers through the city; there are always barges coming in, with laborers moving the wares, merchants haggling over the prices, and money changing hands. Samurai, apart from the occasional ronin guard, are an extremely rare sight here, so the PCs will attract attention. Speaking with the peasantry can be done, though most of them are too busy to spare much time and will give polite answers while trying to get away (even going so far as to apologize while running off). Getting more information from them on a specific topic such as the rumors of missing peasants or the gangs themselves requires a **Sincerity / Awareness** roll at a TN of 35, and even then gets little concrete beyond the confirmation that the lower orders are quite frightened. The gangs have been on everyone's minds, and the monster rumors make the situation worse – though it should be noted that it is essentially always presented as a third-hand report of “hearing roars in the night” or “seeing a giant, bestial creature going by in the darkness”, while nearly everyone has seen the gangs in action. At best, the PCs can narrow things down on the waterfront to a few areas that the rumors are coming from – these map to the warehouses that the Jade Wolves use as hideouts, (This is because the Jade Wolves have shown their ogre to a few property owners or smugglers as a threat

along the lines of “cooperate or we’ll feed you to the beast”, and the people who have been threatened are too frightened to be specific. Word has gotten out a little, abetted by the noises the creature makes on moonless nights, but in a city with the population of Zakyō Toshi, finding the specific individuals will prove impossible.)

A few places of note:

Kokuryū Blossoms

This high-end geisha house is backed by the Sakura’s Blade gang; Kiku, the madam of the house, is the older sister of the gang’s leader (named, of course, Sakura). It provides a great deal of income for the gang, and served as the springboard to their prominence. There is no obvious sign of the criminal roots of the house, as Kiku is a very competent madam, and samurai guests are treated extremely well. (Very few of them wind up in debt or blackmailed by Sakura, though that does serve as another revenue stream.) This house is absolutely not a brothel, and the Blades keep any guests who mistake their location in check with a firm hand.

The House of Song

A long-established geisha house, this institution of the city is well-known for its musically trained courtesans. The only other thing of note is that Yoritomo Kenji spends a lot of time here, maintaining his cover as a corrupt magistrate looking for bribes to support a hedonistic lifestyle. (In truth, the madam of the house enjoys having close ties to the Imperial magistrates; while she will not break Kenji’s cover, she will cooperate with the PCs and can pass on information from the Merchant or Samurai sections at the GM’s discretion.)

The Blue Lotus

Another established business, this location may be of interest due to the Imperial Garrison commander Seppun Takehiko spending so much time here. In actuality, there is little of significance here though the place has some unique customs (it owns and employs a number of small that the customers are allowed to take out on the river with their geisha companions).

Takehiko’s party should likely only be used as a last resort to get the PCs in the same place as most of the named NPCs; everyone from Part Two but the gang leaders will be present for at least a little while. If the PCs have strong leads already, however, Yataro will not be willing to begrudge the time to go to a party thrown by a mostly-disgraced member of his family. In this event, the party is lavish and extravagant –

Takehiko is wealthy and more than willing to spend that in pursuit of a good time. There is music, alcohol, and illicit substances (the last of which causes any magistrate-tracked PC a D6 Honor loss unless they disrupt the party, causing a L2 Glory loss and preventing gaining any information). Presuming they can do so, the PCs can take the opportunity to speak with any of the samurai NPCs and gain a Free Raise on any Social Skill Roll involved due to the general air of relaxation.

Mallet of Fortune

The Embers operate out of a fairly rough gambling house on the edge of the pleasure district, near to the merchant district. The usual clientele is lower-class laborers, river workers, and the odd ronin looking for an exciting evening. The name of the establishment is slightly sacrilegious – Daikoku is often depicted carrying a mallet, and the sign is a clear reference to the Fortune of Wealth and his oversight of gamblers. There are always at least a dozen Embers hanging out here, and Kaibun is usually in one of the back rooms.

The Garrison

Originally assigned to keep watch over the potentially troubled border between the Scorpion, the Fox, and the Sparrow Clans, the Imperial Garrison has also traditionally been responsible for assisting the city in defense against any strange incursions from the Shinomen Forest. The lack of any such activity in recent memory has led to the force stationed here declining in quality, to the point that Seppun Takehiko was assigned here. His lack of proper discipline, and willingness to use his position as a means to increase his wealth, has in turn caused the Garrison to take on a distinctly non-military air. Guards drinking on duty are simply the first sight to greet visitors, and sets the tone for the vast majority of the garrison.

The company assigned here is a detached unit of the 1st Imperial Legion and consists of seven guntai, each led by a gunso. The total number of troops is around 150, with another dozen or so officers assigned as Takehiko’s “command staff” (in truth, little more than his personal friends and drinking buddies). Only one of the gunso, Akodo Juri, shows any real desire to maintain military discipline, and she is consistently frustrated by the lax attitude of her superiors. PCs looking for assistance or information from the legion are far more likely to get anything out of Juri than Takehiko.

The Scorpion Shrine

The most popular shrine with the local samurai was built to venerate several Scorpion ancestors, most

notably Bayushi himself, Bayushi Tangen, and Soshi Setsuo. Shugenja of the clan attend and maintain the shrine, which is generally a quiet place even when full of Scorpion paying their respects. The shrine conceals a small tunnel down to smuggling caverns under the city, though of course only Scorpion that impress the locals with their discretion and judgement will be informed of this.

Ugokasu Ichiba

The “Moving Market” is a loose collection of smugglers and illicit opium dealers. The market is so named because it never stays in one place in the city for more than a day at a time. The stalls of the market are made of wood and cheap silk, easily assembled and taken down, or just as easily left behind in haste. The market does a brisk business in many different illicit substances, including opium, other drugs, and a few poisons. The authorities tend to leave the Moving Market alone, mainly because every time they have tried to squash it, it reappeared within a week. For their part, the merchants of the market have also been cautious about how freely they sell their more questionable products.

PCs with Compulsions regarding substance abuse must roll to avoid it if they come here, though the location absolutely provides whatever fix they may need. Additionally, magistrate-track PCs will lose D6 Honor for choosing not to take action against any of the blatant illegality they see. There is little they can do, in any event, since simply identifying themselves as magistrates will cause the merchants to scatter and the Market to shut down for the evening. This likely causes them to lose the chance to gain information, though it is worth a G4 Glory gain.

Of more relevance to the PCs’ mission, however, the people who run the market will also sell information – as a sort of last resort, the PCs can pick up all of the information in the section above, at a cost of one koku per item learned. The location of all of the gangs’ headquarters are also available for purchase at the same price, except for the Jade Wolves – since their operations tend to spread among several different warehouses on the docks, it takes 5 koku to pinpoint the location that the leadership is using currently. Dealing with the information broker causes a D3 Honor loss, though it is applied only once (not for each answer).

