

# **Kitsuki Evidence**

**A 1-Round Low Rank  
Legend of the Five Rings  
Living Rokugan Adventure**

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A recently appointed Emerald magistrate has come up missing. His sensei requests your assistance in locating his student. And adventure for low-rank characters.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

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

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

In addition to the text of the adventure below, you will need to be familiar with the Legend of the Five Rings rulebook.

## GM's Information:

**THIS TOURNAMENT SHOULD NOT BE RUN COLD!**

This adventure is a Low Rank adventure. This means that only Rank 1 or 2 characters should be allowed to play. This adventure was not written with Rank 3 to 5 characters in mind and cannot anticipate what these characters may bring to the table.

(Low Rank indicates characters of Rank 1 or 2, Mid Rank indicates characters of Rank 2 or 3, and High Rank indicates characters of Rank 3 to 5. There will also be Low-Mid Rank adventures.)

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

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

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

## Background

Doji (Kajitani) Fujizaka is a minor daimyo of the Crane Clan. When he was just a child, an Emerald Magistrate named Kitsuki Akira ruined his family. The Kajitani family, who had been granted their name by the Emperor many years ago, were collaborating with the Mantis Clan to smuggle gaijin pepper (gunpowder) into Rokugan. Kitsuki Akira uncovered the Kajitani family's involvement and reported it to the Emerald Champion. As a result, Fujizaka's family was ruined, their vast land holdings reduced to a single village with a small castle. Fujizaka's father was forced to commit *seppuku* and his mother killed herself soon after. The family name was

stripped away, leaving them just one more set of minor Doji vassals. From that day forward, the young Doji Fujizaka learned to hate the Kitsuki.

Fujizaka ruled his single village, brooding on the possibilities for revenge, until he met a Ronin named Kit, a former Mantis. Fujizaka found he had much in common with this Ronin, for they both had been ruined by the Kitsuki magistrates, and they both dreamed of revenge. Together, they hatched a plot to make that revenge a reality. Kit and her pack of bandits would prey on lone Kitsuki samurai passing through the region. In return, Fujizaka would cover up their activities and help them convert their loot into koku. This arrangement has been going on for five years.

Recently, a young Kitsuki named Benjiro passed through Fujizaka's village on his way to meet his sensei. While staying at the local teahouse, Benjiro started asking questions about missing samurai. Kit was already watching him, but had decided not to target him because he was an Emerald Magistrate. When Benjiro decided to stay an extra day to check into something "interesting," Kit reversed herself and ordered him captured. Benjiro was kidnapped, questioned, and then killed. Kit destroyed all of Benjiro's clothing and paperwork (including his Kitsuki journal), but kept his money as well as his other possessions to trade for koku: his daisho set, bow and arrows, and an intricate puzzle box. Kit spends a couple hours every day trying to open the box.

## Introduction

**Note:** If there are any Emerald Magistrates in the party, give them HANDOUT #1.

*It is a beautiful day in the Dragonfly lands. The fortunes have brought you together at a pleasant teahouse, the House of the Sakura, each of you traveling this way for your own reasons.*

The only samurai in the teahouse are the player characters. The place is run by a commoner named Hoshin and his daughter Nina. As each PC enters, Hoshin greets them and humbly offers a place to put their weapons for safe keeping while they enjoy the pleasures of his establishment. The PCs can, of course, refuse to relinquish their weapons – they are samurai, after all, and Hoshin is only heimin. However, it is considered extremely rude not to leave your weapons behind when entering an inn, teahouse, geisha house, or any other such establishment. Such uncouth PCs should be charged a point or two of Glory, at the very least.

The House of the Sakura offers tea (1 zeni) and sake (2 zeni) of average quality. Samurai are not

required to pay, but failing to do so is, once again, an act of ill manners.

This is the PCs' chance to introduce themselves and enjoy each other's company for a few moments. Once the players have had a chance to establish their characters and get to know each other, move to Scene 1.

## Scene 1: Kitsuki's Quandary

*As conversation ebbs, everyone notices that a samurai-ko dressed in the colors of the Dragon Clan has entered the teahouse and is approaching your table.*

An Intelligence+Heraldry roll at TN 10 will identify her as from the Kitsuki family. If the roll is 15 or better, the PC also notices that she is wearing the sash of an Emerald Magistrate.

*"Greetings, honorable samurai. My name is Kitsuki Yumi, an Emerald Magistrate for our most glorious Empire. I am in need of assistance, if you could be kind enough to offer it."*

Assuming the PCs are not immediately hostile or unfriendly, she continues.

