

Keeping the Peace

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

Month of Shinjo, 1343 (Fall)

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Investigation, Combat
Part Three of Shadowed Dreams

You know what, this time it isn't a vacation. This time it's just more work. Sorry.

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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

200 years ago, the Rokugani conquered the city of Balishnimpur. Shortly thereafter they contested with the dark lord Daigotsu and defeated him. During that war the dark lord created a series of demons from the fusion of baku (nightmare spirits) and oni - the Onisu. They were defeated and banished back to the realm of dreams where they have been trapped ever since. One of those demons, Nikushimi, was carried to Balishnimpur by a monk dedicated to the fortune of peace, Shikan.

For two centuries he was quiescent, but three years ago the monster was roused from his slumber by a massive confluence of hate. With a renewed clarity the monster began to cultivate strife within the city, culminating in the dark ritual necessary to return it to the waking world once again.

Nikushimi's presence has exacerbated three problematic conflicts within the city.

First, tensions between the Lion and Crane have rekindled, starting with a duel where Kakita Izo kills Matsu Suisei, leading Ikoma Matsu to seek revenge in an escalating cycle of violence.

Second, the Mantis remain displeased with the Scorpion control of the city and the Scorpion likewise hold a low opinion of the Mantis, especially after a small group of them attempted to rob a Scorpion vault during the battle with the maharaja's forces. A group of ronin have robbed a Scorpion vessel and left behind some 'evidence' pointing to the Mantis. This will enflame the simmering tensions.

Finally, tension between the occupied populace and the Rokugani eventually culminates in a riot, which the cultists will use as cover to begin their ritual.

The PCs will be asked to deal with the first and second of these issues by a visiting Otomo. Along the way they will be caught up in a massive riot and hopefully deduce that a core problem is Nikushimi's devotees who have replaced the monks at the Shrine of Peace and will stop him once he breaks through to Ningen-do

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, and take note of any PCs

with the following:

- Heart of Vengeance (any), Balance, Languages: Ivindi, Nemuranai weapons, Seven Fortune's Blessing: Hotei
- Cursed by the Realm: Yume-do or Toshigoku, Yume-do's Judgement, Onisu's Mark, Brash, Driven, Nemesis

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.

Inactivity

All PCs lose 2 pips 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 **25**. 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, any ronin PCs lose half of their koku. This cannot reduce their accumulated wealth 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

After accepting an invitation to visit the court held by the Otomo, you find yourself having tea on a beautiful balcony, overlooking the Ume Yakamo. The sea air is salty, but the breeze coming off the ocean is quite pleasant, as it drives off the normally sodden stodgy haze of the afternoon in Balishnimpur. The only thing marring the view is a single pier down below you, currently sitting unoccupied.

Otomo Ezume leans back in his chair and takes a long sip of tea. “Ah, delicious. I simply must take a supply of this back with me when I return to Otosan

Uchi. So, samurai, how has your time back in the city treated you? Any news from the homeland? Everything I heard has been, well, it takes time to receive news from home, and what we have heard lately is muddled. I also confess that after a year in the kingdoms, I am anxious to return to the courts and present my discoveries.”

Otomo Ezume is curious about the PCs adventures, and especially politics in Rokugan. He has heard vague rumours of disaster, but nothing concrete. He’ll ask a few follow up or clarifying questions to anything the PCs tell him.

If the PCs ask him about the Ivory Kingdoms, he can describe the latest politics in vague terms:

- Since the defeat of the Maharajah’s army things externally have been quiet, if not necessarily peaceful.
- The Scorpion governor Bayushi Kimitiko has been trying to consolidate power in the city, but the Mantis have been doing their best to push back. The Mantis still control the markets and docks, while the Scorpion’s power is concentrated in the Noble district.
- Ezume has never heard of the Cult of Ruumal, if the PCs ask.
- Crime rates have been relatively steady; nothing that has risen to the level of Ezume’s notice.
- The Lion and the Crane have been... testy lately. Of course, what with the upcoming duel between Matsu Suisei and Kakita Izo, that’s to be expected. Ezume doesn’t remember what the duel is about, he wasn’t paying attention.

If the PCs wish to know more about Ezume, he will be very humble about his own role, and describe himself as ‘a simple courtier, sent to find and bring back interesting tea blends for my superiors in Otosan Uchi’. This of course minimizes his specific role as tea supplier to the Emperor and the imperial family.

Once the PCs have had a little time to introduce themselves and explain recent proceed to Part One, the Duel.

Part 1: The Duel

Somewhere deeper within the building a gong sounds, calling the court back to session.

Ezume shakes his head and sighs, “I presume that must mean the duelists are ready. I was hoping they could resolve this amicably, but that was always a fleeting chance at best.” He rises from his seat and gestures, “Come along, if we don’t attend they will gossip about us for weeks.”

As you walk inside a ship in the blue and white of the Crane slides nimbly up to the single pier as Ezume ducks back into the building, passing through the two-story court chamber maintained by the Otomo family, into the large garden on the west side of the building. Spectators line the balconies which surround the garden on two sides.

Down below, a stocky man in the gold and brown of the Lion and the mon of the Matsu glares at a tall thin man in the blue of the Crane. “Apologize for your slander of my ancestors!”

The Kakita snaps back, “I said nothing that was not true.”

The two men step into the circle and take their stances. The Lion glares daggers at the Crane, whose face in return is almost a picture of calm.

Ezume whispers to a man in the colors of the Miya standing next to you, “Miya-san, what was this about again?”

The Miya glares at the middle aged Otomo almost disdainfully then gestures with his fan, “That is Matsu Suisei, and the other man is Kakita Izo. Izo made some, well, remarks about the actions of a specific ancestor of Suisei, and Suisei did not take kindly to it. Then again, I probably would not take kindly to my grandfather being called a coward either.”

The two men circle, slowly at first. It is the Lion that makes the first movement; a short step in and a tiny initial draw, followed by an immediate step backwards, a common movement of the Hiruma style. The Kakita seems to take the bait and begins his draw, while a tiny smile crosses the Lion’s face.

The smile does not last long; the Kakita checks his draw, clearly expecting this specific maneuver, and the Lion steps forwards once again to make his own attack. Except he didn’t wait long enough. Instead of missing, the Crane’s strike cut opens the Matsu’s throat. Blood stains the sand as the Lion collapses, dead in an instant.

Fans snap into existence everywhere covering courtier’s faces and a few less-well-trained spectators gasp audibly. Ezume turns away. “They’ll be talking about that for weeks. A death in a first blood duel.”

“Now then, that matter I wanted to ask you about. A ship went missing. Well, we found the ship, it’s not missing. But its crew and cargo are quite missing.”

Assuming the PCs don’t just leave and want to know about the boat:

- What boat?
“Its name is the Courser. No, not Corsair. Though maybe Corsairs took the Courser, haha. Oh, that’s probably not funny. It was owned by a scorpion, Bayushi Amaya, and made runs between Balishnimpur and some of the cities further down the coast to bring in trade goods.”
- What happened to it?
“It was two days overdue to return when they found her; she was berthed in a dock in the lower quarter of the city. Crew missing, cargo missing. Nobody on board. Your guess is as good as mine I suppose.”
- What do you want us to do?
“Well, if you could find the responsible party, as well as what happened to the crew and cargo, that would be very handy.”
- Why are you asking us?
“Because I’d like an impartial party to look into it. The Scorpion and the Mantis, well, things are tense. There’s already gossip beginning to go around that it was Mantis pirates that took the ship. The longer it goes without resolution, the more rumors will grow and tempers will flare.”
- Do you have any leads?
“None at all. An empty boat found at an incorrect pier. It was pure luck that a passing patrol happened to remember the name and reported it at all.”
- Who was the captain?
A peasant, a man named Duro. Supposedly a quite experienced sailor.
- Are we yoriki / is there a magistrate for this?
“Well, here’s the neat thing. I wanted outsiders to take care of this so that there would be no accusations of bias, and it just so happens an Emerald Magistrate is due to arrive today, and he owes me a favor. So officially he will investigate the matter. But frankly I’m not sure I trust him to get the job done properly, so he will sit in the local tax office and look at paperwork like a good little magistrate while you solve the problem.”
- Has piracy been a problem lately?

- “I have no idea.”
- Does Amaya have any enemies?
“Yes, she’s a successful merchant patron, she has many. But none that I think are willing to hijack a ship and murder its crew. Her most capable competitor is Yoritomo Rinako; they are both vying for control of the same specific spice imported from the southern tip of the kingdoms. Uhhhhh... turmu...something yellow, I forget its name.”
 - Is this really important, given events on in Rokugan?
“Well, I don’t have specifics about that, but tensions here are on a knife edge. The Crane and the Lion have been at each other’s throats for weeks, as have the Scorpion and Mantis. Everything is escalating, and I don’t want this to be the strike that lights the tinder.”
 - Will we be paid? (Ronin-only)
“Oh, of course, here, this should be reasonable.” Ezume hands a pouch containing 8 koku to each ronin.

Part 2: Pirates?

There are several locations the PCs could travel to start their investigation. Additionally, they can gather rumors at any time.

Rumors

The following information is available with a Courtier (Gossip) / Awareness roll.

- 10: Did you see that duel earlier? I thought for sure Matsu Susei was going to win, but I never expected him to die! Izo is going to be insufferable now. Well, more than he already was.
- 15: The Colonial Magistrates say there’s a crime wave going on, but I’m not sure I believe that. I haven’t seen any crime lately, nor have any of my friends. This is probably just a play for more funding.
- 20: The Mantis have been very unhappy about the Scorpion governor the last couple years. Course, after the robbery I’m not sure the Scorpion are big fans of the Mantis either. Or maybe the Mantis don’t like being blamed for the robbery. Glad it’s not my problem!

- 30: I heard there was a bit of a scuffle last week at The Copper Cup, but a lot of ronin hang out there so you can’t really be surprised.
- 40: I visited the temple of peace the other day, and it looks like they got a new abbot. He’s such a nice guy, gave me some excellent advice.

The Missing Boat:

The harbor district is home to the more official, populated, and regulated docks. Places that are clean and well-staffed. This isn’t those places. This is where you dock a boat when you want fewer questions asked, and where the price for silence is lower. Apparently this dock was famous a few years back; some gaijin landed here, and three samurai died holding them off during the invasion.

A plaque with five samurai names on it hangs from a post but it has clearly seen better days, just like the rest of pier. Warehouses loom on both sides of the street, and only one boat is docked.

The Courser is a reasonably handsome boat all told, not large enough to make the long open-ocean trips to make it to the Islands of Silk and Spice or to take the quick route back to Rokugan, but plenty large enough to make runs up and down the coast of the kingdoms. A pair of doshin wearing Scorpion badges sit on crates in front of the boat, and snap to attention as you arrive. “Uhhhh can we help you samurai? Afraid you might have the wrong pier; this boat is Scorpion property.”

Presuming the PCs make any attempt to explain that they’re magistrates, yoriki, or are otherwise investigating how the boat ended up here, the peasants will happily let them look around. They have no real information about the boat itself, they work for the Scorpion and got sent down here to keep an eye on the boat until the investigation is complete and a new crew is ready to take over the boat.