The Counting House & Council Chambers

Located near the Governor’s mansion is a large round building that looks more like something found in Unicorn lands than a typical Rokugani building. Two

stories tall, built entirely from wood from the nearby Shinomen Mori, its plain exterior belies the riches within its walls. The inside is full of luxuriant amenities such as fine silk pillows, rugs from the far-off city of Medinaat el-Salaam, and polished woodwork from the Ivory Kingdoms. The main room holds six seats, five for the council members, and one for the Emerald Magistrate when he attends the meetings.

Shrine to Ebisu

The Brotherhood of Shinsei tends a shrine dedicated to the Fortune of Honest Work despite the general attitude of the city, and perhaps something about the city’s focus on self-indulgence has led to a great deal of support for the shrine (perhaps due to guilt, perhaps from genuine piety). Additionally, every caravan that passes through the nearby gate makes a stop at the shrine to pray for good fortune on their journey. Since caravans are leaving the city at all times of day, the shrine never closes its doors.

Shrine to Daikoku

Though smaller than the Shrine to Ebisu, the shrine to Daikoku, the Fortune of Wealth is far more extravagant in its opulence. The Merchant Council are regular patrons of the shrine, coming to the shrine to pray for Daikoku’s blessing before they meet, but they are not the only ones commonly to be found here: the Fortune is also the patron of gamblers, and many of the samurai that seek out the city for more pleasurable activities seek his blessing. The shrine’s doors are open throughout the day and night both, with at least one monk on late night vigil (both to greet guests and to watch for thieves).

The Dusty Caravan

Due to the proximity of the Shinomen Mori, more than a few Unicorn have made their homes in Zakyō Toshi in the past; there are none in the city now due to the tensions between the Unicorn and the Scorpion. However, they still have interests in the city, and the Forest Killers’ penchant for mounted infantry tactics may draw the PCs’ attention to equine-related merchants.

Saburo, the current owner of the Dusty Caravan, uses his lord’s connections to a trader in the Burning Sands to acquire foreign spices, luxury goods, and curiosities. He also sells saddles and other tack to a variety of groups, including mercenary otokadate. He has, in fact, sold equine gear to the Forest Killers, though he is unaware of that fact. Asking him for his records can help narrow down things somewhat – this requires a **Commerce** or **Sincerity / Awareness**

roll at a TN of 25, but if the PCs are remotely threatening, he will balk and tell them that they must appeal to his liege, Ide Toyoko (who is several weeks' travel away, in the Unicorn lands). Examining his records allows them to track a few deliveries to warehouses in the docks district, giving them a Free Raise on future rolls to locate the Jade Wolves' headquarters.

The Burnt Foundry

Nobuo's foundry was mentioned in the Rumors and the PCs may choose to go directly there, though they are more likely to speak with Nobuo first. They can simply make their way there, as there is little any of the peasants are going to do to stop them.

The foundry was part of a large industrial complex not far from the river, with a warehouse attached to the ironworks. It took up most of a city block, all told, but is now little more than rubble. A few laborers are desultorily sifting through the still-smoking ruin, looking for anything that might be salvaged. A few men, all tattooed with flames up their bare arms, and most also wearing bandages, stand guard nearby, but apart from a distant nod of acknowledgement, they show no interest in your affairs.

The Jade Wolves moved in to steal some armor stored in the warehouse, and set the fire to disguise that theft was the purpose. The Embers arrived to fight the fire, and got in a fight with the Jade Wolves, and a few Sakura's Blades who had been bribed with a share of the spoils to stand guard. The Embers were unable to do anything about the fire at the warehouse or foundry, though they were allowed to keep it from spreading.

PCs may roll **Investigation (Search) / Perception** at a TN of 20 to determine that the fire started in the warehouse section; success with a 30 allows them to determine that it was near to one of the entrances that saw the majority of fighting. It is difficult to tell if there is anything missing from examining the rubble, but if they roll 40 or more, they can tell that there are several shelves that were moved prior to the fire starting likely had goods that were taken out during the fighting and fire.

Enquiring of the spirits provides slightly more information – they identify the men who did this as “Men of dark places, of wood and shadow. They stank of the wet and were marked, much as those are but far deeper.” The tattoos of the Ember guards are particularly pleasing to fire spirits, but apart from confirming that the fire was started by oil and fire

arrows (a strange enough tactic for city-fighting), they have little else to add.

Eyewitnesses have little more to add – no one saw who set the fire, just that it was there and the Jade Wolves kept the Embers from properly dealing with it. No one saw the theft, but it's a reasonable assumption. They can identify the leaders of the Jade Wolves, Unkei the Silent and his sister Kibishi, as having been present.

The missing goods are steel plates suitable for armor, designed to be modified to fit a specific person. (They are not full suits of armor, but the sort of basic material any competent armorer would use to prepare a force for fighting.)

Part Two: Who's Who

This section of the module has the various leads organized largely by the NPCs who can be spoken to. It may be necessary to refer back to the locations in Part One, but most of the information to be gained is focused on a specific individual

Samurai

Most of the city's samurai can be found going about their duties in the residential district, though later at night many of them do spend time relaxing in the geisha houses or gambling dens of the pleasure district. Some of the NPCs will require rolls to gain access to, but as long as the PCs indicate that they are acting as *yoriki* to an Emerald Magistrate, they should be able to manage an audience if not otherwise indicated.

Soshi Hideaki

The local Scorpion clan magistrate is a pragmatic courtier, and has devoted most of her career to keeping the peace in her city. She is currently standing in for Bayushi Yuki, the governor of the city, as the two of them agreed that the gang war is Hideaki's jurisdiction and Yuki is focused on preparing the city's troops should the Unicorn attack. Getting in to speak with her requires an **Etiquette (Bureaucracy) / Awareness** roll at a TN of 30 – she has heard that the PCs are associated with an Emerald Magistrate, and her rivalry with Yoritomo Kenji has soured her opinion of that entire organization. (Even Scorpion PCs must make this roll, though they receive a Free Raise.)

When they manage to meet with her, they find that Hideaki is, quite naturally, stressed out over the gang war; from her perspective it came largely out of nowhere over the winter. She has had a long-standing

arrangement with the city's gangs in the interest of peace and prosperity, and blames the Jade Wolves for their disruption of the status quo. And, of course, because she can't rely on the Emerald Magistrate or the Imperial Legion for support, she is largely forced to manage these matters on her own. She will share most of this information without any difficulty, as well as the fact that she's "heard allegations that Yoritomo Kenji is accepting bribes and favors from the Merchant's Council" though she will be cautious about casting aspersions that could result in legal consequence with people she does not know.

If the PCs say that they are pursuing the Forest Killers, she mentions that she has had no reports of attacks on the merchants of the city from the bandit gang yet this year (since the start of spring), which is unusual. "There is usually a lull during the winter months, but in the past, they have always started the new year with a series of attacks, likely in order to replenish their supplies. I don't know what this means, but I'm grateful for the reprieve." She is more than happy to provide the PCs with assistance, though initially she does not believe the Forest Killers capable of enough subtlety to have agents within the city.