*"I was to rendezvous here with my student, Kitsuki Benjiro. He was recently honored with an appointment as Emerald Magistrate and was to meet me here before he began his duties. Benjiro is normally very prompt, but it is now two days past the time we were set to meet. If he was delayed, he would have sent word. I fear some danger may have befallen him." Yumi sighs. "I cannot wait any longer – I am required elsewhere, in Lion lands, to continue my own duties to the Empire. Nevertheless, I am concerned for my student. As a personal favor, I humbly request your assistance in finding him, or learning what has happened to him."*

### Kitsuki Yumi, Emerald Magistrate

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

School/Rank: Kitsuki Magistrate 3

Honor/Glory: 3.8/4.3

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

Skills: Battle 2, Battle Lore 1, Bushi Lore 1, Calligraphy 2, Courtier 2, Etiquette 3, Herbalism 2, Heraldry 2, History 2, Iaijutsu 1, Ichi Miru 3, Investigation 2, Kenjutsu 3, Law 3, Nazodo 3, Poison 2, Shintao 3, Shugenja Lore 1

Advantages: Clear Thinker, Higher Purpose (Justice), Social Position (Emerald Magistrate), True Friend (Kitsuki Benjiro)

Equipment: Daisho set, light armor

Kitsuki Yumi is an honorable and rather idealistic Emerald Magistrate, and is truly worried for her student. She has been ordered to the Lion/Crane border to mediate one of their many quarrels; she will be able to return in a week, and hopes the PCs can find Benjiro (or at least learn what has happened to him) by then. Yumi will be especially friendly to other Emerald Magistrates and appeals to their sense of duty.

If the PCs agree to help her, she thanks them with a deep bow and shares all her remaining information.

If they refuse, she thanks them for their time and excuses herself; "I must seek out some samurai who are not so busy." If one of the refusing PCs is an Emerald Magistrate, that PC can make a Simple Awareness roll (TN 10) to catch a glowering look from her, promising an unpleasant future career among the Emerald Magistrates for this failure of duty. This can be averted, of course, if the PCs change their mind. If the PCs ultimately refuse to help, the scenario is of course over.

Once the PCs agree, Yumi can supply the following additional information:

- Benjiro's planned route to Dragonfly lands would have taken him through the northern Crane territories.
- Benjiro was a bright and energetic student, but he had a tendency to involve himself in investigations which were not his responsibility (Meddler disadvantage).
- Yumi has compiled a list of villages along Benjiro's route. Before her duties called her away, she was hoping to trace backwards along the route until she found where he was last seen.

## Scene II: The Search for Kitsuki Benjiro

The PCs may purchase (or, for the less couth among them, demand) any mundane equipment they wish before departing the Dragonfly village.

The PCs will have to travel back along the road for three villages until they find the one where Kitsuki Benjiro last stayed. The villages are as follows:

**Starting Dragonfly village: Yoshi-Tsune.** Where the adventure begins.

**Dragonfly/Crane border village: Tamura-Moro.** Benjiro never arrived.

**Fujizaka's village: Shogi-Nezagi.** Kit abducted Benjiro here.

**Crane village: Nayamu-Wate.** Benjiro was last seen traveling through here.

### Border Village: Tamura-Moro

*As your group tops a slow rise, you can make out a small village along the river bordering Dragonfly and Crane lands. The village, nestled among many rice paddies, appears to be quite small, with only a dozen homes and one larger building that must be the headman's dwelling.*

The village consists of fourteen farming families and the headman, Kinji. He is polite and humble, as befits a peasant, and offers to let the PCs use his house during their stay in the village. Kinji and his family will relocate to another residence to make room for the honored samurai. Everyone in the village cooperates fully with the PCs. They can report that it has been weeks since the last samurai passed through their village, and that was a group of four traveling together, on horseback. They do not know what clan they were from.

### Fujizaka's Village: Shogi-Nezagi

*After leaving the village of Tamura-Moro, you travel for a half-day before reaching the outskirts of another, somewhat larger village. The rice fields to either side look reasonably well kept, but the small castle to one side of the village has plainly seen better days. Two bored, tired-looking bushi stand guard at the castle's front gate. The village is much more lively, with peasant children playing in the streets while a group of women stand chatting at the central well. At the sight of your group they quickly gather up their bundles and children, moving off to some unknown task.*

A Simple Awareness roll (+ Ichi Miru, if any PC has it) at TN 20 reveals that the peasants are more concerned about the samurai's presence than seems normal (even for peasants).

Besides the two dozen or so peasant huts, the village contains an inn, a merchant's shop, a stable, and the castle itself.

## **The Inn of the Happy Crane**

*This structure displays a sign depicting a crane in flight with a sake bottle in its claws. Inside, you see several peasants in the common room, eating and drinking at various tables. The room falls quiet as you enter and all eyes avoid you. An older man, clean and well-fed for a commoner, approaches you and bows deeply. "Welcome, mighty samurai! I am honored to have such noble guests in my establishment. Please, let me offer you a place to rest your weapons, and then a place to rest yourselves." The innkeeper stands holding open the door to the weapon closet, a slightly anxious look on his face.*

After the PCs have chosen how to dispose of their weapons, the innkeeper leads them to their table. There are no other samurai at the inn. Although the room is almost full, a wide space is left around the PCs; the peasants speak in low tones, discussing mundane things such as their families, the weather, and the harvest.