The ship has three main areas of investigation that might hold clues:

The Hold:

Searching the hold is relatively straightforward, as it currently completely empty. Investigation (Search) / Perception:

- TN 5: Wow there’s nothing here.
- TN 10: The hold has been thoroughly emptied of everything of value. Everything

that wasn't bolted down was taken, then everything that was bolted down was unbolted and then stolen.

- TN 15: There are a smattering of fresh bloodstains on the walls, and a couple bloody drag-marks on the floor. It looks like at least some of the crew met their end in the hold and were dragged out.
- TN 20: There is a single coin on the floor, near one of the bloodstains. It's local minted Mantis currency.
- TN 25: There are drag marks on the floorboards where crates or something else heavy was moved, then a few floorboards were taken up to search underneath them. Whoever searched this hold was very thorough.
- TN 40: Underneath the stairs there is a low-quality sword, barely a katana at all. It seems to have broken during the fighting and been left behind.

The Captain's Cabin:

The captain's cabin is quite sparse by your standards but was probably quite reasonable given that the captain was a peasant rather than a samurai. A simple desk lies on the floor, overturned, with all its drawers pulled out. There's a simple cot in a corner which has clearly been pushed aside.

Investigation (Search) / Perception:

- TN 10: There is dried blood on the floor, with a drag mark leading to the wall by the window, and a small bloodstain on the windowsill.
- TN 25: There are a couple scraps of green cloth snagged on a nail.
- TN 35: The green cloth was cut from another garment before it snagged on the nail, it was not torn.
- TN 40: The captain's log is underneath an overturned box. The last entry states that the lookout sighted a blue and brown boat heading straight for them.

The Decks / Hull:

- TN 5: Wow there's a lot of bloodstains on the deck. There must have been a big fight.
- TN 15: There is a clear burn mark on the deck. Something recently scorched a circle about 15 feet across on the bow of the ship. (Spellcraft / Intelligence at TN 15 – Likely magic)
- TN 30: It looks like some attempt was made to clean up most of the signs of battle. Whomever took the ship seemed incredibly careful not to leave traces behind.
- TN 40: It looks like some paint scrapped off when the ship was boarded; it looks like the other ship was painted brown and blue.

Magical Investigation:

Magic can, where appropriate, reveal similar result as above. There are no useful water kami left aboard the ship to provide visual evidence of the attack. If the Earth kami of the boat itself are questioned, they can tell the shugenja that 'Fire from the air, then ones of strong earth joined us, spilled water from the earth of those already with us, then gave the ones that were with us to the water. Some left, some stayed, until we returned to big earth then all left.' (The pirates used fire magic to halt the ship, then boarded, killed the crew, and took the vessel after dumping the bodies into the sea).

Looking for Witnesses:

Searching for witnesses to the boat's arrival is not easy since there isn't a definite time frame when it docked. But it is possible to find a single old man that happened to be nearby when the boat arrived – locating him requires either Courtier (Gossip) / Awareness at TN 35 or Lore: Underworld / Awareness at TN 20. Speaking Ivindi gets a free raise, as does each koku spent on bribes.

The old man's name is Samir, and he happened to be sitting outside whittling when the boat arrived. It was dark, so he didn't get a good look at the people that disembarked, but they were definitely Rokugani, wearing long brown cloaks, and it looked like the leader was a man in early 30's or so. He tried to avoid gaining their attention, because they looked like trouble.

For the GM:

The ship was taken by ronin, who had a shugenja for support. They killed the crew, threw them overboard, stole everything from the ship, did their best to scrub the crime scene, and left behind a couple fake clues to throw investigators off their tail.

If the PCs notice the peculiar paint colors (blue and brown) and think to ask the dock workers (or similar) for ships fitting that description, they will suggest only one boat – The Hammerhead. A ronin owns it, but they couldn't say which one.

If the PCs want to try to track stolen goods, Lore: Underworld / Awareness at TN25 will bring up the name of 'Toki' at the Copper Cup as the person to ask about such things.

Note for the GM: If the PCs go to either Toki, Hajime, or the Rakshasa after visiting the boat., make a point of having the first NPC they go to ask about the crew of the Courser. The clan samurai involved don't care about the crew or their fate, just the boat, its cargo, and who is to blame, so it is worthwhile to have the non-clan-samurai make a point of asking about them; each of them knew people on the boat – all were familiar with the captain, Duro, and will call him a 'good and honest man'.

Bayushi Amaya:

Locating the offices of Bayushi Amaya, owner of the missing ship is relatively straightforward; a few questions at the Otomo courts provides the answer. Shokin is a beautiful tea house in the noble district. As you enter, a well-dressed peasant bows to you.

“Ah, samurai. Welcome to Shokin, I am Tomo. Do you have an appointment?”

Presuming the PCs explain that they have no appointment, Tomo will offer to make one for them, the soonest is in 4 months.

If they explain they’re looking for Bayushi Amaya, Tomo will explain that she is very busy, and send them upstairs to wait. The PCs will find themselves waiting for 20 minutes before they’re invited into Bayushi Amaya’s office.

If the PCs interrogate Tomo, he has worked at the tea house for the past two years, Bayushi Amaya-sama owns the tea house and works out of her office upstairs, and as far as he is concerned she is an exceptional boss, and the job pays well. The tea house is quite popular and has a high-end clientele who don’t cause problems.

Bayushi Amaya is a well-dressed samuraiko who wears a very minimal mask; a single strip of cloth circles her forehead, with a small wooden frame around her eyes and upper nose.

Without looking up from her ledgers, she waves to a set of chairs. “I am informed you are looking into the disappearance of my boat and my cargo. How can I assist you?”

Bayushi Amaya is very busy but will answer the PCs questions to the best of her ability if they seem like they are focused on solving who attacked her ship and stole her cargo. If it seems like the PCs are instead investigating her or insinuating that she attacked her own ship in some sort of scam, she will become quietly hostile and if the PCs persist she will ask them to leave.

Things she knows:

- The Courser’s route is to travel to several cities in the southern Ivory Kingdoms and pick up spices and textiles.
- Her primary competitor on the trade route is Yoritomo Rinako. The two do not get along, but it has not gotten to outright hostility; Amaya finds Rinako rude and boorish. Further, she thinks Rinako overstates her income for the sake of appearances; her trade has been less profitable than Amaya’s lately.
- The ship had only minimal guards; the crew was entirely peasants. A few had combat training but there were no samurai or

dedicated guards aboard. Piracy has simply not been a concern before now.

- The Yoritomo have been agitating lately against the Scorpion control of the city; they hate the Scorpion and have been undermining the governor’s position whenever they can get away with it.
- Ever since the battle three years ago there have been a lot of ronin in the city; in the wake of the fight with the gaijin many of them stayed and set up organizations. In Amaya’s opinion there’s too many of them for the stability of the city.
- If the PCs don’t know where to start, she suggests starting with the boat if they haven’t, or asking the local ronin gangs if they have.
- If the PCs ask for a most likely suspect, Amaya will suggest they investigate the Yoritomo; the Mantis hate the Scorpion and undermine the Scorpion position in the city whenever they can. Perhaps the Yoritomo could be attacking Scorpion ships or hiring ronin to attack Scorpion ships.

Yoritomo Rinako:

From the simple wooden sign outside to the understated hard woods and simple decorations, you might also not believe the small building in which Yoritomo Rinako keeps her offices is a Mantis holding. Almost. After waiting for 15 minutes in the foyer, her personal office has the ostentation you have come to expect from a Mantis; a very ornate desk, gold inlays, and fashionable furniture. Rinako is a woman in her late 20’s and places a ledger book into her desk as you enter. “Can I help you samurai? I am informed you are looking for a lost boat, and I am afraid there are very few boats inside this office. On the other hand, if you are looking for spices, sugar, and precious stones, you have come to precisely the right place.”

If the PCs insinuate that Rinako hijacked the Courser (or is otherwise a pirate or funds piracy), she will politely but firmly ask that they leave.

Otherwise, she’ll be guarded but grudgingly helpful:

- She doesn’t know who attacked the Courser.
- Rinako thinks Amaya probably faked the loss of the Courser to avoid paying taxes on her imports. Further, she anticipates Amaya will try to blame her (Rinako) for the loss, since Amaya hates the Mantis.

- Pirates were not an issue on kingdoms trade routes until very recently. She has started putting guards on all her ships as a precaution, though she has yet to suffer any attacks.
- Rinako blames the Scorpion for the increased tension; they are spreading into markets and territory that has always been the domain of the Mantis.
- She will only admit it under very direct questioning, but her profits have gone down lately – Scorpion competition is cutting into her margins.
- Rinako believes Amaya is in trouble financially; the margins on her trade routes are not particularly high and losing a ship could force her out of the spice trade altogether. Amaya will likely be forced to soon do something drastic.
- She hires ronin frequently; there aren't enough Mantis samurai to perform all the work, and frankly a good amount of it she'd rather have expendable guards than explain to higher ups in the clan why she lost both a ship or caravan and a group of bushi. It's much easier to recoup money than samurai.
- She has done business with two ronin bands, the Tiger Sharks and the Red Sashes. She hired both through a contact, Hajime, at the Copper Cup. They were hired to provide security to various ventures.
- She once considered using local Ivindi as guards, but she doesn't trust them.
- If asked about buying or selling stolen or otherwise questionable goods, she claims not to deal in such things (this is a lie, Investigation (Interrogation)/ Awareness at TN 35). Regardless she will never admit buying stolen goods.

Ivindi Gangs:

Finding the hideout of the local Ivindi gang is non-trivial. Most Rokugani aren't aware of its location and don't care, while the local Ivindi population is recalcitrant to talk about it with samurai. A Courtier (Manipulation) / Awareness roll at TN 50 is required to get them to divulge the location, or Lore: Underworld / Awareness at TN 30. Speaking Ivindi grants a +10 bonus on either roll.

'The Amber' is a restaurant of, well, dubious provenance, but it appears to be well favored by the

Ivindi population of the city, given the evident traffic in and out of its front doors.

Inside the smells of cooking food waft to your nose, your reaction of course depending on whether you care for the cuisine of the Ivory kingdoms and your tolerance for spice. A few patrons noticeably react to your presence, among them the bartender, but most seem far more interested in their meals than in the presence of a few samurai.

The bartender, in heavily accented Rokugani, does his best to greet you. "Are you here for lunch? We have the most excellent curry in the city."

If the PCs ask the bartender about the local gangs, he will do his best to act like he has no idea what they're talking about, but any amount of prodding at all will result in him sending them upstairs, to private room on the left of the hallway.

Other than that, he refuses to say anything about The Rakshasa or the local gangs. He can provide a variety of delicious food recommendations, even if they are a little spicy for the average Rokugani palette.

A group of men lounge in the large private room, plates of partially eaten food in front of them as you enter.

They look up, a few of them speak hushed words in Ivindi, and the man sitting in the center waves a hand at you, "Ah, samurai. How can the Rakshasa be of use to you today? What is so important that you disrupt my meal?"

The Rakshasa is a local gang leader, but he is fully aware that he hasn't personally committed any crimes the PCs can pin on him (absent lying, of course), so is somewhat difficult to intimidate.