Hideaki keeps tabs on the doings of the gangs in the city, and she can tell the PCs where the Embers and Sakura's Blades have their headquarters. She can provide enough data to give the PCs a Free Raise on their search rolls for the Jade Wolves' current base, though she points out that the gang is semi-nomadic. Hideaki will direct the PCs to the Moving Market (telling them where it is) for more specific information if they are lacking leads otherwise.

Hideaki is willing to put the resources of the city at the PCs' disposal when they bring to her a theory about the Jade Wolves being the Forest Killers, but she will not work with Yoritomo Kenji unless they succeed at a **Courtier (Manipulation)** or **Lore: Law / Awareness** roll at a TN of 40 (of course, for this to be relevant, they must succeed on a similar roll with him). She can place the Scorpion Guard at their disposal for manpower, but unless they convince her to work with Kenji, she will not do so if they have the Imperial Legions assisting them.

Bayushi Minori

The commander of the Scorpion Guard in charge of the defense of the city is Bayushi Minori, a taisha with a long career of service to the clan. He is stolid and dependable, but generally lacking in imagination – his loyalty to the clan and adherence to his orders make up for that as far as his superiors are concerned. He is more suited to overseeing patrols or fighting in the

lines than complicated strategy, making him an ideal subordinate for Yuki and Hideaki.

If the PCs wish to meet with him, there is little difficulty in doing so unless they are themselves Emerald Magistrates, Imperial family, or Mantis Clan samurai – members of those groups must roll **Etiquette (Bureaucracy) / Awareness** at a TN of 25 in order to track him down. In person, Minori is a bulky man of average height with a surprisingly light voice. He makes no bones about the fact that his duty is to keep the peace in the city and he is willing to do (or not do) what is necessary to that end.

Minori can provide most of the basic information on the Samurai or Merchant Rumors lists (not the highest-difficulty results). If the PCs ask about criminal activity, he will tell them that the gang war has overwhelmed all other affairs as far as the guard is concerned – while he won't volunteer the information (because it won't occur to him), he can tell the PCs that the Forest Killers have not been active since last fall.

Scorpion PCs who strike him as discreet and trustworthy (by succeeding on a **Sincerity / Awareness** roll at a TN of 30) will be told that there are tunnels under the city often used by smugglers, but that they have recently been blocked off. He is unwilling to allow non-Scorpion to have access to them, but it does serve to indicate that the Jade Wolves have knowledge of them and been making use of them.

Minori will not allow the PCs the use of the city's forces without an order from Soshi Hideaki. His loyalty to his command structure is too stringent, though he will suggest they speak with her.

Yoritomo Kenji

The local Emerald Magistrate has been searching for the parties responsible for an opium smuggling ring for several years; he arranged his current assignment after uncovering evidence that some of the wealthy merchants of the city are involved. He has spent the last year trying to get in their good graces, convincing them that he is a corrupt libertine eager for bribes in order to get close enough to learn which of the wealthy merchants are his targets. Beyond that, he does not care about the local criminal activity in the city – though the local gangs are certainly involved, he considers them a tool while he is after the masters.

The PCs have no difficulty in getting to him, though he is more than a little suspicious of Scorpion PCs. He is smooth and articulate, and careful to avoid breaking his cover in front of strangers. He will casually deflect any allegations of corruption, but in a fashion that

doesn't exactly convince anyone of his innocence. PCs can convince him that they are trustworthy, if they are not Scorpion, by rolling **Sincerity / Awareness** at a TN of 50. At that point, he will admit that he is essentially undercover.

Kenji does have all of the information in the Samurai, Merchant, and Underworld Rumors and is willing to share simply for the asking. He is also aware of the general movements of the Jade Wolves, and can give the PCs enough pointers to provide them with a Free Raise on any roll they make to try to locate the specific warehouse acting as the current base. He can also direct the PCs to the location of the Moving Market so that they can buy information there.

Once the PCs have determined that the Forest Killers are masquerading as the Jade Wolves, they can request his assistance. While he has little in the way of resources on his own, he does have a certain amount of influence over (which is to say, carefully-acquired Blackmail on) Seppun Takehiko, and his support earns the PCs three Free Raises on a roll to convince Takehiko to mobilize the Legion.

Kenji will not work with Soshi Hideaki unless the PCs succeed at a **Courtier (Manipulation)** or **Lore: Law / Awareness** roll at a TN of 50 (of course, for this to be relevant, they must succeed on a similar roll with her).

Seppun Takehiko

The taisha in charge of the local Imperial Legion, Takehiko is a tall, handsome, martial-looking samurai in his late twenties. He presents the appearance of being everything a Seppun should be, but this is no more than skin-deep. He is, rather, a self-centered hedonist, which resulted in him being assigned to the remote Zakyo Toshi as a punishment. His familial connections and wealth prevented him from being simply made ronin, but it was generally felt that getting him as far as possible from the capitol was the best option. He has turned the post into a further source of income, essentially selling commissions to other spoiled Imperials or wealthy samurai uninterested in a real military career.

The taisha will not be available in the morning (still sleeping off the effects of his eternal night-before), but in the afternoon or evening can be found at the garrison. Takehiko should greet the PCs pleasantly, as he is just a party guy in a post above his level of competence. Unless they go out of their way to be rude to him, he will give them any information he has (while tuned to make him sound as good as possible), which mostly consists of the Samurai Rumors and

assessments on how fun the samurai of the city are. The Legion has had no encounters with the Forest Killers, or any other bandits, in the two years that Takehiko has been assigned here – while he will imply that it is due to the Legion's (and his) reputation, it is actually due to the fact that he doesn't take the Legion out of the barracks for any assignment more taxing than an all-night expedition to the geisha houses.

Getting him to actually do his job and provide support for the Emerald Magistrates' investigation is more difficult than one would initially assume. He will evolve any number of obstacles and hindrances unless the PCs convince him that there is no way to avoid the call of duty, or that inaction on his part will reflect badly on him for the rest of his career. This requires a **Sincerity, Lore: Law, or Intimidation (Control) / Awareness** roll, at a TN of 40. PCs from the Imperial families or on the Emerald Magistrate track gain a Free Raise for this roll, and if the PCs have secured assistance from Yoritomo Kenji, they gain three Free Raises on it.

Note that it is possible to acquire the assistance of the Imperial Legion without going through Yoritomo Kenji, and thus avoiding the necessity of forging a compromise between them.

Success on this roll will result in his grudging cooperation. He will even take the field personally, though is not difficult to convince to remain behind "to coordinate efforts" if the PCs don't wish to deal with him. The company numbers around 150 troops, organized in seven twenty-man guntai, and if Takehiko is not there, Akodo Juri will gladly take the command.

