

*Legend of the Five Rings™*

Otosan Uchi

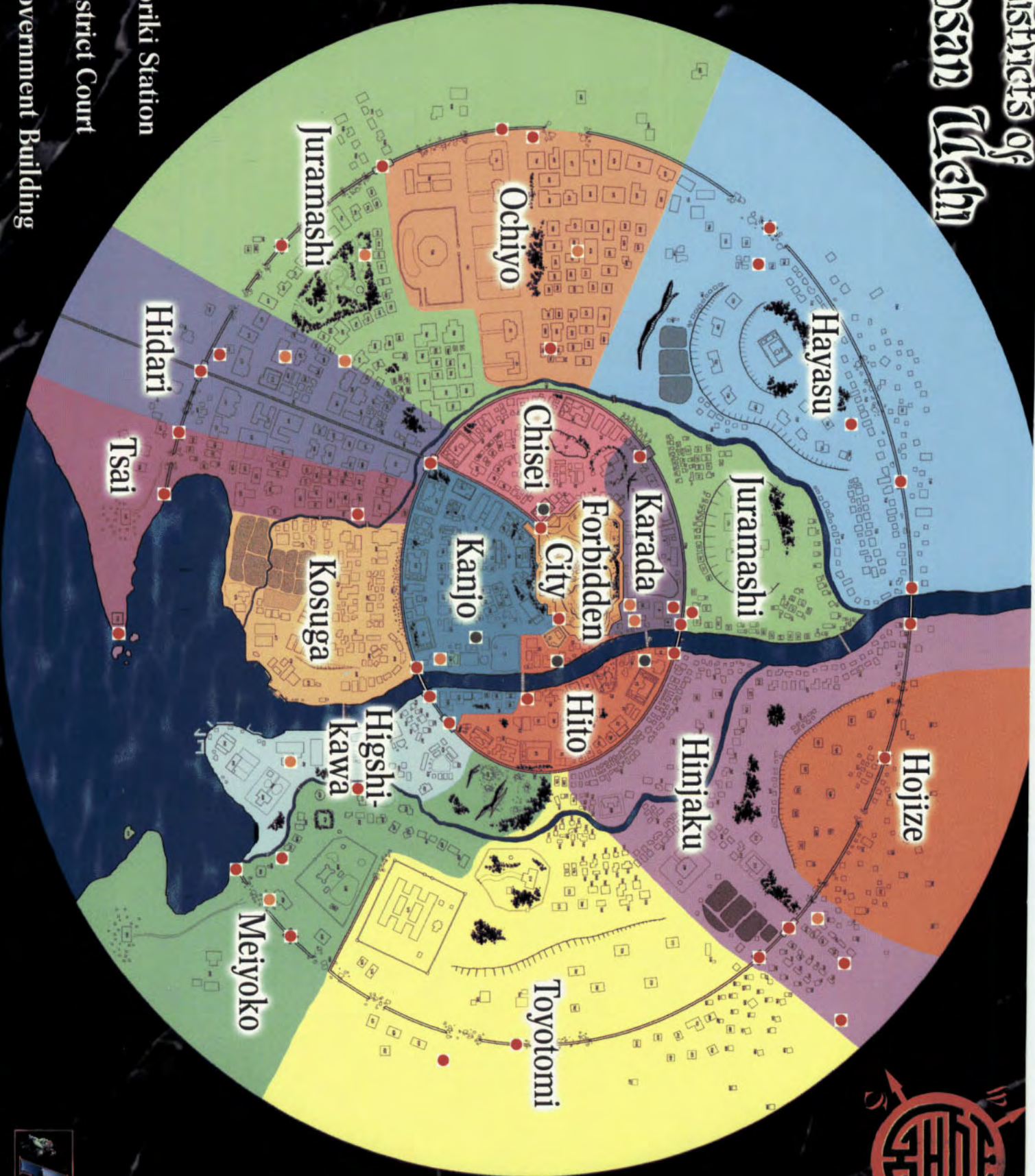
Book 1



The Imperial Capital:  
A Location Guide

# Districts of Otosan Uchi

- Yoriki Station
- District Court
- Government Building



# Otosan Uchi

Book One



## The Imperial Capital

a Location-by-Location Guide

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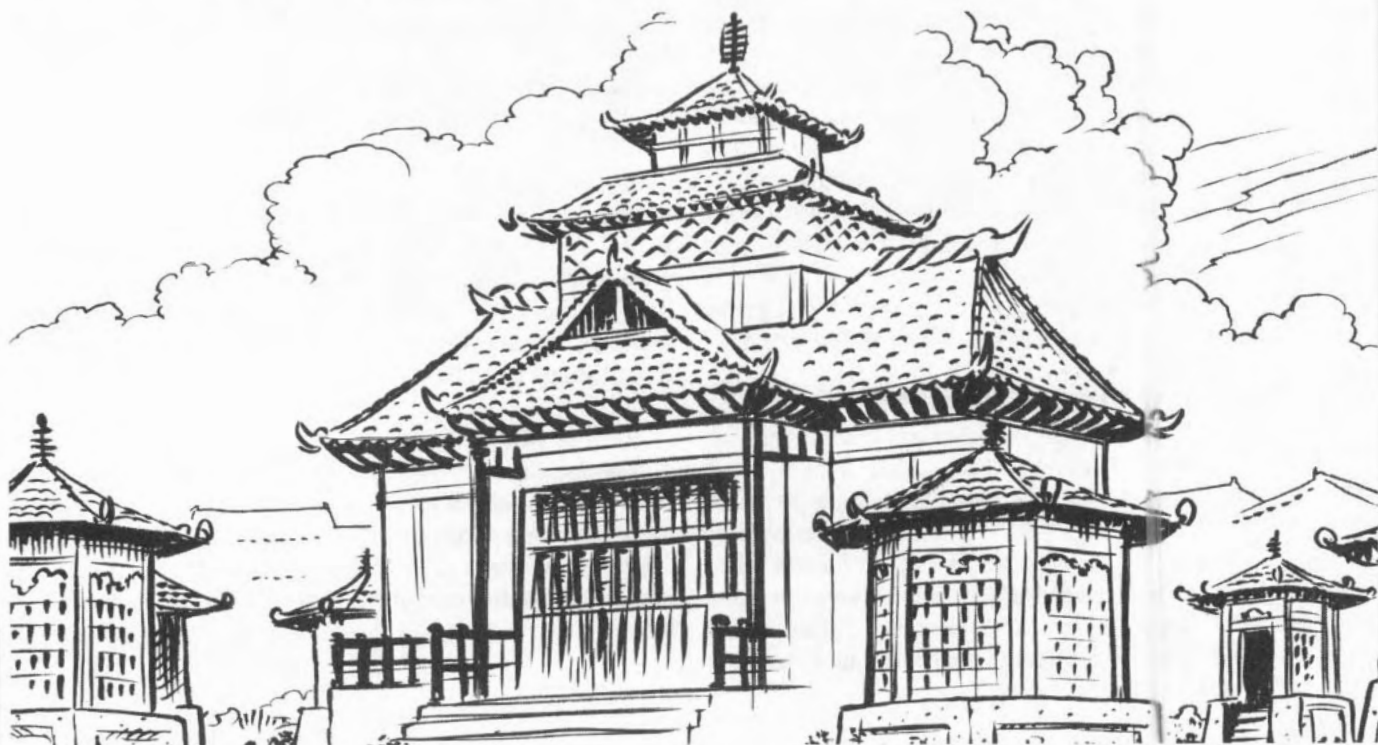
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Extra special thanks are due to Kevin "MOOSE" Boerwinkle. Thanks for staying up so many late nights with the authors, and coming up with half the location names on the Index.

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# Introduction

Welcome to the Imperial Capital of Otosan Uchi. This boxed set provides Gamemasters with everything they need to introduce their players to the heart of the Empire, including many adventure hooks to spring on the PCs as they explore the city. Likewise, players will find a wealth of information that they can build into their character histories, or draw upon during play. The Otosan Uchi Boxed Set has been designed both as a resource for the ever-expanding L5R world, and an independent, living environment all its own.

## How to Use This Setting

The *Otosan Uchi* boxed set contains over seven hundred locations, complete with NPCs and events that change the setting around the characters who visit. Yet we have left many gaps between the details for Gamemasters to fill in themselves, so that they can make the city their own. These gaps allow GMs to challenge players who have read these books themselves, creating a fluid storyline *around* the core of the setting.

As always, Gamemasters are encouraged to develop Otosan Uchi to their own taste, taking or leaving locations, NPCs, items and other material as they wish. Never feel restricted by what is presented here; L5R is a thematic tool kit, to be interpreted according to the needs of each GM's plotline and style of play.

### THE FORMAT OF THIS BOXED SET

There should be three books and two maps in this boxed set. Book One (this one) documents Otosan Uchi from a broad perspective, including a Master Location Table in the last eight pages, corresponding to the locations on the two maps included in the box. Refer to this chart often; it is your life-line when describing the city and comparing locations between map and description. The locations and NPCs here are divided up by district, but individual entries can be pin-pointed by referring to the Master Location Table.

Book Two is a walking tour through the Forbidden City and the four districts around it. Miya Yurikago, an Imperial of some repute, describes many locations in detail, allowing Gamemasters to immerse themselves (and their players) in the atmosphere of the city. Greater focus and more complex plots are presented here, for GMs preferring to use the 'official' storyline. Book Two also provides the backdrop for the Imperial setting, inside the Ekohikei - how the architecture, people, and customs change from those of the Outer City (Book One).

Book Three - *The Scorpion's Sting* - is a special adventure prepared exclusively for this boxed set, with an appendix detailing how the setting changes afterward. Gamemasters should read this adventure thoroughly, and carefully consider its ramifications before attempting to run it. Also included in this book are four *Clan War* scenarios which correspond with *The Scorpion's Sting* RPG adventure.

Finally, two poster-size maps are provided, presenting Otosan Uchi from two different perspectives. These maps have a numbering system which matches the Master Location Table at the back of Book One. When looking up a location on one of the maps, simply refer to the Table to find the page number and book where the location's description is found.

### THE DISTRICT RANKING SYSTEM

All of the districts described in this setting are broadly defined using ten different Ranks, each ranging from 1 to 10. A definition of these Ranks, and their numerical values follows.

#### *District Rank*

This measures the district's importance among the other districts of the city (as opposed to its importance to the Imperial Families, which is the district's Imperial Rank). Generally, a district governor may call upon the resources of one other district per Rank their own district has in this statistic.

#### *Population Rank*

This measures the district's population density. For every Rank in this statistic, the district houses or employs approximately 1000 people. (Thus, a Population Rank of 4 would mean roughly 4000 people inside the district's boundaries.) These numbers represent the average number of people physically within a district at any given time.

#### *Relative Wealth*

This measures the value the district may call upon - in the form of favors, excess resources, or trade items. For purposes of immediate trade value, a district may call upon approximately 1000 koku per Rank in this statistic. These funds are immediate and refresh at the rate of the district's Production Rank (see below).

### Crime

This measures the criminal element in the district. For each half-day period that a samurai or group travels through the district, roll a single die. At night, if the roll is less than the district's Crime Rank, the group is accosted by, affected by, or witnesses a crime (whether it happens to them or not). During daylight hours, this chance is reduced by half. Note that such criminal encounters should usually be mundane in nature (such as a robbery or non-lethal assault), and that most criminals lack a katana or other samurai weapons.

### Appearance

This measures the district's visual and social appeal. Generally, the PCs will not find anyone in this district with a Glory Rank higher than its Appearance Rank.

### Imperial Rank

This measures the district's importance to the Imperial Families (as opposed to its importance to the other districts, represented by District Rank). There are two mechanical effects of this Rank: first, the district governor may call upon an Imperial for a favor when rolling beneath this Rank on a single die (one chance per day); and second, the PCs may find an important Imperial in the district with a roll beneath this rank on a single die (one chance per day).

### Production

This measures the district's ability to develop value. For every Rank in this statistic, the district creates an excess of 10 koku a day, which immediately adds to the 'liquid' resources defined by its Relative Wealth Rank. (All districts in the Imperial City are profitable for their governors; those that are not are undertaxed. It is not acceptable for an environ so close to the Emperor to suffer from poverty.)

### Political Influence

This measures the district's ability to create Imperial policy. When a PC requests a district governor or other official to seek something beyond their own borders (such as entry to a higher court, or a favor from a governor of higher standing - *i.e.* District or Imperial Rank), this is the chance on a single die that the request is fulfilled. Sentaku representatives (see Book Two, p. 14) reduce their rolls by 3 when performing this task.

### Corruption

This measures the district's internal vice. Generally, NPCs with an Honor Rank higher than the district's Corruption Rank will not be found there. This number also represents the chance (on a single die) that some venal party will intervene when the PCs deal with the district's government. Such individuals (or groups, if the GM desires) are rarely helpful, and always selfish.

### Popularity

This measures the district's appeal to the masses of Otosan Uchi and to returning visitors. For every Rank in this statistic, there is always at least one (and often several) den of pleasure, iniquity, or honest repute in the district's borders. Such places can take the form of oft-frequented inns, geisha houses, or even Shintao Gardens, but they are *always* popular.

## GENERIC BUILDINGS

Several locations are noted on the Master Location Table as simply 'Inn (Asahina Gojin)', without a page reference. Such locations are generic, and have no further explanation. Typically, the Gamemaster should deduce the building's function and atmosphere through its title and surroundings. If this is not the case at any time, make the locale an extension of one of its neighbors (a tea house at the edge of a peddler's district that the GM cannot make sense of might become another merchant, for instance). Used judiciously, this tactic produces nearly the same effect as having prepared material.

## A NOTE ABOUT GLORY AND SPELLS

None of the NPCs in this boxed set include either Spells or Glory. This is an intentional attempt to let the GM interpret characters as he wishes, and to allow him to determine the power level of play in his own Otosan Uchi setting.



## Overview of Otosan Uchi

This section is devoted to material concerning the entire city, such as history, the political climate, and the social castes that live here. Book Two covers the Ekohikei (the Inner City, within the Enchanted Walls), while this book mainly describes the Toshisoto (the Outer City that most visitors encounter). Note that much of the material presented here – in particular, the *Religion and Worship Section* (see page 15) – covers aspects of Otosan Uchi applicable to all districts of the city, Inner and Outer.

## History of the Imperial Capital

The early history of Otosan Uchi can be found in Book Two (pages 5-8), and details how and why the initial structures were built. This section covers the history of that which lies outside the Miwaku Kabe (Enchanted Walls).

### GROWTH OF THE TOSHISOTO

After the Battle of Four Winds (see Book Two, page 7), Otosan Uchi grew well beyond its original architects' expectations. The Miwaku Kabe were ultimately too confining for all the people who flocked to the city. Shanty-towns and tent cities began to crop up outside the walls, regardless of the government's desires.

### RAPID EXPANSION

The decision was made to expand Otosan Uchi, segregating the new districts from the old (Ekohikei) districts by virtue of social class. This model remains today, but it is difficult to enforce regularly, and many exceptions exist. For instance, eta and heimin enter the Ekohikei by necessity; otherwise, who would clean up after the nobles, or sell to them?

New walls rose well beyond where anyone thought they would be needed, and work began on fourteen new districts inside that perimeter. Even with these new borders, the city had not grown to the edge of the sea, and so the mouth of the River of the Sun

was dug out to accommodate small kobune and junks, which provided food and much-needed supplies. Predecessors to the Mantis and Tortoise were eager to work with the fledgling capital, and the profit margins of trade were high.

Originally, the city was designed to appear like a flawless oval from the vantage point of the nearby hills, but this dream was shattered when squatters merged into districts, new districts were formed, or two more more combined. Otosan Uchi very rapidly took on a life of its own, expanding as required without the permission of the first builders.

### THE TOSHISOTO TODAY

Over a thousand years, the city has grown to a suitable size, finally acquiring a balance between size, function, and appearance to meet everyone's needs. There are still frequent changes, but they happen largely due to forces beyond the control of those who live here – natural disasters and the elements wear down structures, which must be rebuilt; new district governors enforce their will to make a point or prove that they are different (and therefore better) than those who have come before; and even the Emperor periodically intervenes, redefining district borders or subtly changing a law which in turn affects how the districts operate.

## Architecture of the Toshisoto

One might think the Toshisoto districts would have distinctly less flair than their upper-caste neighbors inside the Miwaku Kabe, and this may be true for some districts today. But originally, all the districts of the Toshisoto were just as austere as their predecessors, and perhaps more so. In the great old days of the Empire, people who visited Otosan Uchi knew they were in the very heart of Rokugan.

Since its construction, the *Buzama ni Hirugaru Kyojin* ("The Sprawling Giant") – as Otosan Uchi has come to be known beyond its walls – has not changed significantly. While the rest of the Empire grows, Otosan Uchi is stymied by a policy that nothing may outshine the Imperial structures of the Ekohikei, which in turn may not exceed the grandeur of the Imperial Palace. The Imperial Palace – a symbol of the integrity and prowess of the original Hantei line – cannot easily accommodate change, and has thus held the rest of the city back.

## People of the Toshisoto

People of every clan, profession, and social caste can be found in the Toshisoto. It would be easy to say that Otosan Uchi is a microcosm of Rokugan as a whole – that every facet of the Empire can be seen here – but that comparison is not entirely accurate. While the rest of the Empire must contend with the Emperor's Laws on occasion (usually when dealing with Imperial



Magistrates), their principal duty is to their clan; Imperial Laws are often interpreted for them. In Otosan Uchi, all local legislature is strongly influenced (and often overruled) by Imperial decree, and *everyone* must meet the expectations of the Son of Heaven.

This has created many unexpected social customs among the people of the Imperial Capital. Perhaps the most important of these is the formation of a new social class - the *horosha*, or "wanderers" - those without function, clan affiliation, or social standing. Comprised mostly of people who have slipped through the cracks of society and law, the *horosha* move between the social castes, no better or worse within their own sub-culture than any other. They are like ronin in that they do not generally have lords (ocasionally, a lord will become *horosha*, taking his family and vassals with him), but do not suffer from the same stigma. There are just too many people living in Otosan Uchi for the *horosha* to be easily noticed. They are invisible, surviving within a system that ignores them.

Another aspect of the Toshioto's strange civil equilibrium is that the rules are not always obeyed. Large infractions of justice, ethics, and morality are obviously noticed (you cannot commit murder with impunity, for instance), but in a system as complex and overwhelming as Otosan Uchi, it is easy to ignore minor customs when no one is watching. It is not uncommon in the Outer City for *heimin* and *samurai* to feign drunkenness to avoid uncomfortable situations, or for a gift to simply be laid at the recipient's doorstep for them to find later. The atmosphere of the Toshioto lends itself to interpretation of Rokugan's social customs, and many are too weak to avoid temptation.

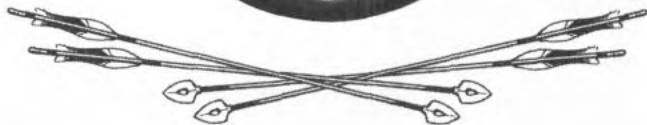
In the end, the Toshioto can distress or corrupt unwary visitors to the Imperial Capital. Blatant disregard for rules and manners leave Rokugani confused. Many regular visitors ignore parts of the Toshioto where this behavior is most common, or avoid the Outer Districts altogether, stopping only in the *Ekohikei*. Others lose control in the vast, ignorant boroughs of the Outer City, finding their new lives to be lonely and unfulfilling.



A single person, chosen arbitrarily by the Emperor (or, when he is unavailable or uncaring, a member of his Imperial Court), governs each of the Toshioto Districts. These men and women fulfill the same function as provincial governors outside the city, and have nearly as much authority. Being within Otosan Uchi's political superstructure, they hold responsibilities that would never fall on the governor of a small territory elsewhere in the Empire. They must regularly report to a *hatamoto* of the Imperial Houses, ensuring that the Court is appraised of their current situation, needs, and any problems that have arisen in their district. The Emperor dislikes problems in his city, so these reports are often watered down to give the governors time to deal with their own crises. When this ploy backfires, the governor is invariably replaced, and the customs and expectations of the district change (see *People of the Toshioto*, above).

All regions in the city are named after their current governor, regardless of turn-over or circumstance. This policy was originally intended to better acclimate new governors, whose name would be instantly recognizable throughout the city, but it has instead caused untold chaos. Many people who have lived in Otosan Uchi their entire lives refuse to honor the system, referring to districts by the name they knew as a child, or retaining their favorite governor's name, regardless of how many have come along since then. This confuses visitors, often leading to misunderstandings.

The governors of the Toshioto Districts do not answer to a uniform council, nor do they attend regular meetings with other governors. Inter-district communication is left entirely up to the governors themselves, as is the administration of their own territories. Each of the districts outside the *Miwaku Kabe* operates independently, with its own policies and legal interpretations. In many cases, this has improved the systems of these districts; but without the *Sentaku Tribunal* (see Book Two, page 12) to watch over them, their choices often hurt their people.



## Military Presence in the Outer City

Unlike the Ekohikei, military forces of the Toshisoto are irregular and autonomous. Each of the district governors commands his own small force, but many do not gather them; why feed, clothe, and house your own units when the mighty armies of the Emperor are only a short ride away? Still, many governors retain personal guards, if for no other purpose than to make the governors feel secure, and impress their honored guests. Such bushi are commonly few in number, and housed separately from other military forces.

Many private citizens keep military forces in the Outer City, but they are usually small in number and not as well-trained or equipped as their Imperial brethren. Governors can call upon any such forces in their districts when the city needs them, with or without the permission of their retainer, and are catalogued by the district's magistrates for this purpose.

Consequently, the districts with the greatest military forces in the Outer City have the fewest private citizens, or other resources to draw upon. The Ochiyo Temple District, for instance, retains one of the largest military forces in the city, since its only other source of defense comes from the small barracks in the Hayasu District. Asako Ochiyo realizes that he is in a weak position, being so close to the outer edge of Otosan Uchi, and has developed a large force to protect his monks and priests.

### DEFENSES AND FORTIFICATIONS

The primary defense for the Toshisoto – the immense wall built around the city's current perimeter during its last expansion – is a crumbling wreck. Any army with an ounce of leadership could punch a hole through it with minimal effort; furthermore, the streets beyond offer a direct line to the Miwaku Kabe. In fact, the only obstacles preventing an enemy force from taking one or more of the Toshisoto Districts and waging a guerrilla war with the Ekohikei is the reputation of the city.



## Magistrates and Law Enforcement

By and large, the same laws and enforcement techniques seen across Rokugan apply within Otosan Uchi. After all, this is where most legislature begins. There are a few differences and local idiosyncrasies, however, which should be mentioned.

### MAGISTRATES IN THE EKOHIKEI

Just as elsewhere in Rokugan, Imperial Magistrates form the principal law enforcement body within Otosan Uchi. There are two primary types of magistrates in the Imperial Capital – those limited in jurisdiction to a district, and those who roam through the city enforcing the Emperor's Law. The former is a less glorious position, but has the benefit of stability and long-term achievement under one lord. It is not uncommon for district magistrates to gain a great rapport with their governor, building a bond very similar to that of family. If the lord is of higher rank, this can be a very powerful tool in the magistrate's career.

Roaming magistrates are commanded by one of the *gokenin* within the city, who in turn answers to a governor's *karo*. The duties of the *gokenin* are mainly administrative, and they do not interact a great deal with the public. The *karo*, on the other hand, often act as public relations officers for the governors and as a second layer of law enforcement when an Imperial Magistrate assigned to them needs aid or advice.

Above *karo* are the *hatamoto* of each district (there are seven, one for each of the Clan Embassies), whose territories shift frequently, according to the Emerald Champion's wishes. The responsibilities of the *hatamoto* include adjudicating all the cases which their magistrates are involved in, managing the law on a political level, and reporting to the Emerald Champion. They are effectively the highest level of practical legislature within the city, considering the constant distractions plaguing the governors (see *Politics and Government* in both books).

### Yoriki

Imperial Magistrates, whether roaming or not, are assisted by *yoriki*, who act as 'deputies' for them (there are no peasant *doshin* within the Ekohikei or Forbidden City). *Yoriki* are the lowest rank

of law enforcement in the Imperial Capital, and those in the Ekohikei have higher status than their Outer City counterparts (as well as those elsewhere in the Empire). Numerous *yoriki* live within *Otosan Uchi*, assigned to the magistrates as they are needed.

#### *Influence of the Great Clans*

With one *karo* acting as a representative to each of the Great Clan Embassies, it is not surprising that law enforcement techniques and interpretations of the Emperor's word vary from one area of the city to another. These differences tend to balance one another, with the *karo* of like-minded clans tending to assist each other while those of conflicting clans impede one another.

This subtle system of checks and balances is an intentional aspect of legal jurisdiction based upon the careful dynamic of Embassy placement, and sanctioned by the Emerald Champion. Through the *karo*, the Emerald Champion is assured that no favoritism or sweeping lack of justice will occur within the city districts. But, as a result, justice is sometimes a slow process.

#### *Jurisdiction of Magistrates*

The jurisdiction of roaming magistrates extends throughout the city. If they notice a crime on their watch, they are obliged to respond in the proper manner (see below for more on how magistrates handle each type of crime). In theory, roaming magistrates have the authority to involve themselves in crimes committed within the Outer City as well, even superseding the word of local magistrates there, but this rarely happens. Magistrates within the Enchanted Walls do not often appear outside, and are usually assigned to some important function (one which they cannot neglect) if they do.

Magistrates assigned to a lord obey the lord's commands, and cannot investigate or respond to crimes that the lord does not wish them to (they must still report the crime, however, preferably to a roaming magistrate or a *karo* of the district).

#### *Magistrates New to Otosan Uchi*

When Imperial Magistrates arrive at the Imperial Capital (either for the first time or after an extended trip abroad), they must visit the office of Satsume, the Emerald Champion, who assesses the city's needs and decides where they will be posted. If they have any pending business within the city or are here on any sort of official business, they must inform him so that he may take their needs under advisement. Otherwise, magistrates (and any cases they have brought with them) are subject to Satsume's decision, which is final. Appeals are unusual, and reassignments after the fact rare.

Many player characters will fall into this category (Imperial Magistrates visiting the city), so be prepared to roleplay the encounter with Satsume as needed. Higher Glory PCs may receive additional leeway to present their case, but no amount of reputation will sway Satsume's decision once made.

## **CRIMINAL INVESTIGATION AND IMPERIAL LAW**

Over the centuries, Rokugan's criminal system boiled down to the very basics. Crimes are lumped into broad categories (violence, betrayal, deception, crimes of the spirit, and social infractions, which are otherwise known as 'lesser crimes'). Within these categories, all infractions of law are punished. Ultimately, the most important factor in deciding guilt and meting out punishment is justice, which forms the backbone of every magistrate's duties. They represent the Emperor's Law first, and justice second; but since the Emperor's Law is widely considered to be just, these two goals are assumed to be one and the same (for more on this, see *The Emperor's Law* below).

Criminals can only be prosecuted if they confess, or someone of higher standing gives testimony. Typically, magistrates must directly receive a confession or testimony for the process to continue, though the high concentration of ranking nobles within *Otosan Uchi* alters this standard; nobles of sufficient Glory Rank (4 or higher) may begin criminal proceedings easily and quickly. Such nobles may also act as confidants for confession or witnesses.

Accused criminals must be proven guilty through the direct action, implication, or assessment of a magistrate, based upon the facts presented. This is not always an easy process, and is perhaps the most common reason that perpetrators escape justice. If a magistrate did not witness the crime, or cannot prove a noble's



case, the accused is absolved and released. The Rokugani system of visual proof commonly prevents the admission of evidence found after a crime, so magistrates rarely follow up dismissed cases.

As a result, magistrates have come to recognize the 'window of opportunity' for each type of crime. Some (like forgery) have a naturally longer period, based on the physical elements inherent in the investigation. But most (especially social infractions) have moments during which eyewitness testimony must be collected with utmost haste. Experienced magistrates know the proper methods for each, and are quick to judge when necessary.

There is no appeals process in Rokugan. Once a person is found guilty, he is sentenced and punished without delay. Only the Emerald Champion or the Emperor may offer a pardon, and this is nearly unheard of. To forgive a guilty criminal is a grave insult to the magistrate who convicted him, one which undermines the magistrate's honor as well as the chain of command. A life, however innocent, must sometimes be sacrificed to preserve the system as a whole.



### *The Emperor's Law*

As the feudal lord of Rokugan, Emperor Hantei has the right to create, interpret, and enforce law as he sees fit. As final adjudicator of law within the Empire, he may overrule or alter the verdict of any magistrate. None would dare question him or his motives. He is the supreme source of justice within the Empire and sole arbiter of knowledge (including the best interests of his people).

This means that he has the right to create laws at will, which must be both obeyed and enforced the moment the command leaves his lips. Early in the days of the Empire, when its society was still young and naive, this caused many problems. New laws came and went with each new day, and the people feared that they would accidentally lose their holdings, their families, or even their lives, over fleeting and arbitrary legislature.

But today, this right is invoked infrequently, and most laws are created or revised during an annual magistrates' conference during the month of the Dragon, shortly after the Emperor and his entourage return from Winter Court. The *Hashira Horitsu* ("Pillars of Law") convene with the Emperor, the Emerald Champion, and a host of judges, courtiers, and nobles to discuss matters of law in the Empire. The Otomo Palace within the Forbidden City hosts the proceedings, and all magistrates are welcome. Others attend only by invitation.

The Hashira Horitsu discuss matters of politics, legislature, and experiences that magistrates have had in the field. They work to expose and resolve potential problems and misinterpretations of law, eliminate faulty laws, and ratify new ones. As always, the Emperor may overrule all others at the conference, but he typically approves the judgments of others instead. If the Emperor is not present for some reason, then the Emerald Champion presides. If he is also absent, the highest ranking official present assumes authority.

Only once has this policy created a problem for the magistrates of Rokugan. Otomo Daikenin, an Imperial Regent, arranged for the conference to fall days before Emperor Hantei XX and his Champion returned to Otsan Uchi, hoping to push through a law favorable to his Yasuki smuggling associates. Once the Emperor returned, however, the ruse was quickly discovered, the law overturned, and Daikenin was put to death. Others have learned from his mistake; today, the conference is carefully regulated to prevent misrepresentation, and the first audiences are delayed until Emperor Hantei arrives.

Ideally, the conference lasts only three days each year, but it often runs much longer. Squabbling over legal prospects often mires the proceedings for hours or days. Again, the Emperor and his Champion may intervene at any point if things become unproductive, but they are wont to let the debates continue as an amusement for the Imperial Court.

### *Renegade Justice*

When a crime cannot be proven, the victim (or his family, in the case of death or incapacitation) sometimes persists, conducting a personal vendetta against the perpetrator. This is illegal in Rokugan (it is a Violent Crime, or one of Deception, depending on the outcome when magistrates become involved; see below), and can result in the original victim's prosecution. Thus, personal crusades for justice must be attempted with extreme care and discretion.

Vigilantes are considered ronin within the letter of the Emperor's Law. They have no rights, and are not recognized by the system of justice. Magistrates have full authority to apprehend and prosecute these villains however they choose, and many never make it back for formal judgment as a result.

### *The Kitsu Claim*

There is a growing movement within the halls of Otosan Uchi and other important courts across the Empire called *toshiyori-koe* (which means "old voices"). The Kitsu and many of the shugenja and monk castes are the most vocal proponents: they recommend that – according to the *ritsuryo* legal code – the spirits and ancestors should be allowed to give direct testimony as the living do. The Kitsu would act as their physical voice in this matter, but the words would come from the spirits themselves.

Currently, ancestors are used to test the veracity of a witness' testimony, but cannot participate in the legal system beyond that function. The Kitsu protest that they have as much right to offer legal and binding evidence as anyone else, but their opponents within the legislature (including many magistrates) claim that such a precedent would pave the way for false Kitsu testimony, or even falsified ancestral dialogue. Also, any Kitsu could claim that the ancestor within them was present at the scene of a crime, and there would be no counter to such a claim, as there is with that of the living (who must have been present when the crime took place to speak of it).

The proposal continues to spark debate in the *Hashira Horitsu*, and it is unlikely that it will proceed beyond that point any time soon.

## **PUNISHMENTS THAT FIT THE CRIME**

If outsiders were to come to Rokugan, particularly those raised within a democracy, they might consider its justice system to be cruel, or even unfair. But this is far from the case. Criminal judgment in the Emerald Empire is simple, and highly ritualized, to ensure that every breach of the Emperor's Law is met firmly, decisively, and correctly. The Rokugani believe it better for a criminal to suffer in tandem with his victim than to let the rights of the accused obscure their guilt.

Most criminals are punished on a case-by-case basis, and many factors are considered in the ruling: the conditions and location of the crime, the circumstances which caused the criminal to commit the act, and – perhaps most importantly – the result of the criminal's efforts. Occasionally, the victim of a crime

may plead for clemency in the punishment of his aggressor. This happens rarely, and must always have the blessing of the ranking magistrate; otherwise, it is considered a Lesser (Social) Crime for them to interfere. The judgment of a victim may not exceed that already decided by the magistrates involved.

Below is a list of brief descriptions of each criminal category, the crimes they comprise, and how magistrates of the Emerald Champion deal with the crimes. They are listed in order of severity, from worst to least.

### *Violent Crimes*

Arson, Banditry, Destruction of Property, Murder, Rape, Theft  
**Punishments:** Death, Death of Family, Death of Lord, District-Specific Punishment, Drawing and Quartering, Duel, Seppuku

The widest number of crimes fall into this category, partly because its broad definition includes "acts which intend harm upon the Emperor's lands, or upon other people". Over the centuries, many crimes have been ruled "violent" toward the Emperor or his possessions (including other Rokugani), and have thus fallen under this category.

Unfortunately, this category contains the harshest punishments. Violent criminals are killed for their crimes, or are shamed out of their caste. For instance, the Karada District often tosses thieves and bandits into the Oni Warai ("Oni's Smile", Location 15), where they are consigned to a grisly death or recruitment by the scoundrels within. Arsonists of the Hito and Kanjo Districts are tied to a scorched remnant of the property they damaged, and set afloat on the River of the Sun, beyond the breakers south of the Imperial Water Gardens (Location 746). They float down-river, often drowning before they reach Sorrow's Falls, when their weight draws them under the surface.

Some areas of the city (and the Empire) make no distinction between banditry and theft, prosecuting them as the same crime. Others have far more lenient laws against theft, considering it to be more of an insult than an injury. Each district and province of the Empire draws its own distinction in this regard, which is ratified by the local law-making body.

Murder, a common crime in Rokugan, is far more clear-cut. The family of the victim (particularly the first-born son of the lord whose blood was spilled) has the right to seek retribution with the killer's family – assuming that the crime can be proven and connected to the perpetrator. Magistrates are only peripherally involved in this process, as tradition has been set for centuries, and every samurai knows his right of vengeance.

Periodically, magistrates must make a judgment call between feuding (or even blood-feuding) individuals or families. This occurs primarily during non-lethal duels (which are, in themselves, rare), when the victor is not clear, or when magistrates believe that justice will not be served by allowing a proper duel to continue. In such a case, the duelist/contestant whom the magistrates judge to be in the right will be declared the 'victor', and the other relieved (if the victim) or punished per the note of Imperial Law (if the perpetrator).

Such intervention is rare, and requires two or more magistrates, working in tandem and agreement, to occur. It is also incredibly delicate, as the magistrates may themselves be prosecuted for breach of the Emperor's Law if their decisions are judged faulty.

#### *Crimes of the Spirit*

Practicing of *Maho*, Shadowlands Taint, Theft From the Dead

**Punishments:** Death, Death of Family, Death of Lord, District-Specific Punishment, Exile (only in the most extreme cases), Mutilation, Seppuku

These are corrupting offenses, which affect one's eternal spirit. Generally, all unauthorized knowledge of the Shadowlands Taint falls in this category, as does all use of blood-based magic (*maho*). Nearly as vile to Rokugani as shame or murder (and moreso to the Asako), this type of crime eats away at the underbelly of society, where Amaterasu's caring light cannot shine.

Some magistrates exhibit a degree of remorse when punishing those who have involuntarily committed this crime (e.g. contracted the Taint through no fault of their own). Such 'criminals' usually receive a lesser punishment for their crime, as recompense for their fate: the faultlessly Tainted, for example, might simply be exiled into the Shadowlands, or even killed outright without warning to ease their suffering. This is one of the few instances which considers the opinions of the offender.

At the other end of the scale, Blood Speakers and grave robbers suffer the full measure of the law, and no weight is given to the criminal's feelings whatsoever. The Rokugani do not tolerate such perversions of the natural order. Magistrates quickly judge and punish practitioners of the dark arts within the Empire, eradicating them with minimal reflection.

#### *Crimes of Betrayal*

Disobeying an Imperial Magistrate, Impersonation of a Samurai, Rioting, Sedition, Treachery

**Punishments:** Death, District-Specific Punishment, Duel, Exile, Hard Labor, Public Flogging, Seppuku

These are crimes against the Emperor's trust, betraying his Honor and that of the criminal as well. Disrupting society and inciting dissension among the Emperor's people are modes of betrayal, as is defying the word of his Imperial Magistrates. Impersonating a samurai is even worse (nearly as offensive as violence or spiritual corruption), as it is a crime against the Celestial Order itself.

Punishments for crimes of betrayal are meant to teach the offender and his followers their proper place in society. Only the most egregious betrayals receive the death penalty. Most offenders are subjected to some public shame, pain, or exile instead, so that any who wish to follow in their footsteps may learn what lies ahead, or simply come to understand the error in their ways. Seppuku is also commonly offered to such criminals.

It is important to note that impersonating the lower castes (*heimin* and *hinin*) is not a crime.

#### *Crimes of Deception*

Bribery, Extortion, Forgery, Fraud

**Punishments:** Death, District-Specific Punishment, Exile, House Arrest, Public Flogging, Seppuku

While lying to save face is socially accepted in Rokugan, lying to obtain property or services is not. The *Hashira Horitsu* has drawn this line concerning crimes of deception. Magistrates consider potential gain over intent when adjudicating such offenses, and have learned to be swift and precise.

Generally, the guilty respond directly to such claims, as many are consummate performers, well-versed in the arts of sincerity and guile. The innocent usually have far more to lose should the truth come out (they *were* lying in the first place, likely to protect a secret that would shame them if revealed), and are therefore the most likely to defend themselves, or be evasive, in response. Again, knowledgeable magistrates have learned how to spot true deceivers, watching for body language, voice, and a host of other signs to determine innocence and concealment.

This can be one of a magistrate's most difficult challenges, however; proving guilt is not as easy as spotting it, especially when the evidence of the case is verbal or intuitive. Believing a person to be guilty is not enough to convict them, even for an Imperial Magistrate; the perpetrator of a deceptive crime must confess, or the crime must be directly and clearly seen by the magistrate. Otherwise, the magistrate risks falsely accusing an innocent, particularly if the only testimony available comes from the victim (who may be lying in order to eliminate an enemy).

Magistrates have studied the methods of deceptive criminals for use in their own investigations. They use verbal games and tricks of phrase to cause a suspect to slip up and reveal his true motive, the names of accomplices, or even his own guilt. Other techniques used to elicit confessions include terrorist tactics (such as shadowing the suspect or convincing him that someone else intends him harm to drive him into the hands of the law for protection), coercion, and complicated, multi-person illusions carefully constructed around the villain to draw him out.

This criterion has created a niche within the law enforcement community in which only those magistrates, *yoriki*, and *doshin* skilled in deception excel. Crimes of deception have become incredibly diverse, particularly in social forums such as the Imperial Capital. Not only are inexperienced magistrates unwelcome in such investigations, they tend to wind up dead.

As with crimes of betrayal, deceptions call for death or seppuku under only the most dire circumstances. Most criminal gain through lying is minimal in the eyes of Rokugani law, and not comparable to extreme punishments. For this reason, more and more criminals turn here for their next operation, hoping to evade death if caught, and magistrates in the know fight constantly for harsher sentences.

### *Social Infractions (aka "Lesser Crimes")*

Assault, Battery, Breaking One's Word, Civil Disobedience, Vagrancy

**Punishments:** Cuffing, District-Specific Punishment, Duel, Exile, Fine, House Arrest, Labor (Hard/Soft), Public Flogging

These crimes fall outside the standard boundaries for punishment. People convicted of them receive nothing more than a warning from most magistrates; some are even allowed to continue their behavior, if the ranking magistrate believes that the problem will work itself out. Civil Disobedience and Vagrancy are commonly ignored by the populace, and many magistrates simply turn their back rather than attending to the problem.

Lesser crimes are generally punished privately. The public, only minimally involved in the process, is saved from embarrassment and possible association. Such cases *never* go to superiors, who would only scoff at such trivial matters in the first place. Punishments are almost invariably of the least caliber recommended for the crime in question.

Some cases, however, demand a harsher sentence. Infractions directly against the populace (physically harmful acts upon ranking officials in public or the defiling of an Imperial landmark, for instance) dictate a more severe and public punishment. Such criminal acts hurt the public as a whole, and must therefore be atoned for in the same forum.

The crime of breaking one's word requires additional attention. This does not refer to lying, which is explained in the *Crimes of Deception* section. Breaking One's Word is the intentional disregard of one's own public declaration. For example, a samurai who promised his lord – before his lord's court – that he would guard an item would be accountable to the Emperor's Law if he mindfully ignored its safety.

### **IMPERIAL JUDGES AND THEIR COURTS**

Most judges are Imperial Magistrates who hold court within various shaded groves and plazas across the city. These are obscured from casual public attention, though many citizens know where they are should they wish to attend a prisoner's sentencing. Nestled between court buildings, at the edge of one of the river-canal, or within open-air forums, they serve as the seat of legal judgment within Otosan Uchi.

The only consistent features within these courts are a comfortable place for the ranking (presiding) magistrate to sit, and a spot where the accused kneels during the presentation of the case's facts. The latter is generally a low, rough mound of pure white sand; the grains are sometimes exposed to the glare of the sun for hours before the prisoner's arrival, so that they are nearly smoking when he is placed on them.

Judges must determine a person's guilt and punishment (if any) when field magistrates are unable, or unauthorized, to do so. Their sentences are final.

### **THE PRISONS OF OTOSAN UCHI**

Prisons leave a sour taste in the mouths of most Rokugani, but they are a necessary evil in a place as large as Otosan Uchi. Criminals simply have more targets and more places to hide in such an environment, and have flocked to the Imperial Capital since it grew beyond the confines of the Enchanted Walls.

There are two primary prisons – segregated by caste – within Otosan Uchi, both located outside the Miwaku Kabe. Samurai are incarcerated upon the tallest hill of the Outer City, Kyuden Kokai, within the Toyotomi District. Heimin and hinin are kept within the Hinjaku District to the northwest, where the shadow of the Imperial Palace obscures them from Lady Sun's benevolent gaze.

Prisoners captured and convicted within the Ekohikei are moved outside the Enchanted Walls and interred at one of these



locations, never again allowed inside. Imperial Magistrates or their *yoriki* transport them to the northern gate house, where the *yoriki* or *doshin* of Outer City authorities take custody. Leaving the *Ekohikei* in this manner is greatly humiliating; the cuffed prisoner is led along the northern peasant road, three feet in front of two or more armed men whose hands never leave their weapons. None look at the accused, turning away and clearing a path for him as he passes through the gates.

#### *The Hajisherazu*

The two prisons of *Otosan Uchi* are not guarded by magistrates or soldiers, but by inmates, called the *Hajisherazu*. These are men and women who have been shamed in their public lives, have lost faith in *Bushido* or *Shintao*, or have for some reason decided to abandon society. As retired samurai have the option of becoming monks and joining a temple, such social misfits have a home here, provided that they ensure the safety of their fellow inmates and prevent any from leaving until their sentence has run its course.

The task is thankless, and few *Hajisherazu* ever leave their posts, finding the outside world less kind once they have retired within their sheltered cage. But the simplicity of their lives, combined with the importance of their duty to the Empire, often renews what they have lost and provides them with an honorable path to enlightenment.

The *Hajisherazu* keep *Otosan Uchi*'s prisons well-managed and habitable. They have planted lotus gardens, built simple *Shintao* temples, and procured basic amenities for the inmates that make life nearly as pleasant as it is outside the walls. They enforce daily physical, mental, and spiritual regimens; many prisoners leave their confines with much greater understanding of their crime than the magistrates who captured them, and all walk away with a new perspective.

#### **TRAVEL PAPERS WITHIN THE EKOHIKEI**

Those within the *Ekohikei* must carry travel papers at all times. These papers document where the papers were drawn (their point of origin), where the carrier is going, what business he has there, and any other pertinent details. They are inscribed with all the names of those in groups that will travel together, and must be signed by their lord and a ranking sponsor (who can also be their lord, if his *Glory* is at least one Rank higher than the travelers').

Clan and Imperial forces regularly patrol the borders between each of the *Ekohikei* districts (largely invisible to those who do not live within the city). They have the right to check the papers of all suspicious individuals within their jurisdiction. This happens infrequently without provocation, but unruly samurai will quickly find themselves questioned about their point of origin and destination. The guards compare the answers to the information upon the travel papers, some of which is occasionally written in a code that only magistrates of the city know.

If anything is amiss, the characters might find themselves reprimanded severely or even imprisoned for failing to provide the proper documentation, or on some other charge. Long waits in small holding cells are common for troublemakers at the district edges.

There are a few notable exceptions to this process, including festivals, holidays, and religious events. During these times, foot traffic across the *Ekohikei* is so heavy that few papers are checked, and none are checked closely.





## Religion and Worship in Otosan Uchi

temples devoted to the other faiths are built for smaller groups or individuals, and lie further from main roads and intersections.

Conversely, the general public does not see Shintao monks as often as those of other faiths, since their path to enlightenment is sought within the confines of their monasteries, not through the experience of daily life (as it is for shugenja, for example). For this reason, visitors are less likely to find monks among the general populace of Otosan Uchi (or any other Rokugani city) as they are shugenja.

### GIFTS FOR THE GODS

Rokugani make offerings to ancestors, the Fortunes and the kami, and even as a symbol of one's understanding of the Tao. Gifts are a Rokugani tradition of obeisance and piety – given at temples, shrines, and monasteries across the Empire. In Otosan Uchi, shrines can be found cluttered with flowers, candies, works of art, and other offerings, until they are collected by caretakers of the area (often devoted believers charged by the district with keeping the shrine clean). Gifts are also left in front of temples and monasteries, or within forward rooms, for the occupants.

In response, many shops and craftsmen have begun catering to the needs of religious customers. Mercantile districts adjacent to temples put out specialty items designed for special occasions, festivals, and religious ceremonies, and merchants consider the demands of the faithful beside those of war, education, and even entertainment when placing items on display. Even between important holidays, it is easy to find religious statuary, floral arrangements, and items of holy significance throughout a city as large as Otosan Uchi.