He also doesn't feel particularly compelled to share information unless the PCs give him a reason why doing so would help him. If they can convince him to assist, he will answer as follows:

- Why are you called 'The Rakshasa'?
Because I am an immortal shape shifting tiger demon. (This is probably a lie) Or maybe it's just a name that sounds neat.
- Do you know anything about a ship named The Courser?
"Never heard of it" (This is the truth)
- What do you do?
"We have a variety of legitimate business concerns (this is mostly true). We build houses, we make sure neighborhoods are

safe, we convince nosy people to mind their own business.”

- Do you know about any local pirates?
“I avoid dealing with pirates. Samurai care a lot about pirates. I find that I do best when I stay away from things that samurai care about. The samurai hate my people. I stay far from people that hate me if I can. You would have better luck talking to some of your ronin, or maybe some of your clan samurai.”
- Do you know if the Mantis have any pirate crews?
“Yes. But only one or two and as far as I know they only hit high value ships. They keep an exceptionally low profile. Most of the crews I know are ronin, though some of them take contract work.”
- Do you know anything about the local ronin gangs?
“Yes. There are a lot of them. Some of them work for samurai and some of them are criminals. Some of them stay out of my way and some of them are stupid. I’m afraid you’ll need to be more specific.”
- Where can I learn more about the local ronin?
“Well, I’d start at the Copper Cup. Many of your ronin congregate there. Some looking for work, some hiring, some spending their money. Hajime is the person to ask.”
- Where are stolen goods bought and sold?
“That is a dangerous question. Why should I answer it?”
It is entirely up to the PCs to give a good reason why the Rakshasa should help. Any reasonable explanation should be accepted.
“There is a man at the Copper Cup named Toki, ask him.”
- Do you know anything about the ronin gang called the Tiger Sharks?
“Yes. But I avoid talking about things that might come back my way. What’s in it for me?”
Presuming the PCs either make a good argument why he should help or bribe him (5 koku) – “They run a warehouse up in the merchant district, as well as a couple boats. They are a ‘shipping concern’ if you catch my drift. That is, if you’re doing any shipping, you should be concerned about them. They don’t normally mess with people that are likely to have real guards though, they probably couldn’t handle a big job. I

don’t know where the warehouse is, but I know that someone who does probably spends their time at the Copper Cup. That person might be Toki.”

- Do you know of any Rakshasa in the city? or similar accusations of being in league with other Rakshasa:
“It is well established that we Rakshasa are solitary creatures. Besides, it’s just a title. Don’t be so literal.”

If things have started to heat up between the Rokugani and the gaijin (see Part 3), The Rakshasa will be a little more circumspect in his answers, but claim he has nothing to do with the violence. Violence is bad for business. If they want his help lowering the temperature of the situation, that will either be costly (20 koku), or require a good argument (Courtier (Manipulation) / Awareness at TN 45) as to why it’s in his interest to stick his neck out instead of laying low until everything blows over. If the PCs convince the Rakshasa to help diffuse tensions, the Riot in Part 7 will not include nearly as many Ivindi (see that part for more specifics). If the PCs try to arrest him or simply attack him (perhaps on suspicion of being a Rakshasa), he will dive out a window and disappear into the crowd via shapeshifting the moment he is out of sight. If the PCs give the Yasuki’s name to The Rakshasa, Saro will be found dead a few days later.

The Copper Cup:

When you first heard about the Copper Cup, you probably expected a small, dingy, run-down establishment full of ronin, foreigners, and other criminals.

And you’d have been partially right; this large, bright, well-maintained building is certainly full of ronin, foreigners, and other people that are probably criminals.

The main room has an exceptionally tall ceiling giving it an air of openness, and a walkway rings the upper level, looking down onto the dining room with doors leading to what are presumably private rooms. The room is noisy without being raucous, and a server greets you just inside the door with a polite nod. “Greetings, samurai-sama, welcome to the Copper Cup. Please, allow me to stow your things for you. Would you like a table, a dining room, or perhaps is your party already here? I’m afraid it is quite busy today.”

There are two useful NPC's in this building:

Toki – The fence

Hajime – The contract broker

If the PCs make clear who (or what) they're looking for, the server will send them to the appropriate NPC. If they're just looking for general information, they should be routed to Hajime, since Toki generally doesn't like random samurai attention.

Hajime

The server leads you to a large table in a corner of the main room, where a middle-aged woman is, for lack of a better term, holding court.

A variety of ronin and well to do merchants surround the table, but part as you approach. With a wave from the woman, clearly meant as a dismissal, they fall back, making space for you to sit.

“Ah, samurai, have a seat. How can Hajime help you? Looking to hire for a job perhaps? Something you need guarded, or transported?”

Hajime acts as a broker for several of the local ronin groups; she specializes in matching clients needing samurai, usually guards, with various ronin organizations.

If there are any ronin PCs in the group, she will inquire if they're looking for work.

- The city has been getting very tense lately, which has been very good for ronin business. The samurai and gaijin hate each other, which means lots of guard jobs. The Mantis and the Scorpion hate each other, which means lots of guard jobs and “guard jobs”. There is lots of koku to be made.
- The local ronin bands that she works with of note are the Red Sashes, the Tiger Sharks, the Panthers, the Silver Monkeys and the Nine Brothers.
- The Tiger Sharks and Nine Brothers have ships, the others do not. The Red Sashes and Panthers specialize in guard duty, and the Silver Monkeys are excellent pathfinders who are very familiar with the jungle, so are excellent for any work that leaves the city.
- She is not directly aware of any criminal activity that the various bands engage in.

- If the PCs are looking for the Tiger Sharks' den, she can point them to the warehouse they use as an office.
- If the PCs want honorable ronin, the Panthers and Nine Brothers are the most dependable. If they want “honorable” ronin, then the Red Sashes and the Tiger Sharks work best with clients that ask few clarifying questions.
- If the PCs ask her about the colors of boats owned by the ronin, the Tiger Sharks ships the Mako and the Hammerhead are both blue and brown, whereas the Nine Brothers boat is green.
- The only ronin band that has a shugenja are the Tiger Sharks.
- If a PC asks her about the Topaz Serpents, she will say that she does not work with them because they have a reputation for being unreliable.

Toki

The server leads you upstairs to a side room, where a particularly unkempt ronin waits outside the door.

They hurry away while the ronin looks you up and down for a moment, then grunts and slides the door open.

A well-manicured man with excellent hair and a stylish black mask, who if you weren't positive was a ronin from his brown unadorned kimono, you would instantly assume is a Scorpion, sits behind a table, sipping a cup of tea and reading over what look to be financial documents.

He pushes them aside with a tiny flourish and nods to you. “Good afternoon samurai. How can Toki assist you today? Are you in the market to purchase a rare curio from the kingdoms? Or perhaps you have some gift you need exchanged for a different one of appropriate value?”

Toki is a skilled fence through whose hands pass a significant fraction of all stolen goods in the city. He will of course never admit to any crimes or knowledge of criminal activity, especially to samurai, and is careful to frame all his transactions as ‘gifts’ to avoid giving offense.

Likewise, Toki will be very careful to never give the PCs cause to arrest him; he will not directly admit to participation in any illegal actions. (Note: Possession

of stolen property is not inherently illegal in Rokugan)

- Toki either brokers or is aware of most sales of stolen goods in Balishnimpur. He obviously does not say out-loud this to Honorable Samurai.
- If the PCs are either looking for ‘interesting art’ or ‘gaijin curios’, Toki will happily arrange an exchange for them, entirely legal of course.
- There have been a lot of thefts lately of increasingly high-profile goods in the city. Toki is worried that things are getting too hot and will soon draw an organized crackdown from the magistrates.
- If you ask him, the Scorpion have been on the wrong end of an awful lot of thefts lately. Someone must really hate them. Wonder what that will mean for the city.
- A certain group recently asked for help moving a large quantity of gaijin spices and dry goods. Toki arranged a suitable exchange with a Mantis, and then the ronin cut him out of the deal.

Toki is not happy about this and once he realizes that the PCs are investigating the matter he will promptly throw both parties under the bus – Itachizame sold the goods to Yoritomo Rinako.

If the PCs happen to have the cargo manifest from the Courser, he can tell them that it’s the same list of goods.

For a “reasonable” sum of koku (5) he will also divulge the location of the Tiger Shark’s warehouse.

If the PCs are at all interested, Toki is willing to sell them various objects of art (paintings, statues, etc) of both Rokugani and Gaijin origin. He’s certainly not going to sell anything of more dubious legality to clan samurai.

If the PCs try to arrest Toki, he goes along quietly without saying anything, but coincidentally a colonial magistrate (Yoritomo Yoshida) will swiftly arrive with orders to release him before he can be questioned. Toki will disappear into the underworld for the remainder of the mod.

The Temple of Peace:

The Temple of Peace is a relatively new structure within the city; it was constructed in the wake of the attacks three years ago and once you step foot inside still gleams like new.

The outer shrine features a variety of plaques in both the Rokugani and Invidi languages, and a few Invidi wander the hall, reading and observing the statues. A cynical person would say this was a ploy to paper over the disagreements between the native Ivindi and the new Rokugani masters of the city. But cynicism is dishonorable so we would never say that out loud.

A monk with a very plain brown robe soon shuffles forwards to greet you. “Welcome samurai, to the temple of Shikan, fortune of Peace. Have you come to learn about the fortune, or perhaps for some advice on embracing peace in your life?”

Note: These monks will not react negatively to a PC with the Cast Out disadvantage.

If the PCs ask about the fortune, the monks will explain that Shikan is the fortune of peace, and his worship is self-reflective; the samurai should be meditative about what things in their life prevent them from achieving peace, and then remove or resolve those conflicts.

One might point out that this is hypocritical, since resolving those conflicts could result in a lack of peace, which the monks will of course note that the pursuit of true peace sometimes requires conflict, since pacifism endorses the status quo, which is seldom peaceful, and allows those that would exploit that pacifism to prosper and do harm.

Otherwise, the PCs are free to wander the temple, learn about Shikan, and read the plaques dedicated the various triumphs of peace over violence, and cooperation over conflict.

If a PC asks the monks for advice, their advice should encourage the PC to meet their conflicts head-on and push past them, or to think deeply about the sources of strife in their life (and then address those sources of strife head-on).

GM’s Note: These monks have given up on the idea of pacifistic peace and instead focused on peace-through-resolution-of-conflicts. This has led them to embracing increasingly dangerous ideas, ideas which they keep very quiet about in case a PC decides to push them on the topic. They have been corrupted by Nikushimi, Onisu of Hate.

Their plan is to cause conflict by subtly advising parishioners to face the things that are ‘keeping them from peace’ and confronting or overcoming them.

After the PCs have done some initial investigation (visiting one or two locations), interject with Part Three. They will be allowed to continue their investigation into any of the prior locations at their whim until they feel confident to make an arrest.

Once the PCs are confident in making an arrest, proceed to part 4.

Part 3: Hey, I’m walkin’ here.

As you travel through the merchant district, the constant flow of people is strikingly reminiscent of the largest and busiest cities of Rokugan, such as Ryoko Owari. Every street is filled with peasants, samurai, and Ivindi, all trying to make their way about their business. There are shops and stalls where merchants hawk wares, and the noise is constant.

Well-dressed samurai pass in palanquins, carts, or on foot and are given as much space as the congested lanes allow. Peasant and Ivindi on the other hand tend to be forced into regular contact, elbow to elbow as they cross past one another.