If any of the PCs are members of the Dragon Clan, the party may notice (Perception+Investigation, TN 20) that the peasants keep eyeing the Dragons and whispering amongst themselves. Some quickly get up and leave the inn, almost running out the door. The peasants know about the bandits, and know they have been targeting samurai, especially Dragons.

The innkeeper's name is Ran. He runs the inn with the help of his two sons, Shin and Chu, and his daughter Risa, who serves the drinks. His wife died years ago. Ran is a good and loyal servant of his daimyo, Doji Fujizaka. He is alarmed by Kit's activities, and by the disappearances of Dragon samurai, but fears for the lives of his children if Kit were to find out that he pointed the PCs in her direction. NO ONE IN THE INN HAS ANY IDEA THAT FUJIZAKA IS INVOLVED IN KIT'S ACTIVITIES. They make every effort not to question their lord's virtues or to wonder why he fails to stop Kit's depredations.

### **Notes on getting the peasants to talk:**

- The peasants will pretend there are no problems of any kind in their village or the surrounding area, but if the PCs are persistent, or act like they know what they are talking about, then the peasants confess that the region is plagued by a bandit gang led by a woman named Kit.

- If the peasants do admit to Kit's existence, they will ask the PCs to protect them from Kit and her certain vengeance.
- The peasants don't know that Fujizaka is involved, and fear insulting their master. If they are about to mention anything that might be construed as questioning Fujizaka's ability to protect them or provide for them, they will qualify their statements with something like, "*Doji Fujizaka-sama provides for our every need and is quite a capable master, but it is our duty to inform you that ...*"
- Ran will act ignorant of everything and will even try to mislead the PCs, but can be broken by persistence (he will only hold out so long before breaking down) or by threatening his daughter Risa, which brings almost immediate collapse. Threats to his sons will also work, but not as quickly.
- If any of the other peasants break down, Ran will hurry over and suggest that the PCs accompany him and a few others to a private room, where they can discuss these issues away from prying eyes. Once there, the peasants will seek to reassure the samurai of their loyalty and good will. Ran will do the talking while all the other peasants will nod in unison, repeatedly declaring: "**We are loyal subjects, master samurai. We know that you will protect us from the wrath of Kit and her bandits.** <<nod, nod>> *We will give you anything you need to find her* .<<nod, nod>> *Please spare us for our ignorance.* <<nod, nod>>" In this case the peasants will give the players explicit directions to Kit's base camp.

### **What The Peasants Know:**

#### **General Peasants, Risa, Shin, and Chu:**

- Kit has been attacking or capturing samurai for the last five years.
- Kit has been evading Doji Fujizaka's efforts to capture her.
- Kit ruthlessly eliminates any peasants who cause her trouble or get in her way.
- Kit's band numbers seven bandits total.
- Kit has spies everywhere in the village and knows what everyone is doing.
- The peasants believe that Kit captures the samurai and ransom them back to their families. They do not realize that a samurai who was captured would be shamed into seppuku for such a failing.
- All the Samurai captured or attacked have worn the green armor or kimono of the Dragon Clan.

## Ran

- Everything known by the other peasants.
- “It all started about five years ago. Kit came rolling into town as Ronin (wave men) do. She stayed for a few days until she was granted an audience with our lord Fujizaka, probably to offer her services. Kit must have insulted our lord, for he had her thrown out of the village. She did not leave for long. She returned the following spring with her bandit gang, and began to harass the area. The bandits have not attacked the village or Lord Fujizaka’s samurai – she must fear our lord’s wrath – but she has abducted many lone samurai who were passing through the village. She must ransom them back their families. I suppose the Dragon Clan is the richest of them all, because almost all the stolen samurai have been Dragon.”
- If a Kitsuki is in the party, Ran will be able to identify his family mon as the one worn by almost all the victims.
- Fujizaka constantly sends out parties to find Kit, but they have never caught her. Sometimes they have managed to bring back property from her victims, however.
- Kit may have a deal with the local shopkeeper, Jo. He seems to have been doing well since her arrival, and sometimes sells items which Ran thinks are similar to those carried by the vanished samurai.
- Doji Fujizaka is the son of Kajitani (Doji) Hideo. When Fujizaka was a child, the Kajitani lands were large and prosperous, but there was some kind of scandal. Hideo committed seppuku and his wife died soon after. Lord Fujizaka called himself Doji after that, not Kajitani.
- Kat has sometimes boasted that she knows some secret of Fujizaka’s.
- Ran and his sons know the location of Kit’s campsite, and are willing to guide the PCs there if they insist on it. They hope Kit can be captured and brought to face the justice of Lord Fujizaka.