### RELIGIOUS SITES IN THE CAPITAL

Many population centers in the Empire (particularly the Scorpion city of Ryoko Owari) have distanced themselves from religion, where places of worship are relegated to second-rate land in small or forgotten provinces. Just the opposite is true in Otosan Uchi. Perhaps it is because the Imperial Capital is perpetually under the scrutiny of religious figures such as Ochiyo, or that an example is being consciously set by the Imperial Families, but – regardless of the cause – Otosan Uchi has become a central locale for people of all faiths.

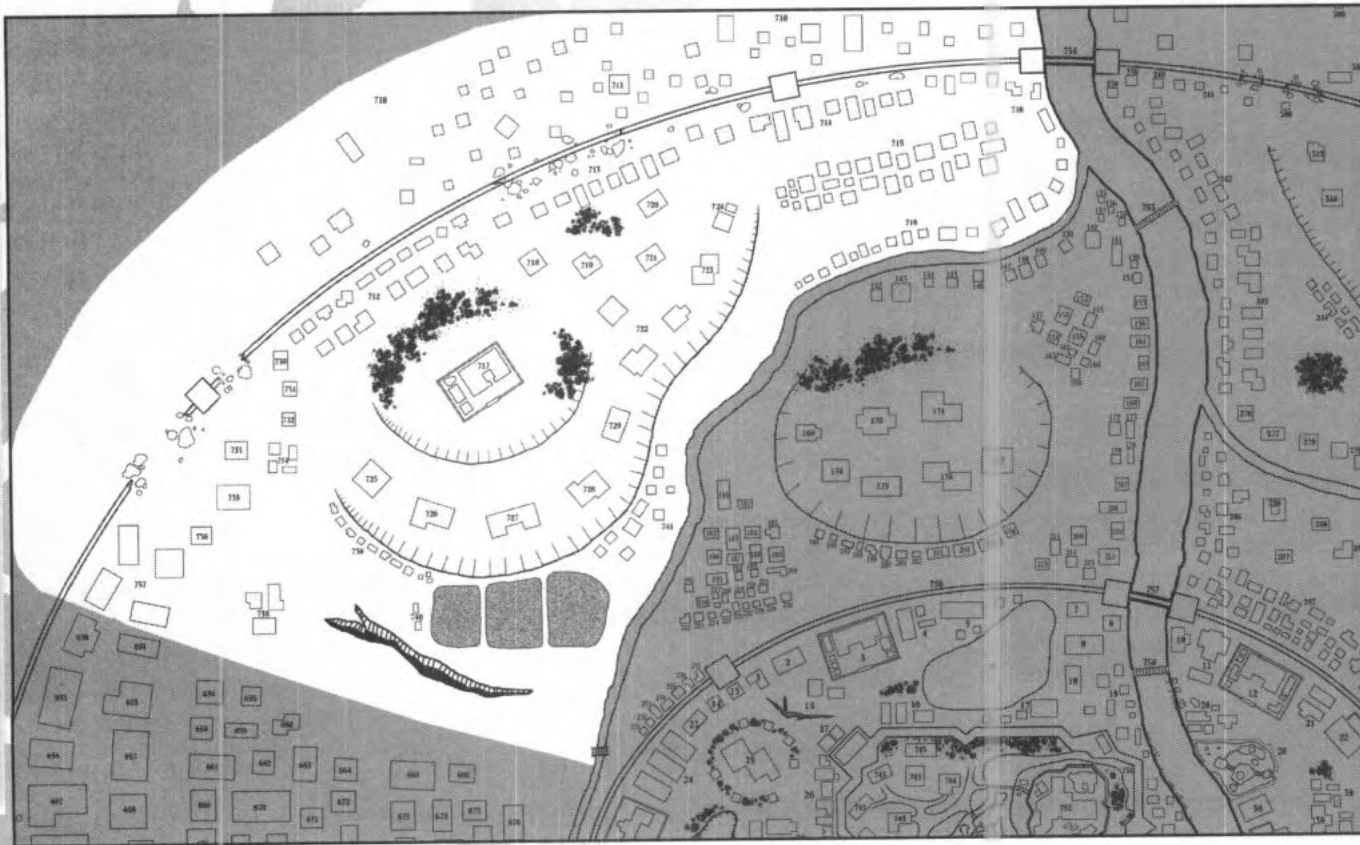
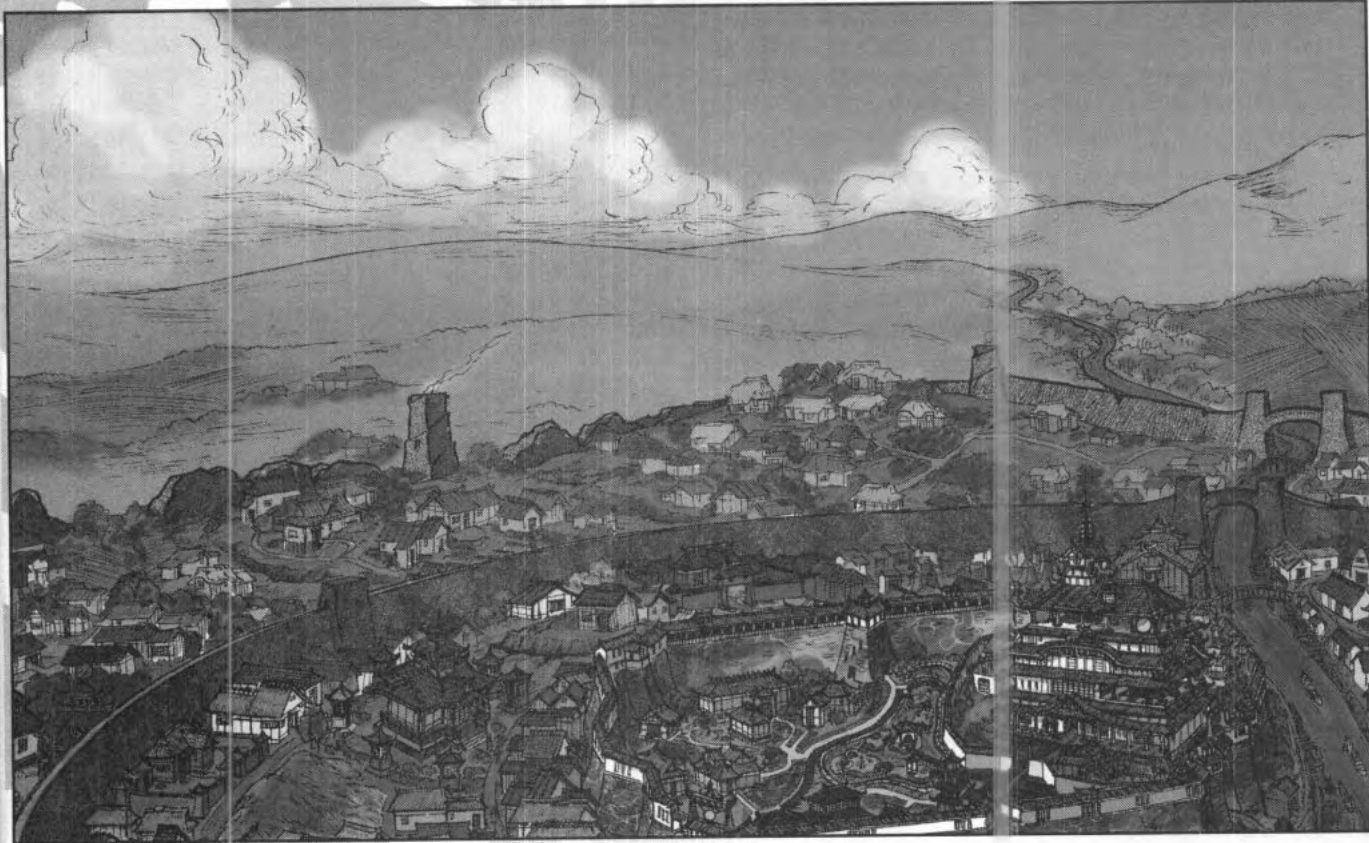
In the Ochiyo District, the Temples to the Kami (Location 707, A-F) stretch nearly from the outer edge of the city to the Enchanted Walls, standing proudly among shrines to nearly every other faith in Rokugan. Fortune worship in Otosan Uchi centers on the Temple of the Seven Fortunes (Location 25), in the Chisei District of the Ekohikei, while reverence of the kami centers around another temple, across the city (Location 100, in the Hito District). Throughout the rest of the city, minor temples, shrines, and monasteries can be found, each with their own slant, duties, and practices.

In Otosan Uchi, as elsewhere in the Empire, religion plays a major role in daily life. Though combined by Emperor Hantei II (Genji) as one official faith, the various splinter-religions of Rokugan thrive side by side for all the city's inhabitants – Shinseism, ancestor worship, and devotion to the Fortunes and the kami. This careful balance between the ancient faiths is consciously cultured by the Imperial Families.

With dozens of locations and thousands of citizens devoted to the ancient faiths, Otosan Uchi has become a prominent destination for pilgrimages. Each year, during the major holidays for each faith, districts of the city swell with visitors, temples serve as the 'courts' of the enlightened, and shrines become beacons of prayer leading believers home. *Oshogatsu* (New Year's Day) is a special time in Otosan Uchi, even though the holiday falls squarely in the middle of Winter Court. The Emperor's presence is felt in the Forbidden City and surrounding environs throughout the *Shihohai* Festival (see *Winter Court: Kyuden Seppun*, page 65), even though he is physically with the hosting family throughout the celebration. The Hantei's prayers are simulated at the Imperial Palace (by the highest-ranking Imperial on hand), and the Forbidden City's doors open to the masses for a single evening. It is not atypical for people of all faiths to travel to the capital from as far away as the the Crab lands and the far southern islands to participate in this affair.

### PRACTICES OF THE DEVOUT

One of the chief fundamental differences between Shinseism and the other religious sects of the Empire lies not in ideology, but in function. Shinsei introduced meditation to Rokugan, which has remained a principal aspect of Shintao ever since. Meanwhile, worship of the Fortunes, kami, and ancestors is more ritualistic, involving gestures, offerings, mantra, and other physical practices. Shintao is generally taught (requiring a teacher, and much interaction with others), while the other religions are generally learned (and therefore independent in nature). Thus, Shintao monasteries tend to be larger and more elaborate, to accommodate their religious community, while shrines and



# Hayasu District

District Rank:	7	Imperial Rank:	6
Population Rank:	3	Production Rank:	3
Relative Wealth:	8	Political Influence:	7
Crime Rank:	2	Corruption Rank:	3
Appearance Rank:	7	Popularity Rank:	6

## Exploring the District

The Hayasu District is one of the most affluent residential sections in Otosan Uchi. It has a reputation as a home for the elite, and houses many wealthy merchants and artisans. A steep hill dominates the district center, upon which some of the most elaborate homes in the city rest. There is much open space here, which is often set aside for festivals and parades by the governor and his staff. The streets of Hayasu District are relatively safe, due to frequent and efficient patrols, and the farms at the outlying edges of the area produce a high annual yield, resulting in healthy taxes for the Emperor.

With the exception of farmer and eta homes, every building in this district gives the appearance of great wealth. There are no poor neighborhoods here, though some are certainly 'more elite' than others. Local property is lavish, but in some cases little has been spent beneath the surface; parts of the Hayasu District are little more than elaborate facades, with decaying or abandoned interiors. While the homes on the hill are opulent and sturdy, those in the Sheltering Swords and Wild Rice neighborhoods (Locations 712 and 715) only *appear* better than the average home; inside, they offer few amenities.

## Government of the Hayasu District

The governor of this district is Shinjo Hayasu, a Unicorn samurai-ko so dedicated to bushido that she has sworn herself to celibacy and taken a male name. Hayasu's style of government is based upon her rigorous military training. She determines policy within her district without aid or advice, passing that information to her underlings, who inform their subordinates, and so on. Subordinates know their role, and carry out their duties without question.

Sometimes, Hayasu requires solitude while in conference with other governmental officials, and has requested that the Unicorn send her someone capable of acting in her stead if necessary. Her new hatamoto - an old friend named Otaku Hitoshi - has only recently arrived. Hayasu remembers Hitoshi from their military days together; he was a year or two older than she, and one of the few men she ever looked upon as a role model. Hitoshi still impresses her, so she trusts him implicitly. Unfortunately, Hitoshi's loyalty has been compromised by the Kolat (see Location 710).

### Shinjo Hayasu, District Governor

Rank 4 Shinjo Bushi; Air: 4, Earth: 3, Fire: 4, Water: 3, Void: 3

Notable Skills: Bard 3, Calligraphy 2, Courtier 3, Defense 3,

Etiquette 4, Horsemanship 5, Iaijutsu 3, Investigation 3, Kenjutsu 3, Law 3, Naginata 3, Oratory 3, Sincerity 4, Yomanri 3

Other Options: Ear of the Emperor, Idealistic, Quick, Voice



## ETA VILLAGE

### Location #710

As elsewhere in the city, Hayasu eta live outside the walls, though they are far better off here than anywhere else in the city. The wealthy current governor, Shinjo Hayasu, annually supplies them with cloth, food and other gifts. No one knows why Hayasu performs this charity (she pioneered the 'tradition', which she claims her successors will adopt, regardless of their background or preference), and it has become a topic of some debate among the other districts of the Outer City. Some believe that the Hayasu eta will become lazy or insolent because of her generosity, but this has not yet been the case (largely because of the efforts of Nasite - see Location 711, below).

#### *The Spy*

One of the Hayasu eta - Azito - is a Kolat agent, charged with recovering ciphered notes left beneath a chamber pot by a man named Otaku Hitoshi (see Location 717) and placing them in the tunnel under his home. What happens after that is a mystery to him; he is merely a small strand in an intricate Kolat web. Further details concerning Kolat activities here and elsewhere in the city can be found in Locations 769-775 and throughout Book Two of this boxed set. Gamemasters are encouraged to adapt Azito, Hitoshi, and others into their own Kolat plots.

#### Azito, Kolat Delivery Boy

**Not Ranked (Eta); Air: 2, Reflexes 3, Earth: 2, Fire: 1, Water: 1, Void: 1**

**Notable Skills:** Acting 1, Athletics 1, Painting 1

**Other Options:** Dark Secret (Kolat Agent)

## HEADMAN'S HOME (NASITE, "TONGUE")

### Location #711

The eta headman lives in the center of the village; his name is Nasite ("Tongue"). He is thirty-eight years old, well-spoken, and quite intelligent. Knowing exactly how poorly 'his people' are treated - and that their plight will never improve in the current social system - Nasite does everything in his power to keep the situation from getting worse. His home is slightly more elaborate than those of the other eta, i.e. it has two rooms; he uses one for sleeping, eating, and bathing, and the other for private meetings between the villagers.

#### Nasite ("Tongue"), Eta Headman

**Air: 2, Awareness 3, Earth: 2, Fire: 2, Intelligence 3, Water: 2, Void: 2**

**Notable Skills:** Athletics 2, Etiquette 3, Hand-to-Hand 2, Intimidation 3, Nofujutsu 2

**Other Options:** Driven (Protect the Other Eta), Voice

## SHELTERED SWORDS NEIGHBORHOOD

### Location #712

This is a residential zone populated by samurai. The houses here are of slightly better quality than those in the Wild Rice neighborhood (Location 715), and hidden by the hill from most angles, giving it a secluded atmosphere. The Crane, Dragon, and Scorpion Clans own houses here, which they reserve for visiting emissaries. The inhabitants vary widely - drawn from many clans, professions, and castes.

One important local is Mirumoto Chuboko, a Dragon shugenja known for her 'bushi-like' qualities. Chuboko's shaven head is tattooed with a dragon that curls around her skull. She carries a fine daisho and has made a name for herself as a warrior, magistrate, and duelist. Now, at the age of thirty-one, Chuboko has begun to learn the ways of the courts.

#### Mirumoto Chuboko, Dragon Clan Shugenja/Duelist

**Rank 3 Agasha Shugenja; Air: 2, Reflexes 3, Earth: 2, Fire: 4, Water: 2, Void: 3**

**Notable Skills:** Battle 2, Calligraphy 2, Courtier 2, Craft: Mizugusuri 2, Defense 2, Etiquette 1, Iaijutsu 5, Jiujutsu 5, Kenjutsu 5, Knife 2, Law 3, Meditation 3, Nazodo 3, Shintao 3

**Other Options:** Innate Ability (The Fury of Osano-Wo)

## FORTUNE'S FAVORED NEIGHBORHOOD

### Location #714

This prosperous neighborhood houses the district's wealthiest merchants. Each owns one or more shops in the *Sukichiba* (a strip of markets which have sprung up in the gaps within the fallen sections of the outermost city wall), or in the Shining Square (Location 734), and rarely sell items from their homes, as many less affluent merchants do. A few of the buildings here serve as warehouses, owned by the merchants who live here, but available for rental to merchants elsewhere in the city.

## WILD RICE NEIGHBORHOOD

### Location #715

This densely populated area hosts the least expensive samurai homes in the district (and some of the most sought-after properties in the capital). At the high end of the local 'social ladder' is Ikoma Teruzumi, a bard and expert on the legends of the Imperial City. Teruzumi lives here to learn the ways of the courtier's life, and can be found in the Ekohikei (Inner City) often.

#### Ikoma Teruzumi, Imperial Historian

**Rank 2 Ikoma Bard; Air: 3, Earth: 2, Fire: 3, Water: 2, Void: 2**

**Notable Skills:** Bard 3, Calligraphy 3, Etiquette 3, Heraldry 4, History 2, Law 3, Lore (Ancestors) 4, Lore (Otosan Uchi) 4, Sincerity 3

**Other Options:** Precise Memory, Voice

On the other end of the spectrum is a Mantis bushi named Nubu, with great potential as a yojimbo or assassin (and a

willingness to do either for enough money). Nubu has a raspy voice that is hard to forget.

#### **Nubu, Mantis Mercenary**

**Rank 2 Mantis Bushi; Air: 3, Earth: 3, Fire: 3, Water: 3, Void: 2**

**Notable Skills:** Athletics 3, Battle 2, Commerce 3, Defense 2, Kenjutsu 3, Nofujutsu 4, Sailing 2, Stealth 2

**Other Options:** Ambidextrous

Finally, a ronin named Tadashiro lives here. He will work as a vojimbo or champion during duels, but also has a reputation for behaving suspiciously. He has been caught looking at private documents and often asks his employers sensitive questions. Rumors persist that he might be some kind of spy. The truth is that the Scorpions have blackmailed him to behave this way in order to draw attention away from their real agents.

#### **Tadashiro, Blackmailed Ronin**

**Not Ranked; Air: 3, Earth: 3, Fire: 4, Water: 3, Void: 2**

**Notable Skills:** Etiquette 2, Horsemanship 2, Hunting 3, Iaijutsu 4, Investigation 3, Jiujutsu 4, Kenjutsu 4, Sincerity 3

**Other Options:** Crab Hands, Crafty, Obligation (4, owed to the Scorpion Clan; act suspiciously), Social Disadvantage (Ronin)

### **CHIRPING CRICKETS NEIGHBORHOOD**

#### **Location #716**

Merchants make their homes here, and sell their wares during the day from shops adjoining their houses. The neighborhood gets its name from the sound of commerce, and from the shop of Shibo, a tall and ugly merchant with several Mantis Clan connections. Shibo sells pets, especially the crickets in tiny gilded cages which are considered good luck charms. Despite his physical shortcomings, Shibo is trustworthy. His animals are always healthy, and he never asks for more than he thinks a customer can afford. He is, however, always looking for a way to make more money, and has been caught cheating at games of chance.

#### **Shibo, Mantis-Supplied Merchant**

**Not Ranked (Heimin); Air: 1, Awareness 3, Earth: 2, Fire: 2, Water: 2, Perception 3, Void: 2**

**Notable Skills:** Appraisal 4, Calligraphy 1, Commerce 4, Etiquette 2, Gambling 3, Law 1, Lore (Pets and Animals) 3, Sincerity 3, Sleight of Hand 3

**Other Options:** Bad Health, Benten's Curse, Large, Minor Ally (Mantis Merchant), Weakness (Reflexes)

The shop of Jubei the spice merchant stands along the broken outer wall of the city. Many of the herbs and spices that he sells are grown in his own garden, behind his home/shop. Since Jubei's spices are the freshest, his shop is very popular. He also has an ear for the rumors of the streets, and loves to gossip. Unfortunately, Jubei rarely travels, and few outside this neighborhood know of

him. This is because Jubei is really just a persona for Shosuro Nakano, a Scorpion spy, who observes the people who come and go. He has a particular list of people to watch for, and if any of them arrive, he informs his superiors by sending coded messages down the River of the Sun in wax-sealed bottles.

#### **Jubei (Shosuro Nakano), Spice Merchant and Spy**

**Rank 3 Shosuro Actor with Merchant Persona; Air: 4, Earth: 2, Willpower 3, Fire: 3, Water: 2, Perception 4, Void: 2**

**Notable Skills (Jubei):** Appraisal 3, Commerce 3, Craft (Gardener) 3, Gambling 1, Law 1, Lore (Streetwise) 2, Sincerity 3

**Notable Skills (Shosuro Nakano):** Acting 4, Cipher 2, Etiquette 4, Forgery 3, Horsemanship 2, Investigation 3, Jiujutsu 2, Locksmith 3, Mimic 3, Seduction 3, Sincerity 4, Stealth 4

**Other Options:** Luck (3)

### **HOME OF DISTRICT GOVERNOR**

#### **Location #717**

The most elegant home in the Hayasu District is the governor's residence, a huge palatial estate with a garden to match. Three outlying buildings contain a Shintao rock garden, meditation rooms, and the home for the gardeners who work here. Four guards under Shinjo Hiro's command protect the entrance to Hayasu's home at all times. The house itself boasts over a score of spare bedrooms, a dozen offices, and many meeting parlors. Shinjo Hayasu is very proper and martial, which shows in the decorations and trappings of her house.

Shinjo Yokatsu has assigned a man named Otaku Hitoshi as Hayasu's hatamoto. Hitoshi, a middle-aged bushi with some experience at court, has only arrived recently and does not yet have his own residence, so he lives here for now. Hitoshi is welcome to remain as long as he desires; he has known Hayasu since they served in the Unicorn military eight years ago. Hitoshi has loved the governor for years, but knows that she cannot return his affections.

Hitoshi's fortunate assignment has not come without strings attached; Yokatsu has instructed him to keep an eye on the governor, and covertly report on her actions. Every night, he leaves a coded message beneath his chamber pot, occasionally receiving one in return the following morning, which contains instructions from Yokatsu.

#### **Otaku Hitoshi, Hayasu's Hatamoto**

**Rank 5 Shinjo Bushi; Air: 3, Reflexes 5, Earth: 4, Fire: 4, Agility 6, Water: 2, Strength 3, Void: 4**

**Notable Skills:** Battle 4, Calligraphy 2, Cipher 3, Courtier 3, Defense 4, Etiquette 4, Horsemanship 5, Iaijutsu 4, Intimidation 3, Kenjutsu 5, Law 3, Oratory 3, Shintao 4, Sincerity 4, Yomanri 3

**Other Options:** Major Ally (Shinjo Yokatsu), Obligation (4, Report on Hayasu's Actions), Quick, True Love (Shinjo Hayasu)

## PRIVATE HOME (IDE TAKU)

Location #719

The home of Ide Taku is a beautiful structure of wood surrounded by a simple, uncomplicated garden. Like all traditional Rokugani homes, the door opens to the south. The home is large enough for its owner, his offices, a kitchen, several interior parlors, and six bedrooms.

Ide Taku is a handsome and charming man (though perhaps slightly tall for his weight). He is well-liked within the courts and has an ability to peacefully resolve negotiations between sworn enemies. A Crane daimyo gave Taku this house in gratitude for his assistance during a sensitive case. Taku dislikes combat, and tries to avoid bloodshed whenever possible.

**Ide Taku, Unicorn Negotiator**

**Rank 3 Ide Emissary; Air: 3, Awareness 5, Earth: 3, Fire: 2, Intelligence 4, Water: 2, Perception 4, Void: 4**

**Notable Skills:** Commerce 2, Courtier 4, Dance 2, Etiquette 4, Falconry 2, Heraldry 3, History 2, Kenjutsu 1, Law 3, Manipulation 3, Meditation 4, Poetry 2, Sincerity 4, Tea Ceremony 2

**Other Options:** Benten's Blessing, Clear Thinker, Voice

## PRIVATE HOME (KITSUKI EJU)

Location #723

Kitsuki Eju is a senior Dragon magistrate in Otosan Uchi, a major contact for all other Dragons in the city who has the uncanny ability to size people up merely by observing them. Eju dislikes his duty as a diplomat, preferring investigation to politics. Recently, Yokuni assigned him to investigate the sudden proliferation of Unicorns in the Hayasu District, and has set up this home as a cover. The building is much too large for his spartan lifestyle, and is sparsely furnished.

**Kitsuki Eju, Dragon Magistrate and Diplomat**

**Rank 4 Kitsuki Magistrate; Air: 4, Earth: 3, Fire: 3, Intelligence 4, Water: 2, Perception 4, Void: 4**

**Notable Skills:** Calligraphy 2, Courtier 4, Etiquette 3, Heraldry 2, History 3, Ichi-Miru 5, Investigation 4, Law 2, Lore (Imperial Court) 4, Medicine 2, Nazodo 2, Tea Ceremony 2

**Other Options:** Clear Thinker, Insensitive, Magic Resistance (4), Read Lips

## DOJO/PRIVATE HOME (SHINJO TORASU)

Location #724

This lovely home is smaller than most on the hill to accommodate a large stable and dojo on the grounds. In the training rooms, young men and women learn the Shinjo Bushi Techniques from one of the best military minds the Unicorn Clan has produced in generations - Shinjo Torasu.

As a boy, Torasu had a gift for strategy and archery, and his sensei recommended that he serve with the Unicorn military. But over the course of the next ten years, Torasu lost his right eye and arm in separate skirmishes, and eventually retired from active

duty, permanently. Torasu healed, and trained himself to use his left arm, finally gaining a position as a sensei of the Shinjo Bushi School. His home here in Otosan Uchi was built to increase the Unicorn military presence in the capital.

**Shinjo Torasu, Unicorn Sensei**

**Rank 5 Shinjo Bushi; Air: 3, Reflexes 4, Earth: 4, Fire: 4, Agility 5, Water: 4, Void: 4**

**Notable Skills:** Athletics 3, Battle 5, Defense 4, Etiquette 3, Horsemanship 5, Hunting 4, Iaijutsu 3, Jujutsu 2, Kenjutsu 5, Law 3, Meditation 3, Naginata 4, Siege 3, Sincerity 3, Yomanri 4

**Other Options:** Irreproachable (2), Leadership, Missing Arm (Right), Missing Eye (Right), Tactician

## PRIVATE HOME (IUCHI TOKONICHU)

Location #726

Iuchi Tokonichu has a mystic affinity for the emotional states of those around him. He has put this talent to great use in Otosan Uchi during Unicorn negotiations in the city. Tokonichu is an elderly man, however, whose dedication to the Unicorn (and the high profile of his gift) has left little time for his priestly studies.

**Iuchi Tokonichu, Unicorn Scholar/Courtier**

**Rank 3 Iuchi Shugenja; Air: 3, Awareness 4, Earth: 3, Fire: 3, Intelligence 4, Water: 3, Void: 3**

**Notable Skills:** Calligraphy 4, Courtier 4, Etiquette 4, Heraldry 3, Herbalism 3, History 2, Investigation 1, Law 3, Meditation 3, Oratory 2, Research 3, Rhetoric 2, Sincerity 4

**Other Options:** Inner Gift (Empathy), Innate Ability (Calm Mind)

## PRIVATE HOME (KAKITA KOISHI)

Location #727

Kakita Koishi is one of the most respected courtiers in Otosan Uchi. Tall and well-groomed, Koishi is the image of dignity and grace. His etiquette is impeccable, and he has a flair for getting people to do what he wants, when he wants. But Koishi's true skills lie in dueling. He has won over forty duels in his sixteen-year career - all of them decisively. He acts as champion for challenged Crane courtiers who lack skill with a blade. Since his arrival in the city six years ago, the number of challenges against Crane in the city has dropped sharply.

**Kakita Koishi, Crane Duelist Champion**

**Rank 5 Kakita Bushi; Air: 5, Earth: 3, Willpower 4, Fire: 4, Agility 5, Water: 3, Perception 4, Void: 5**

**Notable Skills:** Bard 4, Courtier 3, Etiquette 5, Iaijutsu 5, Heraldry 3, Law 3, Manipulation 4, Meditation 3, Origami 3, Poetry 4, Political Maneuvering 4, Sincerity 4, Tea Ceremony 3

**Other Options:** Balance, Cadence, Kakita Blade, Quick

## PRIVATE HOME (SHIBA NAMAKO)

### Location #728

This red and orange-trimmed dwelling belongs to Shiba Namako, one of the most alluring women in the Phoenix Clan. Namako is well aware of her magnetism, and uses it flagrantly in court. One room displays works of art and literature inspired by her beauty, and another showcases gifts from her past lovers.

### Shiba Namako, Phoenix Seductress

**Rank 3 Bushi; Air: 4, Earth: 2, Fire: 3, Intelligence 4, Water: 2, Perception 3, Void: 3**

**Notable Skills:** Bard 2, Courtier 3, Etiquette 4, Heraldry 3, Kenjutsu 1, Law 3, Manipulation 2, Naginata 2, Oratory 2, Poetry 3, Seduction 2, Shintao 3, Sincerity 4, Tea Ceremony 5

**Other Options:** Benten's Blessing, Dangerous Beauty, Vanity

## PRIVATE HOME (AGASHA YASUSHIGE)

### Location #729

Agasha Yasushige lives in this elegant home, where he keeps mementos from all his journeys; three rooms are dedicated to storing these trinkets, and he keeps at least one in each of the other rooms in the house. Yasushige is an excellent courtier and a shugenja of some repute. Since Kitsuki Eju (Location 723) dislikes politics, Yasushige handles day-to-day diplomatic matters for both of them. Yasushige's yojimbo is Mirumoto Koyo, who lives in the Juramashi District (see Location 160, page 43).

### Agasha Yasushige, Dragon Traveler/Collector

**Rank 4 Shugenja; Air: 4, Earth: 3, Fire: 4, Water: 3, Void: 3**

**Notable Skills:** Calligraphy 5, Courtier 5, Etiquette 3, History 4, Kagaku 3, Law 3, Meditation 3, Oratory 1, Rhetoric 1, Shintao 4, Sincerity 4

**Other Options:** Ancestor (Mirumoto Kaijuko), Low Pain Threshold

## SHINING SQUARE

### Location #734

This is primarily a merchant plaza, but also serves as a gathering point for festivals and town activities. A message board stands in one end of the square, allowing the governor to post notices for the citizens. During the day, Shining Square fills to bursting with an incredible variety of goods, and echoes with the sounds of commerce.

## HAYASU DISTRICT BARRACKS

### Location #737

These buildings house soldiers who patrol the Hayasu District. The guards also patrol or defend the Ochiyo District if Asako Ochiyo so requests. The barracks are sturdily constructed, but their exteriors are decorated with facades and banners to make them less military in appearance. Each building houses its own group of guards (all of the same clan), who are responsible for a

different sector of the district. A captain and two assistants govern each group. The captains confer with Governor Hayasu weekly.

### Shinjo Hiro, Daidoji Tesaguri, Bayushi Doro, and Akodo Morito, Guard Captains

**Rank 3 (Family School); Air: 3, Earth: 3, Fire: 4, Water: 3, Void: 2**

**Notable Skills:** Etiquette 2, Horsemanship 2 (3 for Shinjo Hiro), Investigation 3, Kenjutsu 4, Law 3, Sincerity 3

### Typical Guardsman

**Rank 1 Bushi (Same School as Captain); Air: 3, Earth: 2, Fire: 3, Water: 2, Void: 2**

**Notable Skills:** Etiquette 2, Horsemanship 2, Investigation 2, Kenjutsu 3, Law 2, Sincerity 3

## RICE PADDIES

### Location #740

Ever since Hayasu was appointed governor, this crop has done extremely well, producing significantly more than most other paddies of the same size and climate. The farmers (Location 739) tend these paddies and store the harvested grain in the two local warehouses (as seen on the overhead map of Otosan Uchi).

## CHERRY BLOSSOM ROW

### Location #741

Artisans populate this strip of residences, which is lined with cherry trees. As in Fragile Blossom Neighborhood, many of the inhabitants here are students of the Kakita Artisan Academy and members of the Crane Clan. The most famous of these is Kakita Izuko, an amazingly graceful acrobat. An Asahina poet who lives in the Fragile Blossom (Location 713) currently seeks her attentions; he has written several poems about her agility and peaceful nature. While she appreciates his praise, she has no desire for a relationship with him. But knowing that he is a sensitive soul, and not wishing to hurt his feelings, she is having trouble finding a way to tell him that she is not interested.

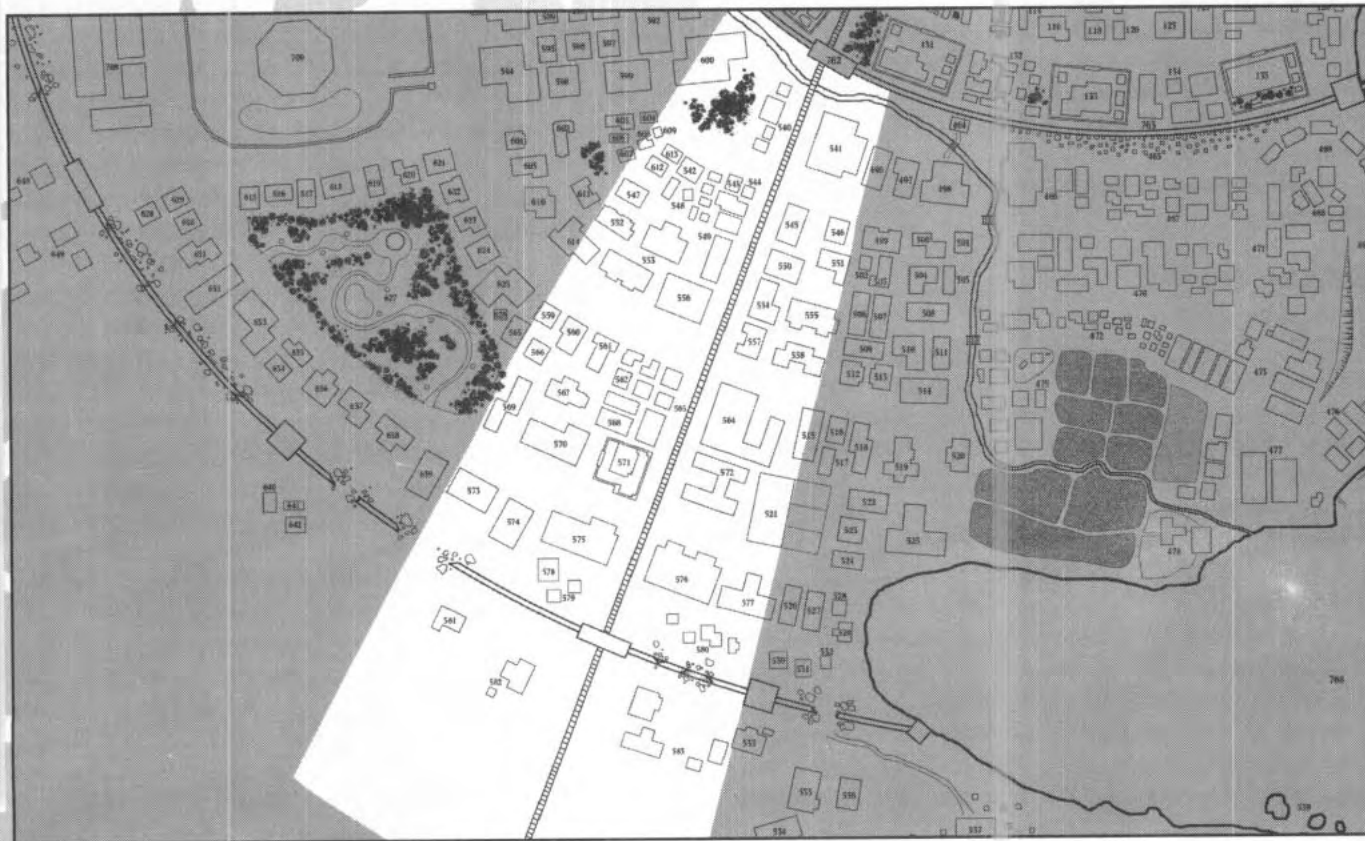
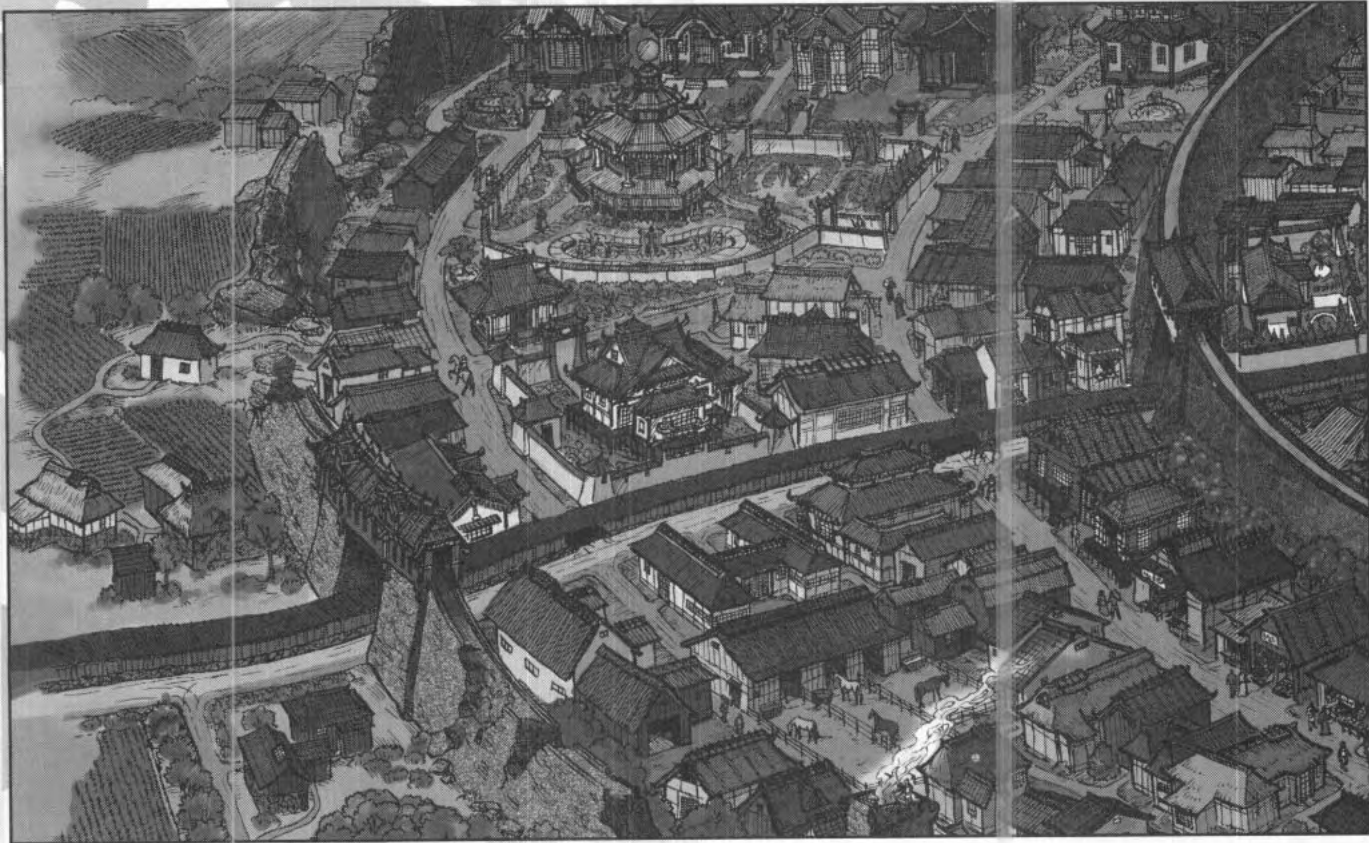
### Kakita Izuko, Crane Clan Acrobat

**Rank 4 Kakita Artisan (Acrobatics 3, Dancing 1); Air: 4, Earth: 3, Fire: 4, Agility 5, Water: 3, Void: 3**

**Notable Skills:** Acrobatics 5, Athletics 5, Courtier 2, Dancing 4, Defense 3, Etiquette 2, Meditation 2, Mizu-do 4, Seduction 2, Sincerity 3, Stealth 2

**Other Options:** Ambidextrous, Colorblind, Perfect Balance, Quick, Soft-Hearted







# Hidari District

District Rank:	7	Imperial Rank:	7
Population Rank:	6	Production Rank:	2
Relative Wealth:	7	Political Influence:	7
Crime Rank:	5	Corruption Rank:	9
Appearance Rank:	8	Popularity Rank:	9*

\* This Rank applies to Crane; for all others, it is a 2

## Government of the Hidari District

Asahina Hidari has governed this province for three years, and is well established in the Imperial Capital. How he acquired his lofty position is still a topic of hushed debate, however. Some believe that he had the former governor killed to make room for his appointment. This theory is supported primarily by those who know his true disposition.

In public, Hidari presents himself with resignation and poise. He is a nice person, who appears to make many personal sacrifices for the good of his citizens. Privately, however, nothing could be further from the truth. Asahina Hidari despises and resents the other clans. Were it possible, he would 'dispose' of all non-Crane in his district and build walls to keep the rest out. As it is, the 'chaff' (as he calls them) are a necessary evil.

This does not mean that Hidari is idle. When an opportunity arises to oppress or demean other clans, he grabs it with both hands. His magistrates and judges are quietly ordered to prosecute criminal offenders to the full extent of the law, yet Crane receive the benefit of the doubt. Merchants (many of whom are personal friends with Hidari) overcharge the 'lesser clans' while offering Crane discounts. And court negotiations in the Hidari District are notoriously biased.

The district's one-sided approach has not gone unnoticed, and many magistrates, civil activists, and outspoken courtesans have called for an investigation of Hidari's practices. These requests have not yet been made public because the Imperial Court

doesn't know how to approach them. Hidari is one of their finest servants, and has proven time and again to be an efficient, if blunt, governor. Whether they will proceed with a full inquest is uncertain at this time.

### Asahina Hidari, District Governor

Rank 4 Doji Courtier; Air: 4, Awareness 5, Earth: 4, Fire: 3, Water: 3, Perception 4, Void: 3

Notable Skills: Courtier 5, Etiquette 4, Heraldry 4, Intimidation 3, Sincerity 5

Other Options: Clear Thinker, Dark Secret (Violently Prejudiced), Greed (2), Irreproachable (2), Perceived Honor (2, up from 1.5)

Hidari's yojimbo and champion is Kakita Arisigato, a formidable duelist who has endured a difficult life. His body is a roadmap of his many unexpected outbursts, coupled with the dozens of duels he has had to accept on Hidari's behalf. The governor is not universally liked; challenges to his honor come monthly, if not more often.

Despite the failings of his position, Arisigato is an honorable samurai, and would do nearly anything for his lord. He keeps to himself, rarely speaking of his past, which many who know him believe to be a lonely path of violence and anger. After all, how else could he have turned out to be so angry himself?



### **Kakita Arisigato, Hidari's Yojimbo**

**Rank 5 Duelist; Air: 3, Reflexes 4, Earth: 3, Fire: 5, Water: 3, Void: 4**

**Notable Skills:** Athletics 3, Defense 4, Etiquette: 3 Iaijutsu 5, Sincerity 3

**Other Options:** Perfect Balance

## **Exploring the Hidari District**

As you enter from the southern gate of Otosan Uchi's Outer Wall, walking alongside the famous Road of the Most High (Location 563), you are immediately presented with the best the Imperial City has to offer. There is nothing in sight that may disgrace the view of the Son of Heaven as he emerges from the Forbidden City. Many of the most famous shops, inns, tea houses, and artisan hostels are visible along the Road's length; only the most honored may build here. Many shrines stand here as well, devoted to the Emperor's great heritage and those who have served him.

The Hidari District has changed hands many times due to its cherished strategic position (the Emperor appoints its governors as a matter of pride and honor). Many sentinels patrol the Road of the Most High, from the Outer Gate to the jade torii arches of the Ekohikei, and several of the buildings in the district (regardless of their actual function, as listed here in this chapter) have been annexed as permanent barracks, armories, and stables for them.

Many fallen or damaged buildings in the district are completely razed in lieu of reconstruction. This keeps the Emperor's vantage point unobstructed and clear of otherwise questionable scenery. Like most decisions made in the Hidari District, this effort to keep the streets beautiful has more to do with politics and personal honor than the comfort of visitors.

### **LOST WISHES**

**Location #515**

This strange place is operated by a nervous little man named Yoshino, who has made it his life's goal to return lost items to their proper owners. He wanders the city in the evening, collecting misplaced items and bringing them back here to be catalogued in the hand-crafted racks that line his walls. He never allows anyone into the storage rooms; owners must describe their missing belongings precisely before Yoshino will search for them in his racks. The process usually takes several hours, and Yoshino always recommends that visitors return later.

One of the most rewarding aspects of Yoshino's position is the return of armor or weapons to relatives of heroes that have fallen in or around Otosan Uchi. Though most returns of this nature are handled by the eta who gather bodies of the fallen, Yoshino has occasionally happened onto a neglected weapon, mon, or piece of armor.

### **Yoshino, Collector of Lost Items**

**Not Ranked (Hinin); Air: 2, Earth: 2, Fire: 2, Water: 2, Perception 4, Void: 4**

**Notable Skills:** Appraisal 2, Etiquette 2, Heraldry 3, Hunting 2, Investigation 3, Knife 3, Lore (Otosan Uchi) 4, Meditation 3

**Other Options:** Curse of the Kami, Small

### **SWORD BY KAIU JITAO**

**Location #543**

This small shop produces only passable weapons, and has remained in business with help from Asahina Hidari. The owner, Kaiu Jitao - who is getting on in years and has trouble walking - has offered the governor his finest creations in exchange for a tax break and a few well-placed recommendations. But after Hidari has siphoned off all of Jitao's salable merchandise, the poor merchant has nothing worth selling, and the business is in trouble again. Jitao hopes he will die before he loses the shop; otherwise, he will have nowhere to live. Jitao has no living family.

### **Kaiu Jitao, Embittered Swordsmith**

**Rank 3 Kaiu Engineer; Air: 2, Earth: 1, Fire: 1, Intelligence 3, Water: 2, Strength 3, Void: 3**

**Notable Skills:** Appraisal 3, Armorer 3, Etiquette 2, Law 2, Poison 1, Sincerity 3, Weaponsmith 3

**Other Options:** Bad Fortune (Shop), Lame

### **GENGYO'S ODDITIES**

**Location #545**

The back room of Gengyo's store contains 'special' merchandise that he claims to have purchased from across the northern mountains. In truth, he purchases the 'gaijin' objects from sailors working the Phoenix trade routes, and though a few of them are genuine, most are not. Recently, the Emperor himself entered the store, noticed one of the items, and demanded that Gengyo's shop be closed. Hidari has cut a deal with the little merchant to move the store to somewhere the Emperor will not find it (perhaps in the Shattered Sun Neighborhood, Location 548), in exchange for a percentage of its lucrative profits.