The intersection between two thoroughfares is jammed with people, young and old, as the cart of a clearly wealthy samurai trundles forwards. The people make way, at least, most of them. As the cart crosses past, an ivindi man of advanced years fails to move from its path in time, and the driver of the cart makes no attempt to turn aside or stop.

With a crunch, the old man collapses behind a wheel of the cart, which continues forwards and on its way, not slowing or stopping. The crowd draws back, afraid or unwilling to approach the obviously dying man.

Within moments the intersection is nearly empty.

If they choose to render aid to the injured guru, they will gain a free raise when dealing with Invindi NPC’s for the remainder of the module, but that alone will not defuse the tensions.

The man’s name is Kandra, and he is a guru, a mystic something like a priest or monk. He is dying from his injuries, and either a very powerful water spell (Peace

of the Kami) or mundane Medicine (Wound Treatment) / Intelligence at TN 40 will be required to save his life.

If he lives, Kandra is very thankful, but has no other wisdom to give regarding the PC’s investigation. He was just a random person in the street.

Saving Kandra is an H8 honor gain for Compassion.

After this event, the PCs are free to continue their investigation (See Part 2).

If the PCs wish to chase down the cart, they can catch a glimpse of a Crab samurai riding within as it trundles away through the twisting streets. Following it requires Hunting (Tracking) / Agility at TN 30.

If the PCs want to track down the cart after it has gone, doing so will take either Lore: Underworld / Awareness at TN 20, a series of bribes (3 koku), or a series of interviews with not-entirely-friendly locals and Investigation (Search) / Awareness at TN 30.

The samurai in the cart:

Sitting on his cart, a well to do samurai merchant patron in the blue and grey of the Crab inspects his cargo, making notes on a piece of paper as he does so.

The bloodstain on the wheel is still visible, though it seems to have escaped the notice of the Yasuki driver.

He looks up as you approach, “Uhhh, can I help you, samurai? I’m afraid I have nothing for sale at the moment; these goods are already spoken for. But perhaps I can take an order if there is something specific you’re looking for? Actually... I probably can’t. I can never get products here in reasonable times. I hate this place, it’s impossible to do business.”

This is Yasuki Saro, he sells furniture.

- He did not realize he hit someone with his cart. If confronted with that fact he will be slightly remorseful, but will refuse to accept ‘blame’, especially if the PCs are aggressive about it. It was an accident. He will absolutely refuse if they try to arrest him, and demand to speak first with the Crab delegate.
- He has no idea about any crime going on in the city; he’s just trying to make money

because that's his duty, and everything he does is above-board.

- If the PCs suggest he make restitution, he will suggest making a 'reasonable donation' to the family, but beyond that will be resistant to taking any action. The law doesn't require him do, and besides they were 'just gaijin'. The gaijin here hate the samurai so why should he go out of his way. Of course, it was terrible that someone died, but people should stay out of the way of his cart. The middle of the street is for carts, pedestrians should stay on the sides.
- If the PCs convince him to pay restitution, he will pay 5 koku and write out a receipt. This is a tax writeoff, after all.

How the PCs wish to deal with Saro is up to them, but if they try to impose legal consequences on him he will fall back on the Crab embassy who will protect him.

Lowering Tensions:

At this point tensions between the Ivindi and the Rokugani will rise. If they visit the Rakshasa the diners will either look more angrily at them or more actively avoid looking at them entirely (though they will not take direct action). The PCs can defuse the situation by either getting The Rakshasa's help (see Part 2) or by convincing the local magistrates to apologize and ease up on the Ivindi.

This will require a visit to the local Colonial Magistrate responsible for the merchant district, Seppun Nakago.

The local offices of the Colonial Magistrates are extremely clean and tidy; they would be the envy of any post in Rokugan, let alone Balishnimpur. Yoriki busily and efficiently file paperwork, and at least one is questioning a local ronin about something.

After a few moments, a doshin leads you into Seppun Nakago's office, an exceptionally organized room with the shelves on two walls containing meticulously organized files, and the rear wall dominated by a map of the district, with push pins evidently donating the locale of recent crimes.

Nakago looks up from a report he was clearly in the middle of writing and regards you with dark eyes which sit above a hawk-like nose and a sharp

mustache. "Samurai, what can the colonial magistrates do for you today?"

Seppun Nakago is very well informed about crime in the merchant district and sees it as his job to keep the peace and facilitate commerce. He never takes bribes and never does anything under the table (and attempts to bribe him will get the PCs thrown out of his office).

If the PCs wish to compare notes on cases, he can tell them that the local gangs with the most penchant for trouble are the Red Sashes, the Tiger Sharks, and the Topaz Serpents. None of them have done enough that he has had cause to take structural action against them, just occasional run-ins with individual members and implications of great problem-causing. If the PCs are having trouble locating the Tiger Sharks, he can point them at their warehouse or their normal gathering spot (the Copper Cup).

If the PCs are concerned about tension between the Rokugani and the Ivindi, Nakago could be convinced to loosen up enforcement of minor violations temporarily, but he really dislikes that idea and convincing him to do so requires Courtier (Manipulation) / Awareness at TN 45. Persuasive appeals to the greater good of maintaining order in the city or similar should gain a free raise or two, depending on the quality of the argument. Having identified Yasuki Saro as the owner of the cart grants an extra raise as well, since it allows Nakago to be more precise in his remediation.

GM's Note: Diffusing tensions in this way is entirely optional. The PCs are entirely free to skip visiting the Seppun or the Rakshasa.

Part 4: Arresting the Guilty?

Once the PCs have arrived at a conclusion about how they want to resolve the investigation into the Courser, proceed to the appropriate location.

If the PCs want to talk to Ezume or Saito for advice before making an arrest, both are quite busy at their respective tasks, but will reply by note that the PCs should make the appropriate arrest at their discretion.

If the PCs try to arrest a ronin gang other than the Tiger Sharks, that gang will come quietly while protesting their innocence. If pressed, they will suggest that the Tiger Sharks are the most likely culprit. If the PCs are adamant, then the ronin will be

executed and Ezume happy that the investigation was completed.

Arresting the Tiger Sharks:

The docks are dingy and even the ocean breeze somehow feels dirty. The sign above the warehouse with a crude drawing of what you assume is a shark sways as the ronin at the gate look back and forth before admitting you, the calculus of whether to refuse entry to a group of samurai plain on their faces.

Climbing a staircase to the office overlooking the warehouse floor brings you to a large waiting room where a group of armed ronin loiter, clearly having been called up as news of your arrival flashed through the compound.

The leader of the ronin, Itachizame, sits behind his desk, with another pair of ronin flanking him. “Samurai, what brings you to my office this afternoon?”

The PCs can question Itachizame if they wish, but he will be evasive and unhelpful. If he thinks the PCs might be wavering on arresting him, he will ‘helpfully’ suggest that Yoritomo Rinako is the culprit. After all, she has the cargo of the Courser at her office (this is true but misleading; Itachizame sold it to her). If the PCs bite, he’ll offer testimony that the ship was taken by her boat the Tsuretsu. This is partially true; he believes Rinako engages in piracy with her ship the Tsuretsu, but he knows the Tsuretsu did not take Courser. Interrogation (Interrogation) / Awareness at TN 20 reveals that he is either lying or shading the truth.

If they don’t bite on that, but he thinks the PCs still might let him off the hook, he will offer that he got an anonymous tip about where the Courser would be. He suspects it came from Rinako, which is why she was so eager to buy the cargo afterwards.

Fundamentally, Itachizame is an idiot, and should give appropriately stupid answers or transparent lies. His objective should be to give the PCs probable cause to arrest Rinako instead of him but do so in such a poor fashion that it’s very unlikely he will succeed or fail to arouse the PC’s suspicions.

Presuming the PCs attempt to arrest him, react negatively to his bribe attempt, or otherwise pronounce his guilt:

“I’m afraid you’re much mistaken. Of which I’m sure my compatriots can convince you.” The ronin smirks and begins to rise to his feet, his hand going to a sword.

The ronin behind the desk look back and forth, then at Itachizame. One puts a hand on his shoulder, pressing him back down into his chair. “Sorry boss, we don’t get paid enough to fight magistrates.”

The other looks straight at you, “Boss has another crew and a boat, the Hammerhead, they was the ones that hit your ship.”

With a final nod, the guards file out the back door of the office. “We’ll see you around.”

“Get back here! There’s more of you than of them! Bah. The Scorpion and the Mantis hate each other; all you had to do was not interfere so we could collect some table scraps while they burn each other to ash. But even that was too much to ask.”

He sighs and slumps down in his chair.

“All you samurai are the same, hate us ronin for no good reason, keep your boots on our necks, then the moment things turn about its us that takes the fall.”

The colonial magistrates easily locate the Hammerhead and round up its crew.

Furthermore, a cursory search of Itachizame’s office turns up a note with the anticipated course of the Courser. The note has no name on it.

Arresting Yoritomo Rinako:

Rinako is working at her offices in the nice part of the Merchant Quarter.

While the building’s exterior seems unusually simple and plain for a Mantis holding, the offices within are exactly what you’d expect.

Yoritomo Rinako looks exceptionally perturbed when you enter her luxuriously appointed office.

“What is the meaning of this? How dare you barge into my offices!”

If the PCs try to arrest her, she will loudly protest her innocence, but will not resist with violence.

Searching the building will turn up a set of crates bearing goods that match the lost cargo of the Courser, some of which have obviously had symbols scratched off. Careful inspection (Investigation / Perception, TN 20) will reveal that the removed symbols are clearly Scorpion.

If asked about them, Rinako will loudly exclaim that she purchased them legally from some ronin gang in the city, the Tiger Sharks.

If the PCs persist in arresting her, she will come along quietly, then demand a duel to prove her innocence.

A PC will need to accept, since Saito is a shugenja and cannot duel himself, or the PCs will need to let her go.

Her champion's stats are in Appendix 1.

Blaming it on a Scorpion Trick:

Returning to Bayushi Amaya's office above the tea house Shokin, you brush past the well-dressed peasant waiter at the front door that tries to flag you down.

Bayushi Amaya, still in her office, looks up at you from her ledgers. "Has there been any progress?"

If the PCs accuse Bayushi Amaya of staging the theft, she will be **extremely** displeased, and demand they either apologize or back their words with steel (only to first blood).

If the PCs accept the duel and prove victorious, Otomo Ezume will accept this as the clear outcome, a Scorpion trick. Otherwise, the PCs will have to continue their investigation and find another culprit. See Appendix 1 for Bayushi Amaya's dueling statistics.

After someone is successfully blamed and the mystery 'solved' proceed to Part 5.

Part 5: I'm getting tired of court

With your investigation concluded, finishing up the reports finds you once more on the balcony above the courts of the Otomo and in the company of Otomo Ezume. Ezume looks pleased as he turns away from the railing where he was watching the activities down in the great hall below.

"I heard you that you managed to bring this matter to a close. I knew asking a group of neutral outside parties to resolve it was the correct course. Out of curiosity..."

Ezume is interrupted by a loud stomp from the court below. All eyes go to a large Ikoma samurai as conversation snaps to a halt.

The man bellows, "Kakita Izo! You must answer for your prior words, and for your obvious malfeasance in your duel with Matsu Suisei! His death was clearly intentional, and in violation of your agreements! The Lion demand satisfaction!"