## **The Merchant’s Shop**

*The shop occupies an unimpressive building, its wood faded and unadorned. However, inside the place is completely different. Polished wood gleams from the bright light of the four lanterns hanging from the roof beams. There is an amazing selection of merchandise in the small room, all of good to excellent quality, and skillfully arranged to catch the eye. From the back emerges a rotund peasant wearing fine clothes and a broad smile. “Welcome great samurai! I see that you*

*have come to my shop in search of beautiful gifts. My name is Jo and I am at your service.”*

Jo offers most standard items at the prices listed in the L5R rulebook, but there are also a few unusual items for sale:

- A fine daisho set. A Perception+Investigation roll at TN 15 will reveal that there are scarred blanks where the family mon would normally be worked into the sheaths and hilts.
- A large assortment of ornate puzzle boxes. An Intelligence+Heraldry roll at TN 15 will reveal that almost all the boxes bear the Kitsuki family mon.

Jo cheerfully barter with the PCs and offer his services with a smile. However, a PC with the Ichi Miru skill can roll Perception+Ichi Miru at TN 25. If successful, the PC recognizes that Jo is a greedy, dishonorable sort, and his shop has the feel of other’s possessions being picked over as if by carrion birds.

If the PCs start asking about Kit and the bandits, Jo will claim no knowledge on the subject, but he is obviously shaken by the questions. He becomes more and more nervous, losing his taste for conversation, as the PCs prod him for information.

## **Getting Jo to talk:**

- If the PCs mention the peasants’ accusations against him, Jo dismisses them as the jealousy of his poorer neighbors.
- If the PCs draw attention to the daisho set and puzzle boxes, Jo tries to shrug them off as things which he purchased from traveling Ronin. However, if the PCs mention they are investigating the disappearance of Kitsuki Benjiro, Jo will crack and start babbling, claiming Kit has been forcing him to sell her goods and pleading for lenience. At that point he will share everything he knows.

## **Jo’s Information:**

- The bandit Kit is forcing him to sell her wares for a pitiful 10% profit. <<This is a lie. Jo is selling items for Fujizaka. Jo is earning a 25% profit and knows perfectly well that Fujizaka is selling the items for Kit. However, Jo will NEVER say anything about this. If someone is able to detect if Jo is lying, he will dance around the truth while trying not to actually confess anything. After all, Fujizaka is his lord, and these samurai are passing strangers.>>.

- Jo can give the PCs the location of Kit's base camp. He will not personally show them unless he is bodily dragged out there.
- Kit usually keeps the best items for herself and destroys items which would be overly incriminating, such as clothing.
- Kit is a powerful and frightening samurai, formerly of the Mantis clan. It is rumored that she became Ronin after an Emerald Magistrate tried to arrest her for some crime. According to the story, she killed a dozen Emerald Magistrates and wounded the Emerald Champion before escaping.
- Kit continually mocks bushido and laughs at all the samurai sitting in their castles talking out of both sides of their faces. Of course, Jo will fervently remind the PCs that he, personally, does not share her ideas and has nothing but respect for the samurai caste.

## The Stable

*The stable is a small structure with four stalls. As you approach, a boy is in the stable brushing down a pony. The boy finally notices you, drops the brush and rushes forward to bow at your feet. "Most honored masters, please forgive me! I did not notice your approach. How may I be of service to you?"*

The boy's name is **Tsu**. He loves horses and has worked here as long as he can remember.

Tsu can easily be cowed into speaking of the bandits, especially if the PCs have the innkeeper or one of his sons along as guides. He knows the same information as the rest of the peasants. He also knows that Lord Fujizaka's men have always confiscated the horses of the missing samurai, claiming they were needed for "reparations."

## Castle Kajitani

*Shiro Kajitani might have once been an imposing castle, but now it just looks tired. The tiles are in need of repair and weeds grow high along much of the wall. Two bushi stand guard out front. They look you over appraisingly, then one of them steps forward. "Welcome honorable samurai, how may we be of assistance?"*

If the PCs request an audience with Fujizaka, the guards will take their chops (names). Fujizaka will let the PCs cool their heels for a day and then agree to see them. The guards will absolutely not let the PCs inside until then. They have served Doji Fujizaka all their lives and

are completely loyal. If the PCs question the guards, they can gain the following information:

- Fujizaka is concerned about the bandits in the area, but so far has been unable to catch them. They have raided the bandits' camp several times, but have never caught them there. They have been able to recover some of the bandits' loot, and have claimed it as reparations for the bandits' activities.
- Fujizaka has never asked for outside assistance against the bandits. That may be because the bandits' principle target seems to be the Dragon Clan, not the Crane.
- The bandits always seem to know when troops are sent out to deal with them.
- Fujizaka has had a difficult and tragic life (the guards know that his father committed seppuku, his mother died, and most of the family lands were lost along with the family name), but he has served the Doji house with honor. If the party suggests otherwise, the Daidoji will become angry and challenge the offending PC to a duel if they do not apologize.

## Meeting with Fujizaka

Remember that prior to any meeting with a daimyo or similar august personage, the PCs will be expected to surrender their katana, along with any battlefield weapons such as bows, yari, or tetsubo. The weapons will be returned after they leave the meeting.

