

Emperor's Peace

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An All Ranks Adventure for
Heroes of Rokugan: Champions of the Ivory Throne

Month of Akodo, 1342 (Fall)

Module Number: CIT38
Release Date: 11/15/2019

Intrigue, Roleplay

Welcome to Toku Torid-e, Samurai, and to the Tournament of the Emperor's Favored! Surely nothing of importance will happen here.

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

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

Adventure Background and Summary

The Minor Clan Alliance holds the Tournament of the Emperor's Favored in the lands of the Monkey for the first time under Toturi X. The tournament is an invitation to all of the Great Clans to participate; with so many clans represented the Imperial Families send a contingent to oversee the event. The Imperial families, having slightly more leeway while the Emperor wavers on what conflicts to allow, have brought some of their paperwork with them, including the seal that traditionally is utilized when War between clans is allowed to go forward. Three factions within the Imperial families exist: Seppun Masaharu's faction which believes that they should do whatever the Emperor states, Seppun Neneko's which believes the Crab cannot afford another war, & Otomo Reo's which believes there should be multiple wars to break up alliances between the clans.

It may pay to ask the players which events they wish their PC to have signed up for beforehand: Sumai, Medicine, Crafting, Hunting, Disarm (Weapon Skill), Athletics, Etiquette, Storytelling, Kenjutsu. If an event has no PCs participating, an otherwise unnamed NPC will win the event. (Probably someone with the lucky advantage, or a Shiba. However, please do not have the same NPC win both the Tiger & Fox clan competitions, as doing so changes the end of the module.)

It will be the conversations people have around or during the events, the locations explored and more momentous scenes that will decide which factions bureaucratic power grows strong enough to advise the

Emperor and Shogun; and see wars declared (or not!) according to their goals. To that point: At each conversation the interviewers will be asking questions of the PCs. Their intent is to get the characters input without them fully knowing which faction they are supporting during the questioning. Because they are still human, albeit ones trained in the Imperial capital, there is a chance for the courtly characters to pierce their On and read the minute facial expressions or body language that will convey which they are hoping the PCs answer. For each of the interviewers, if the player asks to try to assess what question supports the interviewer's faction, they may roll a contested social skill roll of Courtier/Awareness TN 35 in order to understand which answer supports that faction. It is advised to convey that answer to the player privately, rather than award the whole table for one character's ability, unless that character decides to speak openly to the others about what they've learned. During the conversations, please ask the players to note which way they answer the questions asked.

Upkeep

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

Character Notes

The GM should take a few minutes to examine the players' character sheets in order to have an idea of the nature of the PCs at the table. It is frequently helpful to have a list of specific mechanics that come up in the course of the module determined at the start of the module so the GM does not have to slow down play to check and see which parts apply to which PC. These can be Advantages, Disadvantages, Schools, Skills, or any other particularly relevant mechanics.

- Minor Clan PC (Receive Player Handout 2)
- Imperial PC (Receive Player Handout 3)
- Ally or Sworn Enemy: Seppun Masaharu, Otomo Yusuke, Seppun Neneko, Kaeru Mina
- Cast Out: Fourtnists/Ancestors
- Disbeliever
- Cursed by the Realms: Sakkaku, Tengoku, or Chikushudo
- Failure of Bushido: Courage
- Touched by the realms: tengoku

News from the Empire

Specific to this module: News from the Empire is handed out at the end of the Module.

Inactivity

You've been assigned to go to an event thrown by the Minor Clans. Isn't there something more important you can be doing? Lose L2 Glory.

Taint Progression

If a PC possesses the Shadowlands Taint, they will need to roll at the beginning of the module to see how much it has grown over the intervening time since the last module. The TN of this raw **Earth Roll** is 10. Failure on this roll causes the PC to gain a point of the Shadowlands Taint. If a character is growing close to being Lost (Shadowlands Taint Rank 4.5+) , it is recommended that the player have another PC ready to replace them.

Crafting

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

Preparation Techniques

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

Ronin Survival

Life is difficult for ronin in the Empire at the best of times. PC ronin are no exception to this. At the start of the module, a PC ronin must roll **Hunting (Survival) / Stamina** at a TN of 20. Failure on this roll gives the ronin the Permanent Wound Disadvantage for the duration of the module. Koku may be spent on this roll to gain a Free Raise for every koku spent before the roll is made, or one Free Raise for every two koku spent after the roll is made.