The courtiers all look to Kakita Izo, who had been in the middle of a conversation with a group of Unicorn samurai. He seems unconcerned as he lazily waves a hand at the Lion, "No, I do not. I owe you nothing of the kind, Ikoma-san. Take your complaints elsewhere, I have no obligation to duel you."

That was evidently not the response the Lion was expecting as he stares dumbfounded. A moment passes before rage consumes his expression, "The Lion will not stand for this, Crane! I will have satisfaction!"

The Ikoma turns on his heel and storms out of the hall as the court explodes into whispered gossip. Izo seems completely unconcerned as he goes back to his conversation.

Otomo Ezume rubs the bridge of his nose. "This could get bad. But I suppose that is a problem for others to resolve. Out of curiosity, who was responsible for the loss of the Courser?"

Ezume will listen patiently to the PC's explanation of the Courser crime.

Afterwards, he will ask them a further favor. If the PCs decline to help Otomo Ezume, then proceed to Part 7 as the riots break out. Otherwise:

Ezume nods solemnly. "Thank you for bringing that to a conclusion."

"While you were working, there was a... minor issue in court. A group of Mantis and Scorpion got into a very heated discussion. I anticipate there will be another duel soon."

"I looked into the matter, because frankly this degree of acrimony is unusual. It seems the schism originated in the aftermath of the battle with the gaijin three years ago. A group of samurai, supposedly mostly mantis, took some objects from the Governor's personal vault."

“As far as I can find, they all died during or soon after the battle. The Mantis claim they were acting against orders and that all the stolen items were returned. It took some digging, but the Scorpion think one item, some scrolls, are still missing.”

“The Scorpion blamed the Mantis and sought reprisal. The Mantis denied it and responded in kind. I am concerned that the acrimony over the ship is only the latest in a long line of disagreements.”

Ezume sighs and runs a hand over his forehead and then through his hair, “Nothing has been put to rest. Everything escalates, uncontrolled. It will get worse, and right now we don’t need worse. I want you to find out what happened. If you can, find them and bring them here. Preferably before either the Lion and the Crane or the Scorpion and Mantis light the city on fire. I’ll handle it from there.”

- What’s going to happen with the Lion and Crane?
Matsuro will demand a blood feud. The Lion delegate will approve, and then the lobbying will begin to persuade the Crane delegate to authorize it.
Or Matsuro won’t wait, and we’ll have blood in the streets.
- Why are the Lion and Crane so antagonistic?
The Lion have had a rather pointed disagreement with the Crane since the founding of the empire. It does not help that Kakita Izo’s tongue is as sharp as his blade.
- What do you know about the stolen items?
From what I could find, it was originally a large sum of money, an ancient gaijin sword, and a set of scrolls. The money and sword were returned. The scrolls apparently were not.
I don’t know what it on them and the Scorpion have not been particularly forthcoming with details, but it was something important to them.
- Where should we look for the scrolls?
It’s been three years since they were last seen. I have no idea. Perhaps the Mantis or Scorpion that were just arguing about it may know more.
- Do you know what happened to the thieves?
As far as I can tell they all died during or soon after the battle with the gaijin. Most were Mantis, but the clan disavowed their actions.

- Who were the Scorpion and Mantis having a disagreement earlier?
Shosuro Kano and Yoritomo Masamu.

Part 6: Everyone hates Scavenger Hunts

If the players find themselves truly lost, feel free to trigger Part Seven.

Note: If the PCs decide to ask the Scorpion Governor, Bayushi Kimitiko about the scroll, her office will inform them that she is currently very busy, and an appointment can be made for a few weeks from now.

Yoritomo Masamu:

Yoritomo Masamu is an easy man to find. The nervous looking Mantis paces back and forth in a meeting room off the court when you arrive. A variety of books sit in a stack.

“Oh, uhuh good afternoon. I’m a bit uhmmmm busy. I mean, forgive my manners, would you uhuh like some tea?”

His hands shake slightly as he pours tea from the pot sitting on the table into cups for all of you. It has clearly been sitting out a while as the courtier barely avoids making a face as he takes a sip, then pushes his cup aside.

Yoritomo Masamu has been blamed by a local Scorpion, Shosuro Kano, with being linked to the vault robbery. Kano has been leaning hard on Masamu’s allies and trade interests to pressure him, and Masamu is very close to cracking.

However, Masamu had nothing to do with the robbery and knows nothing about it. He’s been investigating without success lately because he believes that if he can just find **something** to give Kano the Scorpion will leave him alone.

If the PCs take an aggressive approach Masamu will snap and start yelling at them angrily that he knows nothing and to leave him alone. If they take a conciliatory or understanding one, he’ll tell them what he knows.

- Masamu’s main business is importing silver. There are large sources of it in the Ivory Kingdoms, so he buys it from the locals and ships it to the mainland.
- Masamu knows nothing about the robbery. He tried to find the names of the people involved but couldn’t find any records in the Mantis archives.
He was able to learn that the scrolls were a collection of compromising information on a variety of important people, Scorpion blackmail.
- The Mantis archives are run by Tsuruchi Kyoko.
- If the PCs ask about a Mantis lore master or who would be knowledgeable about ciphers, Masamu would point them to Tsuruchi Kyoko. She is supposedly brilliant in the practice of breaking ciphers.
- Masamu knows that Agasha Kentani and Tsuruchi Kyoko were good friends, but he would never mentally connect the two as relevant without a PC prompting him for ‘Dragon associates of Kentani’.
- Masamu would really appreciate it if Shosuro Kano would just leave him alone. If they do, and ask Masamu, he could probably get them permission to enter Fukurokujin’s Library, though the PCs would need to know to ask Masamu about it.

Shosuro Kano:

Shosuro Kano sits on the veranda, idly sipping a cup of tea and reading a book as you approach. A handsome man in his mid-30’s, with jet black hair and a red cloth mask around his eyes.

He smiles a winning smile and lazily gestures to the other chairs around the table as you approach. His voice is slick and just a touch too smooth. “Good afternoon samurai. Such pleasant weather today. Would you care to join me for some tea?”

Shosuro Kano is acquainted with the situation and is happy to share what he knows with the PCs if they seem like they will help him obtain the lost scrolls. They are Scorpion property, after all.

- Kano is reading a novel by the renowned Dragon author and poet, Kitsuki Korei.
- Kano is a Scorpion courtier. His duties are to represent the clan in the Otomo courts here in the colonies.

- Kano believes that Yoritomo Masamu was one of the thieves that broke into the Scorpion vault, stole the treasures, left, then returned to the colonies under a new name.
- Kano knows the scrolls held enciphered evidence that could be used for blackmail but will avoid telling the PCs this. He will do his best to talk around the matter unless directly forced to lie. His Sincerity (Deceit) / Awareness is 9k4.
- Kano suspects that the Mantis called upon aid from the Dragon in deciphering the scrolls, but he doesn’t know where to begin in leaning on the Dragon delegation for information.
- He tried to talk his way into the Mantis Archives once to see if he could learn anything more about who might be likely involved, but the Mantis turned him away.
- In Kano’s opinion, the scrolls were so heavily ciphered that the Mantis could not break them and are likely holding them simply to deny them to the Scorpion out of spite. The Mantis have hated the Scorpion since Bayusihi Kimitiko was appointed governor.

If the PCs wish to correct Kano that Masamu was not in fact one of the robbers, it will take quite a bit of convincing (Courtier (Manipulation) / Awareness or Sincerity / Awareness at TN 40). If he changes his mind, he will of course agree to stop pressuring Masamu, but that doesn’t change that his assignment is to find the scrolls, and the last people that had them were the Mantis.

Since the scrolls are Scorpion property, Kano will emphasize that they should be returned to his clan.

Revisiting old locations:

Some NPCs from earlier parts of the module have some information on the scroll, if the PCs think to visit them again.

Toki – He heard about it and tried to buy it. He couldn’t figure out who had it and no one responded to his generous offers. That means samurai probably have it. If the PCs find it, he’s willing to extend them the same offer, 75 koku.

For a small fee of 5 koku, or a promise to sell him the scroll once the PCs recover it, Toki will add that he suspects the scholar Tsuruchi Kyoko knows the location of the scroll but refuses to say where it is; Toki thinks Kyoko is lying when she says she doesn’t know about the scroll.

Hajime – She doesn't know anything about such a scroll, but it's very odd that you're the second group to ask about it in the last week. A Crane wanted to know about it as well. She sent him to her friend Agasha Kentani, the scholar.

The Rakshasa – He heard about the theft; he was planning to steal the sword from the Mantis but once it was returned to the Scorpion it went back into the vault where it was safe again. The other items didn't matter to him, so he ignored them. If a PC agrees to pay him for his information (2 koku), he did hear that at one point shortly thereafter that a Dragon and a Mantis were looking for a 'reputable translator with discretion'. The Dragon was Agasha Kentani and the Mantis was Tsuruchi Kyoko.

Bayushi Amaya – She doesn't know any specifics about the scrolls or the vault robbery. They were never her concern. Though she suspects the Mantis did it out of spite.

Yoritomo Rinako – If a non-Mantis asks, the scrolls were returned, and the criminals are all dead. If only Mantis PCs are present, one of the Mantis in question made it out of the city and left the scrolls behind to be decoded. Tsuruchi Kyoko was working on it, but she doesn't know where she or the scrolls are now.

Itachizame – (If not arrested, or the PCs agree to let him go) He helped smuggle a Yoritomo out of the city, right after the battle. He found out later the Yoritomo was one of the people that raided the vault, but the Yoritomo didn't have the scroll with him when he left the city. The Yoritomo apparently gave it to a Tsuruchi. Itachizame tried to track it down because it sounded valuable, but he lost the trail at Fukurokujin's Library. The Phoenix wouldn't let him in.

Seppun Nagako – If the PCs have no other way into the library and are willing to convince the Seppun that a crime has been committed (Sincerity (Any) or Courtier (Manipulation) / Awareness at TN 25), he will grant them permission to enter the library.

The Mantis Archives

Tsuruchi Kyoko maintains an office in the Mantis Archives. They are in the merchant district and impossible to miss.

The Mantis archives, in contrast to its name, have little in common with a library. The building's first floor is a large somewhat open room with shelves along the walls and high desks. A combination of peasants and samurai sit at the desks, preparing paper work and occasionally discussing the

particulars of what are obviously commercial dealings.

A servant leads you up to the second floor, where a balcony runs around the edge of the massive room below, providing a view of the people scurrying about.

As he leads you around the ring towards an office, the servant points out the shelves down on the floor below with an obvious note of pride in his voice. "You see, samurai, all records of Mantis commerce and trade agreement are recorded, sorted, and filed here. We keep a central copy of every koku that passes through the clan's coffers in the city. We have received glowing reviews from the office of the magistrates as it makes taxation simple and straightforward. It is our organization that will ensure the clan's position continues to rise. Oh, ah, here we are."

He pauses, knocks, then with a bow ushers you in to the office of a middle aged Mantis samurai-ko, strangely without making you wait at all.

She removes a pair of gaijin spectacles from her nose as she looks up from some paperwork. "Good day, samurai. How may the Mantis assist you?"