*Despite its dilapidated exterior, Shiro Kajitani still shows a faded elegance in its interior chambers and passages. Ancestral items and paintings of family members line the walls. Everything is clean and carefully arranged. Doji Fujizaka waits for you in a small audience chamber. He seems to be a man prematurely aged, and his hair is thinning atop his head. He smiles pleasantly as you bow to him. "I am happy to meet such honorable samurai as yourselves. I do not get many guests here at Shiro Kajitani. Please, tell me of your travels."*

Fujizaka will listen to each of the PCs tales, making polite comments at appropriate moments. After some small talk he dismisses the PCs.

If the PCs mention Kit, the bandits, or missing samurai, Fujizaka stiffly informs them that the issue addressed is being taken care of. He will not elaborate.

If any of the PCs are from the Kitsuki family, they can make an Awareness roll (+Ichi Miru, if they have it) at TN 25 to notice that Fujizaka's eyes linger on them with an unfriendly gaze that belies his polite words.

If the PCs return here with accusations against Fujizaka, go to Scene IV.

bandits try to flee. Kit will not attempt to flee unless all her bandits have already fallen.

## **Crane Village: Nayamu-Wate**

*This village looks to be much more prosperous than the previous two. There is a fine inn as well as many other shops and artisans' houses.*

This village has all the services a samurai might require, but there is only one inn. Everyone in town remembers seeing Benjiro about five nights ago (or longer, if the PCs come here after spending several days elsewhere). He saved the life of the innkeeper's youngest son. A samurai accused the boy of stealing his daisho set from the weapons room, but Benjiro intervened and proved that a local Ronin had stolen the blades.

If the PCs mention why they are looking for Benjiro, the villagers becomes very cooperative, and the innkeeper will offer any information or supplies the PCs might need. He knows the following:

- Benjiro saved his youngest son from certain death at the hands of a very angry Daidoji bushi.
- The Ronin who stole the swords claimed he was from a bandit gang operating somewhere near the village of Tamura-Moro, near the Dragonfly/Crane border. The Ronin claimed the gang had disbanded last winter. Benjiro said he would check into the Ronin's story on his way through the village.
- The Ronin was hung for his crimes.
- Benjiro was traveling alone.

## **Scene III: A Search for Bandits**

*The peasants' directions guide you easily to the location of the bandit camp, which lies only an hour outside of town. But when you arrive you find only an empty clearing. Evidently Kit had word of your coming... Out of the wind you hear the shrill whistle of a humming bulb arrow arching through the sky. A signal.*

Kit has gotten advance word of the PCs' approach, and prepared a careful ambush. She is patient and will not strike until the PCs arrive at the clearing. Two of her band will fight as archers, firing from the woods at any possible shugenja, while she and her remaining four bandits advance on the rest of the party. If there are fewer than six PCs in the party, adjust the number of bandits as needed.

The bandits will fight until half of them go down AND Kit is defeated, at which point the remaining



### Kit, Female Ronin (former Mantis)

FIRE 3	AIR 2
EARTH 3	WATER 2
VOID 3	

TN to be Hit: 15 (10 without armor)

School/Rank: Mantis Bushi 2

Rank 1 Ability: Use any improvised or peasant weapon as if Rank 1 with that weapon. No penalties for poor or unusual footing.

Rank 2 Ability: When making a Full Attack, spend a void point to maintain normal TN to be hit.

Honor/Glory: 0/0

Skills: Archery 3, Athletics 3, Battle 1, Commerce 2, Defense 2, Heraldry 2, Hunting 2, Kenjutsu 3, Kitsuki Lore 3, Medicine 2, Poison 3, Sailing 2, Stealth 3.

Advantages/Disadvantages: Perfect Balance, Quick (roll 2 dice & keep the highest for Initiative), Strength of the Earth (Rank 2)/Bad Reputation (Bandit Chief), Brash, Driven (revenge on Kitsuki family), Insensitive, Sworn Enemy (Kitsuki family), Social Disadvantage (Ronin)

Equipment: Katana (3k2), Light Armor

### Bandits (6)

FIRE 2	AIR 2
EARTH 2	WATER 2
VOID 2	

TN to be Hit: 10

Skills: Athletics 1, Archery 1, Heraldry 1, Hunting 2, Stealth 2, Yarijutsu 2.

Equipment: Yari (4k2), Bow (Str 2), Ya Arrows (2k2).

### Captured bandits will offer the following information in exchange for a quick death:

- Fujizaka and Kit have made an alliance to kill Kitsuki samurai that pass through the area.
- The local merchant Jo is the front man who sells the stolen goods for Fujizaka and gives the money to Kit. He knows full well what he is doing and why.
- The bandits know where all of their victims are buried, as well as where Kit keeps the items she has saved for herself.

**If Kit is captured, she knows the following information.** She does not have any allegiance to

anyone and will betray Fujizaka in an instant. She will try to bargain her information for her freedom, or at least her life, but as a last resort she will talk to avoid torture. She will also promise to testify against Fujizaka.