Experience Expenditure

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

Introduction

Congratulations! You've been accepted as a competitor in the Tournament of the Emperor's Favored! Held in Monkey lands this year, the newly formed Minor Clan Alliance is celebrating with one of the oldest tournaments within the Empire. First held by Hantei Genji in order to decide who would best be suited to guard the northern passes of the Empire and thereby leading to the creation of the Badger clan, the Tournament of the Emperor's Favored is surely a well thought out series of events wherein the Minor Clans of the Empire celebrate the skill of the Emperor's loyal servants. Due to the eagerness of the Minor Clan samurai put in charge of sending out invitations to compete, Imperial, Great Clan, Ronin, Brotherhood monks and even other Minor Clan samurai (ie: The PCs) have been invited and are guests of the Minor Clan Alliance.

And why not! The Mantis have been generous enough to pay for the event!

Samurai from south of the Spine of the World Mountains: your travel to the lands of the Monkey were greatly eased by the diligent Scorpion samurai, whose clan agreed to ensure guests to the Tournament arrived safely.

North of the Spine of the World Mountains: The diligence of the Lion clan, as defenders of the Minor Clans, was constant during your trip. Owl Clan samurai: surprisingly you never woke up dead during the trip, despite the proximity to Scorpion lands.

Welcome to Toku Torid-e: the Vigilant Keep of the Monkey! You have a tent set up for your stay, near what clanmates of yours might also be present, be they many or few. We begin at the Opening Ceremony, just after Lord Sun rises above the horizon:

The tournament grounds quiet shortly after the opening drumbeats began to gather the attention of the assembled samurai. The song, announced as "Benedictions of the Earth", rumbles throughout the stands that house the various guests of the Monkey Clan. Faint wafts of incense float upon the gentle breeze as Lord Sun warms the morning with lighted grace. As the song comes to an end, a trio of samurai stand upon the dais that sits between the grounds and

Toku Torid-e. Toku Miyako, Champion of the Monkey Clan. Ichiro Hayako, Champion of the Badger Clan. Kitsune Oioko, Champion of the Fox Clan. With a nod from Miyako, it is Hayako who steps forward to speak first.

The large samurai, faint lines of joy upon his face, speaks loudly, voice carrying itself over the crowd with the skill of one used to being heard over chaos. “Samurai of Rokugan, I am Ichiro Hayako. I have the honor of being the Champion of the Badger. As Hantei Genji long ago declared the very first tournament that awarded the Badger its duties, clanhood and home, it is my role today to open this, the 623rd Tournament of the Emperor’s Favored.

He pauses briefly looking over the crowd. “The Minor Clan Alliance thanks the Mantis Clan for ensuring to the comfort and ease of the Tournament’s guests and competitors. For many centuries it was the Badger, Fox, and Mantis who held this Tournament; honoring the skill and service of those Favored enough to serve the Emperor. That the Mantis remembers this long tradition shows their reverence for the Empire’s history. So too do we thank the Scorpion for their wisdom and guidance in insuring invitations went out smoothly to you, our guests on these tournament grounds.”

As he pauses again, Kitsune Oioko steps forward, her voice more melodious and less joyfilled than the Badgers. “We also thank the Lion and Imperial families, without whom, we are certain these next few days would be far different. We would most like to thank Toku Miyako and the Monkey for hosting the Tournament this year. I am certain that you will all experience the Tournament of the Emperor’s Favored anew, even those of us who have presided over such tournaments before.” She bows to Toku Miyako, as does Ichiro Hayako. Toku Miyako smiles, then bows to them both, and then less deeply to the crowd.

The Monkey Champion speaks but briefly, “Welcome to my home. I pray that all of our deeds show reverence to our ancestors, sensei, the Fortunes, and most of all to our Emperor. I invite any of our competitors and guests to Toturi’s and Miyako’s shrines during your stay, for whatever guidance they may bring you. May the Fortune of Courage smile upon all of our competitors.” Blessing given, she nods back to the Badger Champion.