### **Gengyo, Salesman of the Obscure**

**No Rank (Heimin); Air: 2, Earth: 2, Fire: 3, Water: 2, Void: 2**

**Notable Skills:** Commerce 3, Sincerity 3, Stealth 2

**Other Options:** Greed (2), Small

### **SWORDSMITH (KAKITA ODA)**

**Location #546**

Oda is one of the last swordsmiths who can forge the famed Kakita blades. It is said that he will make one only if personally commissioned by the Emperor.



## ORIGAMI SHOP (ASAHINA ONURI)

Location #550

Asahina Onuri, an Artisan of no small skill, designs and uses countless tiny origami animals in complex 'plays' he stages in his store's window. The plays are commonly parodies of famous Rokugani stories, such as the *Death of Lady Doji* or *Shattered Sun*. Onuri has a fanatic following among children and adults alike, and has refused many amazing offers to travel across Rokugan. He has no desire to leave the Imperial City.

## DOJI'S CHILDREN

Location #555

This geisha house is operated by Asahina Shuriko, the governor's younger sister, who received the property (and many of her employees) with Hidari's help. Doji's Children is a very profitable and well-liked establishment; otherwise, Shuriko and her brother would both likely come under fire for his indiscreet gift.

## VALLEY OF GOLD

Location #556

One of the few less-than-pristine locations along the Road of the Most High, the Valley of Gold tea house began sinking into the earth when a string of violent earthquakes shifted it onto an undiscovered sinkhole. Business is slipping, as potential customers who hear of the problem believe that the Valley of Gold is plagued with bad karma.

## THE EMERALD COIN

Location #557

This merchant's home has enjoyed many years of glorious business. It is said that a simple statue once caught the eye of a former Emperor, and that the owners have been blessed ever since. Kakita Ikato is the most recent member of the bloodline to inherit the house, but his veins run thick with greed; he intends to sell the choice spot to the highest bidder.

## INN OF THE LAST RISE

Location #558

The Inn of the Last Rise is named after its patrons, who have a propensity to drink late into the night. The last to awaken each morning is chastised for his slothfulness and inability to hold his alcohol. Several of the regulars here know of a small doorway in the basement, which leads to an opium den in the Undercity (Location 791), run jointly with a small Scorpion family living across the street in the Tsai District (Location 512). Tsai, who is new in his district, established the den, but Asahina Hidari believes that he has firm control over the operation. Hidari intends to use the opium den to lure in weak-willed samurai (preferably those with some influence in the city), so he may blackmail them at a later time.

## LIGHT FROM ABOVE

Location #560

This popular restaurant is unique in that its central dining room is open to the sky, providing its patrons with a perfect view of the stars while they eat.

## DANCE STUDIO (KAKITA ZACHI)

Location #570

Kakita Zachi tutors dance and acting in this moderate dwelling. His clients include Artisans, duelists, and nobles, all of whom come recommended; Zachi accepts no one without a sponsor. The Crane know him well, but others by and large ignore him.

## SOSHIUCHI (THE HOUSE OF LOSS)

Location #571

Over two hundred years ago, a proud Crane bushi about to go to war hired dozens of architects, craftsmen, and builders to construct this mansion. He promised his new bride that he would return to the completed house and garden after the fighting ended, but he died on the field only days after the work was done. She never left the house again, fading away within her husband's final gift. Those who have lived in the house since her death claim to have seen the spirits of both lovers, though never together.

## BLESSINGS OF THE KAMI

Location #578

Kakita Sachi's crew of actors and dancers can often be found performing here during peak visitor season and festivals. The shows put on here tend to have a supernatural theme, as the house is frequented primarily by those of the lower castes.

## PRIVATE HOME (IUCHI FUSA)

Location #581

No more than four walls and a leaking roof, this place scarcely qualifies as a building. The sole occupant, an Iuchi who arrived in the Hidari District several weeks ago, spends all his time at the craggy reefs and beaches at the foot of the cliffs.

## SOUL'S LIGHT

Location #613

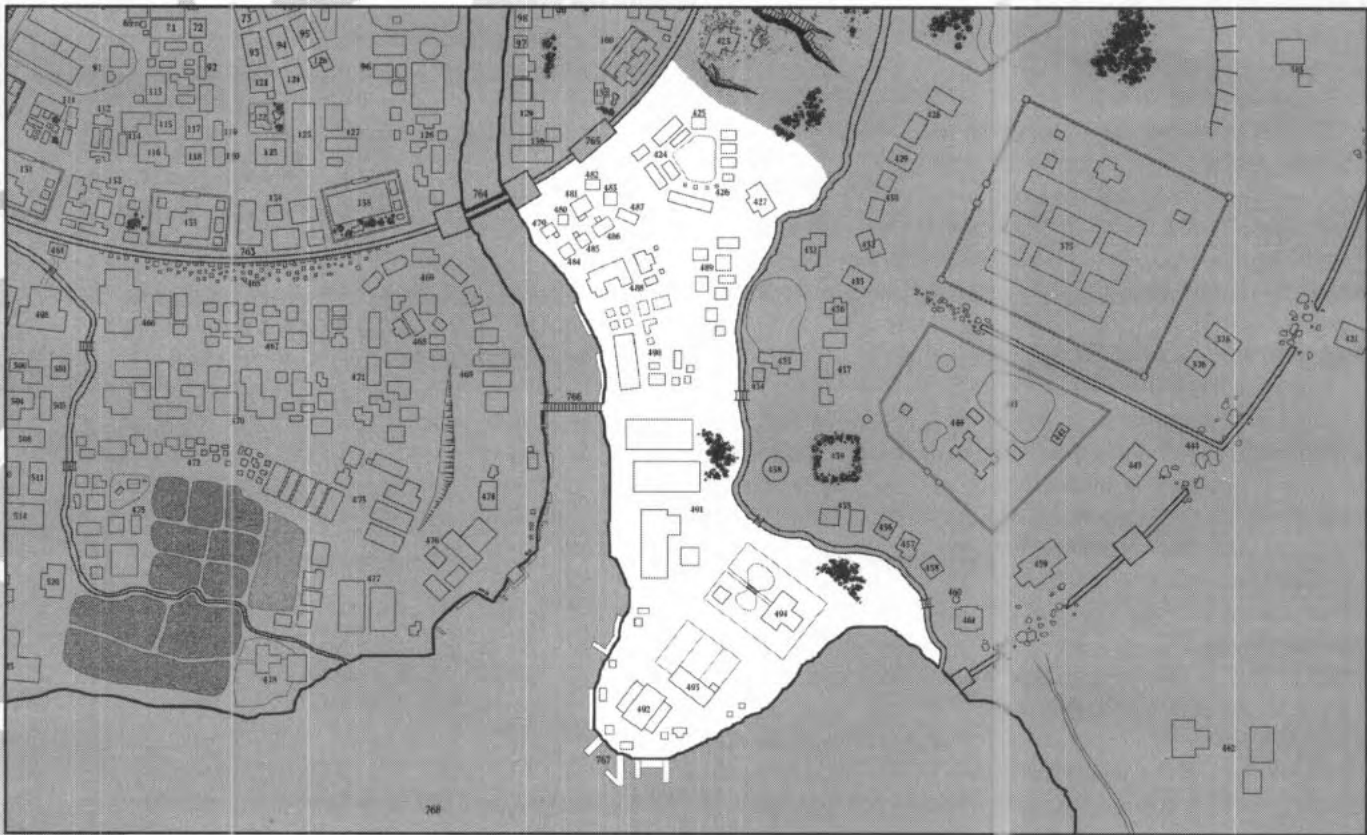
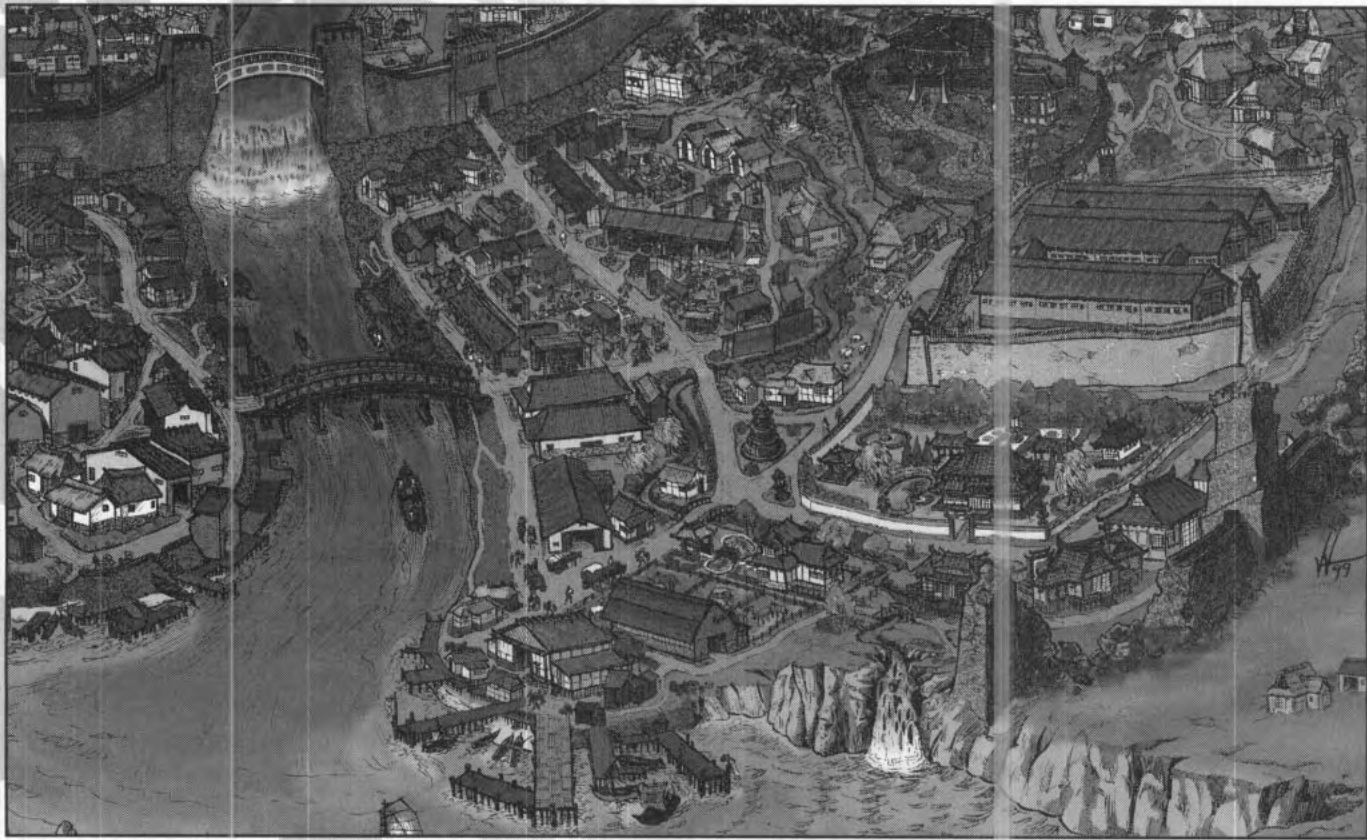
This merchant home specializes in lanterns, which Asako Chiroku sells at less than the cost of their materials. He tells his customers that the lanterns protect them from 'inner shadow.'

### Asako Chiroku, Lantern Merchant

Rank 5 Asako Henshin; Air: 2, Awareness 4, Earth: 2, Willpower 3, Fire: 2, Intelligence 3, Water: 2, Perception 5, Void: 2

Notable Skills: Calligraphy 3, Craft (Lanterns) 3, Defense 4, Hand-to-Hand 4, History 3, Medicine 3, Meditation 3, Shintao 4

Other Options: Black Sheep



## Higshikawa District

District Rank:	9	Imperial Rank:	6
Population Rank:	7	Production Rank:	9
Relative Wealth:	6	Political Influence:	6
Crime Rank:	5	Corruption Rank:	6
Appearance Rank:	5	Popularity Rank:	8

## Higshikawa Government

Contrary to tradition, this district retains the name of its former governor, Bayushi Higshikawa. When the current governor - Shosuro Mukai - assumed his post, he demanded that the name remain the same, as he "lacked the experience for such an honor." Another (less public) reason for Mukai's reticence revolves around the mysterious death of his predecessor. Higshikawa's council, convinced that each of the others was responsible for Ojutsu's death, have since destroyed themselves. Only two survive, and only one remains in service at this time. The other - Soshi Kupo - was declared a traitor to the Emperor, and has since vanished (see Location 492 for more).

Shosuro Mukai is prominent within the Forbidden City and the Imperial Court, but is still incredibly young and inexperienced. Even now, the surrounding governors move in to manipulate, undermine, or (in the rare case of Shosuro Meiyoko) protect him as he struggles - quite literally, in this rainy year - to keep his head above water.

### Shosuro Mukai, District Governor

Rank 2 Bayushi Courtier; Air: 2, Earth: 2, Fire: 2, Intelligence 3, Water: 2, Void: 2

Notable Skills: Courtier 2, Etiquette 3, Investigation 1, Law 3, Sincerity 3, Seduction 1

Other Options: Idealistic, Voice

Other than occasional help from Shosuro Meiyoko (see page 54), the only aid Mukai receives in fighting off the wolves comes from his mother-in-law-to-be, Shiba Shineba, currently an

advisor in his court. An incredibly unattractive woman (like her daughter, Arimako), Shineba is rumored to have been born outside the samurai class. Yet she is a crafty woman - well-learned in the magic of the Void - and her abilities are well-known.

### Shiba Shineba, Advisor (and soon-to-be Mother-in-Law)

Rank 3 Ide Emissary; Air: 1, Awareness 3, Earth: 1, Willpower 4, Fire: 1, Intelligence 4, Water: 2, Void: 2

Notable Skills: Acting 3, Appraisal 3, Commerce 4, Courtier 4, Dance 2, Etiquette 2, Intimidation 3, Knife 2, Law 4, Lore (Void Magic) 3, Manipulation 4, Oratory 3, Political Maneuvering 3, Poison 2, Sincerity 4

Other Options: Crafty, Heartless, Major Allies (Many, Unicorn)

## Exploring the District

The Higshikawa District comprises the sections of Otsan Uchi's Outer City along the northern banks of the River of the Sun where it pours out into the bay. Higshikawa is not a large district, but it is well maintained, and its many merchants and 'pleasure houses' play a vital role in the city's economy. The roads of the district are neat (though small), and have unique hooks arranged



throughout the area to hold lanterns above the street, so that weary travelers can easily make out their path through even the worst fog. The roads here are often wet, and have therefore been paved with large stones.

The river occasionally overflows, so many of the buildings by the bank have been built on stilts to prevent damage in times of rainy weather.

Most residents in Higshikawa prefer to make their money the old-fashioned way – they swindle it. The goods are often shoddy, stolen or simply worthless, regardless of the roadside merchant's pitch.

The district floods during heavy rains, and the houses nearest the river are often inaccessible. Many boats and rafts are moored on the river banks for use in such cases, or to escape when the rains come.

Few samurai live here, even though the district serves a crucial niche in the city's infrastructure. The Kosuga and Meiyoko Districts are both eager to establish passage through the Higshikawa, and for access to its extensive (if unfocused) marketplace (Locations 424–426). The district is not (yet) important, but it serves as a barrier against power-mongering in the area. The previous Bayushi governor knew this, and made elaborate deals with his neighbors in order to protect his holdings. Unfortunately, when he died, his house was burned, and all such records were destroyed. All that the new governor, Shosuro Mukai, has are Meiyoko's notes, and the words of the few remaining council members about how things 'used to work'.

### TRADER'S ROW (UNNAMED)

Locations #424–426

No longer a 'row', this low-caste merchant quarter hosts the most diverse selection to be found in the Imperial City. There are no assigned stalls here; traders gather each morning wherever there is room. As a result, the quarter grows and shrinks when it needs to, and it is difficult to find the same merchant two days in a row. The rest of the Higshikawa District has learned to give the Trader's Row (it has no formal name) a wide berth, but its 'accepted' borders have expanded to include parts of the Settling Spring Neighborhood (Location 490), Sea Mist Neighborhood (Location 488), and the Graveyard of Shrines (Location 489).

### THE ENDLESS JOURNEY

Location #427

This Agasha commune is an older building, with painted shoji screens shielding the front of its garden from the bustle of the city street. The screens depict various tales from the myths of the Fortunes, and are replaced when each new rain mars the colors. Inside the screen is a small Agasha garden, its twists and turns blocking all entrance to the building. Visitors must navigate the great hedges and ornate arches of wisteria to reach the temple.

Through an unfortunate turn, one of the shugenja living at the commune – Agasha Mukai – received the same gempukku name as the current governor of the city. To add insult to injury, his

features are uncommonly similar to those of Shosuro Mukai (who is detailed on page 27). This has caused numerous difficulties within the courts – both within and outside of the Higshikawa district – as the young scholar is often mistaken for the more powerful governor. After two failed assassination attempts and a complicated scandal involving a Doji courtesan, Mukai has taken to wearing elaborate robes with the Dragon mon, obscuring his face with painted tattoos, and speaking in a high-pitched voice.

Agasha Mukai cannot afford to move from the Higshikawa District, as his studies revolve around the River of the Sun (he despises the people of Kosuga). Mukai is uncomfortable here, and spends much of his time in his home, cursing bad luck and foul chance.

#### Agasha Mukai, Hapless Researcher

Rank 3 Shugenja; Air: 3, Earth: 4, Fire: 2, Water: 3, Void: 4

Notable Skills: Kenjutsu 1, Mizugusuri 1, Research 2

Other Options: Unluck (9)

### TIME'S GIFT

Location #479

This shop sells small – but finely made – trinkets of silver and gold. For a higher price, you can even find some in jade. The chief jeweler, a hulking Kaiu with delicate fingers, can often be found etching complex patterns into his creations at the building's front window. He claims it relaxes him.

#### Kaiu Jakuchu, Contemplative Jeweler

Rank 3 Engineer; Air: 2, Earth: 4, Fire: 3, Water: 3, Void: 3

Notable Skills: Appraisal 3, Armorer 3, Calligraphy 4, Craft (Jewelry) 5, Defense 2, Etiquette 2, Heraldry 3, Knife 2

Other Options: Ambidextrous, Large

### PRIVATE HOME (IENJA)

Location #480

Ienja, the Emperor's personal swordsmith, is heimin, and not a member of the noble class of samurai. He has been making weapons since he could raise one from the floor, and insists that he will continue to do so until his ancestors come to take him to Jigoku. Ienja's house is perhaps the only place in the Empire where Imperial soldiers bow to a heimin, and where samurai pay respect to one beneath their station. A great bronze statue of Ebisu, the Fortune of Honest Work, graces the garden before his front door.

#### Ienja, Swordsmith for the Emperor

Not Ranked (Heimin); Air: 3, Earth: 4, Fire: 2, Water: 3, Void: 4

Notable Skills: Athletics 3, Hand-to-Hand 2, Iaijutsu 2, Kenjutsu 3, Weaponsmith 5

Other Options: Ear of the Emperor

## SWEET SOLACE

Location #481

The baker here, Jumo, hates the fishermen on the pier. He only sells them bad, week-old rice cakes, and consistently short-changes them when they ask for more. Jumo is a bitter old man, and his shop is small and cramped. He claims that the fish-smell from the river killed his wife before her time.

## SUTSU, KONIBA, AND HAMEO'S HOUSE OF FISH

Location #482

The owners of this fishery (Sutsu, Koniba and Hameo) are planning revenge against Jumo, the baker. Apparently, some of the bad rice-cakes which Jumo sold them almost choked Sutsu's young daughter. The sprawling fishery employs as many as 15 men at a time, depending on the yield of the season. The fishery always has at least three boats docked for unloading, and sometimes as many as eight.

## NEW DIRECTION

Location #483

These skilled map-makers draw plans for any travelers who wish to visit the Mantis islands. Many of the maps sold here are expensive, but the prices are fair; nowhere in the city can more detailed maps be found. But even the practiced expertise of these cartographers cannot avoid the "Doom of the Crane" (a band of pirates who prey on Crane sea travelers).

## CHILD'S JOY

Location #485

The principal customers of this tiny shop are parents seeking minor amusements for their children. Nearly any toy or game can be found here - from small porcelain dolls to miniature sparring boken to bonsai kits. An elderly Yasuki named Kyasu operates the establishment. His son was killed in a minor trade riot seventeen years ago, and since then he has ameliorated his loss by making as many other children smile as possible.

**Yasuki Kyasu, Toy Maker**

**Rank 3 Merchant; Air: 3, Earth: 2, Fire: 2, Water: 2, Void: 4**

**Notable Skills:** Commerce 5, Craft (Toys) 3, Etiquette 3, Heraldry 3, Painting 2, Shintao 2, Sincerity 3

## BOCHI SEIDO (GRAVEYARD OF SHRINES)

Location #489

This area houses a mixture of shrines, dedicated to the Fortunes, kami, ancestors, or a combination thereof. Many of the shrines are not clearly identified, and newcomers may find the narrow avenues between them difficult to navigate. The most prominent shrine here honors Suitengu, the Fortune of the Sea, and Isora, his wife, who is the patron of the Shore. The shrine is within sight of the pier, and fishermen often release their choicest catch before it to gain the favor of the waves.

## PORT WAREHOUSE (SOSHI KUPO)

Location #492

The previous governor, Bayushi Higshikawa, once lived on this site. It became obvious that the port needed a storage facility, but the governor refused permission to build one, asking the laborers to transport new goods up and around the northern peninsula to the Tortoise shanties. Some time later, a mysterious fire erupted in the governor's home and the governor was killed; the building was utterly destroyed.

Shosuro Mukai (the new governor) has relocated his home to the top of the rise, near the prison (Location 375), and established a warehouse for the docks on this site. The operator of the warehouse, Soshi Kupo, is a former member of the district cabinet who has assumed a new identity to evade persecution by the district magistrates. He considered flight, but has not yet decided if it is safe to move so soon after the last governor's murder.

**Soshi Kupo, Dock Master**

**Rank 4 Shugenja; Air: 4, Earth: 2, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Acting 2, Athletics 3, Calligraphy 2, Defense 2, Disguise 3, Kenjutsu 4, Meditation 2, Stealth 4

## DISTRICT STABLES AND IMPERIAL BARRACKS

Location #493

This large complex houses an entire *kaisha* (company) of Hantei's Imperial Guard, and half as many horses. The chui responsible for these warriors is Matsu Fujisa, a fierce samurai-ko who bears two mon - one for the Emperor, and one for her own family. Fujisa keeps her men organized and sharp.

## HOME OF DISTRICT GOVERNOR

Location #494

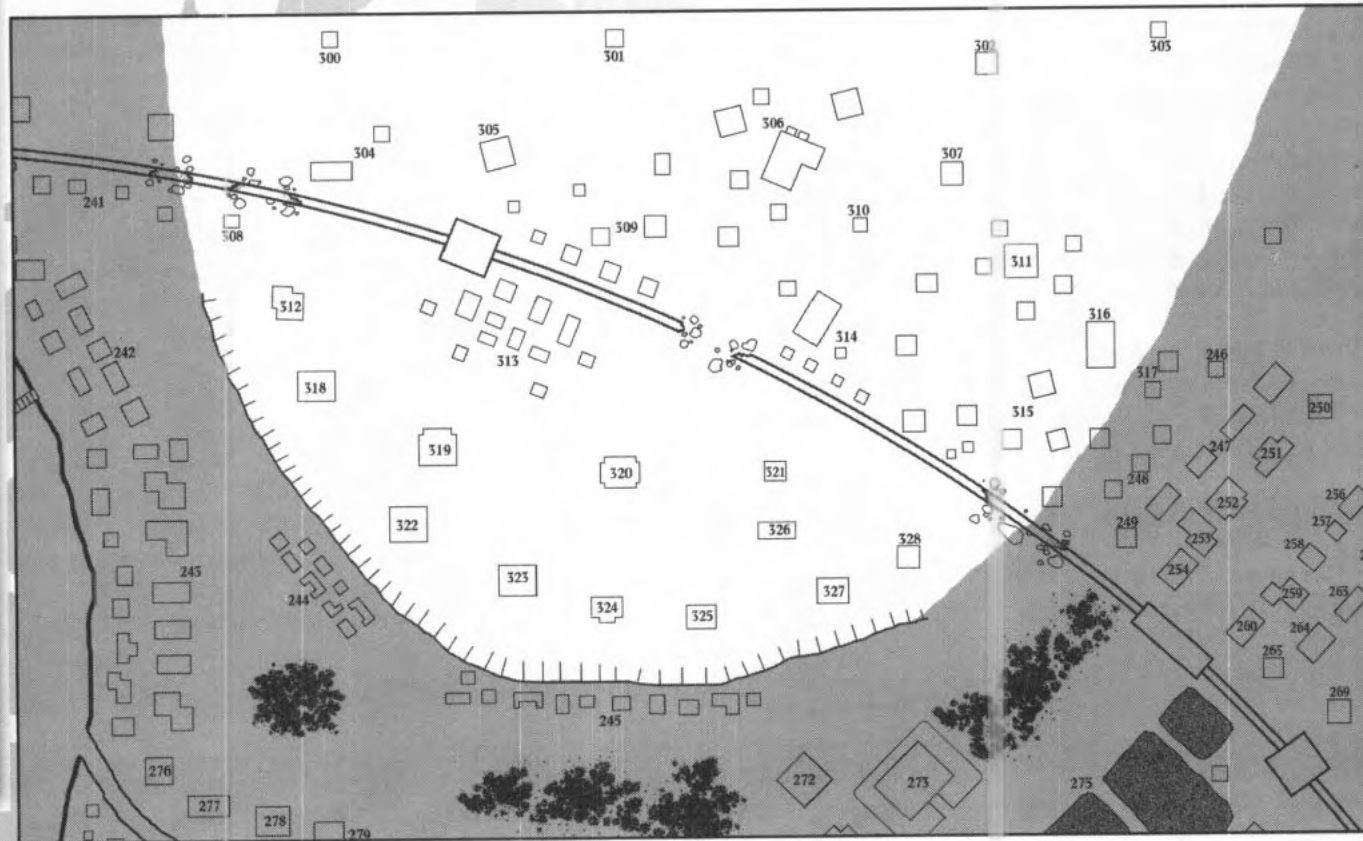
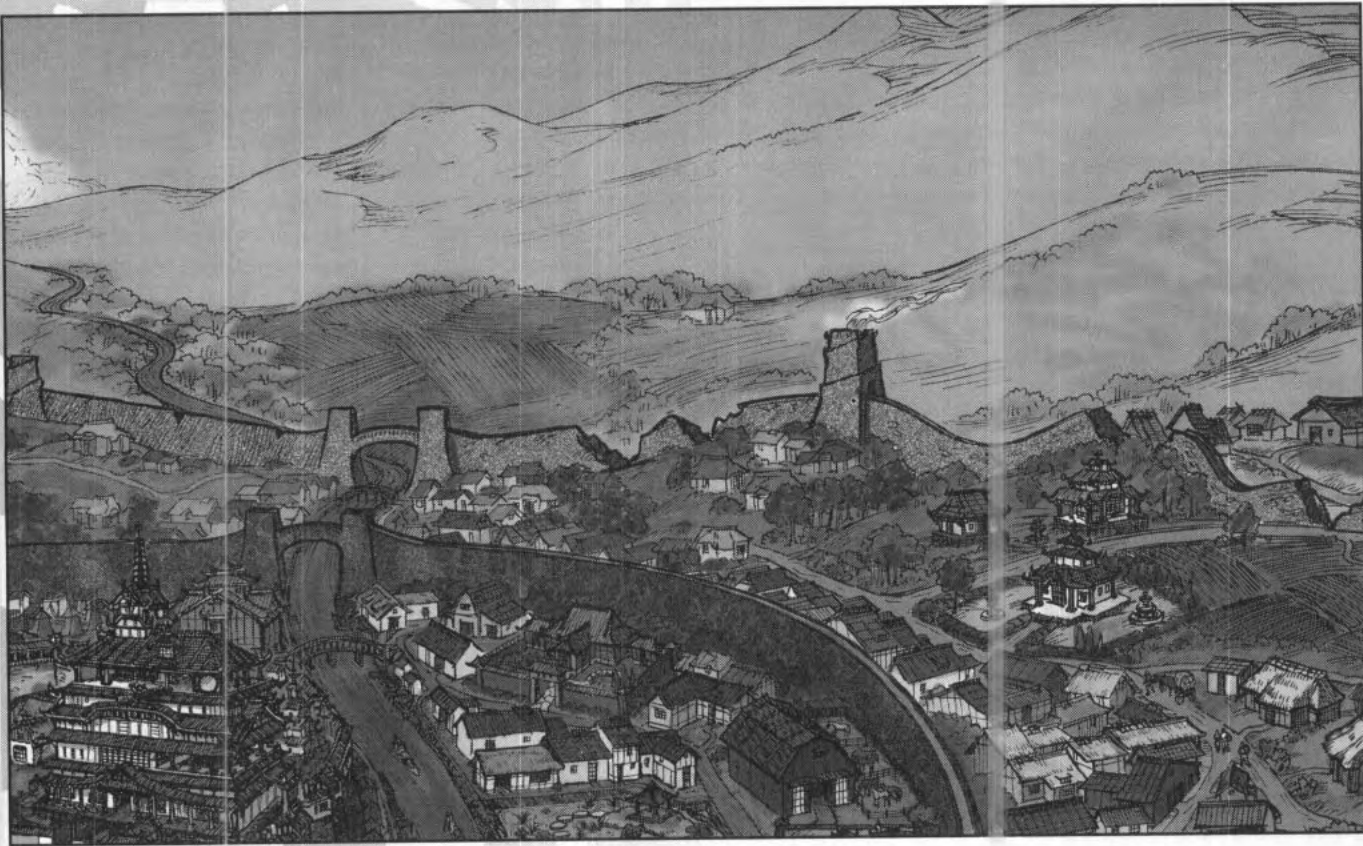
Being a relatively new structure (merely forty or fifty years old), the 'new' home of the district governor has suffered very little earthquake damage, and still retains its shimmering luster. Decorated with extensive Shintao rock and water gardens, this estate rivals the finest homes within the Mowaku Kabe.

## MORNING STAR WHARVES

Location #767

The Bay of the Golden Sun hosts as many as thirty ships delivering supplies, food, and raw materials. Tortoise merchant marines cycle back and forth from the Phoenix lands to the north, and Mantis sailors dart as far south as the lands of the Sparrow and the Crab. The ports here are always busy, and people from all parts of the Empire can be found here.







# Hinjaku District

District Rank:	3	Imperial Rank:	2
Population Rank:	4	Production Rank:	3
Relative Wealth:	2	Political Influence:	1
Crime Rank:	7	Corruption Rank:	6
Appearance Rank:	2	Popularity Rank:	2

## Government of the Hinjaku District

The Hinjaku District is in fact a part of the Hojize District which Mirumoto Hojize has granted to his younger cousin, Hinjaku, as a means of tormenting him. Hojize is a corrupt lecher who, baffled by Hinjaku's monastic lifestyle, called in every favor he could muster to ensure that Hinjaku accepted his 'gift'. Hinjaku has been trapped here ever since.

Hojize intends to tempt his pathetic cousin into a lifestyle more like his own: greedy, contemptible, and utterly self-serving. When Hinjaku requested funds for the construction of a new monastery to improve the religious life of his district, Hojize ordered the construction of Shudo Benten (Location 320), an all-female monastery dedicated to the Fortune of Romantic Love. Hojize hires desirable women to be Hinjaku's personal assistants and bribes the local theater to perform nothing but plays about passion and romance.

In response to these actions, Hinjaku has ordered his eta not to clean Hojize's streets. Hojize reacted to the growing stench of his streets by burning the eta headman's home, and Hinjaku is now considering a response - perhaps redepositing all of his district's filth and collected refuse into his cousin's precious territory?

Hinjaku is a quiet, unimposing figure of a man, who always appears beaten - his brow constantly furrowed, his cheeks forever fallen with fatigue. But Hinjaku's inner faith belies his outer appearance. Incredibly spiritual, Hinjaku is sworn to celibacy and moderation. He abhors violence, but is perfectly

willing to keep up the 'cold war' Hojize has begun for the sake of 'rescuing' his district from Hojize's corruption.

### Mirumoto Hinjaku, District Governor

**Rank 3 Mirumoto Bushi; Air: 3, Awareness 5, Earth: 4, Fire: 2, Intelligence 4, Water: 2, Perception 4, Void: 6**

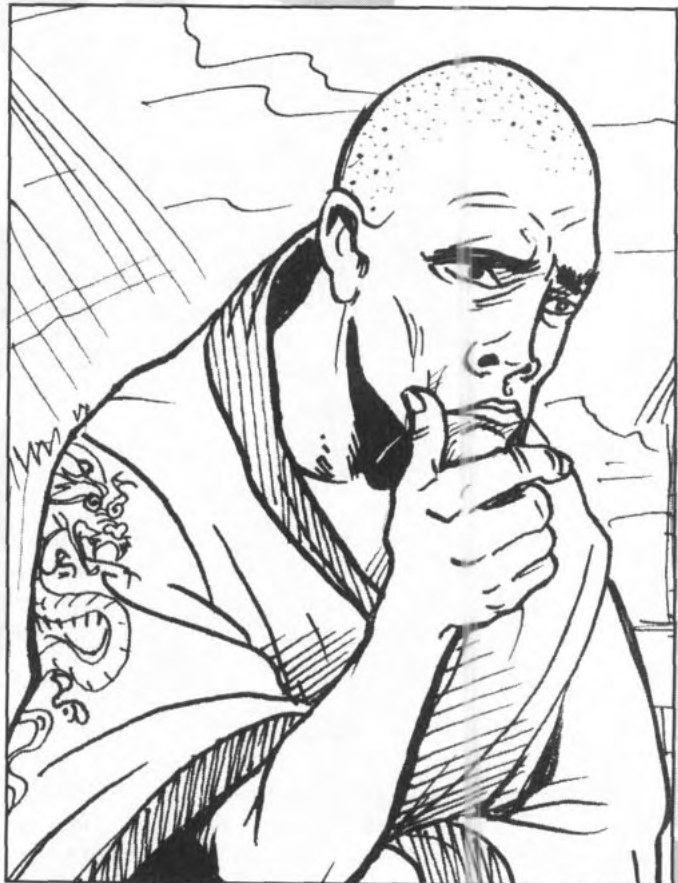
**Notable Skills:** Etiquette 4, Law 3, Meditation 4, Shintao 4, Sincerity 5, Theology 3

**Other Options:** Ascetic, Lost Love (Agasha Obesuko), Noble Birth, Sworn Enemy (Mirumoto Hojize)

## Exploring the District

This is easily the least respected district in the Emperor's City. Most of it actually lies outside the city walls. Its eta inhabitants serve as its primary source of income; many are as well-regarded as the lowly samurai who live here.

Recently, the effects of the Lion-Crane War have become appallingly evident here. Refugees arrive each day in this district from the Plains of Fast Trouble, hoping to spend their last days near the Son of Heaven. Most have remained in the Hinjaku District, where their bodies may easily be cremated once they pass, but until then, they consume large quantities of the district's grain and rice stores.



## RUINS (BURNED-OUT ETA HOUSE)

### Location #301

Until recently, this was the home of the local eta headman, Banmei. Mirumoto Hojize (see page 35) ordered Banmei's house burned to the ground while the headman's family still slept inside. Though this was in response to a recent decree by Governor Hinjaku (for the eta not to clean the region surrounding Hojize's estate and several key merchant districts), Banmei ultimately paid the price.

## ETA HOME (OBIETE)

### Location #302

Obiete, the new eta headman, lives here with his extended family. Banmei's death (Location 301) has frightened them terribly. Obiete and his eta are caught in an impossible situation: obey their governor and risk death by Hojize, or die for disobedience.

## MASAKATA FARM (BANDITS)

### Location #303

The inhabitants of this farm abandoned it over two months ago. Despite the fact that it is the largest parcel of fertile land in the district, no samurai have noticed the heimin farmers' disappearance. Bandits have begun using the farm to hide out from the law, and rest before their next crime.

### Bandit Squatters

**No Rank (Ronin); Air: 2, Earth: 2, Fire: 2, Water: 2, Void: 2**

**Notable Skills:** Archery 2, Athletics 2, Defense 2, Horsemanship 3, Kenjutsu 2, Stealth 1, Yarijutsu 2

## TAKUSAN NO SAKANAYA (FISHERY)

### Location #304

This enormous processing plant cleans and scales fish, which are then sold to a number of different merchants and food sellers in the city. Pink Hamachi sushi is their main specialty, and over thirty percent of the plant is dedicated to its production. A Yogo named Jimin heads up the operation, but the Scorpion Clan owns the plant itself.

## SHIZUKOMEN CREMATORIUM

### Location #306

The 'Silent Release' Crematorium is currently the center of business within the Hinjaku District. The homes of eta morticians surround the large central stone building where the bodies are cremated. Mourners grieve outside while the eta perform their duties within.

## BUICHI'S BUNRAKU DOLLS

### Location #308

The owner of this store, Buichi, specializes in extraordinary Bunraku dolls for experienced puppeteers. People come from all over the city and hub villages to buy his delicately crafted works.

Buichi's real strength is the realism of his  $\frac{2}{3}$  scale dolls; Shinruku (Locations 769-775) recently ordered over 40 of the life-like dummies as gifts (he informed Buchi that they do not need to look like any one specific person).

### Buichi, Dollmaker

**Not Ranked (Heimin); Air: 2, Awareness 4, Earth: 2, Fire: 3, Water: 3, Void: 2**

**Notable Skills:** Craft (Bunraku Dolls) 5, Painting 3

## PRIVATE HOME (RIUKO)

### Location #310

This house belongs to Matsu Riuko, who lost all family and clan connections during her marriage to Mirumoto Burino, when he suddenly fell over and died. There were no signs of foul play; Burino was much older than Riuko, and his health had never been good. With Burino's death occurring while Rioku shifted between clans, both clans have disowned her. Rioku has become ronin by default.

## CULT OF JUROJIN (MOTO FUKUSHUSA)

### Location #311

A small community of cultish followers has secretly sprung up here, led by an ex-samurai named Moto Fukushusha. Fukushusha has gone mad and believes himself to be a prophet of Jurojin; he has gathered fourteen followers in favor of his cause.

### Moto Fukushusha, Jurojin Cult Leader

**Rank 2 Moto Bushi; Air: 3, Earth: 3, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Athletics 3, Defense 3, Horsemanship 4, Kenjutsu 3, Oratory 4, Theology 3

**Other Options:** Black Sheep, Combat Reflexes, Driven (Spread the word of Jurojin)

## ANCESTRAL MAUSOLEUM

### Location #312

From the earliest days of Otsan Uchi, this mausoleum served as the final resting place of the greatest heroes of the Seven Great Clans; but during the Battle of Stolen Graves, the sorcerer Iuchiban raised their bodies as zombies. Since then, remains have been cremated prior to burial.

A monument has been erected here to commemorate the battle against Iuchiban. It is a grand spectacle, weapons and armor accompanying the names of those who fell defeating the Bloodspeaker. The sword that will release the spirit in the Jade Champion's room (Location 752) is among these weapons.

## HIGH LOWLIES NEIGHBORHOOD (ETA)

### Location #313

This neighborhood is an intentional insult to Hojize (see page 35). After the merchant-governor ordered the burning of the Banmei's home (Location 301), Hinjaku evicted everyone who lived here (most of whom received the homes from Hojize), and

invited eta to replace them. The new headman still lives outside the walls of the city (Location 302), but several eta have accepted residences here, living well above their station.

One of these eta is Mori, a mortician by trade and magistrate's assistant by training. Mori inspects dead bodies when a magistrate suspects foul play. He has an excellent knowledge of anatomy, and uses insects, lividity, and tissue damage to deduce the time and cause of death.

### **WIDE HAT NEIGHBORHOOD (KIBUN)**

#### **Location #315**

Kibun is a distant relative of the present Juramashi governor, Seppun Meiyori (see page 41). Although he sells a few trinkets, idols, and religious items, most of his money comes from the sale of fake travel papers and forged documents. By hiding his business among decent residences, he avoids suspicion – not that the magistrates in this district care.

#### **Kibun, Shopkeeper and Forge**

**Not Ranked (Heimin); Air: 3, Earth: 2, Fire: 4, Water: 2, Perception 4, Void: 2**

**Notable Skills:** Commerce 3, Forgery 4

### **IMPERIAL MAUSOLEUM**

#### **Location #318**

This mausoleum is similar to the Ancestral Mausoleum (Location 312), but is reserved especially for members of the Imperial Families. This is the burial place of many Hantei, Otomo, Miya, and especially Seppun who lost their lives in service to the Emperor. Iuchiban and his followers did not touch this gravesite during the Battle of Stolen Graves, perhaps because they did not have the chance to perform their dark rituals upon the corpses interred here.

### **DURITE ZOO**

#### **Location #319**

Over one hundred years ago, governor Kuni Durite commissioned this zoo. Once, it was a glorious sight, but it has not been well-maintained over the years; most of the larger mammals have not fared well. The zoo includes reptiles, birds, and several monkeys.

### **SHUDO BENTEN**

#### **Location #320**

This is an all-female monastery dedicated to Benten, the Fortune of Romantic Love. The women here are all attractive and talented in many skills usually associated with geisha.

### **PRIVATE HOME (SHINJO KIIYO)**

#### **Location #322**

Shinjo Kiiyo is not only a pleasant diplomat for the Unicorn Clan in Otsan Uchi, but also an accomplished sculptor and poet.

He often plans or hosts elaborate parties and gatherings for visiting samurai.

#### **Shinjo Kiiyo, Diplomat**

**Rank 3 Ide Emissary; Air: 3, Awareness 4 Earth: 3, Fire: 3, Water: 3, Perception 4 Void: 3**

**Notable Skills:** Courtier 4, Etiquette 3, Lore (Crane Clan) 3, Lore (Rokugan) 3, Lore (Shadowlands) 3, Poetry 3, Sculpting 3, Sincerity 4

**Other Options:** Benten's Blessing, Voice

### **PRIVATE HOME (TOGASHI KAORI)**

#### **Location #323**

Kaori is a pleasant and unassuming *ise zumi*. Unlike many of his brothers, he enjoys the company of non-Dragon, and while in Otsan Uchi, plays go and shogi with several partners. His favorite haunt is the Winter's First Lily Tea House (Location 518).

### **OFFICE (DOJI KEIKO)**

#### **Location #325**

Doji Keiko is a competent, yet uninspired samurai. She is the personal assistant to Mirumoto Hinjaku, but rarely performs anything beyond menial tasks. When not working for the governor, Keiko is drinking or entertaining male guests.

### **PRIVATE HOME (IKOMA SAEKO)**

#### **Location #326**

The lovely Ikoma Saeko also works from time to time as an assistant to Mirumoto Hinjaku. He tries to avoid her, since he knows that she was appointed by his cousin Hojize to tempt him from his monastic vows. So Saeko is often free to relax at home, either reading or painting. An entire room of this home is covered in banners and scrolls with her touches on them.