- Kit came to the village a little over five years ago. She was looking for work and checked with the local daimyo. Evidently, Fujizaka had heard about Kit and what the Kitsuki had done to her family. He proposed that Kit gather a pack of bandits and operate under Fujizaka's protection. The bandits would conduct small raids every once and awhile for appearance's sake, but their true mission was revenge upon the Kitsuki clan. Whenever lone or vulnerable Kitsuki samurai passed through the village, Kit's bandits were to make them disappear (kill them, loot them, and dispose of their bodies). In exchange for Kit's services, she would be paid 1 koku a month and any profit gained from the missing samurai's items.
- Fujizaka occasionally sends out samurai to "hunt" for her bandit gang. This is used as a cover for her to hand over the loot she wants converted to koku. Kit later sends one of her bandits to the store in the village, disguised as a peasant, to collect her due from Jo.
- Kit was once part of the Mantis clan. Her family was involved with smuggling gaijin pepper (gunpowder) to the Kajitani family. Kit does not know where it went from there. An Emerald Magistrate by the name of Kitsuki Akira uncovered their illicit dealings and brought down the wrath of the Emerald Champion upon both of their houses. Kit escaped from the Emerald Magistrates, wounding a pathetic Kitsuki in the process. She would love to have gone back and finished the job...
- Most of the samurai that have disappeared in this area were victims of Kit's bandits. All of her victims were Kitsuki.
- All of the samurai Kit abducted were killed and dumped in a communal grave. They were not cremated and no ceremony was performed for them; they were buried as animals.
- Kit has a cache of physical evidence against Fujizaka, both written text and physical items, showing his involvement with the Kitsuki abductions. She will use this as another bargaining point to try to save her life; at a last resort, to try to bring Fujizaka down with her.

### Items to be found in the camp and in Kit's quarters:

- Exquisite puzzle box with the Kitsuki mon. An Intelligence roll (+Nazodo, if available) at TN 25

will open the box. Inside are Kitsuki Benjiro's orders and travel papers.

- A fine daisho set with the Kitsuki Mon on the hilt with Benjiro's personal chop worked into the pommel.
- Various trinkets and items of jewelry, worth about 3 koku altogether. Many of these have the Kitsuki mon worked or embossed into them.

## **Scene IV: Confrontation with Doji Fujizaka**

Whether or not the PCs are admitted depends in large part on what evidence they have collected, and whether they have captured Kit. Normally they will have to wait a day for another appointment, but if they do or say any of the following, they will be admitted immediately:

- If the PCs bring Kit with them.
- If the PCs proclaim knowledge of the bandit Kit, or say that they have destroyed the bandits.
- If the PCs say they have vital information on the samurai disappearances or bandit troubles.
- If they claim anything which seems important to the well-being or survival of the village.

Remember the guards are honorable samurai, and their duty is to their daimyo. If the PCs start spouting claims of Fujizaka's guilt, saying he is behind all of the troubles, and so forth, remind them they are about to mortally insult the guards. This will at the very least earn them a duel to first blood with the offended guards, if not a challenge for a future duel to the death (pending approval by each of their daimyo). Even if the accusation is proven true, the PCs have earned the enmity of these bushi. All PCs who offend the guards in this manner receive the **Sworn Enemy** disadvantage (rank 1) for these two samurai (**Daidoji Konatsu** and **Daidoji Hiroshige**).

Remember that prior to any meeting with a daimyo or similar august personage, the PCs will be expected to surrender their katana, along with any battlefield weapons such as bows, yari, or tetsubo. The weapons will be returned after they leave the meeting.

If the PCs bring Kit and/or Jo with them to the meeting, read the following:

*As you enter Fujizaka's audience room, the Crane daimyo stands and briefly smiles in greeting. His smile turns to a scowl, however, when he sees your "guest(s)." Quickly regaining his face, Fujizaka seats himself. "It is always a pleasure to meet with such honorable samurai as yourselves. I hear you have*

*important information for me. And," he pauses carefully, "something else as well, it seems."*

If the PCs arrive alone, Fujizaka greets them without any break in his manners, and asks what information they have brought him.

It is now time for the PCs to present their evidence and make their case. Besides them (and any prisoners they have brought), the room contains only Fujizaka and two guards. Of course, other guards are readily available in nearby rooms should the PCs be foolish enough to attack the daimyo.

If the PCs are unsure of their legal standing in this situation, they may make Intelligence+Law rolls (TN 15) to remember the following about Rokugani law:

*To convict Fujizaka of any crime, they must first go to the regional governor and file charges against Fujizaka. The PCs must request an Order of Appearance for Fujizaka to be arrested and questioned. Given that the PCs are probably of low Glory rank, the possibility of success is very low, even with all of the evidence at hand. However, someone of higher rank (such as Kitsuki Yumi) could probably get the charges pushed through.*

### **Results of Accusing Fujizaka:**

- If the accuser is (somehow) of equal or higher Glory rank:

Fujizaka laughs and says the PCs are being misled by these lowly criminals, no doubt to try and spare their own miserable lives. He orders the guards to take Kit/Jo into custody, where they will be given the opportunity to confess and then be hung in the morning. Fujizaka calmly thanks the PCs for dealing with the bandit problem for him. There is nothing they can do unless they challenge him to a duel (he will fight for himself against such high-ranking accusers).