Akodo Juri

If the PCs attempt to investigate the Legion, or simply go to the Garrison in the morning, they will find that the only real sign of military competence can be found in one guntai. Akodo Juri was assigned to this post to investigate the allegations of incompetence, and delivered her report a week after her arrival last year. Takehiko's connections have prevented his removal, and she is stuck here for another year, so she is making the best of a bad situation.

Juri is not terribly well-connected to the political scene in the city, but is aware of all but the highest-TN of the Samurai Rumors. Additionally, while she would never deal with the gangs herself, she is aware of Toyozo and his connection to the gangs and can suggest the PCs get information from him. She will gladly provide her squad for service if asked, as long as the PCs impress her with the severity of the situation

(this requires no roll if they say that they are pursuing Forest Killers, **Sincerity / Awareness** at TN 25 otherwise).

Gangs

Kaibun

The leader of the Embers is a stocky, heavily-scarred man in his late forties (though he looks closer to mid-fifties). He has flame tattoos from his fingertips to shoulders on both arms, and typically wears a fairly well-fitting kimono tailored without arms to display them. Kaibun can be found in a back room of the Mallet of Fortune (though if the PCs speak with Nobuo, they may pass him there).

Kaibun should be polite, as long as the PCs maintain any kind of respect for him. His voice is harsh and gravelly, from years of breathing smoke, but while he refuses to bow and scrape to the samurai, he understands his place and the dangers they represent. The Embers are genuine fire-fighters, and something of an institution in the city; they do have sidelines in protection rackets, and run several gambling dens for additional income. They also, at one point, frequently provided muscle for the other gangs when necessary and even to merchants as guards – that business is gone, with the tension of the war.

Kaibun has all of the Merchant and Underworld Rumors, and can provide some details on Sakura's Blades. He knows little about the Jade Wolves, only that Unkei the Silent and his sister arrived in the city a few months ago, and quickly built a gang out of largely nothing. "They're ronin, maybe from a clan once upon a time. I've been fighting most of my life, and they know what they're doing better than anyone else around here. The Jade Wolves are the smallest of the main gangs, but they're the best fighters. Maybe even give you a run for your money."

Kaibun knows the locations the Jade Wolves most commonly use, though the strength of the other gang has largely kept him from taking advantage of the situation. He can provide the PCs with two Free Raises on any roll to locate the Jade Wolves' base.

If the PCs share that the Jade Wolves may actually be a front for the Forest Killers, he will curse quietly, and immediately offer to provide men to help the samurai. "If you can get the guards, or the Legions somehow, to help, we can probably wipe them out. And I don't want anything like that in my city."

Sakura

Sakura's Blades are a gang that largely work out of the pleasure district. They own a number of geisha houses and less reputable establishments, the latter catering to those entertainments that geisha do not provide. In addition to these shady business practices, they also involve themselves in extortion for money and political gain. They typically carry wicked knives as a signature weapon, and are marked with tattoos of a cresting wave carrying a cherry blossom. They also provide illicit substances for a wide variety of customers, though with the destruction of the River Sharks it has been more difficult for them to get their product into the city.

Sakura can usually be found at the Kokuryu Blossoms, in an office she keeps overlooking the gardens. She is a wiry older woman, by no means conventionally pretty but striking and quite obviously a competent leader. If the PCs approach her seeking information, she will be vague and uncooperative unless they tell her that the Jade Wolves are actually Forest Killers. As the Blades have been handling the war fairly well, she is not in dire straits (making her difficult to convince that outsiders have anything to offer her), but finding out that the Forest Killers are operating in the city will secure her cooperation. "Even we have standards, and those bastards won't play nice if they get a foothold here." Threatening her gets nowhere, as she just closes down and tells them to leave, and actual violence will lead to a dozen members of the gang showing up to help her escape. Use the general gang stats in Appendix 2, but it should be stressed that this is a major breach of propriety by giving the PCs involved a L0 Glory loss and a gain of I5 Infamy.

Sakura has all of the Merchant and Underworld Rumors, and will share as long as the PCs are reasonably polite. While not as willing to commit troops as Kaibun, she will organize her information network to help the PCs find the Jade Wolves' base if they tell her the Forest Killers may be involved. This provides three Free Raises toward finding the base, though if the PCs are keeping that information close, she will not devote as many resources and will only provide one Free Raise.

Merchants

Seiji

The leader of the Merchant Council is a thin man of average height in his mid-sixties. Though he shows all proper deference to samurai, he carries himself with an air of confidence that comes from being wealthier than most of his betters. Seiji will cooperate with the

PCs as best he can, but there is nothing that the merchants of the city can pinpoint as specifically bandit economic activity, let alone narrow it down to the Forest Killers. “There have been a rash of thefts in the city, but that is balanced out by the reduction in bandit activity outside the walls, so I suppose things could be worse. Still, one hopes that Hideaki-sama can get the gangs back under control soon.”

Seiji, of course, knows all the Merchant Rumors, but can also provide the Religious Rumors due to his contacts with the monks that tend the Shrine to Daikoku. (He is dismissive of the rumored monster, waving it off with a slightly ironic “peasant superstition”.) He is certain none of the merchants are dealing directly with the Forest Killers, or any other bandits, simply because it’s long been known to be far too risky for the reward provided.

Nobuo

A bluff, hearty merchant in his mid-fifties, Nobuo owns several metalworks and trades in worked material up and down the River of Gold. A member of the Merchant Council, the armor produced by his craftsmen is not the sort of fine artistry samurai prefer, but is generally good enough for ashigaru levies; he is one of several suppliers to the Scorpion military. His other goods are likely of less interest, but armor is not the majority of his business. He is almost painfully straight-forward and uninterested in subtlety, and has no reason to do anything but cooperate with the PCs.

However, when they arrive, the PCs will discover that the merchant is berating the Embers for their failure to adequately protect his establishment. Raised voices can be heard through the walls, as Nobuo demands to know what he is paying for, and the Embers acknowledge their failure but point out that if they aren’t on the job, there won’t be anyone to protect his businesses from the Jade Wolves. When the Embers leave, the PCs should get a good look at a trio of burly men with arms tattooed in rising flames.

Nobuo will invite the PCs into his office and try to make them comfortable despite his irritation over his losses. When asked about the fire, he invites the PCs to take a look for themselves. He doesn’t know for certain if anything was taken, but he’s far less worried about that than about the loss of the buildings and the wares that were stored there.

Apart from the obvious issues, Nobuo can provide any of the Merchant Rumors and direct the PCs to speak with Seiji. He does, vociferously, blame the gangs for the city’s woes – particularly the Jade Wolves, who have been stealing from merchants for months.

Toyozo

If the PCs are lacking other options, they may track down one of the commonalities between the gangs – all of them have some form of tattoo they use for identification. The best tattoo artist in the city is a gruff, grizzled older man named Toyozo. He operates a shop called “Needles to Say” (a legacy of a somewhat more easygoing youth), and his artistry is respected enough that all of the gangs observe an informal truce in regard to access to his craft. He puts a tile out with his sign every day, cycling from red to blue to green to represent each of the three gangs.