### **BITTER HEARTS (YAOKO)**

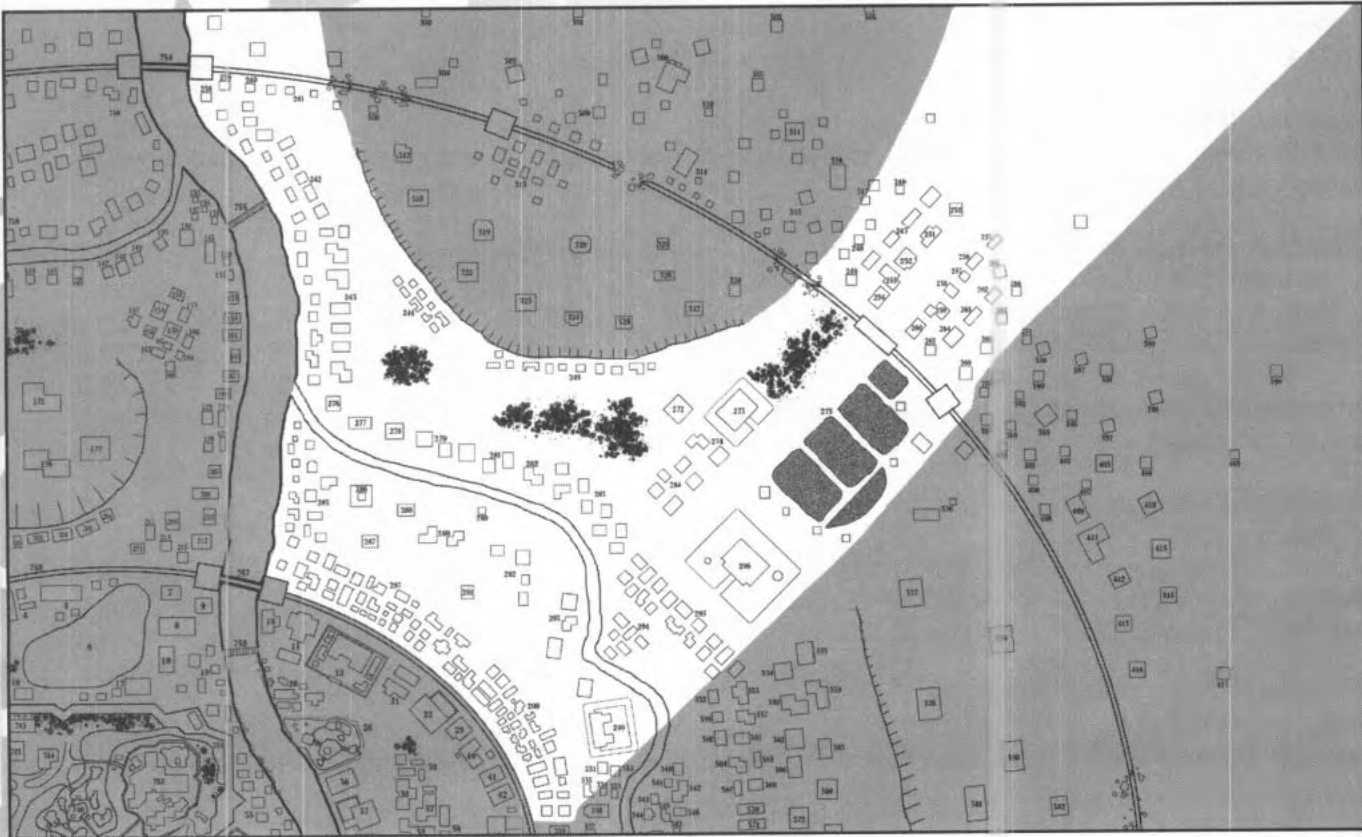
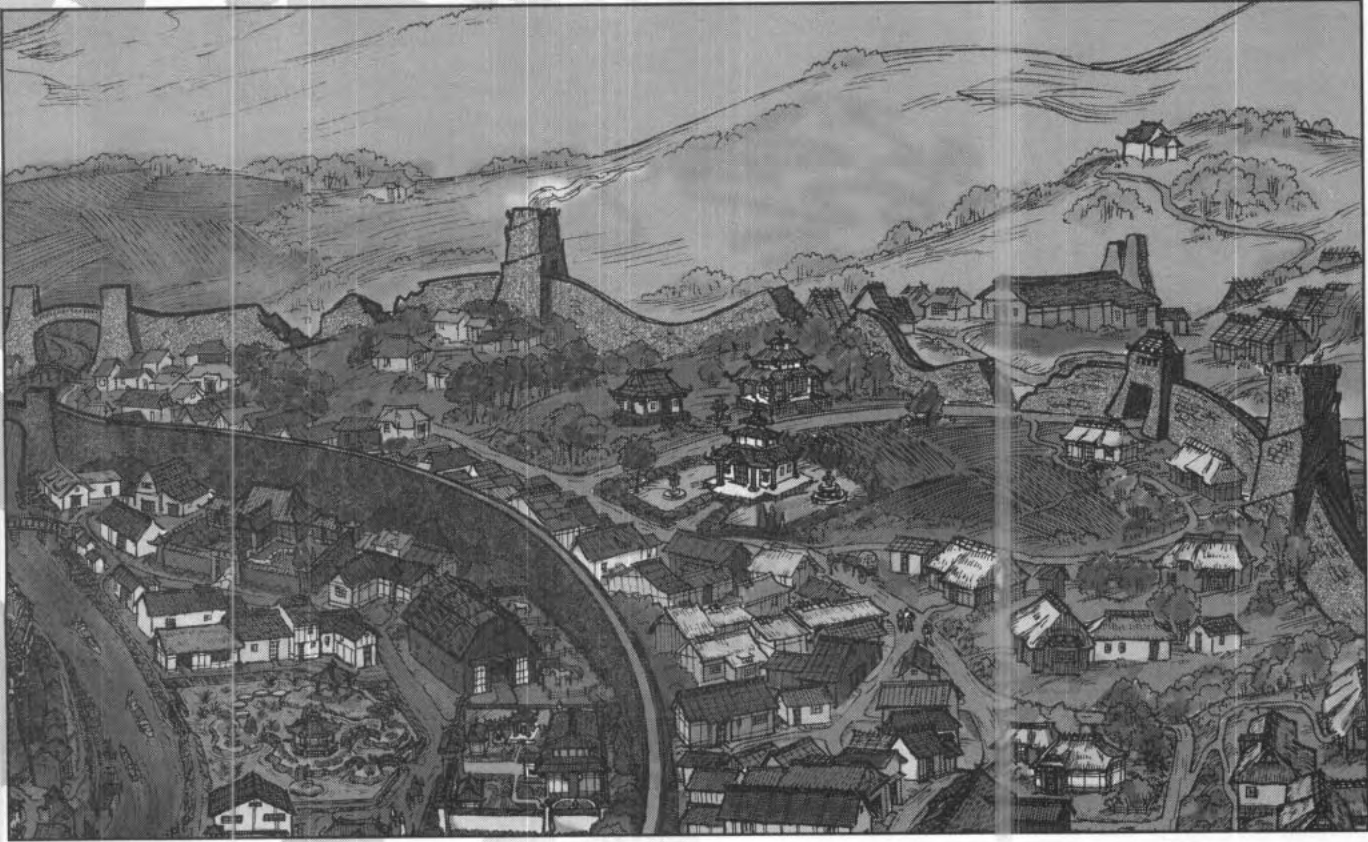
#### **Location #327**

Bitter Hearts is a Kabuki theater financially supported by Mirumoto Hojize. He sees to it that all the plays performed here involve love, lust, or passion (to tempt his cousin). The foremost attraction here is a young actress named Yaoko, whose vibrant performances are questioned by 'polite society'.

### **PRIVATE HOME (VACANT)**

#### **Location #328**

This home is currently empty, but will soon be occupied by Agasha Obesuko, Mirumoto Hinjaku's childhood sweetheart. Mirumoto Hojize has summoned her here as yet another source of temptation. Hinjaku believes that Obesuko has married a Phoenix bushi, but this is not the case. She loved Hinjaku too much, and begged the bushi to call off the wedding. He agreed, but by then Hinjaku had joined a monastery in sorrow.



# Hojize District

District Rank:	6	Imperial Rank:	7
Population Rank:	6	Production Rank:	7
Relative Wealth:	8	Political Influence:	7
Crime Rank:	7	Corruption Rank:	7
Appearance Rank:	7	Popularity Rank:	7

## Government of the Hojize District

The man who controls the inland entry for the Outer City (and therefore much of its arriving trade and diplomatic connections) is Mirumoto Hojize, a delegate of the Dragon Clan with an agenda – the subversion of his younger cousin, Hinjaku, who governs the ‘sub-district’ to the northwest.

Directly after his appointment as governor here, Hojize was introduced to the islet-district (now Hinjaku) comprised of the eta villages, low-caste homes, and crematorium, and asked to choose a replacement for its governor. (Traditionally, this area belongs to Hojize district, and its governor obeys the person in charge of its neighboring territory.) Hojize chose his younger cousin to fill the role.

Many thought this decision unsound, as Hinjaku was widely regarded as an ‘untrained child,’ incapable of assuming true responsibility. (For more on Mirumoto Hinjaku, see page 31.) But Hojize – ever planning his next conquest – was adamant that his cousin was the correct man for the post. In the last two years, Hinjaku, though unliked and bumbling, has kept his head above water. He even won the hearts of most of the eta and heimin who live in his district.

What most do *not* know is that a secret war is being waged between the two governors, a long-standing competition fueled by jealousy and spite. Hinjaku despises Hojize for his opulence and uncaring ambition, while Hojize blames his cousin for the failure of their family line. The only reason that Mirumoto Hojize requested his younger cousin for the lesser post is so that he can

tempt the monk away from his sacred commitment, proving to him once and for all that faith is a lie.

Hojize is a crude man, with no care for the desires or beliefs of others – especially family. He cares only about money, trade, and power, all of which can buy happiness in his limited world. Receiving his appointment to the government of the Imperial City was a boon beyond Hojize’s wildest fantasies (and only possible through his myriad financial contacts in the Crane Clan). Hojize has grabbed the opportunity here with both hands, and milks as much profit and prestige as he can out of the people of his district and their customers. His tactics are terrorist in nature, yet smooth to the touch. No one but Hinjaku knows how little Hojize truly cares about his position here.

Hinjaku, however, is intimately aware of Hojize’s faults; he sees them every day. As the superior deciding voice for both districts, Hojize has appropriated monies from the eta families under Hinjaku’s care, redirected Imperial workers to improve his own holdings, and even devoted a large sum of money to undermining his cousin’s celibacy (for more, see page 31).

Hojize has taken only one ‘noble’ action during his tenure, an inadvertant reaction to one of his peers. Bayushi Tsai, recently appointed to an eastern district in the city, has ousted all Dragon representatives from his council, replacing them with his own hand-picked toadies (see page 73). Hojize, still a Dragon at heart, has embarked on a crusade to find out why, and – if there is even a hint of Scorpion foul play at work – to stamp it out.



### **Mirumoto Hojize, District Governor**

**Rank 2 Mirumoto Bushi/Rank 2 Yasuki Merchant; Air: 3, Earth: 2, Willpower 3, Water: 3, Fire: 3, Void: 2**

**Notable Skills:** Archery 2, Appraisal 4, Commerce 5, Courtier 3, Defense 3, Etiquette 4, Heraldry 3, Kenjutsu 3, Law 3, Lore (Otosan Uchi) 3, Lore (Otosan Uchi's Criminal Element) 4, Meditation 3, Lore (Shugenja) 2, Sincerity 4

**Other Options:** Greed, Inheritance (Family Fortune), Multiple Schools, Sworn Enemy (Mirumoto Hinjaku), Wealthy (6)

## **Exploring the District**

This crescent-shaped segment of northwestern Otosan Uchi surrounds the Hinjaku District, cutting it off from the Miwaku Kabe and the Forbidden City. Unlike its neighbor, Hojize is rich and vibrant, funded by its many merchant quarters and the northern (inland) road into the Imperial City. Mirumoto Hojize, the district governor, has a hand in many of the most affluent endeavors in Otosan Uchi; his words influence the engineering crews that rebuild the city after every earthquake, fire, and tsunami, and he controls more than fifty percent of the water traffic from inland Rokugan. Hojize is a powerful man, and his position shows in the style and attitude of those who reside here.

Riverside wharves are well-maintained, and staffed with friendly (though shrewd) portmasters. The finest tracts of land house private estates (built far away from the crumbling Outer Wall), and merchant shops are well-stocked. Magistrates patrol the Hojize District streets frequently, and law-breakers are prosecuted to the fullest extent of Imperial Law (and sometimes beyond). Every inch of the Hojize District is precisely landscaped; trees, small gardens, and elegant waterways weave crisply between its buildings. The overall effect is stunning.

The pleasant atmosphere of the Hojize District is partly due to Imperial decree. Most inland traffic (and any clan delegates) receives their first impression of the Emerald City from Hojize, so the territory must always look stunning. But that is not the full extent of Governor Hojize's philosophy; for more on Hojize's ultimate goals, see above.

### **MERCHANT (AKODO MIOKU)**

**Location #238**

A elderly retired Akodo named Mioku sells small trinkets and memoirs of her life out of this small home. Mioku cannot remember names or faces well. Indeed, she remembers little – including what she owns and what she does not. Frequently, Mioku stumbles into other peoples' homes, thinking they are her own. Occasionally, she inadvertently absconds with items that do not belong to her. Mioku sometimes sells such items before the owners can recover them.

Piles upon piles of history litter this otherwise clean home – remnants of Mioku's forgotten past, tucked away beneath boxes of detritus. Visitors must wade follow her as she wades through

precarious corridors of stacked debris, and listen to many fabricated tales about her belongings, before she will talk to them.

### **PRIVATE HOME (SUZUME ATSUMURA)**

**Location #239**

Having taken a clan vow of poverty, Suzume Atsumura is perhaps the most ironic victim of Akodo Mioku (Location 238). So far, she has lost two personal belongings to the senile Lion, including an ancestral necklace of some worth. Atsumura is reluctant to report Mioku, however; the old woman is not a thief, merely a victim of her own failing mind.

### **PRIVATE HOME (SEPPUN YAMA)**

**Location #240**

Seppun Fusakaro left without word three months ago and has not returned. His wife, Seppun Yama, is by now extremely worried.

### **CARPENTERS (GUNSUKI, MAIRU, AND MARAHAI)**

**Location #241**

These three heimin have been friends for over forty years, and are all committed bachelors. Only one of them (Mairu) has any talent with a craft, and the others followed his lead when choosing an occupation. They work together, but cannot get anything done when they work in the same room, so they split projects up between them, piecing together the parts when they are finished. Unfortunately, the finished result is rarely what the customer ordered, and often requires additional work.

### **HOJIZE RIVER NEIGHBORHOODS**

**Locations #242–243**

Governor Hojize divided this long strip of land into two neighborhoods for tax purposes and facility of trade. The western half contains the inland ports, where goods are received and stored, while the eastern half is devoted to the sale of those goods. Unfortunately, these neighborhoods have fallen on hard times of late; Governor Hinjaku (see page 31) has ordered his eta to stop picking up trash in parts of the Hojize District. The thick smell of garbage wafts across the traders' stalls most afternoons, driving off customers and making dockworkers ill. The eastern neighborhood now has the nickname 'Rotting Blossom' and the merchants' quarter is called 'Wandering Refuse'.

### **KINJIREN (FORBIDDEN) TOMBS**

**Locations #244–245**

The Battle of Stolen Graves (see the *Journal of Kuni Visten* in the *Tomb of Iuchiban* boxed set) disturbed many graves in the Hojize/Hinjaku District, their contents transformed into flesh-rendering zombies which attacked the Imperial and Clan Guards stationed at the Miwaku Kabe.

Since then, this region has become the focus of many horror stories among the heimin and hinin castes, and is considered taboo by samurai. The tombs – built above the soft earth – remain as they were left after Iuchiban's defeat: partially disturbed, ignored, and forgotten.

### WON-KA'S HOUSE OF SWEETS

#### Location #246

This small shop makes its sweets right in front of the patron. The selections include rice cakes, *an* (red bean paste), *yokan* (bean paste jelly), *manju* (sweets or steamed buns filled with *an*), *chagashi* (sweet tea), and *sembei* (unsweetened rice cracker). During holy celebrations, *sekihan* (red beans and rice) and *kanten* (a pale green jelly made of seaweed) are available as well.

### KANKEI NEIGHBORHOOD

#### Location #247

This thin avenue of geisha houses and sake merchants thrives behind the merchants and craftsmen that Hojize has strategically placed along the Way of the Elements to 'greet' incoming travelers. Few visitors know it exists, stumbling into the neighborhood by accident or hearing about it from others. Though the service here lacks subtlety, the wares are beyond compare.

### HOJIZE DISTRICT COURTS

#### Location #248

This small building stands largely unused behind merchants and sake houses. Mirumoto Hojize refuses to dedicate prime real estate to something that does not earn him money, so he holds 'court' at his palatial estate (Location 296). This building is only used when traditionalists come to visit, during which time the Hojize District undergoes a startling change; the streets near the courts are cleaned regularly, and eta and heimin serve visitors there. So far, no one has noticed the slight to Imperial policy; Hojize is ingratiating himself (and his methods) quickly, so it is possible no one will.

### SWORDSMITH (KAKITA CHI-YOMI)

#### Location #249

Kakita Chi-yomi's story is a fine example of bitter charity. Two decades ago she crafted a beautiful sword as a gift for the Emperor's niece. Now, because of the influence of the Imperial Families, the Seppun and Miya have commissioned her to make 100 more. At a rate of one sword every two to three months (they are true works of art), she is almost finished. In less than a year, she will complete her pact. She has plans for her freedom...

#### Kakita Chi-yomi, Irate Swordsmith

**Rank 2 Kakita Bushi; Air: 2, Reflexes 3, Earth: 3, Fire: 2, Agility 4, Water: 3, Strength 4, Void: 2**

**Notable Skills:** Archery 1, Athletics 3, Etiquette 2, Iaijutsu 3, Kenjutsu 3, Sincerity 2, Weaponsmith 4

**Other Options:** Bad Fortune, Strength of the Earth (1), Sworn Enemies (Imperial Families)

### CLAN GUIDE HOUSES

#### Locations #251-252, #254, #256-258, #260

When samurai visit Otsan Uchi through the Hojize District, nearly all travel down the Way of the Elements, which takes them directly past these tiny guest homes. Here, the Seven Great Clans find bath facilities, clean clothes, a fine meal, and a host of services to make their visit more pleasant, including a courier service which delivers messages anywhere in the city, diplomatic assemblies to arrange political meetings, and laborers for use during their stay.

### PRIVATE HOME (IKOMA AMIDO)

#### Location #255

This building is out of the ordinary, especially considering its placement at the entrance to the Imperial City. Originally a shop of some kind (or several kinds; no one is quite sure how many merchants used the store), the small, leaning structure now houses an Ikoma Bard named Amido, who has devoted his life to cataloguing the names and personal information of everyone who passes by his home. Most consider him mad, and many ignore him. Few realize that Amido passes his reports directly to the Emperor's magistrates, and that the Hantei hold his work in high regard. Most in the Imperial Court know of Amido's special 'contribution', and support him whenever they can. Additionally, when Amido passes, the home will retain its function, with a new scribe taking the elderly man's place.

#### Ikoma Amido, Imperial Scribe

**Rank 5 Ikoma Bard; Air: 1, Awareness 4, Earth: 2, Fire: 2, Intelligence 6, Water: 2, Perception 7, Void: 4**

**Notable Skills:** Bard 5, Calligraphy 3, Heraldry 4, History 4, Investigation 2, Law 1, Lore (Otsan Uchi) 4

**Other Options:** Allies (Many, Imperial Court), Bad Health, Ear of the Emperor

### ETCHINGS IN STRAW MONASTERY (JAKURE)

#### Location #266

Subsidized by the district, this place hosts many aspiring painters (particularly of birds and flowers). *Sansuiga* (landscape painting) predominates, but few acolytes here can help with that technique; Jakure is the only monk of any real skill with *sansuiga*, and he is only here one day a week.

### IGNORANCE IS BLISS (SHOCHU HOUSE)

#### Location #268

This squat drinking establishment is owned and operated by a jovial heimin named Geista, whose stories of patrolling the Crab Wall pale in comparison to the truth (he was one of only a handful of Tortoise Merchant Marines who survived Hyobe's brief encounter with the Great Water Spider; see the Clan War: *Toturi's*

*Army and Yoritomo's Alliance* book, page 43, and *The Way of the Minor Clans* for more information). Geista only offers the strongest alcoholic beverages here, and specializes in shochu and carrying his patrons home.

### **CHIYORA (SACRED TEMPLE GUARDIANS)**

#### **Location #272**

The chiyora are monks from the Dark Skies Monasteries (Location 284) charged with protecting the temple (Location 273) from any external danger. They are capable hand-to-hand combatants, and will not shirk their duties under any circumstances. A dozen of these dedicated men live here.

#### **Standard Chiyora Guardian**

**No Rank (Monk)\*; Air: 3, Earth: 3, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Defense 4, Hand-to-Hand: 4, Meditation 4

**Other Options:** Hands of Stone, Strength of the Earth (2), Obligation (Protect Chiken Temple - Location 273)

### **CHIKEN (BLOODSWORD) TEMPLE**

#### **Location #273**

*Chiken* Temple is built on the site of the Battle of Stolen Graves. In the year 510, Iuchiban used a temple on this site as his base. The clans burned it to the rafters after the battle, and sowed salt into its ashes. Since then, countless purification rituals have been performed here. Over one hundred and forty years ago, the Hantei decreed the location safe again, and ordered a new temple built on the same site (perhaps as a binding against future evils that might arise on the site). The new temple belongs to Osano-Wo, but hardly anyone remembers that. Most people believe that the place is haunted. Several guards have claimed to hear the sounds of a smith working at a forge, maniacal laughter, and a voice that whispers "Yajinden" in the middle of the night. As no Hantei can be wrong, the building has been allowed to stand, although hardly anyone ever visits.

### **MAGISTRATE'S HOME/MEMORIAL**

#### **Location #274**

Immediately adjacent to the main road in this district is a memorial dedicated to Soshi Takasho and Akodo Minobe, the two magistrates who uncovered Iuchiban's plot and were instrumental in ruining his schemes at the Battle of Stolen Graves. The Lion Clan hold this place in high regard, a sentiment shared by many Isawa and Kuni.

The building behind the shrine is a private home, traditionally reserved for a special Emerald Magistrate responsible for both the shrine and the temple. It currently houses Bayushi Rakitori, an elderly man who plans to retire next year. He is beginning to slow down, and has taken to using a naginata in combat to keep opponents at bay.

#### **Bayushi Rakitori, Imperial Magistrate**

**Rank 4 Bayushi Bushi; Air: 4, Earth: 3, Fire: 5, Water: 4, Void: 5**

**Notable Skills:** Battle 3, Courtier 4, Defense 4, Etiquette 4, Horsemanship 4, Iaijutsu 4, Investigation 4, Kenjutsu 5, Law 5, Naginata 5, Sincerity 5

**Other Options:** Combat Reflexes, Quick

### **PRIVATE HOME (DOJI KASUMI)**

#### **Location #277**

Doji Kasumi is a kindly old semi-retired courtier. He lives here with his aging wife Kakita Tujiko, enjoys his home on the river, and rarely sees Kyuden Doji any longer.

### **PRIVATE HOME (SHINJO O-KYO)**

#### **Location #278**

Shinjo Yokatsu received this house from the Emperor, and later gave it to O-Kyo as a favor to the samurai's family. O-Kyo doesn't really like to stay in the city much, but during the warmer months he spends a week or two at the riverside home.

### **WEAPONSMITH (KAIU ISSANARE)**

#### **Location #280**

Kaiu Issanare, a retired bladesmith of great renown, lives and works in this luxurious home. In exchange for a generous stipend, Issanare makes one blade a year for the Emperor. The work is easy, as his blades are ornamental in nature.

### **DARK CLOUD MONASTERIES**

#### **Location #284**

These monks follow of Osano-Wo, the Fortune of Thunder. They are expert unarmed combatants, and practice chants accompanied by drums, which can be heard for several blocks like the sound of a powerful storm. These monks maintain the memorial (Location 274) and the temple (Location 273). The best combatants of their number become *Chiyora* (see Location 272).

### **OFFICE OF ISAWA ATSU**

#### **Location #287**

Atsu is an elected regent of Isawa Tadaka. He lives in the city and maintains contact with the Phoenix only a few weeks out of the year. He has served in Otosan Uchi for over six years. Bumaru rarely smiles, and avoids eye contact.

### **PRIVATE HOME (DOJI TSUGUKO)**

#### **Location #288**

Too young to be a widow, Miya Tsuguko married into the Crane Clan through the late Doji Tokei. Beautiful and transfixing, Tsuguko is very sad, and took her husband's recent death very badly. Tokei's mother, Doji Iroko, has moved in with Tsuguko to help with her day-to-day duties.



## STABLES (NODARU AND MITSUhide)

Location #289

These grounds are devoted to the stables of Nodaru and Mitsuhide. The two good friends employ servants to tend and walk the five horses they jointly own. The stables have enough room to house, clean, and train sixteen horses; the servants use the rest of the area to store extra hay and brushes.

## MORNING STAR TEA HOUSE

Location #290

The founder of this small tea house was a Kakita Artisan who lived in the time of Hantei XXVIII. Known as 'The Morning Star' (her true name is lost to time), the Artisan was assigned the impossible task of mapping out the city as it stood during that year. Eager to please the Emperor, Morning Star started at one end of Otosan Uchi and worked her way through the twisting avenues and constantly changing districts.

She eventually realized that her task was not possible within the ailing Emperor's lifetime, let alone her own. She also knew that much of what she had already drawn was incorrect, invalidated by changes made after she had passed through that area. So the Artisan 'filled in the blanks' and turned in her finished work. Unfamiliar with the grounds outside the Miwaku Kabe, the Imperial Families graciously accepted her fine vision, and offered her this property as a reward. Morning Star opened a Tea House here, which she never named, and hung the 'finished' version of the map in its central room.

## KENNEL/PRIVATE HOME (YAGI)

Location #293

The former Kakita Yagi became a ronin for reasons now forgotten. He enjoys the freedom outside the clan structure, and spends his newfound time breeding some of Rokugan's finest champion dogs, cats, peacocks, and swans. Out of respect, however, Yagi does not breed cranes.



## RIVERSIDE MERCHANT PLAZA (SANJO)

Location #294

Here, in full view of the district governor's home (Location 296), the merchant Sanjo has converted several warehouses into open plazas, where peasants can buy bulk items at a fair price. He mostly deals in raw materials and grain, having few samurai customers, but keeps a small store of 'fancy' items the upper castes may enjoy - just in case.

## MONEYLENDER/EXCHANGE (AKIZANEI)

Location #295

This 'business' is operated by Yasuki Akizanei, one of Governor Hojize's finest masters of commerce. But, unknown to the governor, the city's most powerful Oyabun, Ide Tenseko (Locations 15 and 789) has corrupted this otherwise legal establishment.

## HOME OF THE DISTRICT GOVERNOR

Location #296

No walls surround Governor Hojize's district estate; he prefers to keep an eye on everything around him - particularly the merchant and craftsmen's quarters, where most of his money is made. Hojize welcomes many guests to this enormous (three-story) structure, using its lavish finishings and remarkable service to elicit important political coups - and lucrative business deals.

## RED SPARROW NEIGHBORHOOD (TRADERS)

Location #297

Recently, the eta living here attacked and murdered a samurai named Shiba Huroto; hungry and desperate, they dragged him to the ground and clubbed him to death. They sold his armor, sword, and other valuables through the district Moneylenders' exchange (Location 295), who made sure that the items were quickly and discreetly transported out of the city. The eta cremated the body in the middle of the night. It has been a week since Huroto was last seen, and the chief magistrate for the district is getting suspicious.

## TEMPLE OF ETERNAL BREATH (KURO-SAN)

Location #299

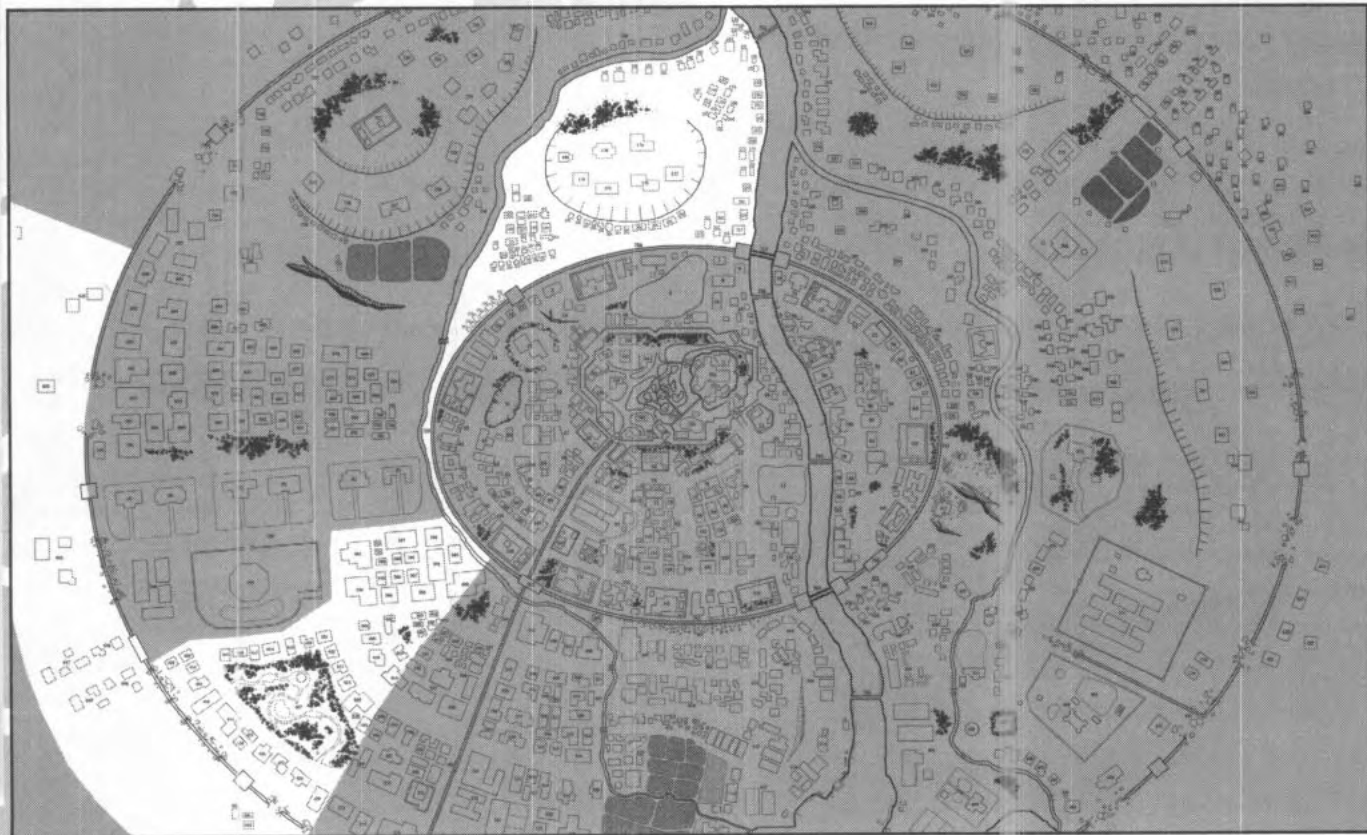
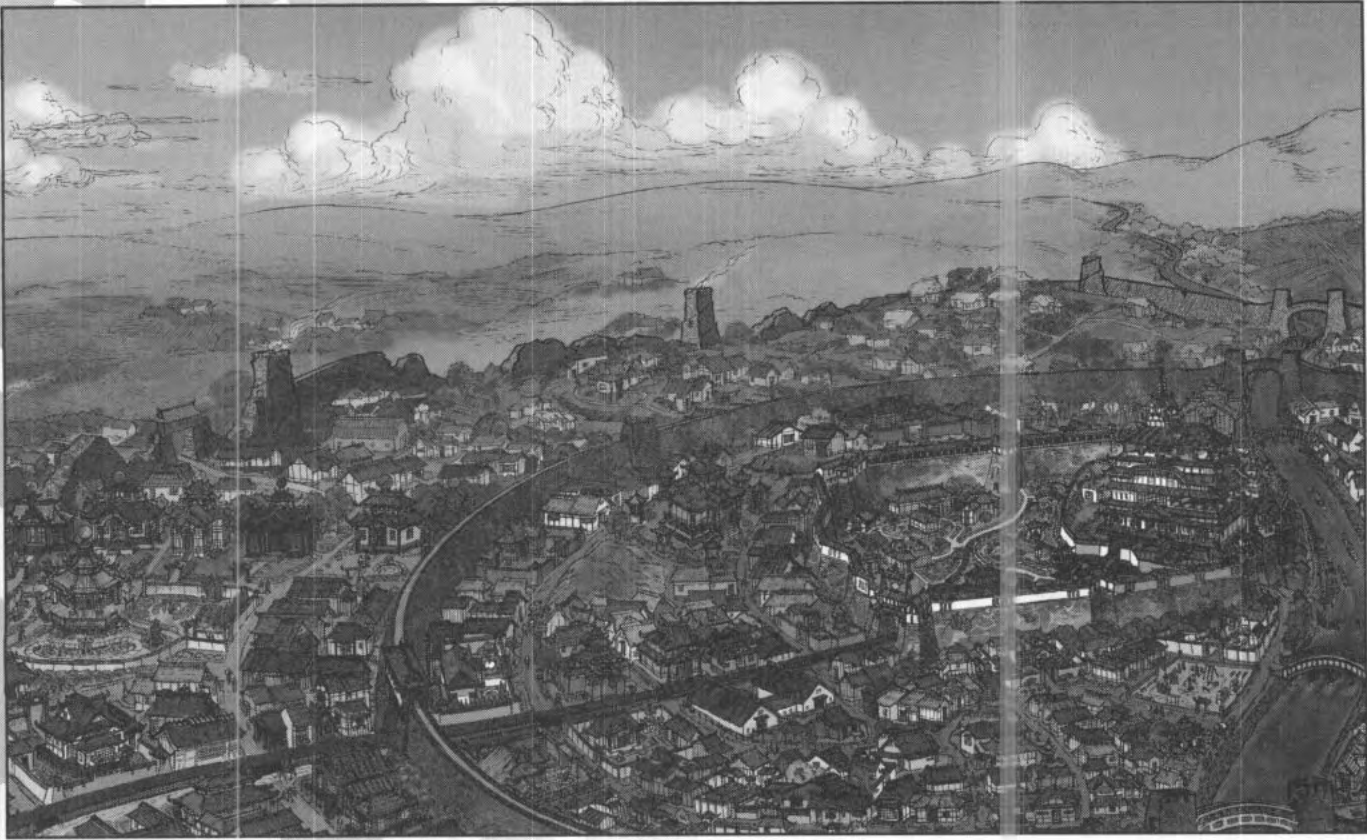
The peasantry believe that those who pray here and truly mean it shall never die. A monk named Koro-san cares for the temple, and keeps his acolytes busy with meditation and menial tasks. He never has more than 16 students, and can always find a replacement when one 'graduates.'

**Koro-san, Shinpu of the Eternal Breath**

Rank 4 Shinjo Bushi; Air: 3, Earth: 2, Willpower 4, Fire: 4, Water: 3, Void: 3

Notable Skills: Archery 3, Athletics 3, Defense 4, Horsemanship 4, Hunting 2, Kenjutsu 3, Naginata 3

Other Options: Noble Birth, Voice



# Juramashi District

District Rank:	4	Imperial Rank:	5
Population Rank:	7	Production Rank:	6
Relative Wealth:	7	Political Influence:	3
Crime Rank:	6	Corruption Rank:	5
Appearance Rank:	1	Popularity Rank:	2

## Government of the Juramashi District

Juramashi has always had a problem holding onto governors. Except for the district's founder, Juramashi (who lasted nearly a decade), no governor has remained in control of this district for more than a year. On average, most lose their positions within 6 months; the lucky ones survive to talk about it. As a result, most of the district (including the governor's staff and much of the populace) has learned to fend for itself, taking care of its own problems and delegating authority without the benefit of a central command structure. The gokenin, for example, run nearly every facet of day-to-day life, regardless of who is in charge. They have even broken themselves up into units, each of whom manages a small section of the district and reports to one of the governor's advisors.

Doji Kurotama, nominally one of these advisors, has held his position for several years, and is quite proficient at handling the larger affairs of government without help - even when dealing with those of higher status than he. An expert at 'subversive supplication', he can coerce nearly anyone into completing a task; he merely shows them that it must be done, and imparts the importance of doing it. Because of Kurotama, Juramashi's taxes are paid through the end of the year, and all its civil labor is smoothly organized into separate and efficient units. The only problem he has not been able to solve so far is the 'patrol pattern' of the magistrates (see the chapter introduction on page 8).

Since the advisors and gokenin are so self-sufficient, and the populace so accepting, deposed governors are not always replaced

immediately. Juramashi is the only district in Otosan Uchi which can sustain itself without central leadership (apparently indefinitely), and the Imperial Court takes advantage of that fact, placing their prime candidates in other, less stable locales until they can spare someone.

The most recent 'spare' is Seppun Meyori, a confident man who seems oddly out of place in the Rokugani political arena. Always cheerful and reassuring, Meyori takes men at face value, never expecting lies or betrayal. "The world is as it is," he once said. "What else can one do but marvel at it, and be thankful for what it is?" Meyori is inquisitive at court, and eager to 'catch up' with his staff. He is mindful of their ways, however, and remains at a careful distance, hoping that they will eventually let him in on their own.

### Seppun Meyori, District Governor

Rank 3 Seppun Miharu; Air: 3, Earth: 2, Fire: 3, Water: 3, Perception 4, Void: 3

Notable Skills: Archery 2, Athletics 2, Bard 3, Battle 3, Defense 2, Etiquette 4, Iaijutsu 2, Kenjutsu 3, Meditation 4, Obeisaseru 2, Oratory 2, Sincerity 4, Theology 2, War Fan 3

Other Options: Benten's Blessing, Gentry, Precise Memory



# Exploring the District

Easily the largest district in the Toshioto, Juramashi is a confusing conglomeration of architecture, ideas, and people. Stretching from the River of the Sun around the southern Miwaku Kabe and to the farthest southern edge of Otosan Uchi, this winding territory divides roughly into two blocks of land – Upper and Lower Juramashi.

Upper Juramashi (Locations 135–237) contains most of the residential neighborhoods in the district, and its property is generally more valuable than in the south. Lower Juramashi (Locations 584–649) is far more diverse, with merchants, geisha and tea houses, eta villages, and lower-caste homes all tossed together in no consistent pattern.

Both sections of the Juramashi District suffer from poor planning. Adjacent streets rarely run parallel to one another, and often curve in wild and unpredictable ways. Even locals born and raised here have difficulty once outside their neighborhoods. Several solutions for this have been attempted over the years, including the employment of ‘scouts,’ free maps, and even massive engineering projects. Nothing has yet worked, however, and most Juramashi citizens are comfortable leaving the district as it is. “It’s character,” they say.

The District’s governor, a newcomer named Seppun Meyori, is still learning his position. Technically, the district bears his name, but he has wisely chosen not to correct the inhabitants, who are both fanatically devoted to the region’s original governor, Shiba Juramashi, and unwilling to change the name of their home every time a new governor is appointed (see *Government* above).

## PRIVATE HOME (AKODO YORUGA)

### Location #139

This is the home of Akodo Yoruga, Lion Clan Magistrate (see *Unexpected Allies*, page 62). Yoruga rarely stays here any longer, but from time to time, he can be seen sneaking in the back of his home, during the middle of the night. He is rarely seen in the company of Akodo Kage, despite being obliged as a clan magistrate to report to him. None are certain why.

### Akodo Yoruga, Calculating Despot

Reference Location: *Unexpected Allies*, page 62

Improved Statistics: Bard 2

## PRIVATE HOME (DOJI YOSAI)

### Location #143

Doji Yosai visits Otosan Uchi often, although he tries to remain in the Crane lands as much as possible. Whenever he is in the city, however, he resides in one of the Crane Guest Homes, or here in Juramashi. Yosai’s house is larger than it needs to be, and he keeps two assistants to care for it. Ikoma Yunaki (Location 144) and Doji Mitsuki (Location 142) also serve Yosai, but are not occupied as much now that he devotes so much of his time abroad.

### Doji Yosai, Loyal Courtier

Rank 3 Daidoji Bushi; Air: 3, Earth: 3, Fire: 3, Intelligence 4, Water: 3, Void: 3

Notable Skills: Courtier 3, Etiquette 3, Iaijutsu 3, Sincerity 4

Other Options: Benten’s Blessing, Obligation (Kakita Yoshi)

## PRIVATE HOME (SEPPUN OSHU)

### Location #145

Seppun Oshu, the personal assistant to Kitsuki Tasaru (Location 146), received a house in this district by virtue of his position. Many of Oshu’s neighbors have noted his raw etiquette and simple ways, and word is beginning to spread that he may not be ready to represent this esteemed neighborhood.

## PRIVATE HOME (KITSUKI TARASU)

### Location #146

An advisor and gokenin to the district governor, Tasaru is a devoted worshiper of Shinsei. Trained by his Kitsuki father and educated by his Agasha mother, Tasaru has insight beyond most Rokugani.

## PRIVATE HOME (KAKITA YASU)

### Location #148

A retired dance artisan, Kakita Yasu has together a small museum of dance-related paraphernalia. Shoes, scarves, robes, kimonos, and scrolls all adorn his home. His children have moved on, but his eldest daughter Kakita Tageiko comes to visit from time to time.

## PRIVATE HOME (KAKITA IJIMASHI)

### Location #151

A retired duelist and courtier, Ijimashi now privately instructs those who can afford his time. He does not feel obligated to instruct, and only works with those who show promise. His wife, Shiba Oyumiko, passed away last year. He has no heirs.

### Kakita Ijimari, Aged Courtier and Duelist

Rank 5 Kakita Duelist; Air: 4, Reflexes 6, Earth: 4, Fire: 5, Agility 6, Water: 3, Intelligence 5, Void: 5

Notable Skills: Courtier 4, Etiquette 3, Iaijutsu 5, Kenjutsu 3, Meditation 4, Sincerity 5

Other Options: Dangerous Beauty, Gentry, Kakita Blade, Obligation (Many), Quick

## PRIVATE HOME (SHOSURO EMIRI)

### Location #153

Shosuro Emiri is a master of diplomacy, guile, tact, and sorcery, and a truly impressive asset to the Scorpion Clan. Because of this, his family has not exploited him, and has even provided this comfortable home to operate from. Emiri has never married, but often visits local geisha.

## PRIVATE HOME (JIGORO)

### Location #156

The Emperor once owed a debt of thanks to Jigoro's father. As a result, the lowly ronin received this house and 5 koku per month. Jigoro, not princely or stately, is out of place in this neighborhood of fine samurai; he has no aspirations beyond drinking and practicing his kata. Recently, a mysterious figure visited Jigoro's house for several hours, leaving him smiling and drunk against the open door of his home.

### Jigoro, Uncultured Ronin

**Not Ranked (Ronin); Air:** 2, **Reflexes** 4, **Earth:** 3, **Fire:** 3, **Water:** 2, **Strength** 3, **Void:** 2

**Notable Skills:** Athletics 3, Battle 3, Defense 2, Hand-to-Hand 3, Horsemanship 2, Intimidation 2, Kenjutsu 3, Kyujutsu 2, Lore (Otosan Uchi Criminal World) 2, Stealth 2, Wrestling 2

**Other Options:** Compulsion (Alcohol, Geisha, 3), Inheritance (see above), Wealth

## PRIVATE HOME (MIRUMOTO KOYO)

### Location #160

An angry and hostile samurai, Koyo is one of the few Mirumoto of station willing to spend any time away from the Mountain. As a result, he's become an escort to many diplomats and shugenja staying in Otosan Uchi. Koyo presently serves Agasha Yagushige in the Hayasu District (see Location 729, page 21).

## PRIVATE HOME (AKODO NOSHICO)

### Location #163

Noshiko is a student of Akodo Kage and a proficient Jujutsu and Kenjutsu master in her own right. She maintains a modest dojo in her own home and most of the rooms have extra tatami mats for use during impromptu practice sessions. Noshiko has invited many students to train with her, most of whom find the district's eerie quiet unsettling.

### Akodo Noshiko, Kindly Sensei

**Rank** 3 **Akodo Bushi;** **Air:** 3, **Reflexes** 5, **Earth:** 3, **Willpower** 4, **Fire:** 4, **Agility** 5, **Water:** 3, **Void:** 3

**Notable Skills:** Archery 3, Athletics 3, Battle 2, Defense 3, Hand-to-Hand 4, History 3, Jujutsu 4, Kenjutsu 4, Shintao 3

**Other Options:** Colorblind, Idealistic, Small

## GARDENS OF THE WHITE MONK

### Location #165

Lilies, sunflowers, and white roses grow in a beautiful array across this garden, guided by the careful hands of Gurin, a kindly monk. Once a Kakita, Gurin is now older than anyone else in the district. He lives in a private residence in Lower Juramashi (Location 607), but walks here every day to tend to 'his' garden.

## PRIVATE HOME (AKODO JIZU)

### Location #167

Rumor has it that Akodo Jizu died two months ago, but no one has come to remove his belongings from the house. The Lion have assured the governor that Jizu is indeed alive and will return when he can. In the meantime, the house lies empty.

## PRIVATE ESTATE (SHINJO YOKATSU)

### Location #169

Although Yokatsu rarely stays in Otosan Uchi, this palace is kept for him by his staff of over 50 samurai and peasants. His wife, Shinjo Chibokiko, resides here from time to time, but feels more at home in the lands of the Unicorn. Yokatsu's estate is actually the smallest of the seven compounds on the hill.

### Shinjo Yokatsu, Daimyo of the Shinjo Family

**Reference Location:** *Way of the Unicorn*, page 62

**Improved Statistics:** Fire 4; History (Unicorn Clan) 4

## PRIVATE HOME (OTAKU SURUGO)

### Location #181

Surugo should have retired years ago. In truth, he is not very skilled at his profession; the locals believe him to be the greatest stable master in recent history, but the Unicorn know otherwise. Surugo has little trouble keeping the horses well-fed and exercised, but if any were to grow ill, he would be at a loss. The Otaku's second is a young Doji (named Chizaru) who spends much time grooming the steeds, and paying attention to what Surugo refers to as 'insignificant' details.

## BLESSINGS OF THE ETERNAL KAMI

### Location #182-193

As part of an esoteric decree by Hantei XXXI, each clan has sent at least one shugenja to this place as part of an annual pilgrimage to the Imperial City. Although almost 250 years have passed since the original decree, no one acted on it until Isawa Natsuko (Location 183) founded this small Order where shugenja may study and share insight.

With the assistance of Kaiu Itomaru (Location 291), Natsuko has built two dwellings for the Order. He has also developed a schedule of indoctrination, group meetings, meditation, and research. Members spend one day of each month outside the walls of the city, practicing new-found magic. To date, the Order has developed two spells never before seen in Rokugan. None outside of the Order know of them, and the shugenja have taken a solemn oath not to reveal them.

## PRIVATE HOME (AGASHA ICHIRO)

### Location #182

Ichiro is one of many shugenja that have joined Natsuko's Order. Ichiro rarely has any insight or experience to offer, and goes about his day doing the least that is required of him; most of the Order have forgotten he is here. At one time, Isawa Natsuko

(Location 183) and Ichiro were close, but Ichiro borrowed one of the elder's Transform scrolls without permission, and now works outside the order's chain of leadership to decipher it. This has spawned several arguments between the shugenja.

### **PRIVATE HOME (ISAWA NATSUKO)**

#### **Location #183**

Isawa Natsuko has the largest estate in the Order's compound, and many of their meetings take place here. The house contains rooms for practice, study, and yoga. Natsuko is cordial and inviting, and offers the communal portions of her estate to the Order's other members whenever they wish to use them.

### **PRIVATE HOME (KITSU OKURA)**

#### **Location #184**

Kitsu Okura is the second Lion to join the Order. The first, Kitsu Kuroman, died from exposure due to the miscasting of a powerful Water Spell. No one speaks of Kuroman's death, leaving Okura's place with the order unchallenged. Okura differs considerably from his predecessor: he spends a great deal of time by himself, despite the Order's need for community. He takes long walks at night, trying to gather his thoughts and calm his inner demons. Shy and a bit cowardly, Okura is a complex individual whom few understand. He has been mugged twice in the city since his arrival nine months ago, but has not reported either event to anyone. The scars of the ordeals do not show, and he blames sore muscles on strenuous work and yoga practice.

#### **Kitsu Okura, Meek Acolyte of the Order**

**Rank 3 Kitsu Sodan-Senzo; Air: 2, Earth: 2, Fire: 2, Intelligence 3, Water: 2, Perception 3, Void: 3**

**Notable Skills:** Calligraphy 2, History 3, Lore (Ancestors) 3, Oratory 2, Research 2

**Other Options:** Coward, Full-Blood Sodan-Senzo, Unluck (6)

### **PRIVATE HOME (ASAHINA RAYOKU)**

#### **Location #185**

Rayoku is the Crane's addition to the Order, but he would rather not be here. He shows up for lessons and discussions, but otherwise spends little time with the others.

#### **Asahina Rayoku, Distant Shugenja**

**Rank 2 Asahina Shugenja; Air: 3, Awareness 4 Earth: 2, Willpower 3, Fire: 2, Intelligence 3, Water: 3, Void: 2**

**Notable Skills:** Calligraphy 3, Etiquette 3, Cipher 3, Lore (Shugenja) 2, Research 3, Spellcraft 3

**Other Options:** Antisocial

### **PRIVATE HOME (YOGO TANARI)**

#### **Location #186**

Despite his heritage, Yogo Tanari has honored his agreement not to reveal the secrets of the order. He feels some kinship with the Order – something very foreign to his blood. Tanari recently

began courting Isawa Hajioki (Location 187), and the two grow closer by the day. Hajioki's own cottage is small, and she spends a great deal of time here at Tanari's home.

### **PRIVATE HOME (ISAWA HAJIOKI)**

#### **Location #187**

A passionate, sometimes reactionary individual, Hajioki assumes leadership of the Order when Natsuko is unavailable. She is aggressive, and many of the others respect her assumed authority. She is not accomplished in the magical arts, but her forceful personality makes up for that failing. She and Yogo Tanari (Location 186) have been seeing each other for some time, and she is quite fond of his soft and caring temperament.