- If the accuser is a samurai of lower Glory rank, and is not an Emerald Magistrate:

*Fujizaka looks at all of you coldly. "How dare you accuse me of such a vile crime within the walls of my own house. Your impudence will not be forgotten. Guards, take their prisoner(s) to be questioned and escort these...guests...from the castle."*

The guards will apprehend Jo and/or Kit and throw the PCs out of Shiro Kajitani, warning them not to return until they have learned some manners.

- If the accuser is of lower Glory rank, but is an Emerald Magistrate:

Fujizaka tells the Magistrate that s/he is young and clearly still has much to learn about law in Rokugan. It is clear that factions unfriendly to the Doji are misleading the PCs. Fujizaka's guards apprehend Jo and/or Kit, again saying these criminals will be given the opportunity to confess and then be hung in the morning. The Emerald Magistrate PC can, however, make the argument that Jo and/or Kit are the magistrate's prisoners and must be taken elsewhere for questioning. The magistrate PC will be allowed to keep the prisoners if s/he can succeed in a Contested Intelligence+Law roll against Fujizaka (the daimyo is overconfident and does not spend a Void point). Regardless, Fujizaka has the PCs (with or without their prisoners) escorted out of Shiro Kajitani.

- If one of the PC accusers is a Kitsuki:  
*As you make your accusations to Doji Fujizaka, he suddenly flushes deep red, his whole body shaking with fury. "How dare you accuse me!" he screams, spittle flying from his mouth. "I will not stand by again as you Kitsuki dogs ruin another faithful family of the empire! It would be better if all Kitsuki were exterminated from the lands of Rokugan!" Fujizaka leaps to his feet and snatches his katana free of its scabbard.*

Fujizaka's guards are in shock and stand stunned, unwilling to defend a master who has utterly lost his on (face). It is up to the PCs now to resolve the situation and restore proper honor by killing Fujizaka. Remember that, since they gave up many of their weapons before the audience, their only armaments will be wakizashi and daggers.

### Doji (Kajitani) Fujizaka, Crane Daimyo

FIRE 2 ----- Agility 3	AIR 4
EARTH 2 -----	WATER 3 -----
VOID 3	

TN to be Hit: 20  
 School/Rank: Kakita Duelist 2  
 Honor/Glory: 1.4/7.0  
 Skills: Archery 2, Calligraphy 2, Courtier 2, Etiquette 3, Heraldry 3, History 3, Iaijutsu 4, Kenjutsu 2, Kitsuki Lore 3, Law 3, Sincerity 3, Tea Ceremony 2.  
 Advantages/Disadvantages: Social Advantage (daimyo)/Dark Secret (alliance with Kit), Driven (revenge against the Kitsuki)

Equipment: Fine Daisho (Katana 4k2, Wakizashi 3k2)

## Scene V: Conclusion: A Meeting with Kitsuki Yumi

*Kitsuki Yumi is waiting for you in the same teahouse where you met a week ago. She sees that Kitsuki Benjiro is not with you and an expression of disappointment crosses her features. For a moment you can see all her thirty-five years upon her face, but then she regains her composure. "Please, tell me what you have found out about my student."*

The PCs should describe, in whatever detail they see fit, the results of their investigation. Remember that Yumi is an Emerald Magistrate, a Kitsuki, and Benjiro's sensei (teacher). She will ask questions on any point which seems unclear, and may offer to take over the case so that justice can be done.

- If the PCs killed a maddened Fujizaka:  
*Kitsuki Yumi's face goes as still as if carved from granite, and her voice is icy cold as she says, "You did your duty well. Fujizaka was a mad dog who had abandoned the path of a samurai. This was a serious affront to the Empire, the Dragon and Crane Clans, the Kitsuki family, and the Celestial Order. I will strive to make sure this never happens again."*

- If the PCs could not force Fujizaka to admit his involvement in the conspiracy:  
*Kitsuki Yumi's face hardens as you relate your frustration with Doji Fujizaka. "This Fujizaka is a mad dog who must be put down," she grates, her soft voice gone hard and bitter. "This is a serious affront to the Empire, the Dragon Clan, the Kitsuki family, and the Celestial Order. I will make sure Fujizaka is brought to justice!"*

- If the PCs disposed of Kit, but did not find out about Fujizaka's involvement:  
*Kitsuki Yumi sighs as she listens to your tale. "This ronin Kit was a crazed monster. I thank you for ending her terrible depredations. Still," her voice turns thoughtful, "It seems strange that she could operate for so long without being captured by the local daimyo. Perhaps I shall investigate further."*