Getting information from him requires approaching him with basic courtesy, as he is impressed with neither the PCs’ status nor any threats they may decide to subject him to. Money is accepted but regarded with a bit of dismissive scorn, where admiration for his artistry is appreciated. (He is a very skilled tattoo artist, which is why the gangs all agree that he’s worth keeping a peace over.) He has been a fixture of the city for a long time, and will provide all of the information from the Merchant and Underworld sections. Additionally, he has personal familiarity with the leaders of the gangs; while he has a certain amount of respect for Kaibun and Sakura, and appreciates what they do for the community beyond their criminal activities, he has less regard for Unkei. “The Jade Wolves are the smallest of the three gangs, but they’re the fiercest. Most vicious. They punch well above their weight, and it’s made them a force to be reckoned with. Unkei the Silent is probably the most dangerous man in town, but he doesn’t seem to actually care about anyone but himself and maybe that sister of his. Makes the fighting all the worse.” He does not know which warehouse the Jade Wolves are using as a hideout, but can direct the PCs to a few locations (giving them a Free Raise if they wind up rolling to locate it).

If the players recall the tattoos worn by the Forest Killers in their first encounter with them, they may identify them to Toyozo, who will confirm that he has seen them on some of the Jade Wolves when he gave them their current signature art.

Part Three: Break Seal in Case of Analysis Paralysis

This option should only be used in the case of the investigation not proceeding forward, and not appearing likely to.

If the PCs are too invested in exploring every single option, or have gone two hours into the module without realizing they need to focus on the gangs at all, the GM should throw a small group of gang members at the Celestial Repose during one of the regular meetings for the group to coordinate with Yataro. Having heard that the Emerald Magistrate is in town, Unkei the Silent will order one of his newer lieutenants to burn down the inn and leave the body of a member of the Embers gang behind to implicate his rivals in a major crime.

This should not be a major combat, with no more than three or four Common Gang Members (they should have masakari and 3 ranks in the Skill), with one actual Jade Wolf and a Veteran Gang Member leader. The Jade Wolf will flee when the PCs respond – the others may fight for a Round at most before figuring out that they are outclassed and trying to flee as well. As long as the PCs take any prisoners, they can learn where the Jade Wolves will be headquartered that evening.

The purpose of this fight is to get the PCs moving, not to provide another fight for the sake of having a combat. It should not last long, nor remove major resources from the PCs. However, it will prompt Yataro to order immediate movement. If they do not have either the Scorpion or the Imperial Legions for backup, he sends someone to get one of them on board and begins preparations to move immediately. He will brook no delay, and not allow enough time for negotiations between Hideaki and Kenji, for example.

Part Four: the Beast of the Forest

Over the course of their investigation, the PCs should realize that the Jade Wolves are the Forest Killers – their arrival in the city coincides too well with the reduction of Forest Killer attacks, they are described as brutal and skilled, and it does just make sense that the Forest Killers would have an active presence in the city. Everything should point them to the docks, and the warehouses the Jade Wolves use for headquarters.

The Jade Wolves, having taken over the operations of the now-defunct River Sharks, have moved openly into some of the warehouses on the waterfront. This allows them a place to operate from that is removed enough from the bulk of the city that the local magistrates don't hassle them. Most of these locations are large buildings with bays to load wagons and docks out on the river to load barges. There is more than enough room inside them for storing supplies, providing a secure location for their ogre, and fighting.

Narrowing it down to determine which of the dozen warehouses along the river the Jade Wolves are currently using as their main base of operations can be done by rolling **Investigation (Search) / Perception** as long as the PCs have the docks as a place to start. The TN for this roll is 60, but there are several opportunities to get information that will help narrow down the options – and if all else fails, they can simply buy the information from the Moving Market.

Success on the roll allows the PC(s) to see a group of rough men carrying masakari and displaying green wolf tattoos building a temporary stable inside one of the waterfront warehouses. There is activity at other warehouses, but none of them involve horses or the level of readiness displayed there.

Yataro will not move on the gang until the PCs have secured the assistance of either the Scorpion Guard or the Imperial Legion, or both. This allows the bulk of the gang to be dealt with “offscreen” by the additional troops, while the PCs can focus on the leaders of the gang.

Note: The Forest Killer leaders gain a free Rank of Luck they can only use against any PC with “Sworn Enemy: Gekido”; additionally, any such PC gains a Rank of Unlucky that may only be used on any rolls against Unkei the Silent or Kibishi.

Standard Encounter

If the PCs do not have overwhelming force, the Jade Wolves will wait for the inevitable attack inside – as long as they've had any time to prepare, they are armed and armored. If the PCs rolled to locate the warehouse, the Jade Wolves are on a state of alert due to samurai wandering the district, so they are unlikely to be taken by surprise.

Inside the warehouse, the Jade Wolves have built a temporary stable holding a half-dozen horses. One stall is covered with steel bars and a heavy tarp, and secured with a massive bar. Occasional growls emerge from it, and the horses shift restlessly.

A lean man stands in the midst of his followers, a masakari loosely held in one hand. He makes a quick series of gestures to the woman behind him and takes another axe into his other hand, while she snarls, “Kill them!” to the others.

These gestures Unkei uses are Hiruma sign language – any Hiruma PC with at least a Rank of Battle recognizes it. “Release the beast.”

There are a number Jade Wolves equal to the number of combat-capable PCs-2, plus Unkei the Silent, Kibishi, and Koinu. Unkei fights efficiently, ruthlessly, and cautiously – his Techniques allow him to make himself very difficult to hit while he waits for the right moment to shift to Full Attack and strike for extra damage. Kibishi is capable of moving unhindered in Full Defense, and makes use of that to make herself hard to hit while freeing her to seek advantageous positioning and use Stealth to either escape or attack from surprise. If Kibishi is attacked, Koinu can burst through the door in defense of his trainer (roaring “Oneesan!” in a voice to shake the rafters).

The Jade Wolves are not necessarily willing to fight to the death – they are frightened of Unkei, Kibishi, and Koinu, but if it appears their leaders are in danger, they will flee after taking enough Wounds to put them at +15. Unkei will fight as long as he can, though he is not going to kill himself to prevent capture. Kibishi will try to flee if the PCs pursue her, with the intent of coming for her brother after she escapes. Koinu is devoted to Kibishi, and does not realize that she is abandoning him.

Overwhelming Force

If the PCs have secured the assistance of both the Imperial Legion and the Scorpion Guard, they have overwhelming force (the possible addition of the Embers certainly can help, but do not count for this). They can surround the warehouse on the three sides not covered by the river, prompting the leaders of the Jade Wolves to parlay.