#### **Isawa Hajioki, Second-in-Command of the Order**

**Rank 3 Isawa Shugenja; Air: 3, Earth: 3, Fire: 4, Water: 3, Void: 4**

**Notable Skills:** Acting 3, Calligraphy 4, Cipher 4, Research 4

**Other Options:** Idealistic, Elemental Attunement (Fire)

### **PRIVATE HOME (KUNI MITSURA)**

#### **Location #188**

Easily the darkest individual in the Order, Mitsura is wise enough to keep her bloody past out of group discussions. She has trouble making friends, but enjoys the company of Iuchi Novara (Location 189) and Goru-Wo (Location 190). Presently, Mitsura is pursuing a samurai by the name of Shiba Tenchu who patrols Southeast Juramashi, but to her, it's not romance – just something to do.

### **PRIVATE HOME (IUCHI CHENG)**

#### **Location #189**

A self-righteous and sometimes overzealous foreigner, Cheng has tried to learn patience and self-control. His anger sometimes gets the better of him, though, and he spends many nights drinking his fury away. Cheng and Kuni Mitsura (Location 188) spend their evenings drinking and wreaking havoc throughout the city.

### **PRIVATE HOME (GORU-WO)**

#### **Location #190**

Goru-wo is Natsuko's only student and one of the few Mantis practicing magic today. Although considered the lowliest shugenja here, only Rayoku and Ichiro ostracize him.

### **PRIVATE HOME (ASAKO IBERU)**

#### **Location #191**

Before leaving his land, Asako Iberu vowed not to reveal any of the myriad secrets his family taught him. Since the Order began, however, he has mentioned two. One of them details the truth of the Anvil of Despair and the horrible secret of the Blood Speakers (see *the Tomb of Iuchiban* Boxed Set and the

forthcoming *Clan War: Desperate Journeys* for more on this cursed item).

#### **Asako Iberu, Talkative Shugenja**

**Rank 4 Asako Henshin; Air: 2, Awareness 4, Earth: 2, Fire: 3, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Advanced Medicine 3, Astrology 4, Calligraphy 3, Defense 2, Hand-to-Hand 2, History 3, Lore (Asako Family) 4, Medicine 4, Research 3, Shintao 4, Tea Ceremony 3

**Other Options:** Forbidden Knowledge 4, Magic Resistance 4

#### **PRIVATE HOME (ASAHINA TADASHI)**

**Location #192**

A bit of a tinkerer, Tadashi takes great pleasure in reducing complex items to their base components, and is quite obsessed with breaking things. He is also trying to develop a Low Rokugani accent. He's been talking more and more with the Order's heimin assistants in order to perfect it.

#### **PRIVATE HOME (SOSHI RYU)**

**Location #193**

A little older than the others, Ryu claims to have seen one or more of the Black Scrolls, and regales audiences with tales of them. The younger shugenja of the Order find him very entertaining, and he enjoys teasing them by purposefully speaking in mindless riddles. Ryu thinks that the Order is a noble idea, but that Natsuko and Hajioki are not qualified to organize it.

#### **PRIVATE HOME (YOGO SHIDACHI)**

**Location #203**

Shidachi is actually a Scorpion plant, a prominent shugenja the clan intends to use in upcoming ventures (see *Book Three: Scorpion's Sting*).

#### **VACANT HOUSE (MURDER SCENE)**

**Location #208**

The ghastly murder of Daidoji Kuruko occurred here five months ago. Although eta have cleaned the house thoroughly, no one has moved in.

#### **PRIVATE TEA HOUSE (SHIBA KYOMORI)**

**Location #209**

This place has no name, and no sign appears outside. Inside, however, lies one of Otosan Uchi's finest tea houses. The owner, Shiba Kyomori invites only citizens from Juramashi.

#### **NATSU-TOGUMARA SHRINE**

**Location #211**

This Shrine is dedicated to the Fortune of travel and experience. A single monk, who never speaks, cares for it. Few visit the shrine, but many remark on its beauty.

#### **PRIVATE HOME (MADAM NIKO)**

**Location #214**

Madam Niko owns and operates the Bright Wind Geisha House (Location 232). She is a gentle, older woman, who speaks in a soft voice and smiles politely to everyone. Her gentle and fair treatment of geisha commands great influence in the city.

#### **Madam Niko, Matronly Geisha**

**Not Ranked (Heimin); Air: 2, Awareness 4, Earth: 2, Fire: 3, Water: 2, Perception 3, Void: 2**

**Notable Skills:** Appraisal 2, Astrology 2, Calligraphy 2, Commerce 2, Courtier 3, Dance 3, Etiquette 3, Oratory 2, Origami 3, Sincerity 3, Stealth 2

#### **PRIVATE HOME (SHIBA GORIKO)**

**Location #226**

Goriko's sickly and bedridden wife Isawa Ujeiko lives here under the constant care of Asako and Doji physicians. Shiba Goriko is a noted warrior and champion of the Phoenix. But now, with his wife sick, he spends his days with sake and geisha mourning the life that he is losing.

#### **PRIVATE HOME (KITSUKI YODASHI)**

**Location #227**

An investigator for the Dragon, Yodashi lives in Otosan Uchi during the first six months of each year. Another investigator, Kitsuki Biroji, uses the house for the rest of the year. The rotating position is solely a source of information and intelligence for the Kitsuki.

#### **PRIVATE HOME (DAIDOJI URIKO)**

**Location #228**

Uriko is a highly passionate and caring samurai who has earned herself a long respite from her clan duties. For most of this year she has rested here in this home, left to her by Daidoji Uji. During her stay, many of Otosan Uchi's finest men have courted her, and she has received many gifts. She is currently involved with three different men – an Akodo, a Doji and a Seppun – but is always on the lookout for more.

#### **PRIVATE HOME (KAKITA KARIZUKI)**

**Location #229**

Kakita Karizuki is an expert swordsman, singer, and sculptor. He also maintains a beautiful and lush garden in his home. Once a sensei, Karizuki works only with high ranking Crane interested in a more meditative approach to life. Karizuki's leads a much simpler life than his fellow Crane, and enjoys the quiet serenity that Northern Juramashi offers. Karizuki has never married.

#### **BRIGHT WIND GEISHA HOUSE**

**Location #232**

The very posh Bright Wind geisha house belongs to Madam Niko (Location 214). Samurai she doesn't know are refused at the

door; it takes a great deal of 'courting' to earn her respect, and receive an invitation. Some of Rokugan's greatest heroes visit the Bright Wind Geisha House; even Akodo Toturi visits on occasion.

### **PRIVATE HOME (MATSU GOSHIO)**

**Location #234**

Matsu Goshio and her three sons live here. Goshio's husband, an Ikoma, was murdered three years ago. His death left a sizable estate, and enough money for the children to grow up in comfort. Goshio no longer mourns her husband's loss; she has re-invented herself by putting down her sword and her rage.

### **PRIVATE HOME (SHOSURO RYOSIN)**

**Location #235**

An accomplished Shosuro Actress, Ryosin has disguised herself as a stoic courtier of the Phoenix Clan, an exotic Yasuki merchant, a flamboyant Matsu engineer, and a gruff male Kaiu bladesmith. (As Matsu Jitoki, she has even entered the Ikoma histories.) This home is a safe haven from the outside world, where Ryosin keeps many disguises, even though she has a separate home for each of her notable personae.

### **MERCHANT (TANAMACHI)**

**Location #587**

Tanamachi is a peasant craftsman who offers much of his proceeds to the local Oyabun (Ide Tenseko - see Locations 15 and 778) for protection. Many samurai visit his shop on holy days to buy offerings for the Temples (Locations 707 and 709). He is good friends with Ujo (Location 589).

### **CRAFTSMAN (UJO)**

**Location #589**

A peasant craftsman named Ujo lives here. He specializes in sculptures, but can be commissioned using any art medium. He sells a most of his creations to Tanamachi (Location 587), though a few are purchased here in his shop. Ujo is a humble and honorable peasant, and attends all of the district's many functions.

### **CRAFTSMAN'S QUARTER**

**Location #590-591 and #595-597**

Although hidden behind larger buildings, the odors from this plaza attract visitors anyway. Most of the products made here are sold to merchants or given to the Governor. The local Oyabun, Ide Tenseko (Locations 15 and 778), also takes a small cut.

### **GLORY'S FORGOTTEN REST INN**

**Location #592**

This gaudy 30-room inn is run by Toji, his wife Miruko, and their two daughters. It is the largest inn of the Juramashi District, where many visitors to the Temples (Locations 707 and 709) reside during their stay.

### **LAMPLIGHTERS**

**Location #601**

This warehouse stores excess lamps and oil for the district. A poorly organized old woman named Gerumi commands seven peasant boys who are responsible for lighting the district's 300-plus lamps each night. Because of the workload, most of Upper Juramashi goes without lighting. Fortunately, most of the large estates have their own staff to keep the important lights lit.

### **PRIVATE HOME (GURIN)**

**Location #607**

Built before the commercial growth in Lower Juramashi, this quiet monk's home is almost 200 years old (he is a mere 104). The former Kakita Gurin now attends to the Gardens of the White Monk (Location 165) in Upper Juramashi. Every day, he prepares for his journey with two hours of yoga and meditation.

### **PRIVATE HOME (KAIGON)**

**Location #609**

This house was recently seized from a merchant named Kaigon, for failure to pay taxes. It and everything inside now belong to Seppun Meyori. Kaigon has since been sleeping in the back of his shop (Location 608).

### **KUROKA LIBRARY**

**Location #610**

Arguably the largest library in the city, this under-appreciated structure contains scrolls detailing events people have never heard of. Even the Ikoma, who consider some of its resources infallible, only visit here when directed by some other, even more obscure reference.

### **TEMPLE OF REGENCY AND STABILITY**

**Location #611**

Hamanri is a lesser known Fortune, but here, he serves as a testament to the stubbornness of the people of Juramashi, and their unwillingness to adapt to the ways of 'modern' Otosan Uchi.

### **JURAMASHI DISTRICT MEETING HALL**

**Location #614**

Built under the guidance of the district's first governor, this hall was completed after his death. It is respectfully named after him, and filled with scrolls, stories, and sculptures in his honor.

### **ASAMIRI'S MUSICAL TROUPE**

**Location #616**

Asamiri and his musicians perform in the nearby garden (Location 627) during festivals and processions, when shugenja perform holy rituals. This highly skilled troupe also trains others in the use of various instruments. Asamiri is always busy and his business constantly changes as people move on to other troupes. Asamiri hires Kakita Taiguko (Location 631) to dance with his procession from time to time.





## BOXES BY MIJIKI

### Location #628

Mijiki and her ailing husband, Toryu, make and sell elaborate boxes of all sizes from this small hovel. The nobility have a fondness for boxes too small to fit anything inside and Mijiki has become quite proficient at creating original and odd-shaped 'trinket-boxes' to sell to them.

## KAGURA DANCE HALL

### Location #631

Kakita Taiguko teaches the *kagura*, *mikagura*, and *minkan kagura* dance styles. Many shugenja and monks come to Taiguko in order to enhance their rituals and offerings to the kami. The proximity to the Temple of the Sun Goddess (Location 709) has not hurt her standing with the religious community, either.

## MARATU'S ORIGATA

### Location #620

The art of wrapping gifts (*origata*) is as prized in Rokugan as the art of origami. Most of Otosan Uchi's best gift wrappers have congregated here, near the Temple to the Sun Goddess (Location 709) and the Temples to the Kami (Location 709). Maratu also keeps in the back of the shop a wide array of generic and thoughtless gifts that samurai may purchase for the kami. They are pre-wrapped and filled with the same empty sentimentality as the person buying them.

## THE RIGHTEOUS SUN

### Location #625

The Righteous Sun Aviary is the largest building overlooking the Garden of Juramashi's Honor (Location 627), filled with exotic birds from all over Rokugan.

## THE GARDEN OF JURAMASHI'S HONOR

### Location #627

Arguably the largest garden in Otosan Uchi, this place of rest and silent meditation is a favorite of people from all over the city. The garden serves as a tribute to the district's original governor, Juramashi. Over 30 Kakita gardeners (most of whom devoutly follow Shinsei) maintain the grounds, slipping peaceful Shintao imagery into their work. The central gazebo has a series of crows etched into the woodwork.

## JUROJIN'S CHANCE

### Location #641

Juramashi's only gambling house nestles outside of the walls, between stables (Location 640) and dry grain storage (Location 642). Besides playing Fortunes and Winds, people come here to bet on horses, dogs, and other things. It has become common practice to bet on how long a new district governor will last, and who will replace him.

## MICHI SHIRANAI ("DARK PASSAGE")

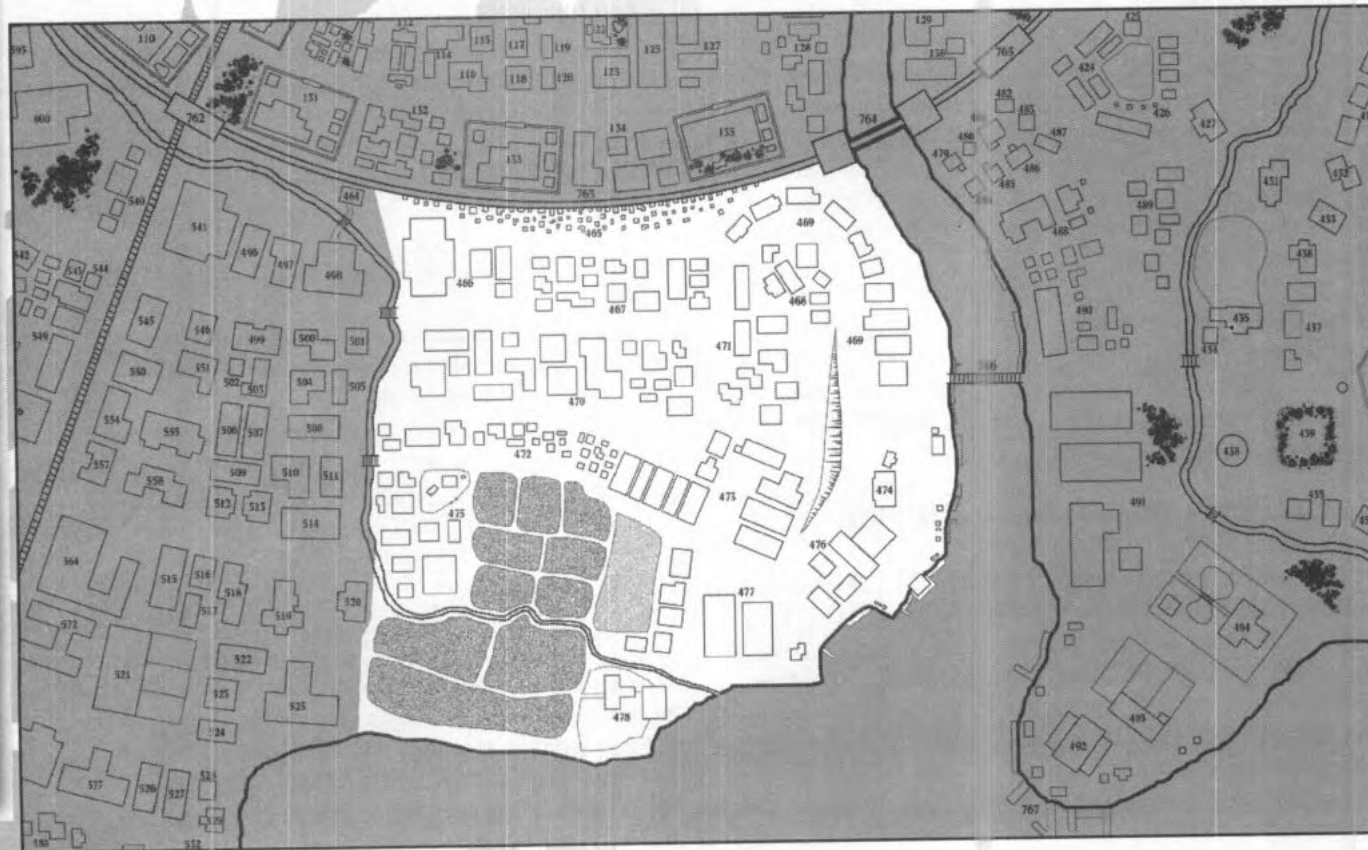
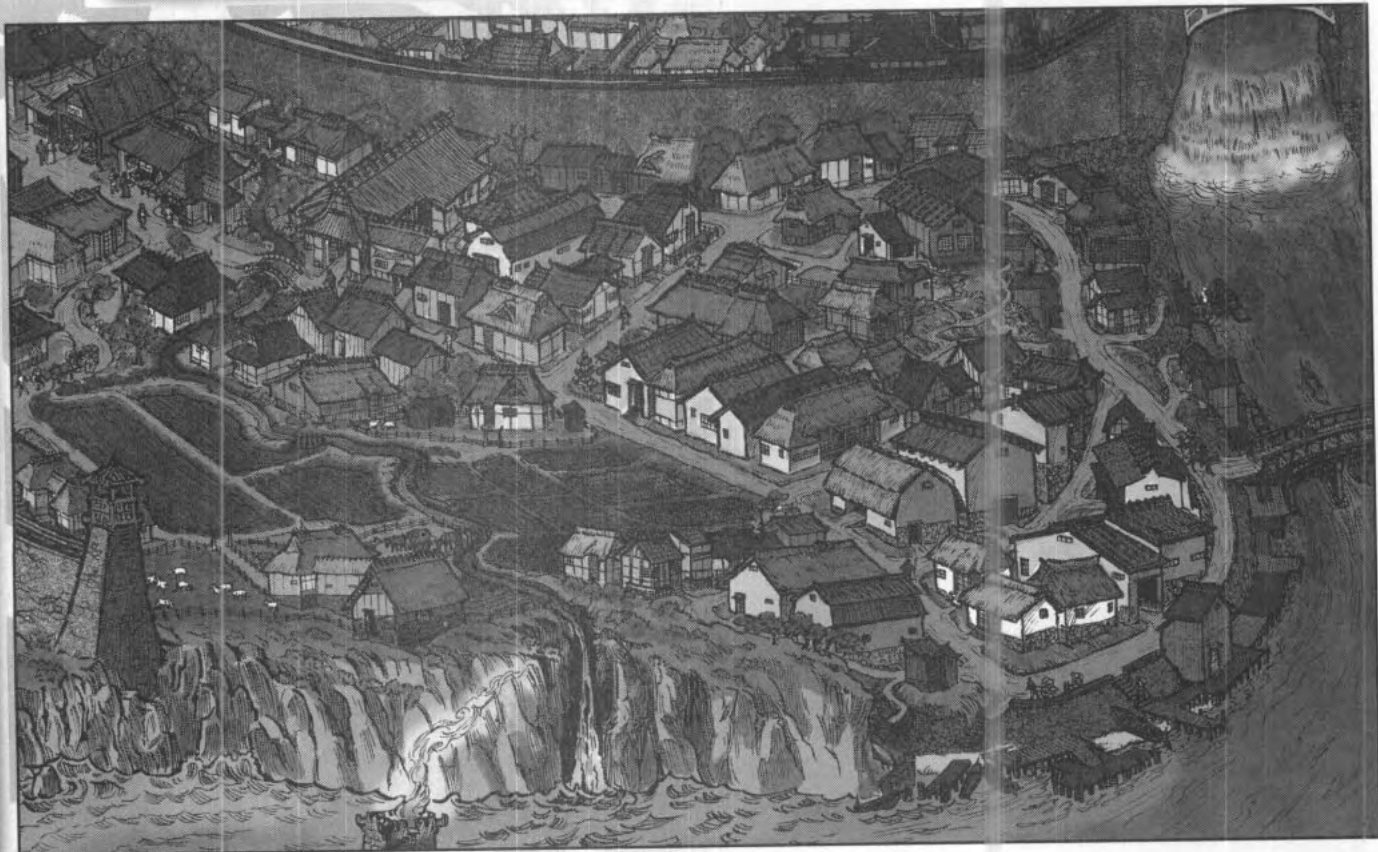
### Location #645

This farm stands near one of the largest openings in the Outer Wall, and has become a roadway for criminals and malcontents. Each morning, farmers sift through the rice paddies and vegetables, repairing the damage fleeing fugitives have done to their crop. Because of continued damage to the fields' irrigation, mud has become a serious problem that threatens future harvests.

## FARM (IZARU)

### Location #646

The Iزارu farm manages all of the outlying farms that belong to Juramashi. The peasants that work this hub have taken it upon themselves to keep the eta away from the crops. The eta of the peasant shanties (Location 647-649) are starting to encroach upon this land, but have yet to merit a fight. The hetman of the farm - Iزارu - has spoken to a liaison of the governor, who has ordered that magistrates patrol the shanties.



# Kosuga Districts

District Rank:	8/6 *	Imperial Rank:	7
Population Rank:	4	Production Rank:	4/7 *
Relative Wealth:	7/6 *	Political Influence:	6/7 *
Crime Rank:	2/5 *	Corruption Rank:	4/6 *
Appearance Rank:	3	Popularity Rank:	4/6 *

\* Numbers to the left of the slash refer to Kosuga; numbers to the right of the slash refer to its 'sub-district', Yatoshin (see below).

## Government of the Kosuga Districts

The Kosuga Districts are very important to Rokugan's economy. Together, they (and their merchants, traders, and money-lenders) have a significant impact on the value of koku - as perceived against trade goods - throughout the Empire. More than forty percent of Otsan Uchi's trade passes through its ports, and more than seventy percent of that passes through Kosuga. Though many traders work in the districts, only those approved by *both* the district governors may practice at the docks. This makes Kosuga the origin point for most commerce in Otsan Uchi, where values are determined and the flow of koku begins.

### KOSUGA DISTRICT

Hida Kosuga, a tremendous Crab soldier with little taste for political maneuvering, governs the Kosuga District. He served more than thirteen years at the Great Carpenter Wall, and earned the governorship of as a reward for his faithful service.

At least, that is what the Yasuki diplomats say.

As usual, the truth is rather different. Kosuga was a brave and fierce warrior, who rarely obeyed his superiors' commands. But he never failed in even the most suicidal tasks, so he earned only light reprimands for his arrogance and disobedience. His bravery saved the lives of numerous visiting dignitaries who were assumed lost to the Shadowlands. Those visitors, including

prominent Crane, Phoenix, and Unicorn, ensured that Kosuga was removed from his duties and placed in a position of true honor. They were very polite, but never asked Kosuga's opinion on the move (in order to assure that the memory of his bravery at the Wall would not be compromised). If the nobles had asked him to leave, Kosuga would have refused, and so they maneuvered his family and daimyo into a position where Kosuga could not decline the offer.

Hida Kosuga's governorship has been the greatest challenge of his life. Merchants, brigands, accountants, and geisha surround him, their perfumes reeking of bitter stench, and their powders covering pale, lying faces. Kosuga hates Otsan Uchi nearly as much as the Shadowlands; he takes out his anger by clenching the district in an iron fist. No thief goes unfound or unpunished, and those who assault the peace and prosperity of his district find themselves crushed by his mighty tetsubo.

### Hida Kosuga, District Governor

Rank 3 Bushi; Air: 2, Earth: 4, Fire: 2, Water: 4, Void: 3

Notable Skills: Athletics 4, Battle 2, Hand-to-Hand 3, Intimidation 4, Kenjutsu 2, Lore (Shadowlands) 3, Tetsubo 5

Other Options: Brash, Luck (6)



## YATOSHIN DISTRICT

When other faithful retainers of the Empire gained land and clan-rights, the ronin Yotsu alone gained the right to carry their father's name. Yotsu Ureiko, the most prominent and prosperous of their blood, currently governs the Yatoshin District. Ureiko has commanded the district for five years using her father Yatoshin's name, her wits, and her seductive talent to coerce support for her fledgling position. Ureiko's younger sisters – Yotsu Seiki and Seou – support her with their talents of spellcraft and swordplay.

Amazingly clever and talented in the ways of the court, Ureiko has already cemented a firm alliance with the other half of this district, luring Hida Kosuga into committed trade negotiations. Some claim that she has designs toward a marriage with Kosuga (which would unite the provinces), but as the Hida is more than seventeen years her elder, and seems completely uninterested, that probability is slim.

Yotsu Ureiko enjoys popular support among the people of her district and has cemented several alliances within the Imperial Court; she is much more influential than she appears. At any time, Ureiko may command up to two *kaisha* (companies) of troops, or call upon favors owed by magistrates, governors, and even underworld contacts. Calculated seduction has further

enhanced her popularity; Ureiko knows very well how easily a woman of her beauty can entice men to comply with her requests, and uses her sensuality to her advantage at every opportunity.

Ureiko's brothers, the four sons of Yotsu, rarely come into the city, and prefer to leave the machinations of their three sisters alone. But they are still bound by a blood oath taken over their father's body – to ensure that no *maho* stains the soul of a Yotsu. The brothers watch over Ureiko and her sisters, and will do whatever it takes to see their oath upheld.

### Yotsu Ureiko, District Governor

**Rank 1 Falcon Bushi; Air: 4, Earth: 2, Fire: 3, Water: 2, Perception 3, Void: 2**

**Notable Skills:** Acting 2, Courtier 3, Kenjutsu 1, Oratory 3, Seduction 1, Sincerity 4

**Other Options:** Dangerous Beauty, Insensitive

## Exploring the Districts

The Kosuga District is actually an amalgam of two 'sub-districts' – Kosuga and Yatoshin – which are inextricably linked through political history and their current situation. A separate governor rules each territory, but Yatoshin is distinctly overshadowed by its upstream neighbor.

The Kosuga District specializes in the sale and trade of goods, and the transport of items through Otosan Uchi from all parts of the Empire. The eastern Yatoshin District contains one of two ports through which all goods must travel into the city, along with many warehouses and storage facilities. Without either of the districts, both would lose a significant amount of business and prestige. Kosuga and Yatoshin must therefore work together for combined strength and profit, and are considered one consolidated district by the rest of the city.

Kosuga borders Otosan Uchi's primary water source – the River of the Sun – and Yatoshin is bounded by the open inlet of the bay on the east. All ship-bound travel and wares must come through these districts, or else travel through the relatively ill-equipped Higshikawa District on the north side of the river.

The few clan samurai who live in these districts dwell in Kosuga; only ronin live in Yatoshin. But the governors' strong alliance outweighs this obvious caste variance.

Both districts flood during heavy rains, rendering the houses nearest the river nearly inaccessible. Boats and rafts are moored to the south side of the river, stored for use during flood season.

Kosuga District is extremely well-maintained, comprised mostly of merchants, pleasure-houses, wealthy middle-class merchants, and tea houses. Its roads are neat, wide, and well-traveled. At night, heimin carry lanterns through the streets so that merchants can find their way home from work. Many shops do not close at night, so that wares can be unloaded and arranged for the next day's business. The streets of Kosuga are always lit by



a traveling merchant, a storefront, or a worker returning from the Yatoshin warehouses.

The roads of both districts are often wet, and filled with large stones to facilitate walking. Further, a number of small raft inlets have been built on the sides of the river for access by small craft from the ports of the Yatoshin District. These rafts can be used for swift travel upriver as well, but only so far as the first bridge of the city (Location 766).

### **KODOMO SHORI (CHILDREN OF TRIUMPH)**

#### **Location #465**

As described under 'The Eastern Wall and its Properties' (Location 763), parts of the Miwaku Kabe have become cherished religious icons. People flock to the Eastern Enchanted Wall to be near the spirits of the fallen warriors (their ancestors) who protect it. A large community of these 'squatters' has grown along the base of the wall, including temples, shrines to honored heroes, and communal houses for newcomers. Entire families spend their lives here, in honor of the Guardians.

The two most important holidays for this 'neighborhood' are the Bon Festival (when the dead are honored), and the Festival of Triumph - the celebration of the first victory over the Shadowlands Horde during the Battle of Four Winds. (For more about this event, and the Eastern Wall of Otsan Uchi's Inner City, please see the Chisei District, page 33 of Book Two).

### **PRIVATE HOME (MIYA KUSUO)**

#### **Location #466**

The samurai Kusuo is the keeper of the Emperor's koku seal, the dies used to strike authentic koku during their annual mintage. If the seal were stolen, the Empire's monetary system could be jeopardized, so Kusuo's elaborate house is well-guarded. Several powerful wards have been placed around the seal itself - just in case.

#### **Miya Kusuo, Keeper of the Emperor's Koku Seal**

**Rank 3 Otomo Courtier; Air: 2, Awareness 3, Earth: 2, Willpower 3, Fire: 4, Water: 4, Void: 2**

**Notable Skills:** Courtier 3, Forgery 5, Law 3, Sincerity 4

**Other Options:** Ear of the Emperor, Gentry

### **WIZENED POET NEIGHBORHOOD**

#### **Location #467**

This quarter houses clan samurai, most of whom are Crab. Most of those living here are important to their clan, having received their property for loyal service or in exchange for a special service. The exception is Usagi Tsugo, who came here as the representative of the Hare Clan several years ago. When the Hare fell from grace, Tsugo was abandoned in Otsan Uchi without financial support or instructions. Neither was he welcome in the courts any longer. He soon fell into a deep depression, and took to drinking heavily.

In order to support himself, Tsugo now works as a scribe - except when his hand shakes too much to write. He still knows several minor diplomats (though he has little pull with them), and has a keen understanding of the ways of the court. As a scribe, Tsugo witnesses many documents, and has obtained much diverse knowledge about people and their activities in the Imperial City.

#### **Usagi Tsugo, Courtly Scribe**

**Rank 1 Hare Bushi; Air: 3, Earth: 2, Fire: 3, Water: 2, Void: 2**

**Notable Skills:** Calligraphy 3, Courtier 2, Etiquette 2, Kenjutsu 1, Law 2, Lore (Sake) 3, Oratory 2, Sincerity 2

**Other Options:** Coward, Compulsion (Sake)

### **SHRINE TO EBISU**

#### **Location #468**

This is the Shrine of Ebisu, the Fortune of Honest Work, and the center of the spiritual life in the Kosuga District. The shrine is surrounded by the Fabled Tree Neighborhood, consisting of many small mercantile shops and warehouses, as well as the headquarters of the district guard.

### **PRIVATE HOME (YASUKI HOTARU)**

#### **Location #469**

Yasuki Hotaru is Hida Kosuga's chief political agent, a very capable diplomat who goes to any length not to offend. He is also quite paranoid. Hotaru has never done anything that could come back to haunt him; he is always accompanied by someone who can provide testimony that Hotaru was with them, just in case. But being so distanced from scandal has a downside; Hotaru's name rarely comes up in proper circles, and so he has little chance of advancing in the Otsan Uchi political forum. (Of course, as a Kolat, this can only work to his advantage.)

#### **Yasuki Hotaru, Crab Diplomat**

**Rank 3 Yasuki Merchant; Air: 3, Earth: 3, Fire: 2, Intelligence 4, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Acting 3, Appraisal 2, Commerce 4, Courtier 4, Defense 3, Etiquette 5, Law 2, Lore (Otsan Uchi) 2, Oratory 2, Sincerity 5, Stealth 4

**Other Options:** Antisocial, Bland

### **GLORY'S SHADOW NEIGHBORHOOD**

#### **Location #470**

This quarter features the homes of many merchants who work at the Flooded Merchant Bazaar. The buildings range from lavish estates near the center of the district to dilapidated wrecks at the edges of the quarter. Businesses have cropped up here as well, between the houses of wealthier (and often corpulent) merchants who do not wish to travel very far for their amusement. These businesses include several tea houses (which coincidentally serve some of the strongest imported sake in Otsan Uchi) and geisha

houses. Those seeking high-caste courtesans often frequent the White Pelican, the Flowering Vine, and the Warm Street.

The geisha *onasan* ('grandmother') of the Kosuga District is a strong-willed woman named Osuko, who controls no fewer than three prosperous tea houses in Glory's Shadow. The governor pressures her tea houses with higher taxes and stricter laws, and - in order to placate him - she offers information she has gained through the men and women who visit her girls.

#### **Osuko, Geisha Onasan**

**Not Ranked (Heimin); Air: 2, Earth: 2, Fire: 2, Water: 1, Perception 3, Void: 2**

**Notable Skills:** Appraisal 3, Bard 3, Courtier 2, Dance 4, Investigation 3, Sincerity 3, Calligraphy 1, Heraldry 2.

**Other Options:** Blackmail (Many), Weakness (Strength)

### **PRIVATE HOME (HIDA KOSUGA)**

#### **Location #471**

Hida Kosuga, the district governor, lives in this posh estate, which is second in grandeur only to that of Miya Kusuo (Location 466). Kosuga, who does not desire a level of luxury beyond the spartan accommodations found at the Kaiu Wall, does not use much of his estate except when he entertains visitors. He would have given up this home, converting it into something useful like an armory or a warehouse, but his Imperial sponsors simply would not allow him to settle elsewhere. Throughout the small part of the estate he uses daily, visitors can find dozens of keepsakes left over from his time with the Hida, including several Shadowlands-related mementos and more than a few weapons.

### **LORDLESS MASTER NEIGHBORHOOD**

#### **Location #472**

Three infamous ronin (Kuchi, Mushi, and Kufuku) keep permanent residences in this neighborhood. They are the best of friends, and always try to find temporary employment together, if they can; they split the money they earn among them and maintain their homes as well as they can. Kuchi is a slender, graceful woman who does the talking for the group. She left the Crane Clan when they learned that her husband was actually a convicted criminal who had escaped punishment. Mushi is a tiny man whose talent as a shugenja surprises even his two closest friends. Kufuku is a hulking True Ronin who provides the trio's brute force.

#### **Kuchi, Virtuous Bushi**

**Rank 1 Kakita Duelist; Air: 3, Reflexes 4, Earth: 2, Fire: 3, Water: 2, Perception 3, Void: 3**

**Notable Skills:** Athletics 2, Courtier 2, Defense 3, Etiquette 3, Iaijutsu 4, Sincerity 3

**Other Options:** Lost Love (Husband), Social Disadvantage (Ronin), Voice

#### **Mushi, True Ronin Shugenja**

**Not Ranked (Ronin); Air: 3, Earth: 3, Fire: 3, Intelligence 4, Water: 2, Void: 2**

**Notable Skills:** Athletics 2, Calligraphy 3, Courtier 1, Defense 2, Etiquette 3, Kenjutsu 2, Sincerity 2, Theology 3

**Other Options:** Innate Ability (Wind-Borne Slumbers), Small

#### **Kufuku, True Ronin Brute**

**Not Ranked (Ronin); Air: 2, Reflexes 3, Earth: 4, Fire: 2, Agility 3, Water: 2, Strength 4, Void: 2**

**Notable Skills:** Athletics 3, Jiujutsu 4, Kenjutsu 3, Tetsubo 2

**Other Options:** Frail Mind, Hands of Stone, Large, Strength of the Earth (8)

### **DAIKOKU ARCH**

#### **Location #473**

A tremendous torii arch, unchanged for hundreds of years, stands between the bulk of this district's warehouses. During the early days of the Empire, the Hantei's staff were charged with determining the worth of a koku. They ordered *heimin* to pile sacks of rice in this square, and then argued for days about how many represented the fundamental unit of Rokugani currency. Finally, when they came to an agreement, they had a torii arch built over the sacks, so that the measurement within would never be lost. The torii arch has since acquired the name of Daikoku, the Fortune of Wealth. Peasants and merchants regularly visit with offerings and prayers for the coming year.

### **DOJO SEOU**

#### **Location #474**

The twin sisters Seiki and Seou are very close. They currently work to help their sister (the governor, Yotsu Ureiko) achieve a solid base of power within Otosan Uchi, and to provide a place within the district where ronin can freely gather and exchange skills. Seou runs this small dojo within the Yatoshin District, but only teaches those without a clan. Her sister performs small feats of magic and divination to aid the district's management. The two jointly maintain a small force of guards that enforces the peace of the Yatoshin sub-district.

#### **Yotsu Seiki, Shugenja Advisor to the Governor**

**Rank 2 Centipede Shugenja; Air: 2, Earth: 2, Fire: 2, Water: 2, Perception 3, Void: 3**

**Notable Skills:** Astrology 3, Bard 2, Calligraphy 3, Heraldry 2, *Mizu-do* 1, Lore (Stars) 3, Research 3, Shintao 3, Sincerity 2, Tea Ceremony 1

#### **Yotsu Seou, Sensei/Crusader of the Yatoshin Ronin**

**Rank 2 Falcon Bushi; Air: 3, Earth: 2, Fire: 2, Agility 3, Water: 2, Void: 2**

**Notable Skills:** Archery 2, Athletics 3, Defense 3, Kenjutsu 2, Leadership 2, Ninjutsu (Shuriken) 2, Stealth 3

**Other Options:** Combat Reflexes, Idealistic



### PRIVATE HOME (YOTSU UREIKO)

Location #475

Yotsu Ureiko's home is the largest in the area; it would be a medium-sized estate anywhere else. It is also quite extravagant for the Yatoshin sub-district (which is to say that the garden contains a few rare plants). In a district dominated by warehouses and rice paddies, there is simply no room for palatial estates.

Ureiko over-decorates her home, as if trying to legitimize her position through excess. She has collected trinkets from far and wide, which are scattered throughout her home; few are similar in style or ornament.

### WAREHOUSES

Location #476

Today, this area stores trade goods brought in via the docks, but it was once the site of a famous battle - the *Hijugo* ("Day of Fifteen"). Over three hundred years ago, fifteen ronin battled to defend a Phoenix lord. They barricaded themselves inside a warehouse, where they fought off a force of nearly thirty Kuni shugenja. Although the Kuni had prepared an elaborate ambush, they were unsuccessful in the end, due to the heroic ronin. The *Jugo* ("Fifteen") - as they have come to be known - were later accepted into the Phoenix Clan, and the warehouse they fortified made a district landmark. Phoenix, ronin, and some Crab still celebrate their victory.

### FLOODED MERCHANT BAZAAR

Location #477

Just a stone's throw from the Kosuga docks, this merchant quarter is the best-stocked (legal) commerce center in the city. Swords, clothes, food, spices, silks - anything can be found here for a reasonable price.

### FEARSOME FARMER VILLAGE

Location #478

Among the peasants who work the rice fields at the mouth of the river, a growing discontent is spreading. At least three families have recently turned to *maho*, supporting their meager income with the magic of blood. Although Governor Ureiko knows that the cult exists, she is not eager for retribution against the heimin. Their magic is too close to her own oath, and she fears that they may know her family secret. So the heimin cult spreads slowly through the fields of the Yatoshin District, seemingly unmonitored by the government.

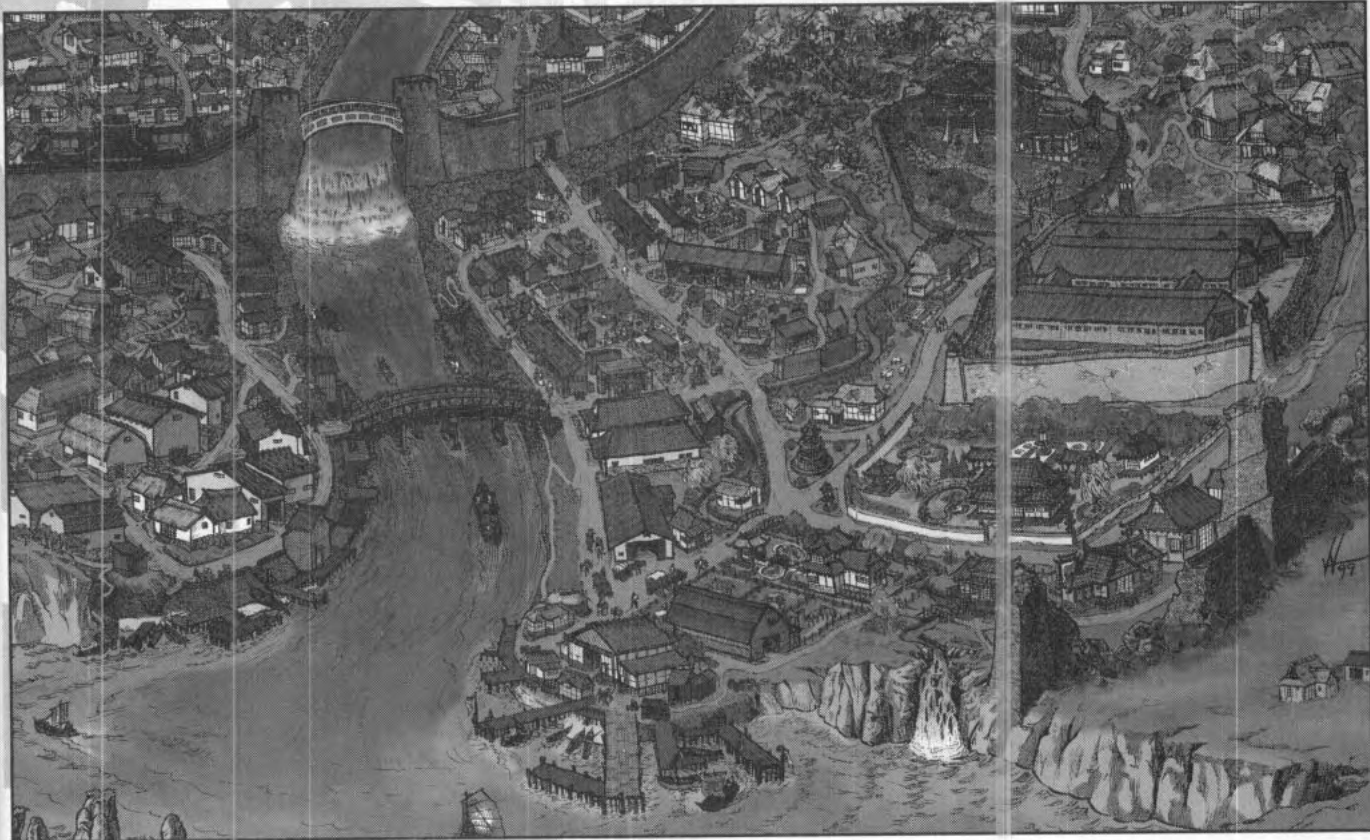
The shugenja Matsu leads the cult, enticing whole families down the dark path of blood. Once a member of the Soshi family, he was outcast and branded ronin for his dark practices. Although the Scorpion courts never convicted him, he was exiled from his homeland, and has sworn vengeance against his former clan.

**Matsu, Maho-Tsukai/Cult Leader**

Rank 1 Soshi Shugenja; Air: 3, Earth: 2, Fire: 2, Water: 2, Void: 4

Notable Skills: Astrology 2, Bo Stick 2, Calligraphy 3, Defense 1, Lore (Maho) 3, Lore (Shadowlands) 2, Meditation 3, Poison 3

Other Options: Heart of Vengeance (Scorpion Clan)





# Meiyoko District

District Rank:	4	Imperial Rank:	4
Population Rank:	4	Production Rank:	5
Relative Wealth:	6	Political Influence:	6
Crime Rank:	8	Corruption Rank:	4
Appearance Rank:	5	Popularity Rank:	8

## Government of the Meiyoko District

A 17-year old girl named Shosuro Meiyoko, the only child of the previous governor, Shosuro Yunaki, governs this district. Meiyoko's father and predecessor had long been part of the illegal activities in his district. But he wanted a better life for his daughter, and taught her to be honorable. Then, instead of training her to rule in his stead, he sent Meiyoko away to the Bayushi Courtier School, and a post at the Imperial Court. But she impressed Emperor Hantei so much that he decided she should follow her father after all. When he died just over one year ago, Meiyoko became his successor.

Meiyoko is strong-willed but inexperienced, and relies heavily of the counsel of her advisors. Unlike many in her clan, Meiyoko shares the *junshin* (i.e. non-Scorpion) view of Bushido, and carries herself as honorably as possible. Diplomatic and soft spoken, she does not hide her features, and defies the tradition of her family by wearing only jewelry on her face. Meiyoko is small and delicate, but tackles her position with the glee of a child at play.

She has also spent a great deal of time with the governors of nearby districts. She has offered the hand of friendship to the new governor of the Higshikawa District, Shosuro Mukai (see page 27), who is as young and frightened as she is. But where Meiyoko has her karo and advisors to help her govern, Mukai has nothing (certainly not his future mother-in-law). The two Shosuro governors have formed an alliance, and meet monthly.

On her northern border, Meiyoko has extended diplomatic courtesy to Shiba Toyotomi (see page 67) in the hope of gaining a strong political ally (and heading off his potential enmity). Toyotomi has been mildly responsive, sending Doji Isamu to her court to discuss diplomatic relations. Meiyoko finds Isamu charming and helpful, and grows more fond of him each day. Lately, they have taken walks in the Maze of Wisdom (Location 439, page 58), which has lead to speculation about their relationship.

### Shosuro Meiyoko, District Governor

Rank 2 Bayushi Courtier; Air: 3, Awareness 4, Earth: 2, Fire: 2, Intelligence 3, Water: 2, Perception 3, Void: 3

Notable Skills: Acting 2, Courtier 3, Dance 3, Defense 2, Etiquette 4, Forgery 2, Heraldry 3, Investigation 2, Law 3, Seduction 2, Sincerity 4, Tea Ceremony 4

Other Options: Benten's Blessing, Irreproachable, *Junshin*, Voice

Yogo Mamoru is Meiyoko's karo and political advisor. He faithfully served her father for many years, handling all of his duties in a swift and efficient fashion. Yunaki trusted him implicitly, and placed him in charge of protecting Meiyoko. Mamoru has not only defended her physically, but also hidden the terrible truth about her father - that he consorted with



murderers and thieves, and was willing to step on anyone to get ahead. Mamoru performed his duty well; Meiyoko still believes that her father was a good and honorable man.

Since Meiyoko's appointment, Mamoru has fallen back into his old ways, shielding her from the difficult decisions of leadership. When problems are best handled in an underhanded manner, he takes care of them. Mamoru is trying to teach Meiyoko to be self-reliant, so that he can reveal all the questionable tactics he uses, but believes that she is not yet ready for the truth.

Mamoru is fiercely loyal to Meiyoko above all else, and will do anything within his power (even staining his own honor) to protect her. He does this out of duty and loyalty, and a sense of family.

#### **Yogo Mamoru, Karo/Political Advisor**

**Rank 4 Bayushi Bushi; Air: 5, Earth: 3, Fire: 4, Intelligence 5, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Archery 2, Courtier 4, Defense 3, Etiquette 3, Iaijutsu 4, Intimidation 3, Investigation 5, Kenjutsu 5, Law 3, Lore (Otosan Uchi) 3, Lore (Otosan Uchi Criminal Element) 4, Manipulation 4, Poison 3, Sincerity 4, Stealth 3, Torture 4

**Other Options:** Bad Reputation (Merciless), Balance, Benten's Curse, Blackmail (Many), Dependent (Shosuro Meiyoko), Heartless, Obligation (protect Meiyoko), Yogo Curse

Bayushi Yashino is Meiyoko's karo and military advisor. He has a keen tactical mind, and excels at battlefield leadership. His charming and magnetic personality makes him quite popular. He also controls almost all of the crime and corruption that Meiyoko is attempting to remove from her district, but it was her own father who started it all. During his service with Meiyoko's father, he made extensive contacts in the criminal arena and handled most of Yunaki's criminal enterprises. Yunaki had contacts in Ryoko Owari, and was smuggling opium into the Imperial City by the end of his first year as governor. Personable as he is, Yashino was the perfect choice to head up the operation, and grew wealthy in the process.