- If the PCs did not solve Benjiro's disappearance:  
*Kitsuki Yumi listens intently, and shows no further disappointment at your lack of results. After you finish, she nods. "I thank you for your help. Now that my duties in Lion lands are complete, I will be able to*

*continue the investigation myself. Thank you again, honorable samurai.” Kitsuki Yumi bows and departs the teahouse.*

- If the PCs succeeded in any way (whether or not they uncovered Fujizaka’s involvement), Kitsuki Yumi speaks with them further:

*“You have all done a great service to the Empire, Benjiro-san, and myself. If our paths should cross again, I will aid you as you have aided me.”*

- If the players recovered and returned Benjiro’s belongings, she is more enthusiastic:

*“If Benjiro-san were here, he would want to thank you as well, but since he cannot, I will do so for him.” Yumi solemnly picks up Benjiro’s puzzle box and presents it to <<appropriate PC, see “Gifts” at the end of the scenario>>. “Benjiro-san would want you to have this puzzle box. It was one of his most valued possessions and a fitting reward for such an honorable servant of the Empire.”*

After the proper round of offers and refusals (Rokugani etiquette demands that a gift be refused twice before it is accepted), Yumi continues:

*“Our paths will cross again. It is my hope that it will be in a happier time. Farewell, my friends.” Gathering Benjiro’s belongings with the gentleness and care given to sacred items, Yumi departs the teahouse.*

## **Epilogue (Fujizaka’s Fate)**

If the PCs were unable to bring Fujizaka to justice (which is the most probably outcome of the scenario), Kitsuki Yumi pursues the case. The PCs soon hear the results of her investigations:

*A few weeks later, you hear that the Kitsuki family has brought charges against Doji Fujizaka for the murder of over 20 Kitsuki samurai. A political battle begins over these charges, but before it can be resolved, Fujizaka insists that he be allowed to personally refute the absurd Kitsuki accusations before the Emperor himself. But when the Doji daimyo stands before the Light of Heaven Himself, he is no longer able to stand the burden of his deeds and succumbs to madness, drawing his blade and attacking Kitsuki Yumi in the very presence of the Emperor! Of course, the Emerald Champion dispatches him in an instant. Such is the end of Doji Fujizaka’s plot.*

## **Adventure Summary**

### **Experience Point Awards**

PCs play through the adventure:	2
PCs uncover the plot and report back to Kitsuki Yumi:	1
PCs role-play well:	1

<b>Total Possible Experience Points</b>	<b>4</b>
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### **Honor Award**

If the PCs found out about Fujizaka and informed Kitsuki Yumi: +1 point of Honor (+2 points for Dragon PCs)

### **Items**

Technically, the PCs may keep any items they find, but personal family items such as daisho sets and so forth should be returned to the families of the deceased. A PC who keeps such items for him/herself loses a full Rank of Honor; any other PCs who know about this and fail to stop the offending samurai lose a half Rank (5 points) of Honor. For Ronin PCs, the losses are 5 points of Honor for taking the item(s) and 2 points for knowing about it and doing nothing.

### **Gift: Ornate Puzzle box with Kitsuki family mon.**

Benjiro’s puzzle box requires an Intelligence roll (+Nazodo, if available) at TN 25 to open. Kitsuki Yumi will give this item to the PCs if they returned Benjiro’s belongings to her. The PC chosen to receive the puzzle-box will be (in order) an Emerald Magistrate, or the most enlightened PC (highest Shintao skill), or the PC with the highest Honor, in that order. If more than one PC is an Emerald Magistrate, she will use the other two criteria to break the tie.

### **Rank 1 Favor: Kitsuki Yumi**

If the PCs learned Benjiro’s fate, reported it to Kitsuki Yumi, and did not offend her in any way, they may write down that they have a Rank 1 Favor from Kitsuki Yumi. This will only be applicable in future scenarios in which she may appear.

## **Player Handout #1**

### **Right of Investigation**

This *Emerald Magistrate* is hereby invested with the right to free passage between the *Dragonfly Lands* and *Crane Lands* on official business of the *Emerald Champion*, serving the interests of his most radiant *Emperor Hantei the XXXVIII*

<<Seal of Doji Satsume>>

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*Emerald Magistrate's Name*

<<Separate Note>>

Congratulations on your recent appointment as Emerald Magistrate. You will serve the Empire with both honor and duty. Your first mission is to look into the disappearances of several samurai over the last 5 years along the Dragonfly/Crane border. Assist any other Emerald Magistrates also investigating the disappearances in the area.

<<2 Koku are included with the order>>

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## **Adventure Results Summary**

To be used at the Premier run of “Kitsuki Evidence” at CogCon 8, September 22-24, 2000.  
Return with the scoring packet.

**Did the PCs uncover the plot of Doji Fujizaka?**

**Was Kit captured or killed?**

**Did the PCs earn a Favor from Kitsuki Yumi?**