The building is sealed, all entrances shut, though heads can occasionally be seen cautiously looking out windows at the surrounding troops. A small opening next to the wide doors meant for cart-traffic cracks ajar, and a hand waves for a moment before the lean woman attached to the hand emerges. She calls out, with a wry smile, “Any chance you’d be willing to negotiate?” Another, taller form looms in the doorway behind her, waiting your response.

This is Kibishi and Unkei the Silent; both are ready for a fight, wearing weapons and armor, but are looking for a way out. Faced with such odds, they are willing to offer a trade: everything in the warehouse, including things that will lead them to Gekido’s stronghold eventually, in exchange for letting them go. Kibishi speaks for her brother, obviously, but though she refers to him for guidance she is not just translating his words. Yataro will send the PCs forward to talk, and stay back to coordinate with the military leaders.

The PCs may have a few questions:

- **What do you want?** “Let us go. Unkei and me, we’ll leave town and not come back. Gekido will be furious, but better that than us being dead. We’ll leave everything behind, you win. We get away with our lives, you capture our gang, we’ll all fight another day.”
- **Why should we let you go?** “Well, if we fight, someone dies. Might be us, might be you, might be that guy over there.” She points to one of the troops surrounding the warehouse. “He looks like a good samurai, probably has a wife, kid. Is killing us worth his life?”
- **What do you have that we’d be interested in?** “You may have noticed my brother is a man of few words. Gekido ripped his tongue out for a couple of comments, but think about how useful we are that he didn’t just kill us. Unkei has to write a few things down to pass orders along, and not all of them have been destroyed. They’re scattered, anyway, and gathering them up will be a chore. But there’ll be a lead in there for you somewhere, if that’s what you want.” A growl comes from behind the closed double doors, and she sighs. “Oh, I suppose I’ll put my puppy down for you, too.”
- **What was that?** “My puppy. He likes playing with new people.” Her voice is deadpan, despite her words, imbuing them with more threat than they should have.

If the PCs don’t seem interested in making a deal, Unkei will shift slightly forward to “speak”:

The wiry man with the axes on his hips raises one hand to catch your attention. He moves it over Kibishi’s head, then points away and walks his fingers. He then points at himself, and then at the ground. Kibishi’s face hardens, and she spits “Screw that!” Unkei shrugs and waits to see what you say.

Unkei is offering to stay behind if the PCs will let his sister go. The only trick in this is that he believes she can come back for him (perhaps overconfidently), but he will order the gang to stand down if the PCs let Kibishi go.

This is a roleplaying issue more than a dice issue – the Forest Killer leaders are sincere, and are likely to continue their career as criminals. It is a reasonable offer, though accepting the compromise is likely to sit poorly with a highly-honorable character, especially if they have duties as a magistrate. This will cause an

Honor loss of D8 for all PCs, and D5 for magistrate-track PCs.

If asked, Yataro does not like the agreement, but is willing to accept the deal. “I have to keep the larger picture in mind. While distasteful, this would give us a lead on the next step without costing us anything. It also reduces their losses, but I can accept that if you can.”

If the PCs accept, Unkei and Kibishi will move to leave immediately. Kibishi pulls a rice ball wrapped in green paper out of her obi. “Toss this to the puppy, and it’ll take care of it.” This is a poisoned “treat” used for her trained creatures, and will kill the ogre without need for a combat. (Suspicious PCs may wish to force her to administer it, which she will do with a sigh. Clever players may try to keep it for future use, but it won’t last long enough and the active ingredients are rare herbs from the Shinomen so they’re out of luck and would have to fight the ogre anyway.)

If the PCs don’t accept:

Unkei steps back and smack the cargo doors, which are thrown open to reveal the massive ogre hunched and waiting. A pair of gang members scurry away, having done their job by opening the door. Kibishi snarls, “Koinu! Kill!” and it straightens up, letting out a bestial roar.

The PCs must roll to resist **Fear 4**, and then may roll Initiative.

In this version of the fight, it is just Unkei, Kibishi, and Koinu. Unkei will fight grimly, certain it is to the death, while Kibishi will try to support her brother. If she can, she will attempt to flee after Unkei is dropped. Koinu, as always, will fight to defend Kibishi.

Conclusion

Whichever outcome comes to pass, other Jade Wolves will scatter into the night, leaving the PCs to focus on the leadership, but the support that the PCs brought will catch most of them and kill all but a few in bringing them down.

Yataro and Nozomi fight together well, having had practice – her energy and mobility let her keep his back and blind side clear or drive enemies toward his good side, while he efficiently and ruthlessly cuts them down. Both come through the fight with minor injuries, although at least twenty of the support forces will be slain.

The PCs will likely have the Forest Killer/Jade Wolves headquarters to search through for clues, and possibly prisoners to interrogate. The former is going to be of far more use – any captured Forest Killers will intensely resist torture. Their training and experiences have hardened them to a surprising degree, and while they are not honorable or even particularly loyal to their organization, they are universally frightened of their bandit warlord. The overall tone they give is some variation of “All you’re going to do is torture me to death.” This should imply that Gekido, the Forest Killers’ leader, is prepared to do something worse.

Still, Seppun Yataro is confident that further answers will be forthcoming, and expresses his gratitude with the PCs’ efforts. He will begin the tedious process of sifting through the evidence to be found and what testimony can be wrung out of the prisoners, and send the PCs back to their lords.

The End

Rewards for Completing the Adventure

Surviving the Module:	1 EXP
Good Roleplaying:	+1 EXP
Discover the Jade Wolves are actually Forest Killers:	+1 EXP
Eliminate the Forest Killer presence in the city:	+1 EXP
Total Possible Experience:	4 EXP

Favors

If the PCs kill the Forest Killers and find the evidence at their warehouse, they gain one Favor.

If the PCs take Unkei prisoner, they gain a second Favor.

Honor

Helping take down a gang of vicious killers earns the PCs an H5 Honor gain.

The GM may grant up to 2 extra points of Honor to a PC for actions not detailed in the module, though no PC should gain more than 2 points in this fashion.

Glory

Helping an Emerald Magistrate take down the Forest Killers in a major city earns the PCs G8 Glory.

Allies and Enemies

If the PCs are successful, they gain Seppun Yataro as an Ally – he has Influence 3 and Devotion 2. If they

already had him as an Ally, note the increase in his Influence.

Module Tracking Sheets

If the PCs wish to loot the Excellent Quality weapons from Unkei the Silent or Kibishi, they may do so, though it does give them a D0 Honor loss, and they must spend 5 Favors to keep the weapons. They are not added to the character's Outfit, so if they are lost, they are gone forever.

GM Reporting

There should be a few reporting questions for each module,

- 1) Did Seppun Takehiko take action?
- 2) Did the PCs get one of the gangs to help them against the Forest Killers?
- 3) Was Unkei taken prisoner?
- 4) Was Kibishi taken prisoner?
- 5) Did Koinu kill any PCs? (please list their names in the GM Notes section of the report)
- 6) Did the PCs agree to let Unkei and Kibishi leave the city?