Tsuruchi Kyoko is both relatively important and possessed of a sense that her work is vital to the continued good fortune of the Mantis. As a result, she has little patience for having her time wasted.

She will become more amenable if the PCs phrase their objective in terms of 'helping the Mantis' instead of a more neutral or negative tone.

She is overall guarded, especially about the scrolls in question. Her Sincerity (Deceit) / Awareness is 9k4.

If the PCs present themselves as Magistrates then she will refuse to answer any questions without either an Order of Appearance (which nobody is willing to grant in an expeditious fashion should the PCs try to get one), or without assurance from the PCs that they will not accuse her of any crimes.

If they lie about their purpose for being present, instead of being forthcoming as below, she'll give evasive answers until it's clear the PCs real purpose is to find the scrolls, at which point she'll ask them to leave, or demand assurances as above.

Presuming the PCs give her an assurance she will not be arrested:

- "Do the Mantis have the scroll?"

“We do not have the scroll.” (This is mostly true)

- “Where is the scroll now?”
“I don’t know.” (This is partially true)
- “Who has the scroll?”
“I couldn’t say for certain. Last I knew, Agasha Kentani had it’
- “Did you participate in stealing the scroll?”
“I was given the scroll later and asked to decipher it. But that is not my area of expertise, despite what people seem to think. Somehow I got the reputation as being brilliant at decrypting ciphers and I don’t know how or why that happened.”
- “What do you do here?”
“I manage the commercial archives, verify tax compliance, and give my advice on the clan’s mercantile positions.”
- “What was on the scrolls?”
“I don’t know. I was told it was a variety of incriminating documents the Scorpion held over various persons. Some were Crane and Lion, but it is likely there were others as well.”
- Why didn’t you return the scrolls to the Scorpion?
“The Scorpion hate the Mantis; handing them a knife would inevitably lead to them stabbing us with it.”

Other things Kyoko knows (though may not immediately share):

- Kyoko was given the scroll after the original thieves left town. Apparently someone in the Mantis hierarchy thought she was an expert on code breaking even though she is not.
- She called in her friend Agasha Kentani to discretely help decipher the set of scrolls and left them with him. Because they were in many different clan ciphers, including some gaijin ciphers, she is not surprised he hasn’t fully decrypted it yet.
- Kentani is somewhat... eclectic in his efforts, so she theorizes he has not made this project his priority, but since she’s in no rush hasn’t worried about trying to hurry him along.
- Pointedly, Kyoko is more interested in the potential advantages to be gained from breaking the clan ciphers of the other great clans from a mercantile perspective than she is in the blackmail on the documents.

Agasha Kentani:

Agasha Kentani maintains an office in the Dragon Embassy. Finding it is reasonably straightforward; asking will result in a helpful peasant or dragon samurai giving the PCs directions to the embassy.

A servant leads you through the Dragon embassy, pointing out the various paintings and works of art as you pass.

Eventually you arrive in front of a plain wooden door. “Ah, here we are sama.” The peasant knocks lightly at the doorframe, and then steps back to wait.

And he waits, first patiently, and then after a minute with a slight look of apprehension. He knocks a second time. Still no answer. “Uhhh, I apologize samurai. I thought he was in today. I saw him come in this morning.”

The peasant slides the door open a crack and peeks through, then with a sudden look of concern slides it the rest of the way open.

Instead of the tidy office of a dragon scholar, Agasha Kentani’s office is in complete disarray. Papers are everywhere, drawers have been thrown onto the floor, and at least one shelf has been tipped over.

“I... I don’t know what happened. I need to go tell someone about this.”

Without a look behind him, the servant walks off down the hall, leaving you alone and unsupervised in what remains of the Agasha’s office.

Kentani fled the city this morning, and earlier this afternoon Kakita Izo snuck into his office and ransacked it for clues about the location of the scroll.

There are three main things to search in the office:

Desk – Investigation (Search) / Perception

- TN 5 – Two people have searched this desk; one person took all the papers out, then another searched through them again, which reordered everything.
- TN 10 – There is a note tucked into an empty desk drawer. It reads ‘I know you hid it in the histories at the library. Let’s talk before this has to get bad.’
The note is clearly in different handwriting than the other documents. Someone left it here for Kentani.

- TN 30 – A compartment under the desk has a letter of permission to visit Fokurojin’s Library.

Shelves – Investigation (Search) / Perception

- TN 5 – The words on these papers don’t make any sense!
- TN 15 – The papers on the shelves are samples of the various clan ciphers. It seems that Kentani has been collecting the ciphers of every great clan, and most have notes in the margins on his attempts to translate them. He has gotten very close to many of them.
- TN 35 – That’s weird, there are no examples of the Crane cipher. Just an empty space on the shelves between Crab and Dragon.

Papers – Lore: Gaijin or Calligraphy (Cipher Emphasis required) / Intelligence at TN 30 – The notes that have been spread on the floor are examples of non-Rokugani ciphers. Documents in Ivindi, Senpet, and Yobanjin are present along with some more esoteric alphabets that you don’t immediately recognize. Based on the numbering, it appears that most of the Ivindi pages are gone.

Fukurokujin’s library

The gates of Fukurokujin’s library sit closed. Neither parishioner nor scholar enter or leave through the marble archways.
 Guards, wearing the gold, green and off-white of the Colonial Magistrates, stand before the closed wooden gate. They come to attention as you approach.
 “We apologize samurai but in the wake of certain events the libraries have been ordered closed. No one is currently allowed in.”

If the PCs have entry permission from Yoritomo Masamu or Agasha Kentani’s desk, they can investigate the library. Otherwise, short of dishonorable measures, they will be unable to enter. (Notably, Seppun Nakago will refuse to give permission to enter).

The governor and imperial legion commander ordered the library shuttered in the wake of the Phoenix incident until orders arrive from Otosan Uchi on what to do about them.

Once the PCs are allowed within, a guard will chaperone them while they are inside:

The darkened halls of Fukurokujin’s Library seem to be unending, twisting and turning back upon themselves almost at random. The Phoenix have collected row after row of texts, artifacts of the Ivory kingdoms, and all sorts of flora and fauna native to this strange land.
 Without access to a librarian, finding any specific thing in the stacks could take a lifetime.

The libraries of Fukurokujin are full of all manner of artifacts. But finding the specific artifact you’re looking for would be virtually impossible.

Especially one as well hidden as Kentani’s Puzzle Box.

The wings of the museum are:

Antiquities – Rokugani

Antiquities – Other

Flora of the Ivory Kingdoms

Fauna of the Ivory Kingdoms

Fortunes

Myths (Gaijin)

Histories

Histories (Gaijin)

On the other hand, finding the box is trivial if they received the location from Agasha Kentani’s office. Alternatively, they can ask the guards if anyone else entered the library lately or where they went, the guards will note that Kakita Izo did so earlier today, and that he went to the Histories section. If the PCs randomly guess that the box is hidden in the Histories section, an Investigation (Search) / Perception roll at TN 30 can find its hidden compartment.

Alternatively, casting *By The Light Of The Moon* will swiftly reveal the puzzle box since frankly other than the box, everything in the library is meant to be found.

It is hidden in a secret compartment under a shelf.

Give the PCs Handout 2 – Kentani’s Puzzle Box.

The correct solution to the box is ‘Shinjo’, ‘Bayushi’, ‘Shiba’, ‘Doji’, ‘Akodo’, ‘Hantei’.

It is the mons in the order of victors in the tournament of the Kami.

Identifying the mons of the families is a Lore: Heraldry / Intelligence roll at TN 10.

If the PCs are not sure where to start but are still interested in solving the puzzle without resorting to a skill check, Investigation (Notice) / Perception at TN

15 to notice that all the buttons *except* the Togashi and Hida buttons are approximately equally worn, which suggests that the Togashi and Hida buttons are not part of the solution.

If no player realizes the puzzle, Games: Puzzles (or similar) / Intelligence can be used to solve it at TN 30, or if someone makes the logical leap that the puzzle is of a historical nature then Lore: History / Intelligence at TN 40.

Of course, someone could just break the box, but that would be rude. Raw Strength at TN 20.

Inside is a note, give the PCs Handout 3: Suspicious Note.

If the PCs are confused about what ‘the place beyond conflict’ might be, Lore: Theology / Intelligence at TN 15 – this is a not at all veiled reference to the Temple of Peace. Whomever wrote the note clearly thinks their mysterious hint is a lot more mysterious than it is; they are clearly not very clever.

If the players at any point decide to visit the Temple of Peace, trigger part 7.

Part 7: Blood in the Streets

As you travel through the city, you hear a shout above the din.

“How dare you touch my sword, gaijin!”

An Ivindi man backs away from a Lion samurai, holding up his hands and speaking in a foreign language.

A draw, a swing, and he crumbles.

There is a moment of silence as the Lion wipes his blade clean and moves to resheath it, then the street explodes. Shouts in Ivindi come from everywhere. A rock sails through the air and cracks the Lion on the skull. He staggers and falls, blood oozing from his head.

Every samurai in the street draws their swords in an instant as Ivindi both surge forwards bearing whatever improvised tools they had at hand and flee backwards, trying to escape the sudden chaos.

Samurai voices ring out as well; a Mantis, facing down a group of Ivindi, backs into a Scorpion, who whirls on him with his sword drawn, and suddenly the two samurai are circling each other, ready to fight.

Similar scenes play out everywhere in the street as samurai are either surrounded by foreigners or take the chance through misunderstanding or opportunity to resolve grievance suddenly turn to face each other.

From somewhere, a brick flies towards you...

Defense / Reflexes at TN 30 to dodge flying debris. Failure results in wounds equal to the margin of failure.

If the PCs did not calm the situation earlier (see Part 3), then the streets will swiftly fill with Ivindi intent on violence against the samurai.

Otherwise, there will still be a riot, but it will be more muted in character, with Ivindi groups split between fighting, fleeing, and trying to save their homes and shops.

Select a couple (use your discretion based on run time and PC interest) of the mini encounters in Appendix 2. Two is probably sufficient, though if the mod is running long feel free to only use one before moving on to Part 8.

The ‘**Magistrate under siege**’ encounter should always be used.

The PCs should feel as if they are constantly being pushed back by the riot – there are simply too many people to escape the situation via violence.

Note: If the PCs come up with a clever solution for any given riot encounter beyond what’s outlined in the documents it should likely succeed. These should serve to give the PCs a sense of a city in chaos, not materially impede their progress.

Part 8: Temple of Peace

You fall back as violence rocks the edge of the market district, with Ivindi fighting Rokugani, Lion fighting Crane, and a smattering of guards in Scorpion colors fighting against Mantis. Soon you find yourself just outside the Temple of Peace – apparently the last bastion in the district safe from the press of fighting.

In the center of the chaos, in a small open area, a familiar Crane and Ikoma circle each other. The Crane shouts something, but his words are lost in the din. The Ikoma, however, is entirely capable of making his voice heard over the chaos. His face is a mask of utter rage.

“YOU WILL REGRET YOUR LIES, CRANE! AND SOON EVERYONE ELSE WILL KNOW ABOUT THE DISHONORABLE ACTIONS OF YOUR CLAN!”