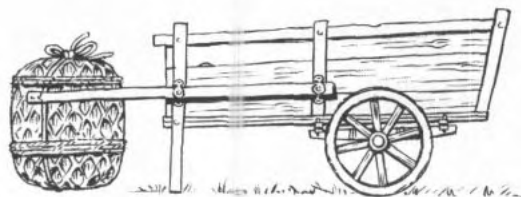
Yashino's greatest flaw, however, is his ambition. From the moment he came into Yunaki's service, he intended to succeed him as governor. Over the years, Yashino insinuated himself into every aspect of Yunaki's schemes. He made extensive contacts throughout other districts and garnered support from all the Oyabun in the city, including Ide Tenseko (Locations 15 and 789). In time, he forged many of his own deals as well, and even began to skim from Yunaki's profits. Today, Yashino controls all of the criminal profits in this region, and a number of operations in adjacent districts. But he is not governor. For that, he will make Shosuro Meiyoko pay.

#### **Bayushi Yashino, Karo/Military Advisor**

**Rank 4 Bayushi Bushi; Air: 3, Earth: 4, Fire: 5, Water: 3, Void: 2**

**Notable Skills:** Archery 4, Athletics 3, Battle 5, Courtier 5, Defense 3, Forgery 4, Iaijutsu 5, Kenjutsu 5, Law 2, Manipulation 3, Poison 2, Sincerity 4, Stealth 3, War Fan 4

**Other Options:** Allies (Many, all Major), Blackmail (Many, with every Ally), Dark Secret (Criminal Connections), Driven (to become Governor), Overconfident, Tactician, Wealthy (8)



## Exploring the District

The Meiyoko District covers the north-east corner of the Outer City; a fairly large province broken up into quarters which are overseen by gokenin. The new governor of this district, Shosuro Meiyoko, is struggling to drive out the criminal element and improve the welfare of her citizens. Unlike most other governors in the city, however, Meiyoko's promises are genuine. Since her appointment, Meiyoko has completely renovated the central quarter of her district, and endeavored to do so in the surrounding environs. She has vowed to pave and light every one of her streets, and make every building clean and safe.

One person has vowed to stop her - Bayushi Yashino, who believes that her position should be his own. For years, Yashino was the favored candidate to replace the former governor, Meiyoko's father Shosuro Yunaki. All of Yunaki's advisors save Mamoru (see above) supported his claim. When Meiyoko was appointed, no one was more shocked than he. After all, she was just a naive young girl, barely past her *gempukku*, who had spent most her time at the Imperial Court. What did she know of managing land?

To add insult to injury, Meiyoko has an honorable side. This has stymied Yashino's plans, and threatened many of his valuable associates - the criminal masterminds of the district. Yashino had intended to follow in Yunaki's footsteps, and grow fat from illicit trade siphoned through the Toyotomi docks (Location 767).

Yashino went to work immediately following Meiyoko's appointment, hindering her renovation at every opportunity. While Meiyoko scrambles to overcome obstacles, he has secretly inserted his loyal servants into her gokenin and House Guard. Yashino's most recent (and promising) accomplishment has been to replace Meiyoko's own yojimbo with one of his own.

Yashino is waiting for Meiyoko to fail and be recalled by the Emperor. If she requires a little push in order to do so, he is more than willing to accommodate her - so long as it does not jeopardize his own position. Yashino realizes that Yogo Mamoru

suspects him of interfering with the new governor, however, and is treading very lightly.

### **RUINS (YOGO TENARI'S ESTATE)**

#### **Location #423**

Long ago, a brash young man named Yogo Tenari governed this district. Not content with the simple estate left behind by his predecessor, he scouted out a new location for his own. Tenari discovered an enchanting grove, located at the southwestern edge of the district, and – ignoring the advice of his engineers – built his estate beneath its canopy.

One year later, an earthquake ravaged the estate, killing Tenari and his entire family. The ruins remain, and peasants whisper that the restless ghosts haunt the entire area.

### **HAVEN (SHOSURO INO)**

#### **Location #428**

This commerce quarter is shoddy and run down, filled with gambling dens and unsavory characters. The most notorious establishment here is “Haven”, where visitors can indulge in opium, sake, games of chance, or geisha with little trouble (and little interference from local magistrates). Many samurai come here to forget about their daimyo, their families, and their clan duties; others conduct business in the relative sanctuary provided by the area. Oyabun overrun this area of town, selling opium and other illicit goods. Shosuro Ino, the proprietor of “Haven” (and a lieutenant of Ide Tenseko – see Locations 15 and 789) controls a large portion of this trade. Much of the organized crime in this area has ties to the surrounding districts, as well as within Meiyoko's own staff (see Yashino, page 56).

### **THE IVY PALACE**

#### **Location #429**

Located away from paved and well-lighted roads, the Ivy Palace and several other geisha houses in this district are unofficially controlled by the same person – a shrewd woman named Bayushi Dokusen. This oyabun lieutenant has run these houses for 15 years, keeping them independent of the gambling and opium dens surrounding them. She also works outside the known criminal circles of Otsan Uchi, and does not recognize the ‘leadership’ of Ide Tenseko (Locations 15 and 789).

### **MARIKO THEATRE**

#### **Location #431**

A little old man known as Shosuro Kenji owns and operates the Mariko. He is old, frail, and scatter-brained, but his true genius shows during his performances. Kenji's slightly unorthodox approach to directing stage plays tends to leave the audiences breathless. Nobles bravely endure the dishonorable scenery of this quarter simply for the chance to view one of his plays. Kenji is always friendly, but his eccentricities prevent him from being much help outside his theatre.

### **ICHINORE'S JADE WORKS**

#### **Location #432**

Ichinore is a small, middle-aged man of good humor who has carved jade all his life. He can create nearly anything from a piece of jade, but favors images of birds and kami.

### **THE WHITE STREAM OOLONG**

#### **Location #433**

This famous drinking house serves sake and shochu, but their delicate plum brandy brings them true fame; many swear it is the best beverage in Otsan Uchi. Countless samurai, including nobles from all over the city, come here to enjoy the hospitality of the staff and the exquisite brandy served within. The proprietor, Fumoki, is an excellent host, and keeps his establishment in pristine condition. He knows when to lend a sympathetic ear, and when to blend into the background. In truth, Fumoki is one of Shosuro Ino's lieutenants (see Location 428), and actively sells and trades opium. He personally singles out wealthy potential buyers from the crowds that visit here.

### **TAKEO LIBRARY (IKOMA MANZOKU)**

#### **Location #435**

This library has recently been renovated and landscaped, and contains most of Rokugan's history within its halls. The chief librarian, Ikoma Manzoku, is very young but has become known as a fountain of information within the Meiyoko District.

### **THE IRIS PETAL**

#### **Location #436**

The Iris Petal, Governor Meiyoko's favorite tea house, is known for its elegant environment and beautiful flower arrangements. Built entirely of stone, the Petal serves *gyokuro*, the finest green tea in Rokugan.

### **DOJO KATAI**

#### **Location #437**

This dojo sponsors monthly contests during which volunteers may challenge its students. The contests include wrestling, boken sparring, archery, and hand-to-hand combat. The sensei here is Bayushi Katai, a tall, attractive man in his late thirties who is unmerciful in his competitions. Katai's top student, Yogo Muteki, has yet to be defeated in any category, but his many victories have made him brash and arrogant.

#### **Yogo Muteki, Senior Student of the Katai Dojo**

**Rank 3 Bayushi Bushi; Air: 3, Reflexes 5, Earth: 4, Fire: 4, Agility 5, Water: 3, Strength 4, Void: 2**

**Notable Skills:** Archery 4, Athletics 3, Bo Stick 2, Defense 4, Iaijutsu 3, Jujutsu 4, Kenjutsu 5, Wrestling 5

**Other Options:** Brash, Overconfident

## YUJI'S FOUNTAIN

Location #438

Long ago, this district was named 'Yuji', after the governor at the time, Akodo Yuji, a favorite of the Emperor. He often traveled into the Ekohikei to visit the Imperial Court, and in return for his unwavering service Yuji was rewarded with this fountain on his 50th birthday. The fountain still stands, and marks an invisible boundary down the middle of the Meiyoko district.

## THE MAZE OF WISDOM

Location #439

Long ago, a monk from the Dragon mountains presented a gift of a hedge maze to the reigning governor, in Togashi's name. The monk told the governor, "Seek your wisdom within the silence of the hedge. A true Togashi may find the heart of the maze, but only after she finds herself." The maze still stands, and never requires pruning or care.

## HOME OF THE DISTRICT GOVERNOR

Location #440

Governor Meiyoko's estate stands high upon the cliffs overlooking the Bay of the Golden Sun (Location 768). From here, Meiyoko can view the entire district. The estate is quite beautiful, constructed of stone and cedar, and supports a modest household staff. Meiyoko's Political Advisor chooses her House Guard, who live in barracks near the rear of the estate. They maintain regular patrols of the estate's grounds.

## HANA GARDEN

Location #441

Near her estate in the Noble Quarter, Meiyoko has constructed a vast garden of beautiful plants and vegetation. Iris flowers, the governor's favorite, highlight the garden, which also features a Shintao rock garden in remembrance of the Battle of the Bloody Retreat (see *Way of the Scorpion*, page 31). Each stone in the garden bears the name of a fallen samurai, and Meiyoko can remember them all.

## SHINTAO TEMPLE (TETSUDAI)

Location #442

This Shintao Temple is built completely from stone, and its bell tower stands as the tallest structure in the district (with the exception of Keninhi's Tower, Location 462). The Keeper of the Temple, Tetsudai, replaced a monk who fell from the high cliffs over the bay. Tetsudai does not waste time, and hurries visitors along so he can return to his prayers. Tetsudai's actual activities, however, are far more sinister. As a Shosuro Actor, and a courier for the Scorpion Clan, he has re-established an old tunnel leading from the Temple to its sister branch - the Temple of Eternal Redemption (Location 123), in the Ekohikei. The Scorpion frequently transport supplies and men beneath the Miwaku Kabe using this tunnel.

Tetsudai, Shintao Shinpu of the Meiyoko District

Rank 3 Shosuro Actor; Air: 4, Earth: 2, Fire: 3, Water: 4, Void: 2

Notable Skills (Tetsudai): Bo Stick, 2 Calligraphy 3, Craft (Gardening) 1, Tea Ceremony 3, Theology 3

Notable Skills (Actor): Acting 5, Etiquette 3, Forgery 3, Meditation 4, Poison 4, Stealth 4

## PRIVATE HOME (YOGO MAMORU)

Location #443

Yogo Mamoru and his minimal staff reside in this modest estate. Mamoru does not care for pomp and circumstance, and his estate can be best described as utilitarian. He maintains a small, well-trained personal guard.

## THE MAKOTO WALL

Location #444

When Meiyoko became district governor, one of her first decisions was to build a wall between her estate and the prison known as the Palace of Remorse (Location 375). She has refurbished a part of the wall, and extended it into her district along Toyotomi's eastern edge. The wall contains four separate guard towers, and Meiyoko's men add to it each day.

## TOSHIYORI, MASTER SWORDSMITH

Location #456

Toshiyori is a very old man, summoned to the district long ago by Meiyoko's father. Now the governor's personal swordsmith, he produces all of the weapons used by Meiyoko's guards. He is gruff, impatient, and abrasive to any who wish to get information from him without first listening about his swords. All of Toshiyori's blades are considered to be of fine quality.

## PRIVATE HOME (YOGO SARU)

Location #457

Yogo Saru is one of many samurai who make this district their home. Saru was a hatamoto to the governor before Meiyoko's father. He is very old, and unsettling to speak with, but his mind is sharp and he has much knowledge about Otosan Uchi's inner politics. Yogo Mamoru (see page 56) consults him occasionally when the Scorpion need information.

Soshi Saru, "Shugenja-in-the-Know"

Rank 4 Soshi Shugenja; Air: 4, Earth: 2, Fire: 3, Water: 4, Void: 4

Notable Skills: Courtier 4, Heraldry 4, Lore (District Governors) 4, Lore (Otosan Uchi) 5, Lore (Otosan Uchi's Criminal Element) 5, Lore (Shugenja) 5, Theology 3

Other Options: Inheritance (Home), Precise Memory

## MAGISTRATE'S STATION

### Location #458

Near the Great Civic Hall (Location 459), this building serves as the center of gokenin activity in the district. Although magistrates are assigned to various garrisons around the district, this is the seat of magistrate leadership, where all reports are given and all major decisions are made. The senior magistrate, Shosuro Hiro, is a idealist who has patience with those he considers disorganized or distracting.

### Shosuro Hiro, Senior Magistrate of the Meiyoko District

Rank 3 Bayushi Bushi; Air: 3, Earth: 3, Fire: 4, Water: 2, Void: 2

Notable Skills: Archery 3, Athletics 2, Battle 2, Cipher 3, Defense 3, Heraldry 3, Iaijutsu 4, Investigation 5, Kenjutsu 4, Law 5, Lore (Meiyoko District) 4, Stealth 3

Other Options: Idealistic, Irreproachable

## GREAT CIVIC HALL

### Location #459

Governor Meiyoko has completely rebuilt the old Civic Hall from the ground up. Now made of stone and wood and three times larger than before, it easily accommodates her seneschal, Bayushi Daraku, and his staff. Daraku is a weedy little man in his early forties, very thin and slight of frame with wispy white hair. The seneschal approaches visitors warmly, using seemingly unobtrusive questions to discover as much about them as possible, which he then files away to be used against them in the future.

## STATUE OF KINRYOKU AND THE BLOODY STONE

### Location #460

Only the Meiyoko District celebrates the Festival of the Bloody Stone. Long ago, a ronin named Kinryoku protected the governor from an assassination attempt, dying on the assassin's blade. He breathed his last as his blood spilled upon a large oval stone. The stain is still clearly visible on the stone, which rests next to a tall marble statue erected by the governor he saved. The district holds a holiday celebration each year on the anniversary of his death (the fourteenth day of the Month of the Serpent); no work is allowed on this day, known in Meiyoko as *Gisei Ningen* (Mortal Sacrifice). Instead, people visit the statue and leave rice and flowers upon the stone where he died.

## PRIVATE HOME (BAYUSHI YASHINO)

### Location #461

Yashino owns this large and beautiful estate, which rivals the governor's own (Location 440). He employs an enormous staff, has 26 personal attendants, and maintains a large training ground where his personal troops drill each morning.

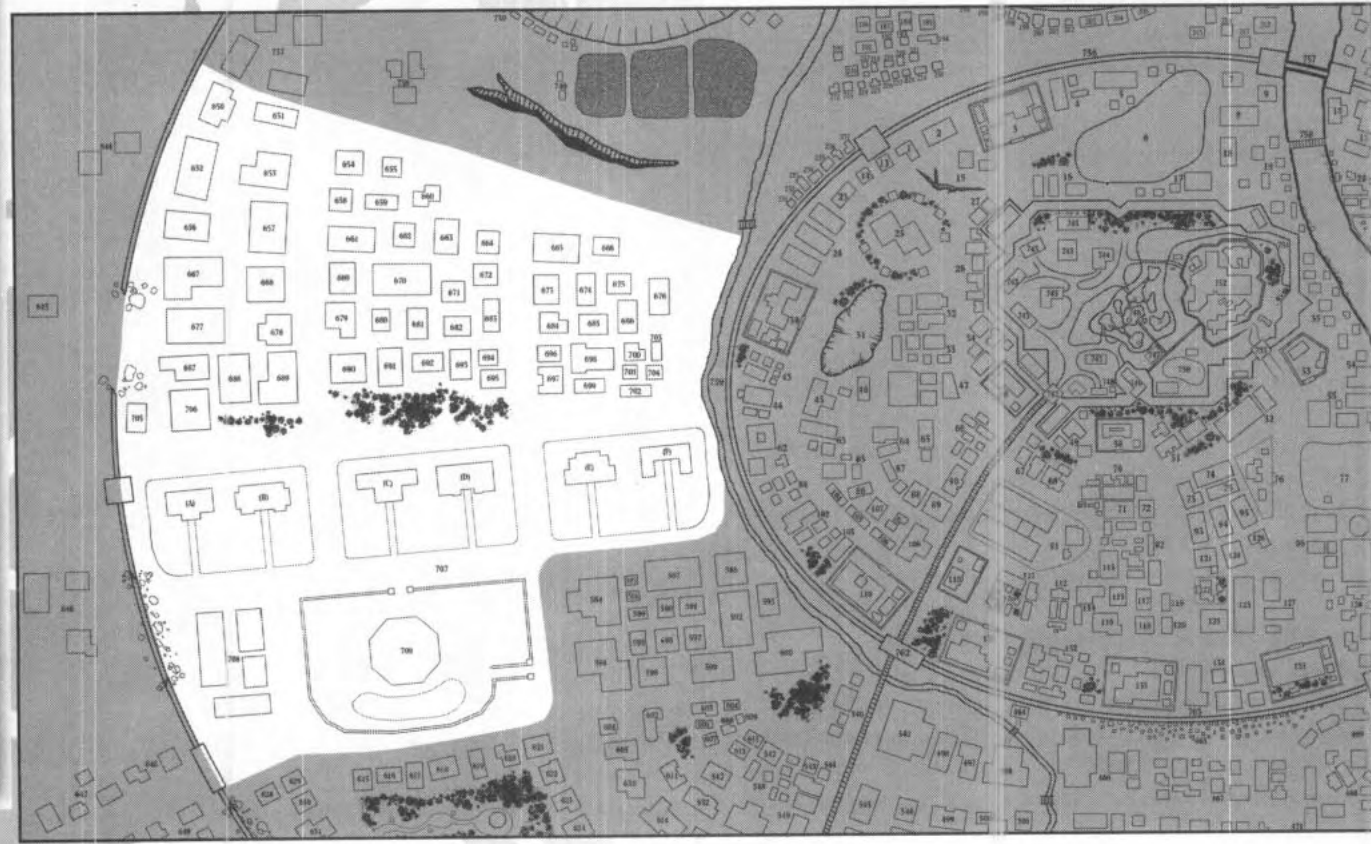
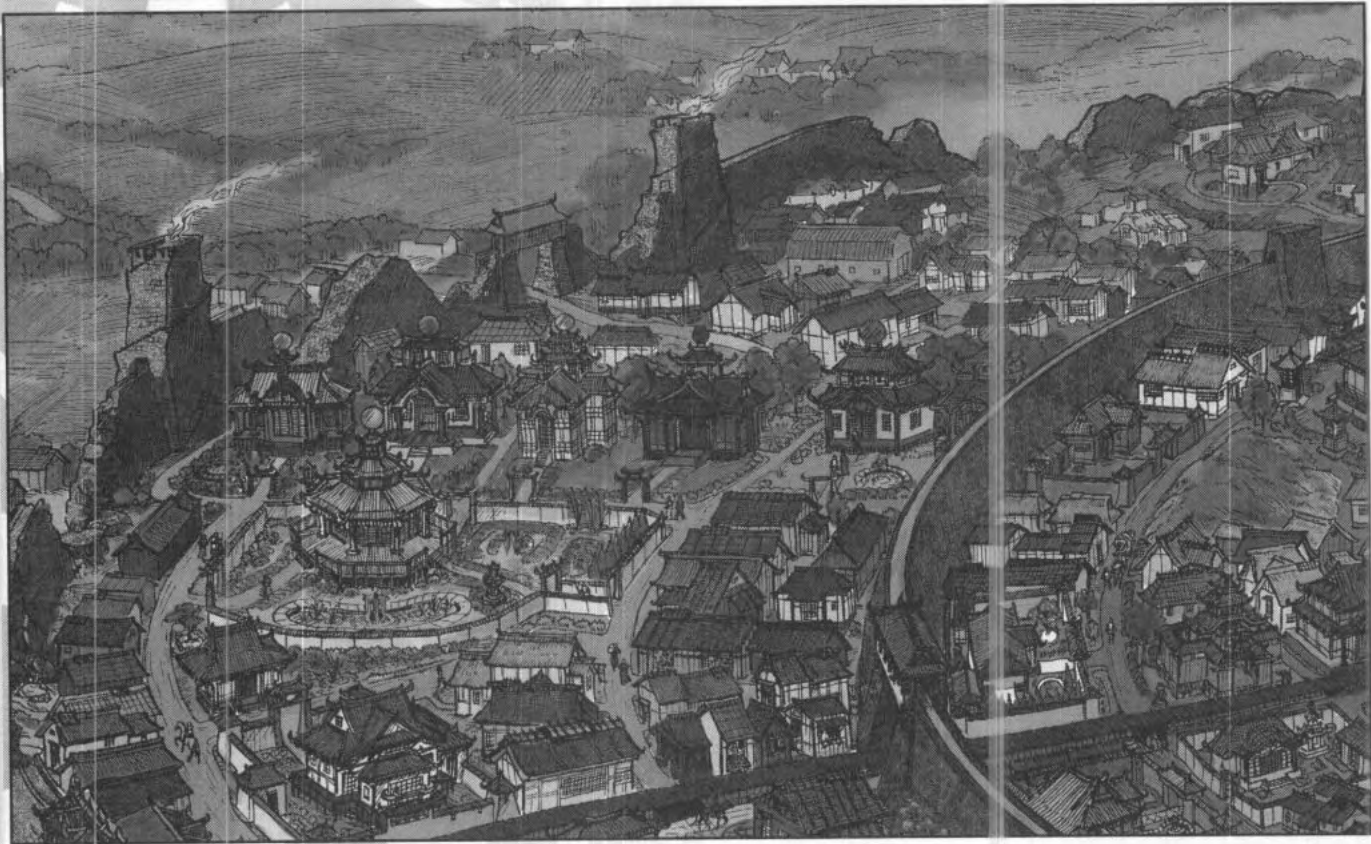
## ABANDONED BARRACKS/KINENHI'S TOWER

### Location #462

Kinenhi's Tower stands in the remains of Meiyoko's Outer Wall. Yogo Kinenhi commanded the guard stationed on this stretch of the Outer Wall immediately following his *gempukku*. Later, when orders stopped arriving from the Imperial Guard, Kinenhi realized that the Otsan Uchi government had all but forgotten him. Yet he was resolute in his duty; Kinenhi walked the wall for 38 years without complaint, or command.

Although most of Kinenhi's fellow guards remained in the tower, he chose to walk the length of the wall every day. The sound of his sandals slapping the stone grew as familiar as the blowing wind. Kinenhi died in his bed at age 54. Every day since then, during the changing of the guard, one can hear the sound of sandals slapping the stone on the wall, even though no one has walked its length since it fell into ruin.





# Ochiyo District

District Rank:	8	Imperial Rank:	7
Population Rank:	6	Production Rank:	3
Relative Wealth:	7	Political Influence:	8
Crime Rank:	2	Corruption Rank:	4
Appearance Rank:	9	Popularity Rank:	9

## Government of the Ochiyo District

Ochiyo maintains a healthy relationship with its two neighbors in the Outer City. It must; it is surrounded on all sides by other districts (normally, it would also include the outlying buildings beyond the Outer Wall, but those have been absorbed into the chaotic Juramashi District of late - see page 40).

The governor of the Ochiyo District is a 50-year-old shugenja whose dedication to the Temple of the Sun Goddess (Location 709) is renowned across the Empire. It is said that Ochiyo's sight was stolen when he saw the face of Amaterasu. In return for the precious vision of her face, Ochiyo has dedicated his life to her Temple in Otosan Uchi, and to serving her favored son, Hantei. It is widely believed that Ochiyo has the Sun Goddess's direct favor, and few dare to risk her wrath by harming or opposing him directly.

Asako Ochiyo is a good leader, and a wise man, who - until recently - frequently attended the Imperial Court to offer advice or pray for some auspicious event. But with the untimely death of his younger brother two years ago, Ochiyo's relations with the rest of the city (and the Empire) have changed. Now he can see nothing in his mind's eye except the image of his dead brother - haunting him, speaking with him.

Blaming him for his death.

Ochiyo is not sure how he is responsible for his brother's fate, as he was nowhere near the event (the young samurai was murdered in an apparently random act of violence in the Unicorn lands). The governor has sought help from every source he can

think of - shugenja, monks, even his own assistants. Now, terrified that he will die and leave the ghost (and perhaps his own as well) to his beloved 'son', Takao (see below), he has turned to Amaterasu for one final favor. He has recently claimed a warehouse (Location 656), and is sculpting the most detailed statue ever made her honor, praying she will hear his plea to end the nightmarish visits.

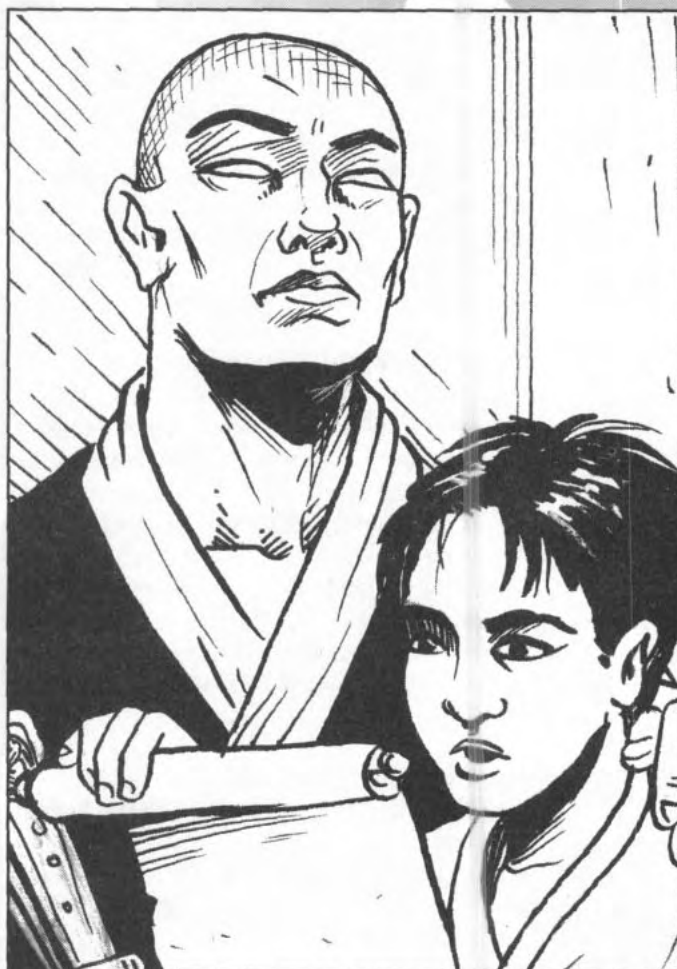
### Asako Ochiyo, District Governor

Rank 4 Henshin; Air: 4, Earth: 2, Fire: 2, Water: 2, Void: 5

Notable Skills: Astrology 2, Calligraphy 3, Craft (Sculpting) 4, Etiquette 5, Lore (Amaterasu) 4, Shintao 4, Theology 5

Other Options: Antisocial (4), Haunted (by younger brother), True Friend (Takao)

Asako Ochiyo employs several assistants, but none so beloved as Takao, the newest Acolyte of Fire at the Shintao Temples. Ostensibly a pupil of the ancient Asako, Takao has exhibited a remarkable gift. He is able to read at well beyond his level of education, memorizing kanji and their meaning even as they leave his lips. Ochiyo now lends the acolyte his own scrolls to



read, testing the boy on their contents when he finishes. As yet, Takao has never failed to answer Ochiyo's questions correctly.

Takao is dangerously mature for such a young boy, and the governor has recently named him hatamoto for the district. This has angered most of his staff - especially Seppun Mojiki (Location 651), who coveted the position as a stepping stone to the governorship (once Ochiyo falls, of course).

**Takao, Hatamoto/'Eyes' for Asako Ochiyo**

**Rank 2 Isawa Shugenja; Air: 2, Earth: 3, Fire: 5, Water: 3, Void: 3**

**Notable Skills:** Astrology 2, Calligraphy 4, Cipher 4, Hand-to-Hand 5, Investigation 3, Kenjutsu 1, Meditation 2, Oratory 2, Shintao 3, Sincerity 2

**Other Options:** Precise Memory, Social Position (Acolyte of Fire), True Friend (Asako Ochiyo)

## Exploring the District

The Ochiyo District is the holy ground of Otsan Uchi, filled with pilgrims, monks and shugenja of all orders. Seven temples dominate the district, their tolling bells marking every hour and each Imperial passing or birth. Although the district is quite large - taking up most of the Imperial City's southern arc - its primary function is religious. The area also provides ample housing for many residents of the city; a large population of Lion samurai choose to live in this district.

Ochiyo is well known for its peaceful streets and pleasant population. Some part of this is due to the lack of shops and shouting heimin; the rest can be attributed to the Lion samurai who patrol the area from time to time, and who practice kenjutsu in the open fields between the district's houses.

### PRIVATE ESTATE (SEPPUN MOJIKI)

**Location #651**

Seppun Mojiki is one of Asako Ochiyo's hardest-working assistants, and easily the least appreciated. From this home on the border of the Hayasu District, Mojiki administers to the needs of the district's political community, visiting the courts only when there is a problem no one else can solve, or a question no one else can answer. More and more, Mojiki finds himself burdened with duties that Ochiyo should command; he negotiates trade, directs civil servants, and even sits in for Ochiyo at Imperial discussions. Many say that Mojiki should be governor, a sentiment the Seppun humbly encourages.

**Seppun Mojiki, Court Liaison for the Ochiyo District**

**Rank 3 Seppun Miharū; Air: 2, Awareness 3, Earth: 2, Fire: 2, Intelligence 4, Water: 2, Void: 2**

**Notable Skills:** Courtier 4, Etiquette 4, History 2, Law 3, Lore (Politics) 3, Oratory 3, Shintao 3, Sincerity 4, Theology 2

**Other Options:** Ear of the Emperor, Idealistic

### SHINSEI'S PRECIOUS MEMORY TEA HOUSE

**Location #654**

The legend goes that the Prophet Shinsei stopped at this site on his way to gather the Thunders for his final battle against Fu Leng. At that time, the district did not yet exist; only peasants lives outside the Miwaku Kabe. Shinsei visited their shanties and took tea with them. He spoke for many hours to anyone who would listen, and answered many questions. Seeing the wonder and gratitude swelling in the peasants' eyes, and not wishing to be worshipped, the little man asked that the peasants refrain from honoring his presence. So instead, after Shinsei's departure, the peasants constructed a simple tea house in the memory of the hope he inspired among them. The building has been destroyed several times since, but it has always been rebuilt in the same simple style as before.

Shinsei's Precious Memory has no staff - no one grows, orders, or prepares the tea. Everyone who 'works' here is a volunteer; it has become local custom for everyone to offer time here when they are old enough for the responsibility.

### WAREHOUSE (ASAKO OCHIYO)

**Location #656**

The district governor, Asako Ochiyo, owns this building. The doors are kept stoutly locked at all times, and Seppun Miharū have been posted here around the clock for months. None knows what they guard; Ochiyo has remained oddly tight-lipped about it. His assistant, Takao (see above) surely knows; whenever anyone mentions the warehouse, the boy's eyes flare open, and a chill seizes him.

Once a week Takao leads Ochiyo to the warehouse, and the two enter for one full day. During that time, the Seppun guards have heard strange chanting from within, and a clanging sound like metal striking stone over and over again. None have been insolent enough to observe whatever happens during these visits.

The truth is that Asako Ochiyo is recreating his vision of Amaterasu (see page 61 for more on his religious experience), carving the image from a tremendous block of stone he has imported from the southern quarries. During his sculpting sessions, he prays to the Goddess for the strength and precision to impart a fraction of her beauty into the stone. He carves by hand, feeling his work between strikes. The process is very slow, but the work he is producing is spectacular - all the more because he is blind.

### SIMPLE PLEASURES

**Location #658**

There is little room in this single-story geisha house; the corridors are narrow, and the sleeping chambers are small. Madam Oryuko meets with customers at the front door, and accepts requests from samurai, who are later visited by the women of the house at their own homes.



## **HIRUMA TASHIKI'S DOJO**

**Location #660**

The resident sensei of this establishment is a loud and abrasive Hiruma named Tashiki, whose styles include jiujutsu and kenjutsu. Tashiki's wife, Miya Uchinze, lives at the Miya Palace; this earns him respect from the local magistrates. He is fond of staying up late with friends drinking sake in his dojo.

**Hiruma Tashiki, Disorderly Sensei**

**Rank 4 Hida Bushi; Air: 2, Earth: 3, Strength 4, Fire: 2, Agility 4, Water: 4, Void: 4**

**Notable Skills:** Archery 2, Armorer 3, Athletics 1, Battle 3, Bo Stick 3, Defense 3, Jiujutsu 4, Kenjutsu 4, Tetsubo 1

**Other Options:** Bad Reputation (Loud), Imperial Spouse

## **ASAKO RECORDS (AKODO TSUGEN)**

**Location #661**

This incredibly large building is the sole domain of Akodo Tsugen, a second cousin (by marriage) of the district governor. Others might complain of the obvious favoritism apparent in his post were it not for the high stress level of the acolyte's function here; as it is, he is largely ignored. The thousands of scrolls here record complicated lineages of Rokugani families; the last acolyte here virtually ignored them, and they have fallen into terrible disarray.

**Akodo Tsugen, Obsessed Acolyte**

**Rank 1 Akodo Bushi; Air: 2, Earth: 1, Willpower 3, Fire: 2, Intelligence 3, Water: 2, Void: 2**

**Notable Skills:** Calligraphy 2, Defense 2, Investigation 3, Bard 3, History 4, Lore (Asako Family) 2, Lore (Great Clans) 2

**Other Options:** Bad Health (Irritated by the dust in the Library), Driven (organize Asako Records)

## **STABLES (IDE JUKIRE)**

**Location #665**

A retired veteran of countless wars, Ide Jukire seeks out and purchases weak or injured steeds (commonly for far more than they are worth to anyone else), and brings them here to nurse them back to health. Eventually, when the horses are at full strength, he offers them to the Emerald Champion or the Otomo for use in the Imperial Army. (Jukire never sells his horses.) He can often be found riding his stronger horses around the sinkhole to the west of his shop (immediately east of Location 740).

**Ide Jukire, Compassionate Animal Lover**

**Rank 4 Ide Emissary; Air: 3, Awareness 6, Earth: 3, Fire: 3, Water: 2, Perception 5, Void: 4**

**Notable Skills:** Animal Husbandry 5, Athletics 2, Horsemanship 5, Lore (Horses) 5, Medicine 3, Sincerity 3

## **NAGIROKO-TO SHRINE**

**Location #666**

Ide Jukire (Location 665) recently built this tiny sanctuary when several of his horses were infected with *Kyoki* ('Maddening') Disease. Jukire has long been a devotee of the lesser-known Fortune of Compassion and Forgiveness.

## **WAREHOUSE (LION CLAN)**

**Location #677**

The Lion Clan has rented this place from the district for several months. Supply deliveries are made from within the city, and armed caravans come twice a week to carry them out. The caravans arrive through the nearby gap in the Outer Wall, and ignore everyone who attempts to speak with them. Between their aloofness and the fact that this section of the wall has been ignored for several months, some suspect that illicit (or at least delicate) cargoes are being transported through the warehouse. Ochiyo denies this, claiming that the Lion openly requested a direct supply line through the district to support their war effort. Proponents of a conspiracy point to Ochiyo's Matsu bride as proof that he cannot be unbiased in this matter.

## **MERCHANT (TOGAIYU)**

**Location #678**

Across from the Lion warehouse is perhaps their strongest supporter in the city. Togaiyu the merchant was a lowly heimin trader in Akodo lands until a generous Lion patron changed his life. When Togaiyu offered the Lion a fair deal on several swaths of quality Crane fabric (rare in Lion lands at any time), the samurai gave Togaiyu 500 koku to begin a business in the Imperial City. The Lion's only condition was that Togaiyu remember his roots and his benefactor. He has forgotten neither. Today, he donates a generous percentage of his profits each year to the Lion Clan, and offers substantial discounts to Lions and peasants alike. He also acquires most of the supplies stored in the Lion warehouse (Location 677).

## **MERCIFUL SPRING INN**

**Location #679**

A pleasant and rotund heimin named Bujuro operates this small boarding house. He is well known for his infectious laughter and robust love of life, but the smiles only hide a terrible secret - he is a Bloodspeaker who has managed to evade the authorities and live within the holiest section of the Imperial City. Several of his regular 'customers' actually belong to his small cult, and are responsible for several mysterious disappearances in the area over the last ten years.

**Bujuro, Respected Bloodspeaker**

**Not Ranked (Heimin); Air: 2, Awareness 4, Earth: 3, Fire: 3, Intelligence 4, Water: 2, Perception 4, Void: 2**

**Notable Skills:** Acting 3, Athletics 2, Bard 3, Calligraphy 2, Commerce 2, Etiquette 3, Hand-to-Hand 3, Intimidation 2, Knife 2, Lore (Maho) 3, Poison 3, Shintao 2, Sincerity 3

**Other Options:** Dark Secret (Bloodspeaker), Innate Ability (Curse), Shadowlands Taint (3 - no physical effects; severe paranoia; incurable desire for raw flesh)

### **HEAVEN'S GIFT INN (SHIGE)**

**Location #684**

This charming establishment belongs to the large family of Shige, a heimin with a reputation for lavish simplicity. They are all talented craftsmen, artists, and speakers, who have turned a run-down hovel into a remarkably warm place to spend the evening. The Heaven's Gift Inn is decorated and furnished completely by hand, and has a 'dragon' theme.

**Shige, Proud Father and Talented Heimin**

**Not Ranked (Heimin); Air: 2, Earth: 2, Fire: 2, Water: 2, Void: 4**

**Notable Skills:** Calligraphy 3, Craft (Kanji) 3, Painting 3

### **PEASANT HOME**

**Location #686**

This building houses the heimin who work for Doji Kurami at the Lotus and Petal (Location 700). Anywhere from ten to forty stay here at any time, as the tea house requires. Many heimin flock to Kurami around the holidays, when business picks up, hoping they will be kept on after the rush.

### **DISTRICT ARMORY**

**Location #687**

Left over from the ancient sieges of the city, this reinforced structure can store enough weapons to supply a small army. At one point, the armory served as a garrison - arrow slits were cut into the outer walls, murder holes were installed, and several 'blind zones' were established. Today, only a token force of Ochiyo's men remain here.

### **KIN'IRO NO SENTO (THE GOLDEN SPIRE)**

**Location #689**

Obscured by tall trees, warehouses, and the monumental Temples to the Seven Kami (Location 707), this is the largest public house in the district - and perhaps the city. With forty-six rooms, this expensive, four-story visitor's home features fine silk sheets, private bathing chambers with aromatic soaps, and spectacular balcony views.

Spending the night here costs one koku.

### **EISHURI'S COMPASSION**

**Location #690**

Competing with the Golden Spire is no easy task, but if anyone can pull it off, it's 'Eishuri the Meek'. The unassuming samurai recently purchased this abandoned building (formerly a

prison), and converted its ground-floor level into a tea house. For months, his reasonable rates and high-quality tea funded the renovation of the second and third floor; two months ago, the inn above the tea house opened, and the place was renamed Eishuri's Compassion.

**Eishuri, Enterprising Samurai**

**Rank 2 Shinjo Bushi; Air: 2, Awareness 3, Earth: 2, Fire: 3, Water: 2, Void: 2**

**Notable Skills:** Archery 2, Athletics 1, Commerce 1, Craft (Building) 4, Defense 2, Engineering 3, Hunting 2, Kenjutsu 2

**Other Options:** Never Sat on a Horse, Wealthy (5)

### **GOKENIN'S HOME (VACANT)**

**Location #694**

This small office/home is currently empty; the former gokenin - a veteran who had survived three governors before Asako Ochiyo - recently died of old age. Ochiyo, who does not see the need for a replacement, has ignored the vacant post, but Seppun Mojiki (Location 651) is interviewing for a replacement.

### **CONVERTED STRONGHOLD (SEPPUN MOJIKI)**

**Location #698**

Once a watchtower and integral link in Otosan Uchi's chain of defense, this aged building has been converted time and again for a wide variety of uses. It has been a judge's court, yoriki station, and even a fighting arena. At present, it is vacant (its last occupant - a weapons merchant - left two weeks ago), but rumor has it that Seppun Mojiki is planning something important here. Recently, Bayushi Yashino (from the Meiyoko District, page 56) visited the structure with a few engineers on some sort of inspection.

### **LOTUS AND PETAL**

**Location #700**

Only samurai of sufficient standing or with an invitation may enter this tea house. Its interior is always immaculate, and the tea is made fresh for each customer. Doji Kurami manages the Rose and Petal, employing many servants (see Location 686) to ensure that her visitors receive the finest possible service.

### **CARTWRIGHTS (RYOMI AND CHUIKO)**

**Location #703**

The adventuresome Ryomi and her daughter, Chuiko, have built rickshaws here for 11 years. They sell most of their carts, but have kept two so they can charter tours of the city; customers receive the most comprehensive presentation of the capital available outside the Miya Family.

### **THE HOPE OF THE HANTEI INN**

**Location #706**

One of the oldest buildings in the Outer City, this now-rotting inn owns a great deal of history and myth. Fubaka, its caretaker, is nearing the end of his life; at 63, he is finally searching for

someone to take his place when he is gone. He is vehement about protecting the Hope of the Hantei, where he was born, and claims that he will not die "so long as the Hope goes unguarded."

## **THE TEMPLES TO THE SIX GREAT KAMI**

**Location #707**

### *A. Hida*

Built of sturdy stone and thick wooden timbers, the Temple to Hida is more a dojo than a true monastery. The outside of the temple is stoic and reserved, but the inner walls are painted with scenes of Hida's conquests in the Shadowlands. They also depict tales of his sons: Atarasi, who traveled to the Blighted Realm with Shinsei; and Osano-Wo, who carried on the Clan bloodline.

### *B. Shinjo*

The temple to Shinjo has been rebuilt more than seven times, as the shifting earth of Otosan Uchi rumbles beneath its foundations. This proves no great trouble for its faithful monks, however, who insist that the rebuilt structure change each time. They transform the temple's layout and design out of respect for the Lady of Travel.

### *C. Bayushi*

Few have seen the labyrinthine and mysterious rooms of Bayushi's Temple. Fewer still can navigate its shifting corridors with ease, for the monks of the temple alter the partitioned shoji screens with each nightfall so that the temple's inner grounds are never the same twice in a row.

### *D. Shiba*

The Temple to Shiba is a peaceful place, surrounded by gardens of placid water and sand. Within the ivy-covered walls, arching corridors lead to the center of the shrine. Elaborate kanji representing all seven Fortunes and the mysteries of the Elements are a constant motif among the tiled floors and inner ceilings. Although the library of the shrine is small, it contains an ancient copy of Uikku's prophecies.

### *E. Doji*

A carpet of magnificent white flowers surrounds the serene temple of the Lady Doji. Monks scatter the petals daily across the inner floors and through the chambers of her shrine.

### *F. Akodo*

These halls appear very much like the Great Temple to the Ancestors in the Lion homeland. In fact, the same architect that constructed the Akodo Hall of Ancestors laid the plans for this Temple; many frescoes, statues, and other decorations match those of the Hall of Ancestors, as if the two were mirror-twins of one another.

### *Togashi Hill*

There is no shrine to the enigmatic Dragon Kami, as described in *Book Two: A Walking Tour* (Location 31).

### *The Shrine of the First Hantei*

Between the Temples to the Kami stands this simple shrine, much less ornate than the others. Barely large enough for a single man to stand within, it was erected nearly a thousand years ago, when the First Hantei fell to wounds gathered while fighting the legions of Fu Leng. Hantei II (Genji) built this shrine, and it has stood in this simple corner of the city ever since, ignoring the passage of time.

### *Seppun's Path*

A twisted path coils between the Six Temples, leading from the Outer Wall of Otosan Uchi to the stream near the great painted stones of the Southern Miwaku Kabe (Enchanted Walls). This is commonly known as Seppun's Path, though the great lady is not believed to have actually walked its length (Seppun was long dead when the Outer City was built). Because the path twines through hidden gardens and behind large hedges on its way to the stream, it offers many favored meeting spots for young lovers – and for those who want their sensitive affairs to remain private.