GM must report this information BEFORE 5/31/2020 for it to have storyline effect

Appendix #1: NPCs

Seppun Yataro

A tall, lean samurai in his early thirties, Yataro is a skilled magistrate. He is both personally ambitious and sincerely devoted to his duty – he longs to become a magistrate of standing, perhaps even Emerald Champion himself someday. His fine, aristocratic features could be considered handsome, but he has a tendency to forget to smile, and the silk patch over his left eye often lends him an unintentional threatening air.

Air 4 Earth 4 Fire 3 Water 3 Void 4

Honor 7.6 Agility 4 Status 6.0 Glory 5.2

Skills: Battle 3, Defense 3, Etiquette 4, Iaijutsu (Assessment, Focus) 5, Investigation (Interrogation) 5, Kenjutsu (Katana) 5, Kyujutsu 3

Artisan: Poetry 4, Athletics 3, Calligraphy 2, Courtier 3, Horsemanship 4, Jiujutsu 2, Lore: Bushido 2, Lore: Heraldry 3, Lore: Law 4, Sincerity 2

Advantages/Disadvantages: Great Destiny, Paragon of Duty / Bad Eyesight (Missing Eye), Driven: Destroy the Forest Killers, Sworn Enemy: Gekido

Soshi Hideaki

A beautiful woman with rather more color in her features than is fashionable, Hideaki is a fairly active magistrate. While a trained courtier, she is also skilled with the sword and is more than capable of pursuing criminals in a direct fashion. She is somewhat more willing to compromise in the name of peace than members of other clans would appreciate, but it has served her in good stead with the local Scorpion.

Air 3 Earth 3 Fire 5 Water 3 Void 2

Awareness 5 Perception 4

Honor 3.3 Status 3.0 Glory 4.2

School/Rank: Bayushi Courtier 4

Skills: Calligraphy 3, Courtier (Gossip, Manipulation) 6, Etiquette (Conversation) 4, Investigation (Interrogation) 4, Lore: Law 4, Sincerity (Deceit) 4, Temptation 4

Athletics 2, Commerce 4, Defense 3, Horsemanship 1, Intimidation 2, Kenjutsu 5, Stealth 3

Advantages/Disadvantages: Crafty, Dangerous Beauty, Perceived Honor II / Insensitive

Yoritomo Kenji

A dapper, energetic man of somewhat less than average height, Kenji has a ready smile and an easy manner – the better to put his targets at ease. His mission to track down the source of opium operations along the River of Gold has led him to Zakyō Toshi, and he trusts no one in the city to be of any help.

Air 5 Earth 3 Fire 3 Water 3 Void 3

Agility 4

Honor 2.9

Status 4.5

Glory 4.1

School/Rank: Tsuruchi Archer 4

Skills: Athletics 3, Defense 2, Hunting 4, Investigation (Interrogation, Notice) 4, Kenjutsu 4, Kyujutsu (Yumi) 6

Calligraphy 2, Commerce 3, Courtier 2, Etiquette 2, Iaijutsu 3, Intimidation 3, Jiujutsu 2, Lore: Law 3, Lore: Underworld 1, Sailing 1, Sincerity (Deceit) 5, Stealth 3

Advantages/Disadvantages: Crafty, Irreproachable / Driven (track down opium smugglers)

Unkei the Silent

A tall, lean man with a set, intimidating face, Unkei was kicked out of the Crab for his attitude of disdain for the entire system of samurai order (and numerous insults given to his superiors, to be sure). He made his way to the Forest Killers and rose to become one of Gekido's most trusted lieutenants, though Gekido did tear Unkei's tongue from his mouth after one sarcastic comment too many.

Air 3 Earth 4 Fire 4 Water 4 Void 3

Reflexes 4

Honor 0.5

Status 0

Glory 0

Initiative: 10k4+5

Attack: 10k6e-5

(Masakari, Simple)

Armor TN: 36+

Damage: 6k3m+4 or

(Technique)

9k3m+4 (Masakari)

Reduction: 3 (light armor)

Wounds: 24 (+0), 36 (+3), 48 (+5), 60 (+10), 72, (+15), 84 (+20), 96 (Down, +40), 108 (Down), 109 (Dead)

School/Rank: Hiruma Bushi 5/Hiruma Slayer/Forest Killer (Insight Rank 6)

Techniques: *Torch's Flame Flickers:* +1k0 to attack rolls while in Attack Stance. Can make all food, water, and jade rations last twice as long for up to 5 people.

Wolf's Little Lesson: +5 to Armor TN every time you hit with a melee weapon in Attack Stance, up to 5 times.

Hummingbird Wings: Once per Round may activate this Technique when an opponent targets you with an attack to gain a bonus of +10 to Armor TN for that attack.

Deny the Horde: No penalties for using a masakari in your off-hand (although you still suffer normal penalties for wielding two weapons). Simple Action attacks with a masakari. +3k0 bonus to damage when using a masakari in the Full Attack Stance against any foe, or in the Attack Stance against a Tainted target.

Daylight Wastes No Movement: If you deliver more Wounds than necessary to kill your target, you may apply the excess Wounds to the next target you hit. This Technique does not activate two attacks in a row.

Strength of the Forest: additional Wounds per Wound Rank equal to Stamina, +Stamina to melee damage

Skills: Athletics 5, Heavy Weapons (Masakari) 8, Hunting (Survival) 5, Kenjutsu (Katana) 5, Kyujutsu 5, Lore: Shadowlands 4, Stealth 6; Battle 5, Calligraphy 2, Commerce 3, Defense 3, Horsemanship 2, Intimidation 6, Investigation (Notice) 4, Jujutsu 4, Lore: Underworld 4

Mastery Abilities: ignore Difficult Terrain; +5 Initiative; ignore 2 points of Reduction, Free Raise for Knockdown and 9s explode on Heavy Weapons damage

Advantages/Disadvantages: Luck I, Silent / Disbeliever, Mute

Special Equipment: Excellent Quality Masakari – “True” Quality allows them to ignore 4 additional points of Reduction (total of 6)

Kibishi

Another lean former Hiruma, Kibishi is Unkei’s sister and shares his disdain for the Celestial Order, She generally serves as a translator for Unkei, using a somewhat expanded Hiruma battle sign language. Having trained the ogre, Koinu calls her “Onesasan” (“Big Sister”).