With a snarl, the Ikoma launches himself at Kakita Izo. Izo’s face is calm, poised in his dueling stance. He draws smoothly, accurately, a killing stroke. And the Ikoma catches the strike on his armguard, the blade burying itself in the armor and the forearm beneath it. The Ikoma keeps moving. With a headbutt, he breaks the Crane’s nose, then a kick to the chest knocks the duelist to the ground. A quick downward thrust of his blade ends the Crane’s life.

The Ikoma grabs something long and round from the Crane’s obi and shoves it into one of his hip pouches. A scroll case! Ignoring the chaos around him, the Lion marches into the temple, slamming the doors shut behind him.

Presumably the PCs will want to go into the temple after him.

If Usagi Saito is with them, he will stay outside and calm the mob. If PCs want to stay outside with him, he will instruct them that he is entirely capable of this task and send them inside.

The door the Lion closed is stuck shut.

Raw Strength (TN 10) to force the door, Engineering / Intelligence (TN 25) to fix the door, or Athletics / Agility (TN 25) to sneak into the entryway through the window.

A clever solution or tool should add a raise or two.

The scene inside the Temple of Peace is an odd contrast to chaos occurring outside. The temple is empty, save for a handful of monks. The inner shrine is closed off by wooden doors, and the outer halls are lit by red lanterns which swing and slowly rotate, throwing dark shadows onto the white stone walls.

The abbot trundles up to you and gives you a nod. “Uh, samurai, I am sorry, but the samurai is closed right now I mean the shrine is closed right now. Please come back tomorrow, LEAVE.”

The ‘abbot’ will do his best to lie to the PCs or otherwise divert them from the ritual happening in the inner chamber of the shrine. The nearness of the Onisu has begun to overwhelm his ability to think, so any responses he gives to questions should be tinged with aggression, anger, or otherwise violent intent.

His Sincerity (Deceit) / Awareness is reduced to 5k2 as a result.

- Did a Lion come in here?
“What if they did? I’m sorry, I’m, the riots have me on edge, there is no Lion here” (this is a lie.)
- We saw the Lion come in here. Where is he?
“Yes, yes, he came in here, but he left. He stormed out the uhhh that door.” <the abbot points to a side door> (this is another lie)
- What caused the riots outside?
“I don’t know. People started shouting and throwing things, so we closed the doors.” (this is partially true, they know what caused the riots)
- Who has the Scorpion scroll?
“I have no idea what you’re talking about.” (This is the truth)
- What are you doing in here?
“Oh, a simple ritual, an offering to the fortune of Peace” (this is a bald faced lie)
- Did you see how the riot started?
“No, we are simple monks, Leave Us Alone.” (this is partly true)

If a PC looks around at all, they’ll notice the bloodstain where Ikoma Matsuro was killed (no roll necessary) and dragged into the inner shrine. If the PCs ask the abbot about it then he and the other monks will immediately attack, as below.

Once the PCs make clear that the jig is up or if they attempt to enter the inner shrine, one of the cultists will yell “They’re trying to stop the ritual! Don’t let them into the shrine!” and they will all produce knives from inside their robes and attack.

Alternatively, if for some reason the PCs try to leave without resolving the situation have the cultist do this anyway. Can’t let the PCs get off the railroad that easy.

The PCs are attacked by [PC’s-2] cultists.

Cultists

Initiative: 3k2

Armor TN: 15

Reduction: 0

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

Attack: 5k2 (Knife, Complex)

Damage: 3k1 (Knife)

Air 2 Earth 2 Fire 2 Water 2 Void 2

Once the PCs have finished off the cultists, which should be trivial, the PCs should realize they need to move into the inner chamber of the shrine.

If for some reason instead of solving the problem they try to leave or similar, Nikushimi will appear alone in the inner chamber then burst out of the doors either as the PCs attempt to leave or while they're in the middle of whatever waste of time they get up to instead.

Alter the box text to fit the circumstance.

Part 9: Hate Unleashed

The inner shrine is lit with an ominous red glow, the candles flickering and sputtering, throwing twisting shadows onto the balconies above and the tall ceilings of the room. Runes of gold and brown spiral and snake across the floor. A single man lies dead at the feet of the statue of the fortune of peace, a massive Lion samurai, Ikoma Matsuro, his last expression pained.

A hot wind gushes into the chamber behind you, the statue shudders on its plinth then with a thunderous crack it splits down the middle, each side falling to the floor and shattering into pieces. Amidst the rubble of the statue, a glowing doorway winks to life, and a massive creature immediately steps through it.

Unfurling itself to its full height, easily 15 feet from foot to top of its horned head, the creature resembles little more than a giant lion who walks upright, clothed in plated armor, albeit with a pair of curved horns crowning its head.

It looks down at you, and smiles.

“Ah, samurai. So full of hate. Come, embrace your true master. You spend your entire lives as creatures of violence; throw off the façade of civility and join with me. I am Nikushimi and I am going to end all who oppose me. Take up the torch or burn. Choose now.”

Presuming that no PCs decide to join the Onisu, it's time for a fight.

Identifying Nikushimi is a Lore: Shadowlands / Intelligence check at TN 30 (Sage may not be used). The onisu are not well known, given their relatively minor role in history, but a successful check will note that they are Invulnerable to any attacks not made with Jade, Crystal, Nemuranai or that have been specifically blessed by the waters of Yume-do, or a substance otherwise abhorrent to them.

If the PCs completely lack a way to damage an invulnerable creature, it may be worth giving them a nudge to realizing that the sharp shattered pieces of the Fortune of Peace are both antithetical to Nikushimi and could serve as Knives (1k1 damage) or Improvised Weapons (0k2 damage, with a -1k0 penalty to hit due to the sheer unwieldiness of clobbering an oni with a chunk of stone), depending on the shape of the statue piece desired.

Nikushimi

Onisu of Hate

Initiative: 10k5

Armor TN: 35 (45 in armor)

Reduction: 10 (5 against Jade or Crystal)

Wounds: 108 (+5), 180 (+10), 252 (+15), 324 (Dead)

Attack: 10k7 (Claws, Simple), 10k8 (Bite, Free)

Taint Rank: 8

Damage: 8k3 (Claws), 9k4 (Bite)

Air 4 Earth 5 Fire 4 Water 5

Ref 5 Agi 6

Primary Skills: Hunting 6, Jujitsu 6

Special Mechanics:

Fear 4

Huge

Fearful Strike: Anyone struck by Nikushimi's Claw attacks suffers a Fear 6 effect (once per person per skirmish). This effect subsides after the target's next action.

Invulnerable: Overcome by Crystal, Jade, Obsidian, Nemuranai weapons / keywords, or any attacks by a PC with the Balance or Seven Fortune's Blessing: Hotei advantages.

Power from Corruption: Nikushimi's ability to call raises is limited by his Taint Rank, since he has no Void ring.

Blazing Hate: Once per Round, he can make a free action attack with his claws that can only target a PC with one of the following disadvantages: Onisu's Mark, Yume-do's Judgement, Cursed by the Realm: Toshigoku or Yume-do.

Unrelenting Hate: Nikushimi is a being of nightmares and hate made manifest. As an entity that is as much concept as it is a creature, its rings and traits cannot be altered and it can ignore any effect that would force it to not act (Tomb of Jade, Suitengu's Embrace, etc). It can not be banished or bound.

Strength from Hate: For each PC with a Hate-related Advantage or Disadvantage (see below), Nikushimi gains additional abilities as follows (cumulative):

- 1 PC: +1k0 on all damage rolls.
- 2 PCs: +3 reduction.
- 3 PCs: +5 armor TN.
- 4+ PCs: His Free Action Bite may now be used twice per Round.

Furthermore, Nikushimi adds a number of wounds to his Healthy wound rank equal to 10 times the number of PCs.

Hate related advantages and disadvantages are things like: Heart of Vengeance, Driven (where appropriate), Brash, Nemesis, Cursed by the Realm: Toshigoku. Use your discretion if you feel another advantage or disadvantage would apply; Nikushimi is fueled by anger and hate in addition to amplifying its effects in everyone around him.

It is advisable that Nikushimi split his attacks between multiple PCs rather than focusing down a particular one.

If the PCs saved the life of guru Kandra in part three, he arrives during the reactions stage of Round 1, and begin chanting a prayer to the gods of the Ivory Kingdoms. Any PC that is suffering from a Fear effect may reroll their Fear Test during the reactions stage of each Round (including this one).

If the PCs decide to flee from Nikushimi, he will not pursue them. Instead of he will absorb the hate from the crowd then disappear to cause havoc elsewhere.

Conclusion

Presuming that the PCs banish the Onisu back to Yume-do, a calm begins to fall over the city, as peasants and colonial magistrates begin to clean up the aftermath of the riots.

If the PCs wish to find the scroll, it is in Ikoma Matsuro's obi. It is up to them what they do with it (Return to the Scorpion, given to the Otomo, or otherwise)

It is still enciphered and breaking it would potentially take years without the key.

The End

Rewards for Completing the Adventure

Surviving the Module: 1 XP

Good Roleplaying: 1 XP
 Blaming someone for the loss of the Courser: 1 XP
 Defeating Nikushimi: 1 XP
 Total Possible Experience: 4 XP

Favors

If the PCs discover the fate of the Courser, they earn a favor.

Honor

If there are any Honor gains beyond those already mentioned in the module, they go here. Using the Rank-based system as specified in the Campaign Primer makes a useful shorthand.

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

Defeating Nikushimi: G10

Allies and Enemies

If a PC offended Bayushi Amaya and did not kill her, they gain her as a Sworn Enemy.

Other Awards/Penalties

This information will commonly be recorded on the player's mod sheet, and can include Advantages being purchasable or Disadvantages being gained as well as other specific effects or one-use benefits.

GM Reporting

- 1) Was Nikushimi defeated?
- 2) Was the fate of the Courser discovered?
- 3) Did the PCs blame the Ronin, the Scorpion, or the Mantis for the attack on the Courser?
- 4) Was the scroll found?
- 5) Was the scroll given to the Otomo, the Scorpion, or neither?
- 6) Was 'The Rakshasa' killed / apprehended?
- 7) Was Usagi Saito killed?
- 8) Did Usagi Saito and/or the PCs save the ronin from the Lion?
- 9) Was a fire left to burn?
 - a. Fire extinguished
 - b. Fire left burning
 - c. N/A – not encountered.

The GM must report this information by (date three months after release) for it to have storyline effect

Appendix #1: NPCs

"The Rakshasa"

Ivindi gang leader, Immortal Shape Shifting Tiger

Initiative: 10k8

Armor TN: 45

Reduction: 5

Wounds: 150 (+0), 240 (+5), 330 (+15)

Attack: 10k7 (Claws, Simple) or 10k7 (Sword, Simple)

Damage: 10k2, exploding 9's (Sword) or 9k3 (Claws)

Air 5 Earth 5 Fire 5 Water 5

Ref 6 Agi 6 Str 6

Honor: 1.5 Status: 0 Glory: 1

Skills: Sincerity (Deceit) 8, Acting 6, Swords 7, Jujitsu 6.

Special Mechanics:

Invulnerable – Ignored by Jade, Crystal, Ivory, and Nemuranai.

Shapeshifting – May shape change as a Free Action. He may use this ability to immediately leave any Grapple, to restore any rings or traits that have been altered, or to escape any condition or effect that would prevent him from acting.