## **THE TEMPLE OF THE SUN GODDESS**

**Location #709**

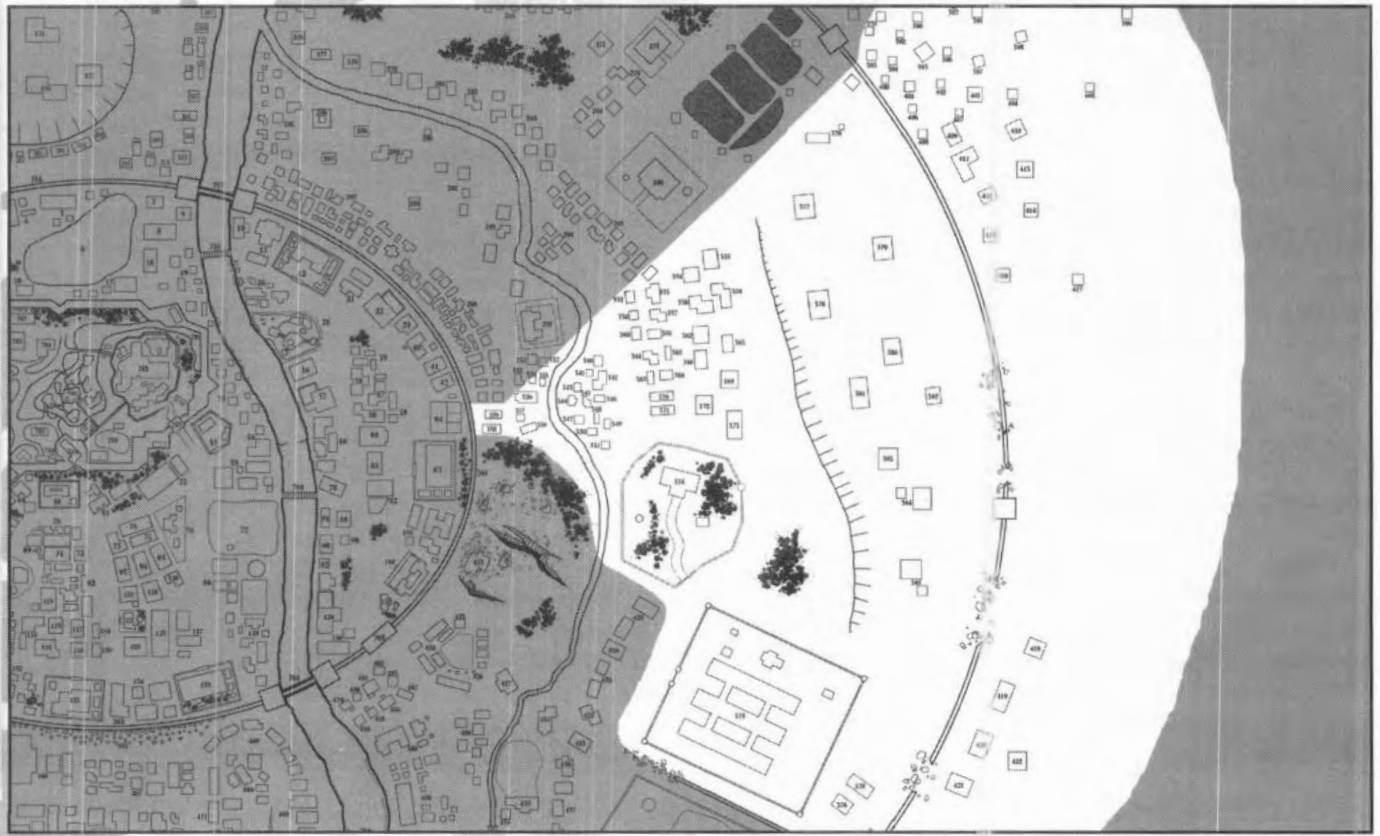
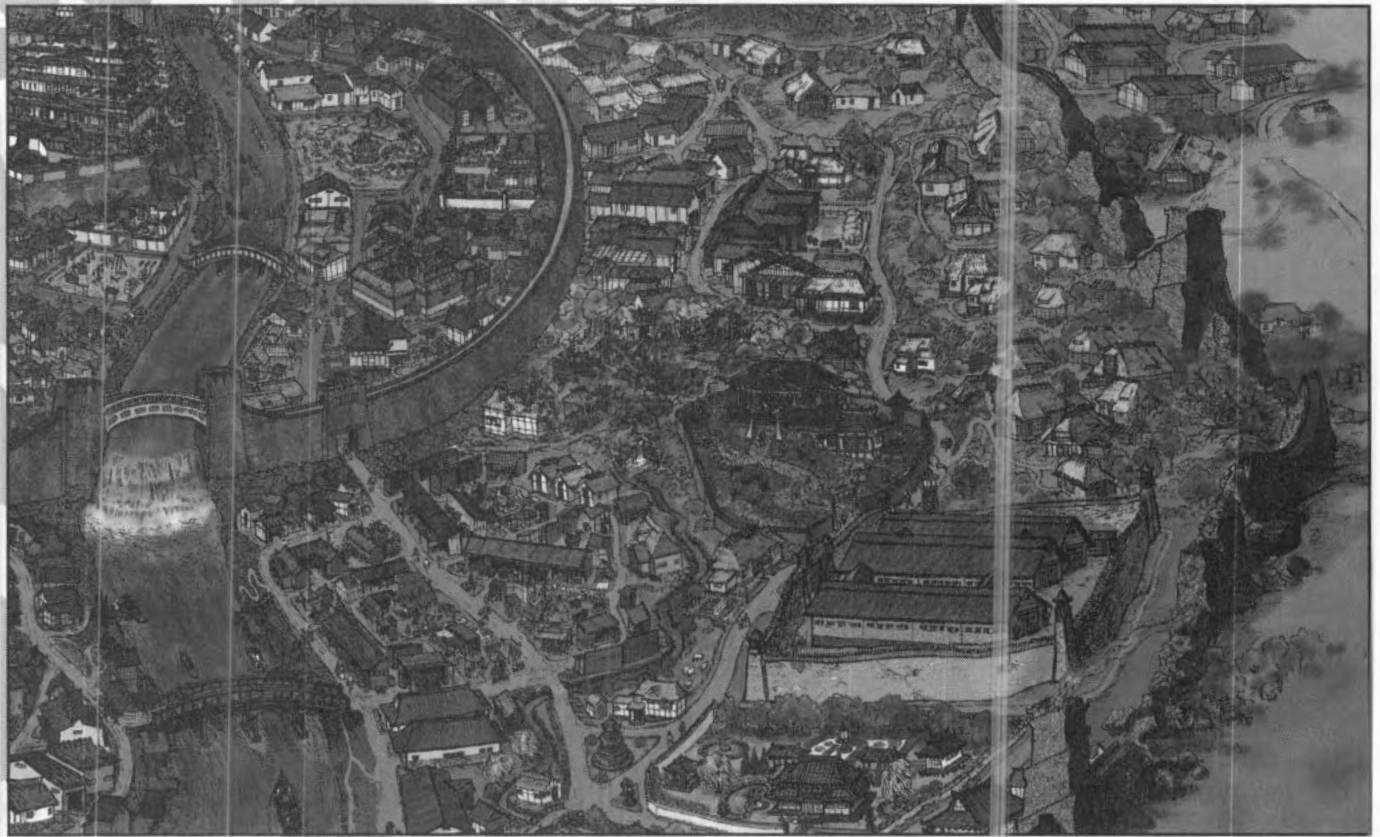
The largest temple in Otosan Uchi, this building's grandeur rivals that of any other in the city. Although its construction is simple, the monks take care each week to ensure that the freshly cleaned woodwork glows with a light all its own. A golden aura faintly enshrouds the temple from dawn to dusk, and even in the dead of night, its walls appear to stand out from the shadows that surround it.

Adasu – a ward of the Temple – was once the thirteenth son of a very minor samurai of the Dragonfly Clan. Disgusted and unsure what to do with his vast brood of children, Adasu's father commanded him into this monastery at the age of seven. Now fourteen, Adasu has become a favored monk of the Lesser Temples, and may one day take charge of the Temple of the Sun once the current governor, Asako Ochiyo, passes into the void. Adasu is rash and impulsive, but tries to hide his carefree ways when he is within sight of his superiors. The temple monks and guards have no idea that Adasu sneaks out at night to revel in the guise of a heimin. It is his secret – for now.

### **Adasu, Rebellious Ward of the Sun Goddess**

**Not Ranked (Monk); Air: 1, Reflexes 2, Earth: 2, Fire: 1, Water: 1, Void: 3**

**Notable Skills:** Herbalism 2, Research 2, Theology 2



# Toyotomi District

District Rank:	4	Imperial Rank:	4
Population Rank:	4	Production Rank:	8
Relative Wealth:	7	Political Influence:	5
Crime Rank:	4	Corruption Rank:	2
Appearance Rank:	8	Popularity Rank:	8

## Government of the Toyotomi District

Shiba Toyotomi has governed this district for three months. His policies are more rigid and decisive than those of his predecessor, two traits he acquired during many years with the Phoenix military.

Twice now Toyotomi has attended the Imperial Court, and word is that he may soon be offered a position in the Emperor's entourage at Winter Court (something he will likely turn down so that he may continue to focus on his district). This reputation has granted Toyotomi many special resources to draw from, including the friendship of Shiba Ujimitsu and a few favors from the Emerald Champion, Doji Satsume.

Toyotomi attends court when he must, but he inwardly rebukes the other nobles. They are all weak, feeding from the suckling pig they slice up for dinner. Court is a necessary facet of Rokugani life; Toyotomi knows this. But he finds it infinitely amusing that the rest of the world takes it so seriously. It is a flaw he can manipulate to his own ends.

The governor frequently looks to his wife and child for guidance. In them he sees a future where the world is a brighter place, and the Imperial Capital flourishes beyond even the Emperor's sight. The path is clear - diligence, decisiveness, duty. Toyotomi cannot allow himself to slip, or his people will suffer.

**Shiba Toyotomi, District Governor**

Rank 5 Shiba Bushi; Air: 5, Earth: 3, Fire: 4, Water: 3, Void: 5

**Notable Skills:** Battle 4, Etiquette 4, Heraldry 3, Iaijutsu 3, Investigation 2, Kenjutsu 4, Law 3 Sincerity 4

**Other Options:** Clear Thinker, Irreproachable (3), Yogo Curse

Isawa Zenshin, Toyotomi's Chief Advisor, is intelligent, creative, and follows the governor's commands without question. Toyotomi has often said (in quiet confidence) that he looks on Zenshin as a son, and the shugenja himself sees the elder bushi as a father figure of sorts.

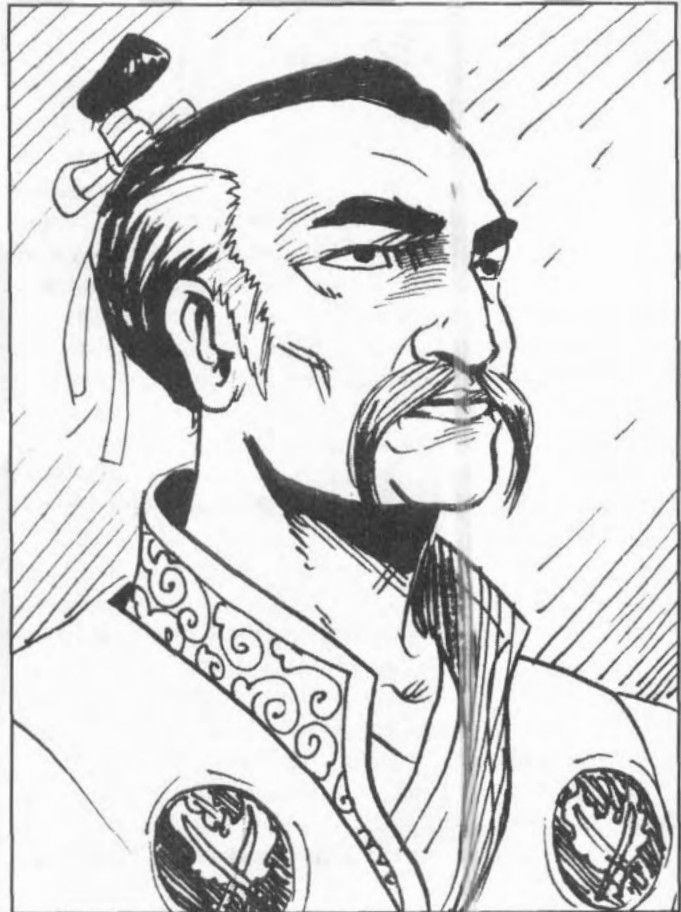
Zenshin wears the same *daisho* today that he carried on the field of battle. He has only used it seven times - each to answer another samurai's challenge (Zenshin has never refused a duel). No challenges have arrived since he took his current post here, however. Word of his horrible temper has preceded him, and few wish to die over a slip of the tongue.

**Isawa Zenshin, Advisor to Shiba Toyotomi**

Rank 3 Isawa Fire Tensai; Air: 3, Awareness 4, Earth: 3, Fire: 4, Water: 2, Void: 4

**Notable Skills:** Battle 3, Heraldry 3, Iaijutsu 3, Investigation 4, Kenjutsu 3, Law 2, Lore (Shugenja) 3, Seduction 1, Sincerity 3

**Other Options:** Ancestor (Takao), Brash (TN 30), Elemental Attunement (Fire), Proud, True Love (Isawa Sakiko)



The other member of Toyotomi's executive staff is Doji Isamu, a likable courtier whose good looks and charm have thrust him into the center of attention far more quickly than he would have liked. Isamu has little trouble getting along with everyone, from the lowliest Scorpion attaché to the fiercest Lion bushi. Everyone accepts him.

Which is precisely what the Crane desire.

Isamu is a spy for the Crane in the Toyotomi District. When the Emperor removed the former governor, Isamu was the only part of his staff that remained. Ostensibly, this was because he was well-informed about the district and its inner workings, and judged helpful for the new governor (Toyotomi), but in truth, the Crane Clan sponsored Isamu so that he can 'leak' information to them.

#### **Doji Isamu, Advisor to Shiba Toyotomi**

**Rank 3 Kakita Duelist; Air: 4, Earth: 2, Fire: 3, Water: 2, Void: 4**

**Notable Skills:** Courtier 3, Iaijutsu 5, Etiquette 3, Kenjutsu 3, Law 3, Lore (Toyotomi District) 3, Manipulation 3, Poetry 4, Seduction 3, Sincerity 3

**Other Options:** Balance, Benten's Blessing, Cadence, Clear Thinker, Dangerous Beauty, Low Pain Threshold, Precise Memory, Sworn Enemy, Voice

## Exploring the District

When entering this District, one is taken back by the flurry of activity, the sheer efficiency of its residents, and the order and cleanliness of its streets. The walls of each building are spotless and shining in the sun, all the avenues glow with a fire that nearly rivals the Forbidden City itself. The people of the Toyotomi District are cheerful and giving; this is a haven for the altruistic and upstanding, and the bane of cynics throughout the city.

The current district governor, Shiba Toyotomi, has devoted most of his time and effort to rebuilding this place, once the filthiest and least respectable district in the entire city. His efforts have met with wild success. Today, the Toyotomi District (it could be known by no other name since its rejuvenation) outshines its neighbors, a guiding light for the honorable crusaders of Bushido, Shinseism, and other noble causes.

Toyotomi is a wealthy, profitable place that merchants gravitate to. It is said that any honorable man can earn an honest koku here, and many arrive each year to try. But just as many are turned away as undesirable, or removed when they become slothful or corrupt. Toyotomi's assistants, magistrates, and gokenin constantly watch for people taking advantage of the district's affluence, and are quick to eliminate those who try.

This isolationist attitude, while quite effective in reinventing the district and improving its economy, has denied it many potential allies, including most of the Imperial Court, its Families,

and the districts surrounding Toyotomi (popular dens of iniquity and home to scoundrels of all types).

### **SWORDSMITH (AGASHA HIROSHI)**

#### **Location #330**

When a samurai wants a sword made in this district, he goes to Agasha Hiroshi, who has practiced his craft since he was a small boy. Today, Hiroshi is an old man, but the quality of his work improves by the year. Recently, Hiroshi crafted a weapon for Shiba Toyotomi himself, as he has done for the last three governors. But in honor of Toyotomi's unprecedented efforts to clean up the district, Hiroshi has included a special feature in the design - an enchantment similar to the Phoenix Tattoo (see *Way of the Dragon*, page 46), which conveys all the abilities of that tattoo on whomever wields it. He calls the weapon *Saikatsu* ("Rebirth"), and rumors claim that the sword has prevented at least one assassination attempt upon the governor.

### **THE JUMPING FROG**

#### **Location #336**

The Jumping Frog is a geisha house of ill repute (particularly when compared to the Lucky Orchid Blossom, Location 339). While the Blossom depends on its class and clientele to survive the cutthroat Toyotomi market, the Jumping Frog relies upon sake - lots of it. Most people who come here cannot afford a geisha house of higher quality, and so its patrons are generally less cheerful than elsewhere in the district, regardless of the building's function. Characters who wish to find the 'underside' of Otosan Uchi may well start with the proprietor, a scoundrel with a nervous tic called Yoshitoshi (most assuredly *not* his real name).

#### **'Yoshitoshi', Information Broker**

**No Rank (Bandit); Air: 3, Earth: 3, Fire: 3, Water: 2, Void: 2**  
**Notable Skills:** Kenjutsu 2, Lore (Otosan Uchi) 3, Sincerity 3

### **ALL WORDS ARE ONE**

#### **Location #337**

On the surface, this shop appears to sell pillow books with names like *Winter* and *Sanshien's Fascination*. The owner - Shiba Yoko - is a beautiful woman nearing 25 who greets all potential customers with a smile.

But beneath this veil of tranquility lies a secret Yoko has hidden for five years. In truth, she is a talented cryptographer who will translate or encode messages - for the right fee. She despises Scorpions, though, and refuses to translate for them. The cause of this hatred is unknown.

#### **Shiba Yoko, Bookseller and Cipher Specialist**

**Rank 3 Bushi; Air: 3, Earth: 2, Willpower 3, Fire: 4, Water: 2, Perception 4, Void: 4**

**Notable Skills:** Calligraphy 3, Cipher 5, Etiquette 5, Iaijutsu 3, Lore (Scorpion Clan) 4, Lore (Shugenja) 4, Seduction 3

**Other Options:** Heart of Vengeance (Scorpion Clan)

## THE LUCKY ORCHID BLOSSOM

Location #339

This is the nicest geisha house in this district. It serves the best sake and *shochu*, and has the best entertainment. The interior of the building is finely decorated with pictures of serene landscapes and calm spectacles rarely found in nature. The most requested geisha of the house is a young girl named Mieko, who has only worked here for the past year. Still, she has already gained a respectable following among the local samurai for her remarkable singing voice and soothing conversation.

## YASUKI OKURO'S HOUSE OF MANY WONDERFUL THINGS

Location #342

Okuro, a shugenja with a reputation for charging too much for his blessings, opened this store after an adventure abroad left him unable to walk without a cane. His selection includes many rare items of interest to shugenja researching new spells and rituals. Rumor holds that Okuro trapped an Oni in his basement using some kind of magical hourglass, but most consider the fanciful story to be a concoction of Toyotomi's public relations officers.

**Yasuki Okuro, Merchant of the Arcane**

**Rank 3 Kuni Shugenja; Air: 3, Awareness 4, Earth: 3, Fire: 2, Intelligence 4, Water: 2, Perception 3, Void: 3**

**Notable Skills:** Lore (Kami) 4, Lore (Shadowlands) 4, Lore (Shugenja) 5, Oratory 4, Political Maneuvering 5

**Other Options:** Benten's Blessing, Lame

## KADO THE CARPENTER

Location #343

Kado is a small merchant who lives in the central section of the Toyotomi District, beside one of the many streams flowing from the River of the Sun. He sells finely-crafted kimono and trinkets for travelers and the curious (his works are rarely purchased by locals). Kado is also a carpenter, which is how he makes most of his money. In this capacity, Kado has come in contact with many of the less savory elements of the city; magistrates often visit him for advice or answers to delicate questions they may not be able to ask suspects directly.

Kado is easily intimidated and often fears for his safety. For this reason, he has hired two ronin yojimbo who are always on the premises.

## YOBIGOEKE ("RING OUT")

Location #345

This dojo is intended for the more physically-oriented samurai visiting the Toyotomi. Students of this school practice the sport of *sumai* (a form of wrestling). Samba - the dojo's sensei - demands that all who attend the school only use their skills in sport, and never in combat or in anger.

Shiba Samba, Yobigoeke Sensei

**Rank 4 Shiba Bushi; Air: 3, Earth: 4, Stamina 5, Fire: 3, Water: 4, Strength 5, Void: 3**

**Notable Skills:** Athletics 4, Herbalism 3, Hand-to-Hand 4, Wrestling 5

## SILVERSMITH (ASAKO KIYONOBU)

Location #347

Asako Kiyonobu has made silver trinkets for over 50 years. He even prepared two silver medallions for previous Hantei, which still hang in the Imperial Palace's *tokonaka* (family alcoves). Kiyonobu is about to retire and give the business to his son, Mitsuoki. This is an amazing coup for the young samurai; his father's business has earned a small fortune and much recognition from the Imperial Families.

## THE PAMPERED FLOWER

Location #348

More than just a bath house, the 'Flower' is a place where all patrons are made to feel special. Upon entering, visitors are treated to sweet *mochi* cakes, followed by lengthy massages from the shop's trained herbalists. Only the finest remedies and ointments are applied, and all customers leave with a healthy sheen to their skin. For the right price (and a Glory Rank of 5 or higher), you can purchase a special treatment here that keeps the skin tender for months, and even reduce your visible age by several years.

## TRUE NORTH

Location #349

This store is Mantis-owned and operated. The maps sold here are of fine quality and very accurate. A large number of pirates and smugglers sell their creations to this store, primarily those aboard a ship called *Doom of the Crane*.

## NAKU NAKU

Location #351

This small aviary has suffered from declining sales over the last few years. This is due to its new owner, a Naga named Shashara, who has disguised herself as a samurai to infiltrate the city. She goes by the name Shiba Tsukiyama, and has frightened most of the birds in the shop to death. Shashara has no desire to replace her inventory, but finds herself inexplicably fascinated with the three that remain.

## LIFE'S LOVE

Location #352

Life's Love is a small rock garden where young couples come to court one another with poetry and music, or propose marriage. Legend holds that a wandering (and crestfallen) monk blessed this garden long ago, saying that "those who fall in love here will remain in love forever."

## THE CRYING PEACOCK

Location #353

The Crying Peacock is the only playhouse in this district. It is lavishly decorated with paintings and sculptures of many famous Noh and Kabuki artists, as well as several of the most respected plays in Rokugani history. The large playhouse holds several dozen people in concentric rows around a central stage.

## EVERYONE DYES

Location #355

The morbid mood of this shop seems to drive off many potential patrons, as do the stained hands of its owner. But to those in the know, this is the best dye shop in Otsan Uchi. Here you can get the previous year's kimono re-dyed to look new again, and in the popular colors of the season. The operator, Didaro, is a grim man who often verbally abuses patrons. Regulars take this abuse with a smile.

**Didaro, Angry Dye Merchant**

**Not Ranked (Heimin); Air: 4, Earth: 2, Fire: 3, Water: 2, Void: 4**

**Notable Skills:** Craft (Dyeing) 5, Heraldry 4, Lore (Fashion) 4

**Other Options:** Bente's Curse

## THE HORSELESS MOTO

Location #358

Rumors hold that the first horse ridden by the infamous Moto Ujiaki (Location 83) was slaughtered while it slept. If true, this could explain much of Ujiaki's unchecked anger, and his propensity for violence. Regardless, this sake works, owned by a previous military colleague of the Moto, has been dedicated to the legend and the memory of Ujiaki's first steed.

**Otaku Raji, Owner of the Horseless Moto**

**Rank 3 Bushi; Air: 3, Earth: 2, Fire: 4, Water: 2, Void: 3**

**Notable Skills:** Horsemanship 4, Iaijutsu 3, Kenjutsu 2, Sincerity 4

## WINGS OF FIRE

Location #359

Asako Hikari is a beautiful young woman and a promising Phoenix courtier. Sadly, her parents died in a storm, leaving her this high-quality kimono distributor and ensuring that she would never complete her training with the Doji. Hikari has not yet given up, however, and works diligently to improve Wings of Fire to the point where she can take on a full-time assistant, so that she may pursue her true passion - the court.

**Asako Hikari, Embittered Orphan**

**Rank 2 Doji Courtier; Air: 2, Awareness 4, Earth: 2, Fire: 2, Intelligence 4, Water: 2, Void: 3**

**Notable Skills:** Courtier 3, Etiquette 3, Heraldry 3, Sincerity 3

**Other Options:** Bente's Blessing, Dangerous Beauty

## DAWN BEFORE DARKNESS

Location #362

Expensive lamps and lighting are sold here. The shop owner, a fragile man named Nori, markets his wares through spectacle, and by the sheer volume of light emitted from this building, taking most passersby aback. Local folklore even includes talk of blessings Nori had made upon his premises to increase their luminescence.

## LIBRARY (KASUGA KYOJI)

Location #363

This is the only library in the Toyotomi District; there is no need for another. The deceptively small building houses thousands of scrolls, wall hangings, and other written words stacked carefully along dozens of narrow corridors. It is said that the contents of this building could not possibly fit within the simple structure, and visitors find themselves lost within moments of venturing inside.

Contrary to popular rumor, Kasuga Kyoji is alive and well, residing in a tiny room at the center of this labyrinth. He has lived here for decades (at least), and has filled an entire hall in the library with his own work. One of the few descendants of Kasuga - the founder of the Tortoise Clan - Kyoji claims to have read every word in the library, and can direct you to any you wish... if you can find him.

**Kasuga Kyoji, Ancient (Mythical) Librarian**

**Rank 2 Tortoise Bushi; Air: 2, Awareness 4, Earth: 2, Fire: 1, Intelligence 6, Water: 1, Perception 4, Void: 4**

**Notable Skills:** Astrology 4, Athletics 2, Calligraphy 5, Defense 2, Forgery 4, Hand-to-Hand 1, History 5, Investigation 5, Lore (Many at Ranks 4-5), Nofujutsu 1, Rhetoric 4, Stealth 3

**Other Options:** Bland, Clear Thinker, Forbidden Knowledge (9), Way of the Land (Toyotomi Library)

## FORTUNE'S WISDOM

Location #364

This is a 'House of Go', where tacticians and the idle come to pit their wits against one another. All are welcome to play here, but only the most renowned and skilled may challenge those of the *Naka Dainkei* (Inner Circle). To enter the Inner Circle, you must successfully defeat Shintaro, their Master, three times.

**Shintaro, Go Master and Leader of the Naka Dainkei**

**Not Ranked (Heimin); Air: 3, Earth: 2, Fire: 2, Intelligence 4, Water: 2, Perception 4, Void: 5**

**Notable Skills:** Lore (Go) 5

## THE LION'S RAGE

Location #366

A retired Akodo named founded this sake works, not wanting to idle away the rest of his life after he retired, and not having the patience for a monastery. The beverages here are of only average



quality, and only a Lion (or a Crab) could endure the boisterous atmosphere.

#### **Akodo Masahari, Retired Samurai/Sake Merchant**

**Rank 4 Bushi; Air: 3, Earth: 3, Fire: 3, Water: 4, Void: 4**

**Notable Skills:** Commerce 3, Defense 3, Iaijutsu 4, Kenjutsu 3

### **SUMA'S HOT SPRING**

**Location #367**

In the center of this building, the floor meets the soft, wet earth below, then vanishes around a natural hot spring. A bath house has been constructed around the pool, and patrons are charged 10 koku to soak while they dine on sake and sweets. Afterward, geisha 'wring' the patron's skin of impurities which have been brought to the surface during the bath. More Crane and Phoenix visit here than anyone else.

### **HOME OF THE DISTRICT GOVERNOR**

**Location #369**

Shiba Toyotomi and his family reside in this palatial estate. An elaborate garden surrounds the building, which is always kept in the finest condition. Toyotomi, a pragmatic, simple man, runs the district from here. For more on Shiba Toyotomi, please see page 67.

### **YUM-YUM MOCHI**

**Location #370**

The best *mochi* cakes in this district are made and sold here. Yum-Yum comes from the finest rice and sweetened bean curd, and is most often sold during the New Year Festival.

### **MAGISTRATE HOME (SHIBA MICH)**

**Location #372**

This is the primary base of operations for magistrates in the Toyotomi District. The chief magistrate (a Phoenix named Shiba Michi) commands some 25 wandering magistrates. Michi is forceful and direct with everyone.

#### **Shiba Michi, Chief Magistrate of the Toyotomi District**

**Rank 4 Bushi; Air: 4, Earth: 3, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Etiquette 3, Heraldry 4, Law 4, Sincerity 4

### **SHRINE TO LORD MOON**

**Location #374**

This is the only shrine to Lord Moon in the city. Most people detest the site, and walls have been erected around the compound to reduce its impact on the surrounding terrain. Inside, only the driest plantlife grows, and everything is grey and bland - like a wasteland that no one ever visits.

A small crew of monks and peasants maintain the shrine and live inside the northwestern building. They do not leave the shrine walls, and receive food and supplies from the outside once a week. The monks are also responsible for tending to visitors,

and receiving their prayers (which usually focus on forgiveness for oneself or wrath upon one's enemies).



### **KYUDEN KOKAI ("THE PALACE OF REMORSE")**

**Location #375**

When Hantei I built Otosan Uchi, he thought the city would never expand beyond the Miwaku Kabe - that everyone who ever came to Otosan Uchi would have a home. Following this assumption, he placed the prison *outside* the Enchanted Walls, where it would never interfere with the populace. But the city has since grown well beyond its original boundaries, sweeping past the prison, which (like the Shrine to Lord Moon) has been walled to obscure it from view.

Just over two hundred criminals languish within Kyuden Kokai, which has been renamed in honor of its noble purpose (the reform of hardened miscreants). For more on the the prison system in Otosan Uchi, and Kyuden Kokai in specific, please see page 13 (*Prisons in Otosan Uchi*).

### **YOGU'S RUIN**

**Location #399**

Nestled in the rolling hills outside the city, this ruined house is rumored to be haunted. Several bold or adventurous samurai have entered the house over the years, but none have returned. In truth, a powerful Pennaggolan named Pitsu Suru indeed haunts the grounds.

#### **Pitsu Suru, Squatter**

**Not Ranked (Creature); Air: 4, Earth: 3, Fire: 4, Water: 4**

**Rolls When Attacking:** 4k3

**Rolls For Damage:** Bite 3k1; Constricting 4k1+Immobility  
**TN to be Hit:** 20

**Armor:** None

**Wounds per Level:** 8: -1; 24: -3; 40: Dead

**Special Abilities:** Enveloping as a Full Attack; if successful, the target automatically suffers 3k1 Damage each round until the grip is broken (Contested Strength roll vs. Pennaggolan).

### **THE SMILING WOK**

**Location #411**

Many ronin and heimin come here to buy food, as it is more affordable than anywhere else in the district. But the food is poor in quality and never tastes the same twice. Bitter, sickly-sweet, sharp and flavorless - every visit to the Smiling Wok is a new experience in bad cuisine. This - coupled with the unhealthy conditions of the place - have prompted many to call it 'The Dirty Wok'.



## Tsai District

District Rank:	4	Imperial Rank:	7
Population Rank:	4	Production Rank:	4
Relative Wealth:	4	Political Influence:	5
Crime Rank:	2/8 *	Corruption Rank:	8
Appearance Rank:	7	Popularity Rank:	6

When Tsai entered this province it was crime-ridden. In the public's eye, he has removed many of the worst criminal elements in the city. In reality, however, he has quietly replaced them with his own opium smugglers (as described throughout the locations in this chapter).

## Government of the Tsai District

The Scorpion Clan intentionally undermined the previous (Dragon) government in this district and replaced it with their own. Bayushi Tsai was chosen for this post because the Scorpion knew that they could trust him - particularly to deceive, betray, and murder when, where, and how they asked. Tsai is brutally efficient, both in and out of court: cold and ruthless, without a shred of remorse for any of the atrocities he has perpetrated over the decades. And he is absolutely committed to the Scorpion Clan.

In keeping with his facade of harsh justice, Tsai ensures that his personal biases do not color the treatment of neighboring governors, or the other Great Clans. Privately, Tsai despises all of the other clans, and is warmly amused when they suffer. To him, the Crab are only a shield against the Shadowlands, too stupid to avoid scandal. The Crane are hollow shades of the mighty Scorpion, feebly trying to mimic their prowess in court. The Dragon are cowards (which Tsai can ignore, so long as they remain on their fence). The Unicorn are lower in the Celestial Order than eta (being *gaijin* in manner, which outweighs word). And the Phoenix, so proud of their pacifism, do not see the imbalance in their code of bushido; they adhere to the virtue of

*Gi*, while sacrificing those of *Yu*, *Jin*, and *Chugo*. "Mercy is an idle luxury," Tsai likes to say, "that costs more lives than it saves. Any samurai who would throw away lives in the name of peace ignores the welfare of those who follow him."

The Minor Clans? They're *minor*.

Finally, Tsai believes that the Lion are so concerned with *how* they do things, they cannot be bothered with *what* they are trying to do. Of course, this final attitude has changed slightly since his marriage to Matsu Gamako. She is his greatest love - even beyond his devotion to the Scorpion - and has taught him the value of steadfast commitment. Unlike many Rokugani married couples, Tsai and Gamako truly love each other. Though their pairing was arranged, the two quickly grew to cherish one another. Gamako has followed Tsai to Otosan Uchi, keeping her opinions about 'the work' to herself until the two are out of the public eye.

(For more on 'the work', see Book Three: *The Scorpion's Sting*.)

**Bayushi Tsai, District Governor**

Rank 4 Bushi; Air: 3, Awareness 4, Earth: 3, Fire: 3, Water: 3, Void: 3



**Notable Skills:** Acting 3, Battle 4, Courtier 4, Defense 2, Etiquette 3, Heraldry 3, Iaijutsu 2, Intimidation 4, Kenjutsu 4, Law 3, Leadership 3, Lore (Ninja) 2, Lore (Opium Trade) 4, Manipulation 4, Sincerity 4, Stealth 3

**Other Options:** Benten's Blessing, Heartless, Insensitive, Major Ally (Bayushi Shojū), Perceived Honor (0.0/2/0), Vain

When Tsai arrived to claim his post in Otosan Uchi, he brought a new staff of advisors with him, retaining none of the former Dragon delegates. This has infuriated the Dragon, who – correctly suspecting a foul Scorpion plot – have stepped up their interest in the Imperial City. (For more on this, please refer to the Hojize District, page 34).

Tsai's chief advisor is a Shosuro Assassin named Komei, whose loyalty to the Scorpion cannot be questioned, and whose bond to the governor is blood. Komei is Tsai's older brother, and joined the Shosuro Shadow Academy when Tsai was only a small child. He would return sometimes to speak with Tsai – late at night after their parents had gone to sleep. He told his younger brother all the wondrous things he learned, and the miraculous powers he had been given – like the ability to mimic the appearance of others, especially Tsai, whom he resembled to begin with.

Tsai never forgot his brother's remarkable abilities, and requested the Assassin as his 'advisor' within days of his arrival in the Capital. Komei proved invaluable during Tsai's early war

against (other) crime in the district, removing stubborn opponents with ease and discretion. On several occasions, Komei has doubled for Tsai when the governor needed to be elsewhere.

**Bayushi Komei, Advisor/Older Brother to Bayushi Tsai**

**Rank 4 Shosuro Assassin; Air: 3, Reflexes 4, Earth: 3, Fire: 3, Intelligence 4, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Acting 3, Athletics 4, Defense 3, Etiquette 2, Explosives 2, History 3, Hunting 1, Iaijutsu 2, Jujutsu 3, Kenjutsu 3, Knife 4, Lore (Bushido) 1, Lore (Opium Trade) 3, Lore (Scorpion Clan) 2, Mimic 4, Ninjutsu (Shrunken) 2, Poison 3, Shintao 4, Sincerity 3, Sleight of Hand 2, Stealth 3, Theology 3, Torture 2

**Other Options:** Crafty, Major Ally (Bayushi Tsai), Heartless, Perfect Balance, Quick

## Exploring the District

The previous governor of this district was a slovenly Dragon named Mirumoto Kenro, whose lack of discipline prompted the Emperor to order his replacement personally. The new governor is a tough, unforgiving Scorpion named Bayushi Tsai, who has held the esteemed position of hatamoto among the staff of Bayushi Shojū. Since his appointment, the district's appearance and order have improved, the roads are clear, and the streets are



clean of filth. Even the Outer Wall – long abandoned in this part of Otosan Uchi – is being rebuilt.

When he first arrived, Tsai used every contact and favor he had to root out the ruffians, criminals, and smugglers who were feeding from the previous governor's inaction. This proved difficult, but was eventually successful, and the Tsai District is now considered among the most respected and beautiful spots in the Capital.

Scorpions quietly smile at Tsai's sudden rise up the political ladder. It may appear that the Tsai District is free of crime, but the truth is actually far worse: Tsai has brought a gang of Scorpion-funded opium smugglers with him who use the district's ports, warehouses, and merchants' stalls to ply their illegal trade. They grow fat from the city's corruption.

### **BAYUSHI'S MASK**

#### **Location #496**

This geisha house features the finest Scorpion courtesans in the Tsai District, and perhaps all of Otosan Uchi. The building is decorated in broad landscapes and pictures of the ocean. Its placement against the inner edge of the district, near the Eastern Enchanted Wall ("Glory") irks many of the religious squatters that have set up shanty towns along the holy site. Their ire seems to be infectious; neighbors of the geisha house talk of requesting Tsai's famous 'handiwork' again...

### **LEAVES OF SHOSURO**

#### **Location #498**

On the surface, this is a simple tea house, specializing in *macha* brews. But if the right people are asked (or bribed, or interrogated), a small opium studio can be accessed in the rear building. This is one of the smallest of Tsai's operations in the district, and security is generally low. Only a few magistrates know it exists, and they have been paid or intimidated to remain silent.

### **DISTRICT BARRACKS (AKODO TETSU)**

#### **Location #499**

While technically part of Doji Satsume's jurisdiction in the city, the remote location of these barracks – and the fact that none of the soldiers trained here have been worthy of promotion for several years – ensure that they are ignored. The building is an intimidating place, littered with young and brash samurai dying to prove themselves to Satsume or the Emperor. Its only nod to elegance is a simplified Hantei mon above the forward entrance, and several murals depicting Imperial heroes of old. Thirty soldiers may live in the barracks, but only thirteen are currently stationed here, under the command of an Akodo named Tetsu.

### **GUEST HOME (FRIENDS OF GOVERNOR TSAI)**

#### **Location #500**

Personal guests of the district governor stay here when visiting Otosan Uchi. The house is quite lavish, and guarded by two

Scorpion bushi at all times. A dozen such Scorpion comprise the site's full complement of guards, all of whom are familiar to Governor Tsai.

#### **Scorpion Guards (Guest Home)**

**Rank 3 Shosuro Assassin; Air: 3, Earth: 3, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Acting 2, Archery 4, Defense 4, Explosives 1, Hand-to-Hand 5, Iaijutsu 3, Jiujutsu 2, Kenjutsu 4, Knife 4, Locksmith 1, Poison 4, Stealth 4

### **LIFE'S WATERFALL**

#### **Location #502**

This sake house reserves several tables in the rear for Bayushi Tsai, his staff, and their political guests. When Governor Tsai's home or a courthouse fails to project the proper ambiance, it hosts meetings among the myriad depictions of wildlife, nature, and waterfalls. Fountains that mimic cliffside waterfalls decorate every corner of the building's interior.

### **BAYUSHI'S BANE**

#### **Location #503**

This small and run-down hovel houses Agasha Mitsuko, an alchemist who has dedicated her life to medicinal treatments and – to those in the know – poisons. She specializes in Bayushi's Bane, a swiftly-lethal blend of herbs collected along the southern coast of Rokugan. Mitsuko is young (especially considering the knowledge she has acquired), and frequently hosts her parents, who live in the city. Her father is an Imperial Magistrate and her mother a shugenja of the Dragon Clan.

#### **Agasha Mitsuko, Alchemist**

**Rank 2 Agasha Shugenja; Air: 3, Earth: 2, Fire: 3, Water: 2, Void: 3**

**Notable Skills:** Calligraphy 2, Etiquette 3, Heraldry 3, Mizugusuri 3, Poison 4, Sincerity 2

### **SHOSURO'S TEAR**

#### **Location #504**

Governor Tsai and his wife frequent this playhouse and are good friends with its patron, Shosuro Setsuko. *Namida* ("The Tear") – as the regulars refer to it – is always kept in good condition: servants dust the paintings that line the walls twice a day to preserve the precious historical scenes they capture, and polish the floors to a brilliant shine. The central auditorium is a large semi-circle that can seat several dozen. Among the *Namida*'s claims to fame is Shosuro Rui, the district's favorite actress, who is known for her portrayal of Shinjo.

#### **Shosuro Setsuko, Patron of the Namida**

**Rank 2 Bayushi Courtier; Air: 2, Awareness 4, Earth: 2, Willpower 3, Fire: 2, Water: 2, Perception 3, Void: 3**

**Notable Skills:** Acting 2, Courtier 3, Etiquette 3, Heraldry 3, Intimidation 3, Knife 3, Lore (Tsai Opium Trade) 2, Seduction 4, Sincerity 3, Stealth 2

**Shosuro Rui, Popular Ingénue**

**Rank 3 Shosuro Actress; Air: 4, Earth: 2, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Acting 4, Disguise 3, Etiquette 3, Knife 3, Seduction 4, Sincerity 4, Sleight of Hand 2, Stealth 3

**Other Options:** Dangerous Beauty, Read Lips, Voice

**PRIVATE HOME (SCORPION FAMILY)**

**Location #512**

This is a small, nondescript house that most would ignore without a second glance. A Scorpion couple lives here with their three-year-old girl; all three generally keep to themselves. But this mild appearance forms the front for Bayushi Tsai's opium den. (The headquarters of the operation is directly beneath this structure; see Location 791 for more.) A small tunnel runs from the basement of this building into the Opium Den, and across the street to the Inn of the Last Rise (Location 558, in the Hidari District).

**Bayushi Bancho, Seller**

**Rank 2 Bayushi Bushi; Air: 3, Earth: 3, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Athletics 2, Defense 3, Kenjutsu 3, Iaijutsu 2, Etiquette 3, Knife 3, Lore (Opium Trade) 3, Sincerity 1, Sleight of Hand 2, Stealth 3

**Other Options:** Chemical Dependency (Opium), Large, Strength Of the Earth (2)

**Yogo Rujo, Guard**

**Rank 2 Bayushi Bushi; Air: 2, Earth: 3, Fire: 3, Water: 3, Void: 3**

**Notable Skills:** Acting 2, Athletics 2, Defense 3, Jujutsu 5, Kenjutsu 2, Knife 3, Stealth 3

**Other Options:** Benten's Curse, Combat Reflexes, Hands of Stone, Quick

**LIGHT AS THE WIND**

**Location #520**

This small building houses Asahina Omaro, a talented craftsman who specializes in stitching and miniature painting. Three decades ago, he lost both his twin children (a boy and girl) on Kite/Doll Day (see *Winter Court: Kyuden Seppun*, page 66). The junk they were celebrating on ran aground on the coast near Otsan Uchi (Location 463). Since then, Omaro has dedicated his life to honoring their memory. Every year, on the twenty-fifth day of the Month of the Serpent, he converts half of his home into an improvised shop that sells elaborate kites and beautifully painted dolls. This 'store' is only open on Kite/Doll Day, and draws customers from all across the Empire.

**ACHIDAKA DOJO**

**Location #522**

From the outside, this oblong structure appears to be a simple dojo, with only one entrance (to the north). But upon entering the building, visitors find themselves in a labyrinth of irregularly-shaped rooms. Inside this maze are several non-lethal traps, pitfalls, and obstacles that must be overcome to reach the chambers of the sensei, Bayushi Achidaka. Only those who overcome these challenges (which requires guile, and not brute force) may apply for entry into the school.

Bayushi Achidaka is a retired samurai of 50 years, who has long since forsaken his clan affiliation. Now he trains whomever shows promise, revealing the secrets he learned from the Scorpion schools in exchange for fealty and a minimum of five years of the student's life. Achidaka never wears a mask, and is completely bald. He carries a finely-crafted *shinobe-zu* (sword in a cane/walking stick).

**Bayushi Achidaka, Renegade Scorpion Sensei**

**Rank 5 Bayushi Bushi; Air: 5, Earth: 3, Fire: 5, Water: 4, Void: 5**

**Notable Skills:** Acting 4, Archery 3, Athletics 4, Courtier 3, Defense 5, Etiquette 4, Iaijutsu 5, Jujutsu 4, Kenjutsu 5, Knife 5, Shintao 4, Sincerity 5, Stealth 5

**THE CHERRY SPRING**

**Location #524**

The Cherry Spring is a lavish inn near the eastern cliffs. Visitors pay or trade high values here to watch the sun rise over the ocean. You can see the Imperial Palace with crystal clarity from the western second-floor rooms.

**HOME OF DISTRICT GOVERNOR**

**Location #525**

With one of the best views of the Bay of the Golden Sun to be found anywhere in Otsan Uchi, the home of Bayushi Tsai is highly coveted. After cleaning up the district, when Tsai's popularity swelled to record heights he claimed this property (which used to belong to one of the wealthy oyabun he removed). The compound's spacious rooms, libraries, gardens, and storage rooms are currently being renovated, and several sections of the house are off-limits to visitors.

**DRAGON'S MISTS/HOSPITAL (KITSUKI SARU)**

**Location #526-527**

This deep shop houses an *yakuzaishi* (apothecary) whose elixirs and potions cater to the old and dying. Drawing upon ancient Kitsuki knowledge, Saru's products ease pain and reduce symptoms, but never heal; before leaving the Dragon, Saru promised never to interfere with the process of life. She feels responsible for many of her 'patients', however, and has established a small hospital for the worst in the next building (Location 527).

Dragon's Mists is bathed in a golden glow each morning, as the rising sun pierces its eastern windows. The effect lasts several hours each day, and is considered quite beautiful by neighbors, many of whom sit outside to watch the event.

#### **Kitsuki Saru, Conscientious Healer**

**Rank 5 Kitsuki Magistrate; Air: 2, Awareness 5, Earth: 2, Fire: 3, Intelligence 5, Water: 2, Perception 4, Void: 5**

**Notable Skills:** Advanced Medicine 4, Herbalism 4, *Kagaku* 4, Lore (Healing) 3, Medicine 4, *Nazodo* 4, Poison 4, Research 3

**Other Options:** Higher Purpose (Heal the Sick)

#### **YOGO'S STRENGTH**

##### **Location #531**

Yogo Komachi leads the Scorpion swordsmiths in this district (who arrived with the new governor, Tsai). For the last three months, Komachi's weapon-makers have been working non-stop, and are unavailable for other orders – even from fellow Scorpion. Nobody knows what the smiths are working on, though some believe that Shoji has requested excess weapons for a coming alliance between the Scorpion and the Lion in the war against the Crane.

##### **Yogo Komachi, Scorpion Armorer**

**Rank 2 Yogo Shugenja; Air: 2, Earth: 3, Fire: 2, Water: 3, Void: 3**

**Notable Skills:** Armorer 2, Iaijutsu 2, Kenjutsu 3, Lore (Kenjutsu) 3, Weaponsmith 3

#### **ABANDONED HOUSES (THE FOG)**

##### **Locations #534–536**

The former occupants of these buildings – a small-scale gambling operation – were killed during Bayushi Tsai's drive against crime. The murderers, who still hide here, are the last surviving bandits from those who used to prey upon this area. They now call themselves *Kiri* ("The Fog"), after the smoke cloud they use to obscure their terrorist attacks upon the new government.

##### **Kikugoro, Bandit Leader and Terrorist**

**Not Ranked; Air: 2, Earth: 2, Fire: 2, Water: 3, Void: 2**

**Notable Skills:** Athletics 3, Defense 3, Leadership 3, Stealth 4, Yarijutsu 2



#### **ZANKOKU HON'O ("THE BRUTAL FLAME")**

##### **Location #538**

The flame-posts surrounding the Imperial Capital serve as guide-lights for incoming ships and travelers, and to signify the location of Rokugan's heart – even in the dead of night. But this post – one of two built at the tips of the Antlers of the White Stag – has a much less honorable task now that Bayushi Tsai is in charge of it. When the governor needs a body disposed of (as he does frequently, given his dishonorable activities), he has it brought here, and tossed into the pyre at the peak. The citizens of Otsan Uchi, over one hundred feet below, are as yet unaware of this horrible practice.

Tsai posts a minimum of two district guards at the bottom of the staircase leading to the pyre at all times. The chief of these men is Yogo Rujo, who has known Tsai for many years and worked with him several times before. Rujo is familiar with Tsai's underhanded designs, but supports the governor because he believes it benefits the Empire in the end. Rujo suspects that the *Zankoku Hon'o* is haunted by the spirits of those who have been burned here, but as yet, Tsai will not hear the guard's warnings.