Air 4	Earth 3	Fire 3	Water 3	Void 3
Reflexes 5	Stamina 5	Agility 4	Perception 4	
Honor 1.0		Status 0		Glory 0

Initiative: 10k5+12 (+5) **Attack:** 10k4e (Wakizashi, Simple) or 10k5 (Yumi, Simple)

Armor TN: 35 (light armor) **Damage:** 6k2m+5 (Wakizashi) or 5k3 (Yumi)

Reduction: 3

Wounds: 20 (+0), 31 (+3), 42 (+5), 53 (+10), 64 (+15), 75 (+20), 86 (Down, +40), 97 (Out), 98 (Dead)

School/Rank: Hiruma Scout 4/Forest Killer

Techniques: *Dance the Razor’s Edge:* +7 Initiative rolls; can make food, water, and jade last twice as long for 6 people

Run Like the Wind: may make Free and Simple Move Actions while in Full Defense Stance

Veil of the Spirits: spend a Void Point to add +4k4 to Stealth rolls, as long as has cover, concealment, and does not move

Harness the Wind: Simple Action attacks with Samurai weapons, knife, or bow

Strength of the Forest: additional Wounds per Wound Rank equal to Stamina, +Stamina to melee damage

Skills: Athletics 5, Battle 5, Hunting (Survival, Tracking) 6, Kenjutsu (Katana) 7, Kyujutsu 6, Lore: Shadowlands 5, Stealth (Sneaking) 7; Animal Handling 5, Commerce 4, Defense 4, Etiquette 2, Heavy Weapons 2, Horsemanship 4, Intimidation 4, Investigation (Search) 4, Jujutsu 2, Knives 4, Lore: Underworld 3, Sincerity 3

Mastery Abilities: ignore Difficult Terrain; +5 Initiative; +1k0 and 9s explode on sword damage, ready swords as a Free Action; ready bow as a Simple Action

Advantages/Disadvantages: Touch of the Realm: Chikushudo / Contrary, Disbeliever

Special Equipment: Fine Quality wakizashi with the “Swift” Quality, increasing her Initiative Score by 5 when she has it readied.

Koinu

A large ogre, standing nearly ten feet tall and covered in twining tattoos of branches and vines. One hand clutches a small tree, branches smashed into a heavy cudgel.

Air 2	Earth 4	Fire 2	Water 2
Reflexes 4	Stamina 6	Agility 4	Strength 7

Initiative: 6k4 **Attack:** 9k4e (cudgel, Complex)

Armor TN: 30 **Damage:** 10k3 (cudgel)

Reduction: 15 (this includes Jade and magical damage)

Wounds: 50 (+10), 90 (Dead)

Taint Rank: 3

Skills: Athletics 4, Battle 1, Defense 3, Jujutsu 4, Heavy Weapons (Cudgel) 5, Hunting 3, Intimidation (Bullying) 6, Stealth 2

Special Abilities:

- Fear 4
- Huge
- Swift 2
- Bestial Fury: When Koinu takes damage, he may immediately make an attack roll against the person that did the damage; for ranged damage, he tears up a piece of the cage and throws it, using Athletics as the attack and doing 7k2 damage. If

the damage kills him, he gains a bonus of +3k3 on the attack.

- A Beast Possessed: Koinu is immune to the following Conditions: Dazed, Entangled, Fatigued, Stunned. He may not have his Rings or Traits lowered by spell effects or poison. At the GM's discretion, if a table is dependent on this type of mechanic, they may reduce his dice pools by -1k0 for each time he is targeted by them.
- Frustrated Rage: Whenever Koinu misses an attack, he gains +1k1 to his next attack. This can stack any number of times, but is reset when he hits.

Jade Wolves

These stats are for the "common" members of the Jade Wolves; note that they are still well-trained and fairly tough opponents, at least compared to the other gangs in the city. They tend to burly, grizzled bandits and all have numerous tattoos. Their current affiliations are indicated by a green wolf's head somewhere fairly visible (neck, forearm, face) and the clawed tree that is the symbol of the Forest Killers somewhere that it can be covered by their clothing.

Air 2	Earth 3	Fire 2	Water 3	Void 2
Reflexes	Stamina 4	Agility 3		
3				
Honor 1.5		Status 0		Glory 0

Initiative: 5k3 **Attack:** 8k3e (Masakari, Complex)

Armor TN: 23 **Damage:** 5k3+4 (ashigaru armor) (Masakari)

Reduction: 1

Wounds: 19 (+0), 29 (+3), 39 (+5), 49 (+10), 59 (+15), 69 (+20), 79 (Down, +40), 89 (Dead)

School/Rank: Forest Killer/Insight Rank 2

Technique: *Strength of the Forest:* additional Wounds per Wound Rank equal to Stamina, +Stamina to melee damage

Skills: Athletics 3, Defense 3, Heavy Weapons (Masakari) 5, Hunting 3, Kenjutsu 4, Kyujutsu 3, Stealth 4; Battle 2, Intimidation 3, Investigation 2, Lore: Underworld 3

Common Gang Members

These stats can be used for the bulk of the criminal gangs in the city – threatening to the common folk, but hardly an issue for any samurai (and therefore most likely to try to avoid attention from any samurai). The Embers have tattoos of flames on their arms to mark their affiliation, generally exposed to open view and with their rank denoted by how far up the arm the flames cover; they carry sang kauw as something of an affectation – the weapons can be useful as tools while fighting fires, but are generally just swagger sticks. Sakura's Blades prefer knives, and mark themselves with cherry blossom tattoos on their left wrist.

Air 1	Earth 2	Fire 1	Water 2	Void 1
Reflexes	Stamina 3	Agility 3	Strength	
2			3	
Honor 2.0		Status 0		Glory 0

Initiative: 3k2 **Attack:** 6k3 (Complex)

Armor TN: 15 **Damage:** 4k1 (unarmed or knife) or 4k2 (club)

Wounds: 10 (+0), 14 (+3), 18 (+5), 22 (+10), 26 (+15), 30 (+20), 34 (Down, +40), 38 (Out), 39 (Dead)

School/Rank: none/Insight Rank 1

Skills: Athletics 2, Commerce 1, Defense 2, Intimidation 3, Jujutsu 3, Knives 3, Lore: Underworld 3, Staves 3, Stealth 2

Gang Leaders

These stats can be used for the leaders of the gangs; while somewhat more capable than their followers, they are also generally clever enough to realize their limitations and try to avoid direct confrontation with a samurai unless they are in danger of losing significant face by doing so.

Air 2	Earth 4	Fire 3	Water 3	Void 2
Reflexes			Strength 4	
4				
Honor 2.0		Status 0		Glory 0

Initiative: 7k4 **Attack:** 8k3 (Complex)

Armor TN: 25 **Damage:** 5k1 (unarmed or knife) or 5k2 (club)

Wounds: 20 (+0), 28 (+3), 36 (+5), 44 (+10), 52 (+15), 60 (+20), 68 (Down, +40), 76 (Out), 77 (Dead)

School/Rank: none/Insight Rank 3

Skills: Athletics 3, Battle 2, Commerce 4, Defense 4, Intimidation 5, Jujutsu 5, Knives 5, Lore: Underworld 5, Staves 5, Stealth 4

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