Poisoned Claws – Unless heavily pressed, the rakshasa will prefer to remain in his human disguise and use his sword. However, his claw attacks contain a virulent poison. Anyone hit by them must roll Raw Stamina at TN 30 or take a +20 TN Penalty to all rolls. This degrades to +10 at their next Reactions stage and goes away entirely after one hour.

Tiger Demon – As the Rakshasa lacks a Void ring, his raises are instead limited by his lowest ring (5).

Coward – If the PCs are likely to kill him, he will dive out a window and disappear into the crowd with his shapechange ability.

Gang Member

Ivindi gang member

Initiative: 5k3

Armor TN: 20

Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Out)

Attack: 7k3 (Club, Complex)

Damage: 5k2 (Club)

Air 2 Earth 3 Fire 2 Water 2 Void 1

Ref 3 Agi 3 Str 3

Honor: 2 Status: 0 Glory: 0.5

Yoritomo Rinako's Champion

School/Rank: Tsuruchi Archer 3

Initiative: 7k4+3

Armor TN: 25

Reduction: 0

Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Out)

Attack: 8k3 (Katana, Complex)

Damage: 8k2 (Katana)

Air 4 Earth 3 Fire 3 Water 4 Void 3

Honor: 3 Status: 2.0 Glory: 2.5

Primary Skills: Iaijutsu 5, Kenjutsu 5.

Significant Dice Pools:

Assessment: 9k4

Focus: 10k5 + 3 (Void point)

Strike: 9k4 (Stance bonus on damage)

Bayushi Amaya

School/Rank: Bayushi Bushi 4

Initiative: 9k5

Armor TN: XX (YY in armor)

Reduction: 0

Wounds: 15 (+0), 21 (+3), 27 (+5), 33 (+10), 39 (+15), 45 (+20), 51 (Down, +40), 57 (Out)

Attack: 10k4 + 5 (Katana, Simple)

Damage: 7k2 (Katana)

Air 4 Earth 3 Fire 4 Water 3 Void 4

Per 4

Honor: 4.5 Status: 3.5 Glory: 3.5

Primary Skills: Iaijutsu 5, Kenjutsu 6

Significant Dice Pools:

Assessment: 9k4

Focus: 10k6 + 4 (Void point)

Strike: 9k4 (Stance bonus on damage)

Appendix #2: Riot Encounters

Note: Encounters with an asterisk should not be used if the PCs calmed the local populace in part 3.

Fire! (*)

As you make your way through the city, a pair of Ivindi men toss torches through the windows of an empty colonial magistrate's station.

Fire almost immediately begins to lick up the walls of the small one-room building.

Peasants, samurai, and Ivindi alike all seem to reel back from the flaming building.

Catching the men responsible require Athletics (Running) / Strength at TN 25 followed by Jujitsu / Agility at TN 20. Otherwise, they will disappear into the crowd.

Extinguishing the fire is hard work, due to the lack of dedicated equipment on-hand. There is a nearby water trough and a few spare buckets, which with time and effort will douse the blaze. Any PC doing so must roll Raw Stamina roll at TN 15. Failure causes the PC to be fatigued for the remainder of the module.

Magic can of course easily handle the problem; Extinguish or Summon (Water) with 3 raises will snuff the blaze.

The PCs of course are free to bypass this scene; surely the local firemen will be along shortly.

Take Vengeance (*)

During the uproar that swallows the city, you come across an overturned cart surrounded by shouting locals.

A few throw stones at the single samurai cowering within. The man spies you and calls out 'Samurai, assist me! They mean to kill me!'

A rock narrowly misses the man's head as he ducks back into the cart. An imperial mon is barely visible on his shoulder.

Any PC with Languages Ivindi can translate the shouts as 'Vengeance for Kandra!'

A large mob of Ivindi are trying to stone an Imperial to death. Note: this is **not** the same imperial that hit Guru Kandra.

If the PCs speak Ivindi they can be reasoned with, though they are very mad about the callous disregard the Rokugani have shown for the life of one of their holy men.

The imperial is Miya Josuke. He does not speak Ivindi and if the PCs can get to him has no idea why the Ivindi attacked him. He is extremely thankful if they manage to either chase off the mob or reason with them.

If the PCs want to chase off the mob, Intimidation / Willpower at TN 20 will scare them away.

If the PCs wish to reason with the mob, Courtier (Manipulation) / Awareness at TN 35 will convince them to leave, though only if the PCs have a way to speak Ivindi or otherwise communicate with them.

If the PCs decide to attack, the mob will throw a few rocks at them then disperse. The PCs that are behaving most aggressively should roll Defense / Reflexes at TN 25 and take a wound for each point they fail by.

If the PCs want to rescue the imperial or similar, the PC doing the rescuing will get pelted by rocks as above.

If the PCs leave the Imperial to his fate, they should suffer a D3 honor loss or similar for their negligence.

Settle Scores

Amidst the chaos and violence, two samurai circle each other, blades drawn, a Scorpion with her katana in a close guard and a Mantis in a low stance with his kama held by his sides.

Both samurai are bloodied but still fighting, clearly neither able to land a decisive blow.

The Scorpion spits her words at the ground before the Mantis, "You have stolen what is ours for the last time."

Her blade cuts towards the Mantis, but the Yoritomo springs backwards just in time. The Scorpion recovers her guard before the Mantis can counterattack and the two resume their wary circle.

Bayushi Tanako believes (correctly) that Yoritomo Akari is a pirate and has taken the opportunity of the riots to seek the vengeance that she has been denied by the legal system.

Akari does not care for Tanako's bluster and will happily take the opportunity to eliminate one of the few Scorpion that are so close on the heels of his pirate crew, not that he would ever admit it.

How the PCs get involved is up to them. If they interrupt the duel and want to talk, both samurai involved will stop their fight.

- Tanako is insistent that Akari is a pirate, and that her vengeance is righteous. The law has failed her and she intends to take matters into her own hands. Two of her friends were on boats that were lost to Akari's pirates. Her Sincerity / Awareness is 5k4.
- Akari is a cool operator who will never admit culpability. He will pretend not to know why Tanako is mad, and if accused directly will deny any involvement in piracy. If the PCs press the issue, he will note they have no testimony and no cause to arrest him. His Sincerity (Deceit) / Awareness is 7k4 with emphasis.

If the PCs elect to walk away, the two will return to their duel, and Akari will eventually kill the Scorpion.

If the PCs decide to arrest Akari, even with a lack of evidence or testimony, he will attempt to flee. Athletics or Jujitsu / Reflexes to grab him before he gets away.

The two can be talked into stopping their conflict via Courtier (Manipulation) / Awareness at TN 35.

Surrounded! (*)

The streets swarm with people, peasants, Ivindi, and the occasional ronin. Shouting, screaming, throwing rocks and trash. Every street you turn down you find yourself confronting a wall of angry residents of the city.

Your only option is to give way, so you do, because even samurai of your skill can not hope to prevail against so many and the mob seems largely uninterested in you in specific regardless.

Until, that is, you turn a corner and find yourself face to face with a mixed group of Ivindi and peasants, rocks, farm implements, and torches at the ready. A woman who appears to be leading them points at you, "There! The oppressors! They steal from us, they kill us, and they think nothing of it!"

An initial barrage of stones of very dubious accuracy is launched at you, then the crowd pauses for a moment as they begin to reload for another volley.

A single ronin peeks out of a shop nearby, then ducks back from an open window.

Reflexes / Defense at TN 15, every point of failure causes 1 wound.

The firebrand is inciting this particular group of peasants and Ivindi with a variety of complaints: They are overworked farmers, they are underfed and overtaxed, and samurai think nothing of killing any of the workers when the fancy strikes them.

They have taken up arms to protest their conditions and get some poorly targeted vengeance on the samurai oppressors.

The farm this group works on is owned by Matsu Kanetsugu.

The leader's name is Noka. She is exceptionally jaded and confrontational. If the PCs try to negotiate or reason with her, she will be somewhat uncooperative, as her answers should be aimed more at psyching up her mob of followers than actually reaching a solution.

Talking Noka down requires a Sincerity or Courtier (Manipulation) / Awareness roll at TN 30.

The PCs may elect to simply cut Noka down; this does not require a roll. The mob will immediately turn and flee.

The PCs could simply flee down the street. This requires another Reflexes / Defense roll at TN 25 as bricks fly (wounds equal to failure, as above).

They could dive for the window and escape through the shop; Athletics / Agility at TN 20, wounds equal to margin of failure.

Particularly honorable PCs may find flight to be distasteful; a D7 honor loss is incurred for lack of Courage.

Magistrate under siege

As you retreat from the oncoming riot, you stumble across a trio of Lion samurai with swords drawn standing across from a pair of ronin.

Between them stands a familiar emerald magistrate – Usagi Saito is clearly attempting to fend off the angry Lion samurai.

“Stand aside Magistrate! These criminals were attempting to loot the property of our clan! This building belongs to the Lion, hand them over!”

The ronin broke into a small shop to cover from the riots. If the PCs ask, they will protest that they aren't thieves, just trying to stay out of the way of all the fighting.

The Lion know the ronin broke in and don't really care for their reasons. They broke in, that means they're thieves, and this isn't an interclan matter, so the magistrate has no jurisdiction.

Saito is not sure what happened here but doesn't want more people to die.

Arguing the Lion down is a Courtier (Manipulation) / Awareness at TN 25. Cowing them into leaving is Intimidation / Willpower at TN 25.

If the PCs elect to attack, the Lion will retreat; they have no interest in fighting clan samurai.

If the PCs decide to leave, the magistrate will lose heart and flee, then the Lion will kill the ronin.

If the PCs want to kill or arrest the ronin, the Lion will oblige.

Player Handout #1: News From the Empire

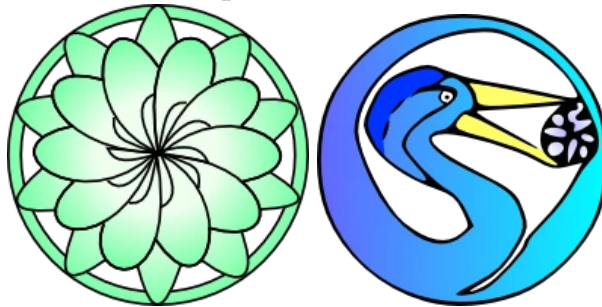
This is simply a short list of the major happenings of the last few months or weeks for the Empire. This is common knowledge; no rolls are required. They should be written with a fairly impartial viewpoint, though having them in the “voice” of the wandering herald Otomo Yusuke provides a certain amount of continuity.

Player Handout #2: Kentani's Puzzle Box

The Puzzle Box is a work of interlocking wooden sections with eight equal sides. Worked into each face of the box is a button and each face is painted with a different image.



Top-Down View



Bottom-Up View



Note: In case the above is unclear, the box is in the shape of a standard eight-sided die.

Player Handout #3: Suspicious Note

If you find this, know that I have beaten you Mantis-san.
I will not allow you, or the Scorpion, to blackmail a member of my clan.

I have destroyed the evidence against my kin. If you want to discuss the rest of scrolls, I have placed them in the place beyond conflict. We can discuss their disposition at your discretion. As much as you hate me, I'm sure you can see that an agreement is better than no agreement.

-K I