##### **Yogo Rujo, Head of Bayushi Tsai's Corrupt Guards**

**Rank 3 Yogo Shugenja; Air: 3, Earth: 3, Fire: 2, Intelligence 4, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Archery 2, Athletics 2, Defense 3, Lore (Maho) 4, Lore (Shadowlands) 3, Meditation 3, Theology 3

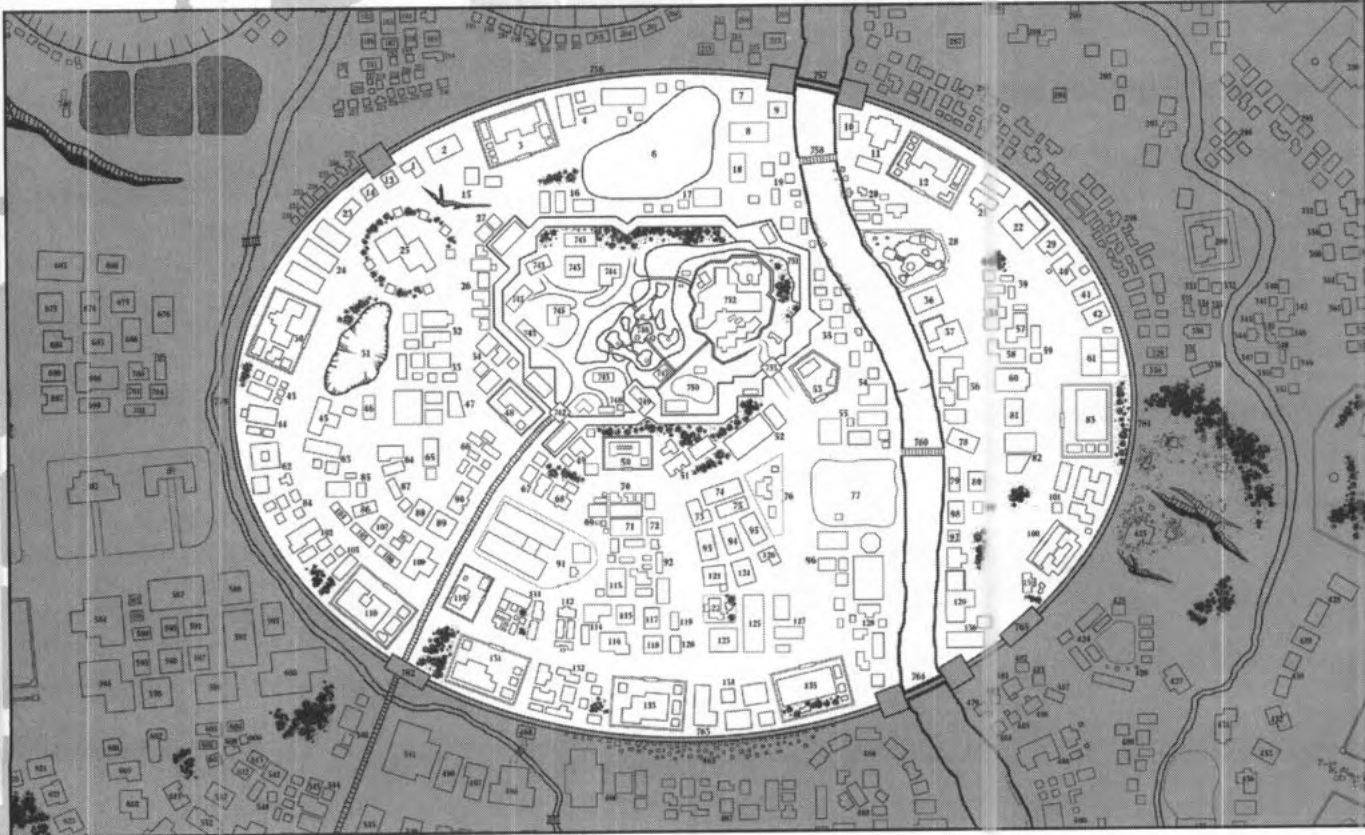
#### **SHRINE TO HOFUKUSHU**

##### **Location #583**


At the edge of the abandoned houses where the Fog Gang is hiding (Locations 534–536) stands a small shrine. Built by former residents in honor of a lesser Fortune named Hofukushu ("Vengeance"), many ignore or even rebuke it. But a few still visit, hoping to find retribution for crimes committed against them. Offerings of rice, sake, and even koku are left before this idol, along with a written list of the target's crimes. Sometimes, personal belongings of the target are left as well, if available. Hofukushu supposedly considers the value of every petition, reinforcing the negative karma of the truly wicked as warranted.

But since Bayushi Tsai's arrival, the purpose of this shrine has been distorted – not by the governor, but by his advisor (Bayushi Komei; see page 74). Seeking recompense for all the evil he has perpetrated in his life, Komei absconds with the offerings left at Hofukushu's shrine, rendering his own judgments about the targets (clouded by his own amorality, of course). If Komei deems the targets worthy of their victims' ire, he seeks them out and punishes them. This is Komei's way – quick and painful; he does not know how to reward the virtuous, only lash out in anger and spite.

(For more on Bayushi Komei, see his description and statistics on page 74.)







## The Ekohikei Districts

The four districts that comprise the Ekohikei are found inside the Miwaku Kabe (Enchanted Walls), surrounding the Forbidden City. Their government structure, primary NPCs, and many of their most notable locations can be found in Book Two of this boxed set as the focus of Miya Yurikago's guided tour through the heart of Otosan Uchi. This section and the master location index (page 89) present the locations Yurikago ignores.

### PRIVATE HOME (HIRUMA NEIRU)

#### Location #1

This small cottage belongs to Hiruma Neiru, who has lived in Otosan Uchi since he was just a boy. His father Ine, an esteemed magistrate, was assigned to the Karada District nearly eighty years ago, to investigate charges of criminal activity in the Yasuki Trading Grounds (Location 6). When Ine was murdered during a sting operation against the Oyabun syndicate in the Ekohikei, his holdings - including this house - fell to Neiru. Today, the retired scout refuses to leave, even though the Oni Warai (Location 15) is expanding, and will soon swallow his house whole.

### KURO SUCHIRO (BLACK STEEL)

#### Location #2

Recently, deposits of ore found along the upper tiers of the Oni Warai (Location 15) have produced remarkably strong weapons and armor when forged properly. Kaiu Bakin, an ambitious metalsmith, has seized the opportunity and purchased this large structure near the crevice. He employs twenty heimin workers who mine the ore and bring it to his forge, where he produces katana, mempo, and armor. The slick, light-weight, and incredibly strong items have caught on with the Imperials, and their smoky color should be the fashion rage of this year's Winter Court. Already, Bakin has agreed to complete two dozen custom pieces by the end of the summer. Bakin works alone, and none know how he manages to produce so much so quickly. So far, Bakin sn't talking.

The truth of the matter is that the metal deposits beneath the Ekohikei have been corrupted by the presence of the Oni trapped

within the Western Miwaku Kabe (see Location 756 for more). The metal it produces is powerful (armor adds +5 to the standard TN for its type, and weapons roll, but do not keep, an extra die of Damage), but has a degenerative effect the longer it is used. For every week the items are worn regularly (at least 50% of one's waking hours), the bearer must roll his Willpower against a TN of 10 plus 5 for every week the item has been worn. Failure means that the bearer receives a Point of Shadowlands Taint. Bakin himself works with the metal every day, and the effects are beginning to show.

#### Kaiu Bakin, Imperial Metalsmith

**Rank 3 Engineer; Air: 2, Reflexes 4, Earth: 4, Stamina 6, Fire: 2, Water: 1, Strength 5, Void: 2**

**Notable Skills:** Appraisal 2, Armorer 4, Athletics 3, Battle 2, Commerce 2, Engineering 2, Hand-to-Hand 4, Intimidation 3, Tetsubo 2, Traps 2, Weaponsmith 4

**Other Options:** Ambidextrous, Hands of Stone, Patron (Many), Shadowlands Taint (Rank 3.8; inhuman strength and endurance; thinks his 'creations' are alive, and speaks with them)

### TASTE OF EMPIRE

#### Location #8

This row of stalls is open twenty-four hours each day, offering the widest selection of Imperial delicacies available anywhere in the city. Competition between heimin and samurai food sellers is fierce, and no stall is ever empty for longer than a day.

### INLAND FERRY

#### Location #10

This small building lies below street level in the Hito District, nearly level with the River of the Sun. A single, thin wharf juts out into the slow-moving water, where a trio of heavy junks tie up. The owners of this business - two Iuchi shugenja who have focused their studies on water and air kami, respectively - charter the junks for trips inland to the Hub Villages and Shiro Akodo. When asked to ferry people around the Imperial City, they recommend the rickshaw service of Ryomi and her daughter Chuiko (Location 703) as an alternate means of transportation.

### "WELCOME HOME"

#### Location #14

Between the southern guard post (Location 13) and the old war offices of General Nakahira (Location 23) is a small fenced shrine, consisting of a tall mound of dirt and a torii arch. Soldiers returning to Otosan Uchi from fighting abroad (not as common today as it once was) often pray at the arch - in thanks for their own opportunity to fight again, and for the spirits of those who fell beside them. If the weapons of the fallen were recovered, they thrust the steel of those who were lost into the earthen mound. Eventually, eta collect the weapons and inter them with the honored dead.

## **KOKU WELL SPENT**

### **Location #16**

The buildings found in this shaded grove are owned by a collection of merchants from the Trading Grounds (Location 6), who have founded a 'club' devoted to the welfare of the Imperial City and its inhabitants. They sponsor political rallies, subsidize free theatrical performances, and offer aid to the downtrodden.

## **KAWABITO (RIVER CREW)**

### **Location #20**

Anyone may reside in this cramped compound, so long as they help the eta of the city in their 'river duties' (generally composed of dragging refuse from the water with long polearms and scouring the banks for unsightly objects).

## **WAR OFFICES (LANDMARK)**

### **Location #23**

This bungalow-style structure was among the first built by the Imperial Armies when it became apparent that Fu Leng's horde was approaching the capital. From here, General Doji Nakahira planned the defense of the Southern and Western Walls of the city. Thus, even though it stands directly across from the Temple of the Seven Fortunes (Location 25), it has been preserved.

## **FORTUNE'S PLAZA (CHISEI DISTRICT COURTS)**

### **Location #34**

More than any other district in the Ekohikei (and perhaps the city), Chisei is known for its complex political arena. Its elaborate and maze-like court buildings sport bridges that stretch over sparkling statue gardens, and dozens of private rooms and alcoves for discreet conversation. For years, Governor Foruku has tried to expand the courts by purchasing a string of private homes (Location 26), but the resident nobility refuses.

## **DORO NO KICHO KAGE (ROAD OF THE PRECIOUS SHADOW)**

### **Location #35**

Stretching from the rear entrance into the Forbidden City - where the Road of Fast Hopes (Location 760) begins - into the Karada District, this string of lowly shacks, shanties, and desperate hovels belongs to the least respected elements of the Ekohikei. Heimin, ronin, and (secretly) even a few eta survive here, using the dilapidated docks to fish or trade.

## **THE THOUSAND STORY INN**

### **Location #36**

This tall public house is very welcoming, with brightly-painted walls and shingles shimmering in the sun. The proprietor is a young Ikoma bard whose stories of ages past make one think he actually lived through them. This is impossible, of course; Ikoma Chomei is little more than twenty years old. But from his words, he could easily be a thousand...

### **Ikoma Chomei, Master Storyteller**

**Rank 2 Ikoma Bard; Air: 2, Awareness 3, Earth: 2, Fire: 2, Water: 2, Perception 3, Void: 2**

**Notable Skills:** Bard 4, Calligraphy 2, Etiquette 3, Heraldry 2, History 3, Lore (Many) 2, Sincerity 5

**Other Options:** Inner Gift (sees past with absolute clarity)

## **PRIVATE HOME (TOGASHI YORI/HATSUMIRI)**

### **Location #37**

What appears to be a minor shore compound is actually a private estate surrounding a deep courtyard. The owner of this beautiful property is known as Togashi Yori, a merchant who achieved success trading tattoo designs in the Dragon Mountains. In truth, however, he is a vile and brutal heimin, dedicated to violence as an art form. At least twice a week he 'purchases' men and women who are brought to him by boat from upstream. The prisoners are usually vagrants and peasants who will not be missed. He immures them in his dungeon until he finds a suitable match, whom they are pitted against in his enclosed ground-floor courtyard. The remains of losers are tossed into the sewers.

### **Togashi Yori/Hatsumiri, Demented Collector**

**Not Ranked (Heimin); Air: 2, Earth: 3, Fire: 2, Intelligence 3, Water: 2, Perception 4, Void: 2**

**Notable Skills:** Acting 2, Appraisal 4, Athletics 2, Battle 2, Commerce 3, Hand-to-Hand 3, Lore (Pain) 2, Oratory 3

## **MOUNTAIN TO MOUNTAIN**

### **Location #41**

This building houses a number of fleet-footed couriers who, for a nominal fee, will deliver messages to any civilized location in Rokugan. Costs are calculated according to the distance and relative danger of the trip, and the quality of the courier. Prices include the cost of feeding and housing the courier en route. Interviews for new couriers are held on the second day of each week. Candidates should enjoy traveling.

## **MYSTERIES SOLVED**

### **Location #42**

The founder of this business (and the Mountain to Mountain courier service) is an able-bodied Kitsuki named Sugan. Independently wealthy after his former lord willed him a small fortune, Sugan now devotes his time - and expert investigative skills - to those in need. There is no cost for him personally to explore a problem, though he turns down many more cases than he accepts. He will meet with anyone, however, and is gracious regardless of the request. Supernatural opponents and impossible puzzles intrigue him, and always receive his undivided attention.

For some time, Kitsuki Sugan has known that an *oyabun* threat exists in the Ekohikei. He suspects that it is widespread, but has not proven anything to the local magistrates.

### **Kitsuki Sugan, Investigator for Hire**

**Rank 3 Kitsuki Magistrate; Air: 3, Earth: 3, Fire: 3, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Athletics 1, Cipher 3, Courtier 2, Defense 2, Iaijutsu 1, *Ichi-Miru* 2, Kenjustu 1, Law 2, Locksmith 2, *Nazodo* 3, Poison 1, Research 3, Sleight of Hand 2, Stealth 3, Traps 2

**Other Options:** Perfect Balance, Nemesis (Doji Imoko, Oyabun Lieutenant, Location 63)

### **KURABU SENSEI (DIVER'S CLUB)**

#### **Location #54**

These two buildings house the men and women who have made it fashionable to dive along the banks of the River of the Sun. Each morning, while the sun still shines above the sluggish waters, the divers venture out into the murky depths. Though it is illegal to swim past the breakers just to the south of the group's buildings, a few divers take the risk. Nearly as many do not return.

### **UNIVERSITY (ENGINEERING, KAIU JINSIN)**

#### **Location #56**

The Hito District acquired the near-legendary talents of Kaiu Jinsin when he fell in love with an Otaku Battle Maiden. Since their marriage, the district has offered him this land to erect 'the finest engineering school ever known'. He agreed, and began design on this wondrous complex soon after. Each of his students has incorporated at least one original idea into the design of the university buildings; it is a graduation requirement.

#### **Kaiu Jinsin, Headmaster of the Hito Engineering University**

**Rank 5 Kaiu Engineer; Air: 3, Earth: 2, Fire: 2, Intelligence 5, Water: 2, Perception 5, Void: 4**

**Notable Skills:** Battle 3, Engineering 5, Siege 5, Traps 5

**Other Options:** Contrary, True Love (Otaku Gorei)

### **ARTISAN ALLEY**

#### **Location #57-59**

From the outside avenues (and the backside of the Stars by Dawn Theatre, Location 38), these buildings appear to be abandoned. In reality, they are flop-houses for artisans, performers, and other creative sorts who cannot find work anywhere else. They ply their trade on make-shift stages and inside worn tents made of burlap and sticks among the convoluted allies between the buildings they sleep in.

### **HERO'S GROVE**

#### **Location #62**

Perhaps in reponse to the Scorpion Clan's harsh treatment of traitors (see 'The Traitor's Grove', *Way of the Scorpion*, page 103), or in spite of their ancient enemy, Crane herbalists have built this three-story arboretum which remembers the honored dead of the Scorpion Clan. Shrines are erected to famous fallen enemies of the Crane, and visitors may purchase orchids.

### **AKARU MURAI (BRIGHTER FUTURES)**

#### **Location #63**

Many of the finest heroes of the Seven Great Clans spent their earliest years here, learning the fundamental lessons of life from headmistress Doji Imoko. The subtle, nurturing methods of mistress Imoko are so renowned that many nobles ignore the obvious clan borders within the city, sending their Lion, Crab, and even Scorpion children to this esteemed school. Classes never exceed thirty or forty students per season, many of whom graduate into the College of the Hunt (Location 45), under Imoko's husband, Shinjo Sozien.

### **SEASONS CHANGE (MADAM KATOKO)**

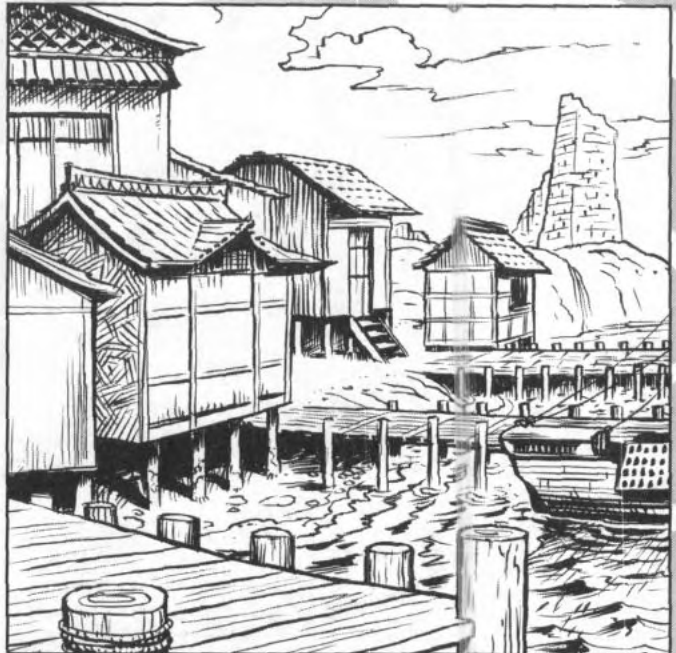
#### **Location #64**

Only the wealthiest and most style-conscious shop here. Madam Katoko (whose clan and family remain unknown) and a fleet of tailors, beauty specialists, shoe-makers, and experts in civility watch the court functions of the Imperials religiously for the next big trend. Within twenty-four hours, they can mimic any fashion and deliver suitable attire to the customer. Seasons Change is closed during Winter Court.

### **SIGHT UNSEEN**

#### **Location #69**

Externally, the three small cottages here are the dwellings of a trio of competent bushi, offering their services to whomever will feed and clothe them. Akodo Chui, Bayushi Tsunako, and Shiba Denori are friendly, open, and accomodating, and enjoy mutual conversation. But the three bushi are actually Shosuro Assassins in their second year of training. They hire on with groups of samurai, testing their impersonation skills while honing their combat training.



## IMPERIAL MINT

Location #70

This large block of buildings directly across from the home of the Emerald Champion houses the smelting and minting facilities for koku. All Rokugani coins are made here.

## LITTLE ROKUGAN

Location #79

The side of this private home that faces the Road of Fast Hopes (Location #760) has been converted into a puppet theatre box, which hosts marionette performances of Rokugan's greatest tales three times a day. New puppets and stories premiere each month, always reinventing the truth with lyrical (if sardonic) wit.

## SHINJO'S THUNDER

Location #82

Visitors to these buildings are treated with a series of detailed exhibits presenting the Unicorn legend of Shinjo's travels beyond the northern mountains. From her first encounter with the brutal Ujik-hai to her final confrontation with the fury of the Living Darkness, every display is boldly mounted from the Thunder's perspective.



## GEIJUTSU NIKATACHI ("THE ART OF FORM")

Location #86

The interior of this small, two-story building holds many intertwining hallways, periodically sprinkled with small alcoves featuring men and women of extraordinary strength, agility, and shape. Throughout the day, visitors can watch these physical adepts as they perform amazing feats... or remain perfectly still.

## NAZOMACHI (THE RIDDLE)

Location #92, #113

Decades (or perhaps centuries) ago, this section of the Kanjo District was quietly appropriated by an unassuming Bayushi, a lanky man with sparkling eyes known as Hamanari. Each morning, strings of nonsensical kanji appeared on the walls of the buildings and alleys between. Shop owners called on shugenja, then magistrates, to discover the cause and nature of the symbols, but each succumbed to Hamanari's mysterious charm in turn, and soon began painting beside him.

Eventually, the merchants, craftsmen, and inn workers moved on, finding it easier to move than fight the thin Bayushi. The populace of the Kanjo District believed that Hamanari haunted the neighborhood, and they began to walk around it rather than risk an encounter with him. Today, all the shops, inns, and craftsman's houses here are abandoned, and covered in line after line of garbled writing. Many have tried to decipher the language, or speak with the Bayushi, but all have failed. Hamanari - who, regardless of legend, is flesh and blood - continues to scrawl across the walls of his home, waiting for someone to unlock the kanji's secret wisdom.

### Bayushi Hamanari, The Answer

Rank 5 Bayushi Courtier; Air: 1, Awareness 7, Earth: 2, Fire: 2, Intelligence 5, Water: 1, Perception 3, Void: 4

Notable Skills: Acting 5, Bard 4, Courtier 4, Craft (Riddles) 4, Investigation 5, Mimic 3, Poetry 4, Rhetoric 4, Sincerity 4

Other Options: Clear Thinker, Forbidden Knowledge (10)

## PRIVATE HOME (IKOMA UGURO)

Location #97

From this small building, Ikoma Oguro strives to improve the careers of the performers around him. Using the techniques he learned as a bard, he travels the city and meets with potential patrons, hoping that someone will hire one of his 'clients'. But like those he represents, Oguro is not incredibly good at what he does (otherwise, he would be working for the Artisans of the Chisei).

### Ikoma Oguro, Artist Representative

Rank 4 Ikoma Bard; Air: 2, Awareness 3, Earth: 2, Willpower 4, Fire: 3, Water: 2, Void: 2

Notable Skills: Bard 2, Calligraphy 3, Courtier 3, Etiquette 1, Heraldry 2, History 2, Law 3, Lore (Entertainment) 2, Oratory 2

Other Options: Irreproachable, Vanity

## CHISAI GORAKU (LITTLE PLEASURES)

Location #98

The scenery here complements this plaza's intention quite well. Unfortunately, even the Great River's gentle waves cannot soothe the inept performances that tarnish this plaza each day. The jesters here are offensive, the dancers clumsy, and the artists sloppy. There is always talk of replacing them, to save the rest of the Performer's Quarter the shame.

## MEZURASHII ("THE FRINGE")

Location #107

As part of *Henarabi* ("Oddities Row") – which also consists of Locations 86 and 108 – this structure has been relegated to a low-visibility spot obscured by more 'accepted' neighbors. In fact, the short street it faces is only accessible through the western Artisan Quarters or by hiking around the Field of Sharp Returns (Location 109).

Inside *Mezurashii*, the curious and inventive find a wide selection of unusual art. Ranging from the blatantly amateur to the dazzlingly professional, the gallery includes pieces that would be banned elsewhere due to their subject matter (e.g. vivid depictions of ignominious deaths, mistakes made by the Imperial Families, and portraits of shamed Rokugani), or disregarded as 'unfocused'. Yet here, art in all forms is accepted – indeed, relished – and sold to whomever will pay.

Periodically, this studio also features what many visitors call 'experimental music and theatre'. Instrumentalists come here to challenge themselves, or work with unconventional combinations of rhythm, sound, and lyrics.

## CELESTIAL PATHS

Location #108

The roof of this building has been removed, so that the second floor opens to the sky. Inside, telescopes have been set up to observe the moon and stars, with drafting tables to record the observations. Celestial Paths is publicly known as a haven for astrologers, fortune tellers, and students of the heavens. They sell hand-drawn maps of the stars as they looked when a person was born, or whenever they desire. When they are not making a living, these aspiring researchers document and research their own theories about the universe beyond.

## LION ANCESTRAL VAULT

Location #111

Although most of the most honored Lion heroes are interred at the Akodo Hall of Ancestors near the Spine of the World Mountains, the Lion maintain this separate site for the remains of bushi who have proven themselves in or near the Imperial City (which occurs more often than one might think – especially now, with the war against the Crane inching closer by the day). The innermost tombs contain those who fell guarding the city against Oni Medatsu and the legions of Fu Leng.

## DAIGAKU KISEKI (COLLEGE OF MIRACLES)

Location #114

Part hospital, part research academy, this compound catalogs the source of power within humanity which often manifests as mystic abilities (School Techniques, Void) or mental phenomena (Inner Gifts). Though commonly classified by shugenja and monks as 'chi' or 'ku', these academics that refuse to accept such assumptions at face value. They are determined to delve into the hidden secrets of mortal 'magic'. In return, they are commonly branded as heretics and ignored.

## PRIVATE HOME (YASUKI RIJI)

Location #124

Unjustly accused of siphoning family profits from legitimate deals with the Crane and Phoenix, Yasuki Riji gave up his birthright and struck out on his own. For years, he lived as a ronin, unable to convince anyone of his innocence. He made money wherever and however he could, sending everything he did not need to survive back home to his sister, who was afflicted with a serious disease of the nerves. Then, unexpectedly, a former business contact named Asako Guhito came forward with testimony that cleared Riji's name. Yasuki Riji regained his family name, but refused to return to them, fueled by an intense hatred for the clan that had spurned him. Guhito offered Riji a post in the Imperial Capital, resolving the conflicts of others. Riji eagerly accepted, and has remained here ever since.

**Yasuki Riji, Arbiter**

**Rank 3 Yasuki Merchant; Air: 2, Awareness 4, Earth: 2, Willpower 3, Fire: 2, Water: 2, Perception 4, Void: 3**

**Notable Skills:** Acting 3, Appraisal 4, Commerce 4, Courtier 3, Craft (Lying) 3, Defense 2, Etiquette 4, Gambling 4, Heraldry 3, Intimidation 3, Oratory 4, Seduction 2, Sincerity 4

**Other Options:** Balance, Dependent (Ailing Sister), Heart of Vengeance (Crab Clan)

## PEASANT SHANTY (IYOSUKE)

Location #126

When information about the city and its inhabitants is needed quickly, few sources are more ready than Iyosuke. Operating from a tiny shack near the Imperial Training Grounds, this slippery youngster has his ear in so many circles that he can almost report what is happening before it occurs. Unfortunately, he cannot read well, and sometimes makes minor mistakes.

**Iyosuke, 'News Collector'**

**Not Ranked (Hinin); Air: 2, Reflexes 3, Earth: 2, Fire: 2, Water: 1, Perception 4, Void: 1**

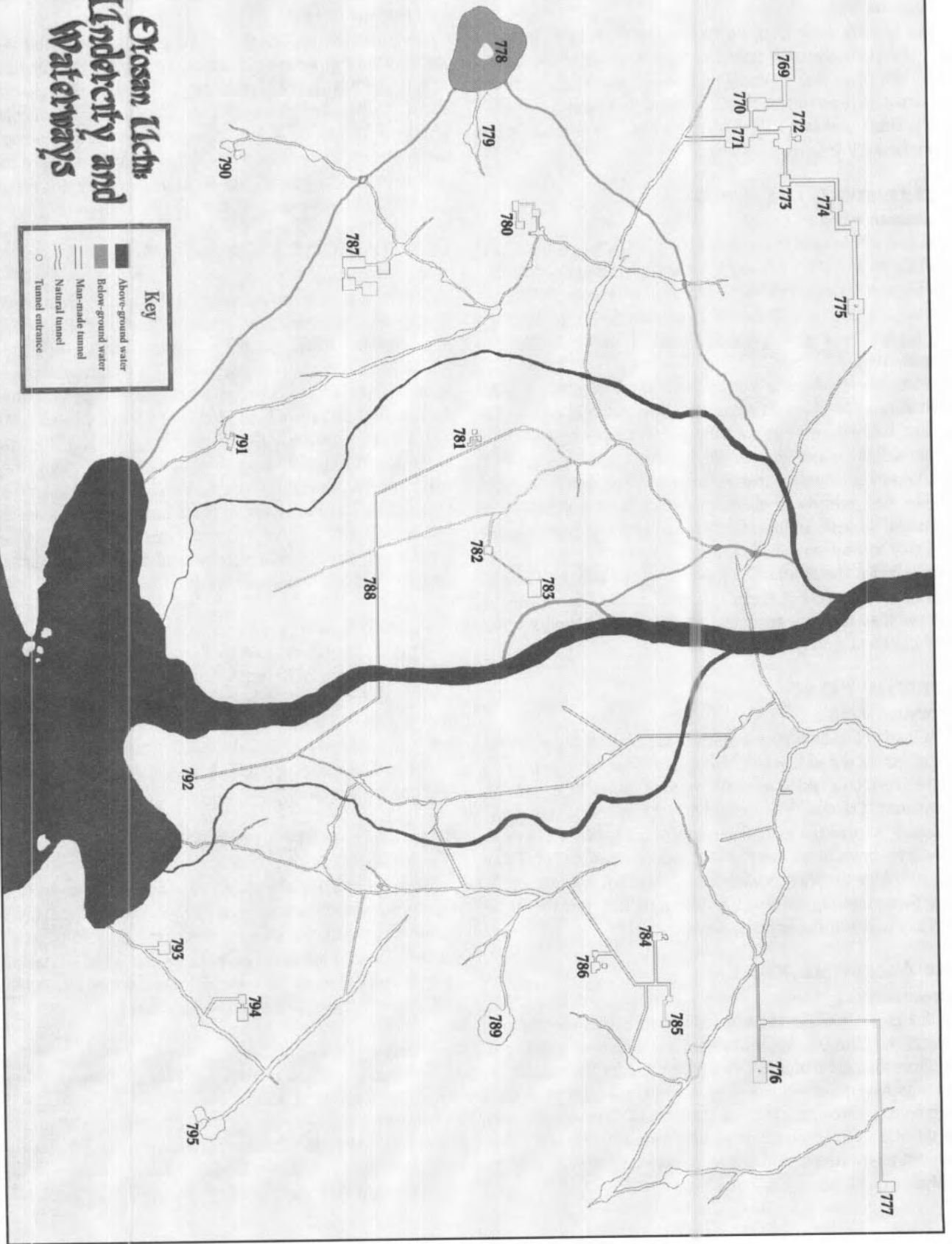
**Notable Skills:** Appraisal 3, Athletics 2, Calligraphy 1, Commerce 1, Defense 2, Investigation 1, Knife 1, Lore (Otosan Uchi) 4, Oratory 1, Sincerity 2, Stealth 3


**Other Options:** Absolute Direction, Daredevil, Small

# Orosan Ticks Undercity and Waterways

**Key**

-  Above-ground water
-  Below-ground water
-  Man-made tunnel
-  Natural tunnel
-  Tunnel entrance





# Beneath Otosan Uchi

Over the last thousand years, Rokugan's coastline has been ravaged by ferocious storms, devastating earthquakes, and terrain-shifting mudslides. In Otosan Uchi, this is doubly true. The Imperial City's foundation has twisted and splintered under the weight of an ever-growing population, new and heavier structures, and an immense faultline stretching from the southwestern farmlands to the northwestern coastline.

Bandits, smugglers, inhuman menaces, and even Imperial architects have dug into the soft earth here, making the situation worse. Today, the natural subterranean caverns beneath Otosan Uchi are complemented by many labyrinths, tunnels, and hidden compounds, containing a variety of dangerous predators. The humans and creatures living below the Imperial City live in close proximity to one another without coming into regular conflict.

This chapter details the principal locations, groups, and NPCs that reside beneath Otosan Uchi. Like Chapter Thirteen, this territory is not a district, and does not have a central government or other common denominators linking the various pieces together. Several groups of locations (such as the Kolat installation, Locations 769–775) share a purpose and contents, but are still presented separately here.

## **KOLAT STRONGHOLD**

**Locations #769–775**

Of the underworld influences in Otosan Uchi, none is more pervasive than the Kolat. The invisible conspiracy has infiltrated the Hayasu residential district and almost completely controls the Chisei and Kanjo Districts of the Ekohikei. The Kolat in the Imperial City work towards undermining the Imperial Family's control over Rokugan, so that they alone may guide its future. Kolat activities here revolve around the long-term plans at the very heart of their conspiracy, and they take the same care with them as they do with their most prized secrets. Agents and sleepers have already been placed in prominent positions, ready to take an active hand at the right time.

The Kolat's underground installation is guarded by some of their most proficient warriors, and their operatives coordinated by

one of their greatest minds, a man known to them only as *Shiruku* ("Silk"). Every agent, sleeper, and affiliate in Otosan Uchi is treated as a separate cell, answering either to another cell or (most often) directly to Shiruku. A central directive marks every decision made for the Kolat in the Imperial City, which every operative works individually to fulfill. Shiruku takes his orders directly from Akae, the Moneylender (see *The Merchant's Guide to Rokugan*, page 93), who remains in contact exclusively through the Oni's Eye.

(For more on Kolat operations in Otosan Uchi, see Locations 469, 711.)

### **Shiruku, Kolat Coordinator**

**Rank 4 Yogo Shugenja; Air: 3, Awareness 5, Earth: 3, Fire: 3, Intelligence 4, Water: 2, Perception 5, Void: 4**

**Notable Skills:** Acting 4, Appraisal 2, Calligraphy 3, Commerce 4, Courtier 3, Etiquette 2, Heraldry 2, History 4, Investigation 4, Law 3, Lore (Kolat) 3, Manipulation 5, Meditation 3, Political Maneuvering 4, Sincerity 4, Theology 2

**Other Options:** Innate Ability (Reflective Pool), Yogo Curse

## **KOLAT "VAULT"**

**Location #769**

The most heavily protected location in the Kolat Stronghold, this enormous reinforced room contains several key elements of their master plan to wrest control of the Imperial City. Among them are three tears from the Oni's Eye (see *The Merchant's Guide to Rokugan*, page 15), which allow Shiruku and his minions to remain in contact with Amae. Innumerable scrolls are also hidden here, containing a dizzying array of shameful information, testimonial evidence, proof of heritage, and so forth; this information is being saved for a time when the Kolat need someone deposed from the Imperial court/government, or require their 'assistance'. Important finds in Otosan Uchi are stored here until they can be transported back to the Hidden Temple.

## **KOLAT ARMORY**

**Location #770**

The guards at Locations 771 and 775 receive their weapons and armor here. The blacksmith in charge of maintaining Kolat armaments is a former Hiruma named Gizoro, who is completely dedicated to their cause. He was recruited as a boy when his parents were incidentally murdered during a Kolat plot (a fact that has been kept from him), and raised to believe in nothing except the Kolat philosophy.

### **Shiruku, Kolat Coordinator**

**No Rank (Ronin); Air: 2, Earth: 4, Fire: 2, Water: 4, Void: 2**

**Notable Skills:** Armorer 4, Athletics 3, Defense 3, Hand-to-Hand 3, Locksmith 3, Weaponsmith 4, Wrestling 3

## **KOLAT GUARD STATION/BARRACKS**

### **Location #771**

There are two entries into the Kolat stronghold, this one and Location 775. While most use Location 775 to enter the city, this location spills out into the rest of Ootosan Uchi's undercity. To protect against the others that live below (human or otherwise), the Kolat typically post three to five guards in this room, who can rouse up to a dozen more.

### **Kolat Guards**

Rank 1-2 Bushi (Various Schools); Air: 2, Earth: 3, Fire: 2, Water: 2, Void: 2

**Notable Skills:** Starting Skills from their Bushi School at Ranks 2-3

## **KOLAT HEADQUARTERS/PERSONAL CHAMBERS**

### **Location #772**

This small complex hosts meetings and planning sessions. Shiruku sleeps here as well, in one of the small side rooms.

## **KOLAT "GUEST QUARTERS"/HOLDING CELLS**

### **Location #773**

This block of rooms (nine in all) can be lavished in fine silks and comfortable futons for honored guests, or stripped bare and locked away for prisoners.

## **PERMANENT AGENT QUARTERS**

### **Location #774**

Each of the most important Kolat agents in Ootosan Uchi maintains a small room here, where they can retire if they wish. Miharuko (Location 109) stays here regularly.

## **KOLAT GUARD STATION/MESSAGE CENTER**

### **Location #775**

The final location in the Kolat Stronghold is similar to Location 771, and statistics for guards are unchanged. The principal difference here is the presence of a trapdoor leading into the city above, opening beneath the home of Azito, an eta messenger for the Kolat (Location 710).

## **HIDA NARI'S TUNNELS AND NEZUMI NEST**

### **Location #776-777**

These tunnels were recently discovered by Hida Nari, the occupant of a private home in the Hojize District (Location 389). Their original intent is unknown, but Nari is currently using the tunnels to wean several Nezumi newborns, and nurse their mother back to health after a hard labor. When the ratlings are old enough, they (and their mother) will return to their family in Location 417, but until then, the presence of newborn ratlings would jeopardize the local residents' continued acceptance of the tribe in their midst. So Nari hides them here, protecting and feeding them until they are old enough to be moved.

### **Hida Nari, Nezumi 'Midwife'**

Rank 4 Hida Bushi; Air: 2, Awareness 3, Earth: 3, Fire: 2, Agility 3, Water: 4, Void: 2

**Notable Skills:** Animal Husbandry 2, Athletics 3, Defense 3, Kenjutsu 3, Lore (Nezumi) 3, Medicine 3, Shintao 3, Tetsubo 4

**Other Options:** Crab Hands, Soft-Hearted

## **OYABUN HIDEOUT/UNDERGROUND LAKE**

### **Location #778-779**

Most of the oyabun in Ootosan Uchi (and all of the powerful or influential ones) report to Ide Tenseko, a criminal mastermind who has appropriated this small island. Its shores are lined with sharp rocks and coral reefs, preventing entry from all but one direction, which faces the only dry cavern entrance nearby (leading to Location 779). A humble mansion can be seen from the single guarded wharf, which belies a lavish interior. The cavern (Location 779) houses Kyaku, Tenseko's 'pet', an albino Naga abomination with a hunger for human flesh. Both Tenseko and her Naga minion are described in Location 15, the Oni Warai.

## **ABANDONED ESCAPE TUNNEL (PARTIALLY COLLAPSED)**

### **Location #780**

Long ago, a governor of the district now known as Ochiyo designed and constructed several hidden shelters and escape routes beneath the merchant quarter. They have long since been forgotten, however, and now remain buried, accessible only through two small passages from the north.

## **SIEGE STORAGE AND LONG-TERM HOUSING**

### **Location #781**

This supplemental storage beneath the Chisei District is intended for use during a siege. Barracks-style housing has also been constructed here, for use by the nobility of the Imperial Palace, should the need arise. Ironically, though the storage and housing fall under Governor Furuku's province, he has no knowledge of them; the resource is meant for Imperials only.

## **IMPERIAL LABYRINTH AND GUARD STATION**

### **Location #782-783**

The Emperor's Labyrinth lies inside the Imperial Mound (Location 752), closer to the surface than most of the locations in this chapter. Access tunnels can be found in the lower (ground) level of the Imperial Palaces (central, Seppun, and Otomo), and along the shores of the Scorpion's Tale (Location 751). Entering the labyrinth does not assure entrance into Ootosan Uchi's undercity, however; Scorpions have cast wards upon most of the labyrinth and nearby tunnels as well, and the same rules for getting lost that apply in the Imperial Palace (see Book Two, page 96) apply here - without the Hantei Blood Advantage, of course. Beyond that, at least two Imperial House Guards are always on duty at Location 782, to check the papers of all who pass.



### Imperial House Guards

Rank 3-4 Seppun Miharu; Air: 3, Earth: 3, Willpower 4, Fire: 3, Water: 3, Void: 2

Notable Skills: Archery 2, Battle 3, Defense 4, Etiquette 1, Iaijutsu 2, Kenjutsu 4, Obeisaseru 2

### SMUGGLERS' HIDDEN BASE

Location #784-786

Until the last few months, bandits occupied this base, smuggling Phoenix, Crane, and Lion contraband into the city through front shops in the Toyotomi District. But the Tortoise Clan (Locations 463 and 793-794) felt threatened by their operation, and discreetly informed Toyotomi magistrates of the smugglers' location. The magistrates swept through this base, meeting frightened resistance at every turn. The confrontation rapidly degenerated into bloodshed, leaving the magistrates with several dead smugglers. The base was closed up, leaving the bodies to rot with their ill enterprise. Today, the ghosts of the smugglers haunt this shadowed place.

### KANSHI COMMUNITY

Location #787

Immediately beneath the Temple to the Sun Goddess and various shrines in the Ochiyo District, this complex was originally another siege storage and housing domain. But an aggressive group of Shintao monks have converted it into a stronghold against the Taint, from which they venture out into the undercity to purify the tunnels. Recently, they have found an Oni's lair in a nearby cavern (Location 790). Knowing the beast to be far too powerful to combat directly, they are instead purifying the cavern entrance so that it cannot leave. Their tactic has succeeded so far, though they lost one careless monk during the purification ritual when he stumbled into the Oni lair by accident.

### IMPERIAL ESCAPE ROUTE

Location #788

Leading from the Imperial Labyrinth to escape tunnels along the shoreline of the Bay of the Sun, this long tunnel contains wards identical to those in the Imperial Mound (see Book Two, page 96).

### SINKHOLE

Location #789

Unknown to Toyotomi engineers, the fault beneath the city has caused many sinkholes to appear beneath populated areas. By far the worst example, this sinkhole threatens to consume several private estates just inside the Outer Wall (Locations 380-385).

### ONI LAIR

Location #790

A pathetic Oni no Wakeru resides in this watery cavern. Unable to leave its lair due to the purification rituals of the monks at Location 787, it is slowly wasting away. The only

sustenance it has found thus far has been a single Shintao monk that ventured too far into its lair when performing the ritual.

### Oni no Wakeru

Earth: 3 (Stamina 1)

Water: 3 (Strength 1)

Fire: 3

Rolls When Attacking: 3k2

Rolls For Damage: 3k2

Armor: 0

Wounds: 10: -1; 20: -2; 30: Splits (see *Shadowlands*, page 91)

### OPIUM DEN

Location #791

Drawing on its easy beach access from the Bay of the Golden Sun, the governors of the Tsai and Hidari Districts earn more than ten times their annual taxes with this establishment alone. Only 'personal friends' of the governors are allowed inside this den, which has surface entrances in Locations 512 and 558.

### IMPERIAL ESCAPE TUNNEL

Location #792

Unknown to the Imperial Families, the entrance to their escape tunnel from the Labyrinth (Location 783) has been covered by the construction of Bayushi Mokai's new home (Location 494). This was unintentional on the part of the Higshikawa District governor, who doesn't know that the escape tunnel exists.

### TORTOISE SMUGGLERS

Location #793-795

As described on page 17 of the *Clan War: Toturi's Army and Yoritomo's Alliance* book, and in *The Way of the Minor Clans*, the Tortoise Clan trade (both legally and illegally) with the Phoenix provinces to the north of Otosan Uchi, and ports beyond the Great Wall of the North. This compound, burrowed out of the cliffside at the northern Antler of the White Stag, is the base of operations for all their illicit trade, including the potent distilled *uisuki*, exotic weaponry (broadswords, scimitars, and bolas), and a host of spicy foreign delicacies.



The front room of this complex (Location 793) is the 'trading center', where customers come to haggle over Tortoise contraband. This room is usually open dusk to dawn, and heavily guarded by trained Merchant Marines. Location 794 is the barracks and armory for the small number of guards the Tortoise devote to the smuggling complex. No more than twenty samurai can be found here at any given time. Finally, Location 795 serves as a storehouse, where most goods are brought when they first arrive. Highly respected customers come here to select wares before anyone else, offering them the best the Tortoise have at their disposal.

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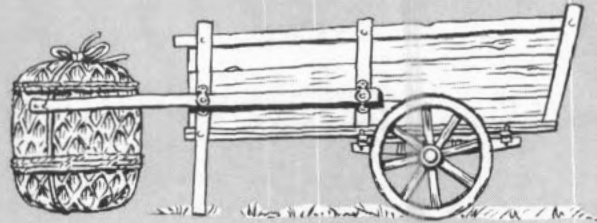
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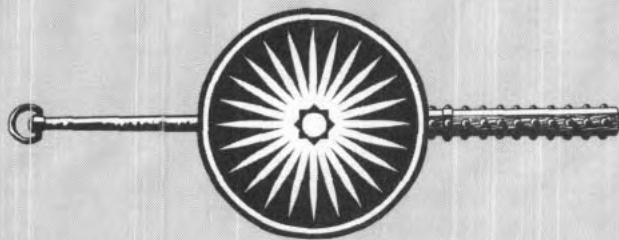
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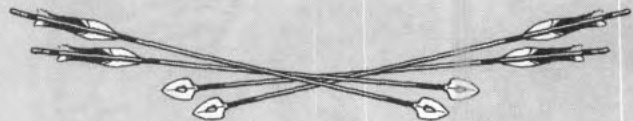
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# Appendix

## New Advantage

PCs may purchase the following advantage at the start of the game. Gamemasters should carefully weigh the effect it may have on the game before allowing their players to purchase it.

### **HANTEI BLOOD (SPECIAL; 5/10 POINTS)**

*This Advantage requires GM approval.*

Only those with the true blood of the Imperial Line may pass through the jade torii arches at the edge of the Imperial Mound without suffering the ill effects of its Scorpion wards. Characters who purchase this Advantage are indirect descendants of the original Hantei bloodline. Those who know the character's

ancestry treat him as if he has a Glory Rank of 2 higher than his current Rank.

For 5 points, the character is of Hantei Blood, but not aware of it (or possibly - with the GM's approval - no one but the PC is aware of it). This cost grants the immunity to Scorpion wards at the Imperial Mound, but does not offer the Glory bonus described above.

For 10 points, the character is a known descendant of the Imperial Line, and receives both benefits of this Advantage.

## Improving Skills in Otosan Uchi

When entering the largest city in the Empire, players may ask, "Where do I go to find a painting tutor?" or "How do I improve my Oratory Skill while I am in Otosan Uchi?" There is an easy answer: anywhere they want to. Nearly every skilled NPC in the city can impart his knowledge, if he so chooses. Of course, characters must convince the NPC to train them during play. But roleplaying the petition is only the first step; NPC tutors must have the Skill the PC wishes to be trained in, at a Rank at least one higher than the PC currently has.

Each month of training with an NPC master grants the PC one Experience Point *for the purposes of purchasing that Skill only*; these Experience Points may not be used to increase Traits, purchase Advantages, or buy other Skills. Finally, only one-half the Experience Points required to increase a Skill may be acquired in this manner; the rest must be earned through play.