He holds up a well callused hand, “Now! May the Tournament of the Emperor’s Favored begin!”

The crowd disperses but briefly, allowing competitors time to move towards the first of the events, that being run by the Badger clan: Sumai. While that is being done, it is clear that many are looking forward to the event, with very few going any further than the tents set up with food and tea before returning to the stands to witness the skill of samurai in the revered art of sumai.

The Tournament of the Emperor’s Favored

The Tournament of the Emperor’s Favored consists of 9 events that lead up to the final, 10th event. The strength of competitor’s performances during the first 9 (one for each of the minor clans) determines when they will be released for a staggered run through Monkey lands to retrieve a number of different objects set at different waystations. The leader of each of the 9 events is given one of these objects beforehand, further shortening the time needed in the final competition. Should someone succeed at all 9 of the events, the final would of course already be won; barring the delivery of the objects to the gates of Toku Torid-e. Because each event may have multiple people succeed, but can only have one “leader,” make sure to keep track of totals rolled. To signify the fact that the PCs are competing against NPCs, each event has a certain difficulty that must be beat in order to claim that clan’s token. Feel free to name a random NPC who does this.

Each event will have instructions on how it is run at the beginning of its entry, with a number of other scenes happening throughout the Tournament. Any PC can choose to sit out any of the events, other than the final competition.

Any Minor Clan PCs will not be competing in the event put forth by their clan, the assumption being that they have already proven their abilities in that arena.

Please note: If any PC has Failure of Bushido (Courage) as a disadvantage, all event TNs are increased by 5 for them, due to the nature of competing in front of higher status or higher gloried individuals. (This is not in addition to their disadvantage, it is their disadvantage occurring, frequently.)

Part One: Tournament Day

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Badger Clan Event (The Events are located at the end of the mod, as player handouts. This notation is to show the order the events happen in.)

Fox Clan Event

In the Stands (Conversation 1)

After the Fox's event, while samurai are given a brief break to rest, have tea and snacks, or otherwise mingle with other present guests a pair of samurai seek them out. Allow any PC who is not meditating or holding a Tea Ceremony in order to recover void points to participate at the same time.

Kaeru Mina is a stout Frog samurai dedicated to the art of merchanting across the face of the Empire. She wears practical, but expensive clothing. The Kasuga seems delighted to be sharing conversation with Otomo Yusuke, an Imperial trained by the Miya Heralds a regular correspondent with every PC who has ever played a module in the campaign. He is dressed quite well, in neutral greys and browns, aside from an Imperial green courtier's cap resting jauntily on his head. Loquacious, Yusuke seems to be dominating the conversation currently, although Mina seems content with that due to the bits of information Yusuke cannot seem to help himself from sharing.

Rumors

This is the part that players would normally roll Gossip to acquire information potentially pertinent to the module. With Yusuke here in person however, all of the following will be learned by the PCs however you decide to share it.

- Yusuke is absolutely delighted to see everyone! A number of the different Imperial samurai present have plans to talk to the PCs during the Tournament. Why, Seppun Masaharu of the many titles would like to speak with them after the Tiger's event, over dinner. You're sure to receive the invitation soon.
- The Minor Clans normally hold this tournament in Fox lands. There's some concern over the spirits' reactions to their friends in the Owl being attacked, and so it was thought wiser to hold the tournament here in Monkey lands. Or was it simply because the new alliance had forgotten their history? Who can tell these days, when purpose and meaning can be hidden so well by action.

- Isn't it exciting? The final competition was a lot of fun to help the Monkey organize. A scavenger hunt across Monkey lands is just the type of thing the Heralds used in the dojo, Yusuke was all too happy to help them plan it out.
- With so many movers and shakers within the Imperial bureaucracy present at the event the Minor Clan Alliance must be thrilled with the recognition they're receiving. Hopefully all the proper seals and paperwork will be filled out to ensure their lasting success. No doubt that is why they have that tent under guard so efficiently, as it would be a great shame to lose official seals

If players have not played together before, this is also a good time for Yusuke to ask how each PC is doing, giving them the opportunity to introduce themselves, share exploits, or their own rumors. Kaeru Mina serves as an excellent tool for this purpose, as Yusuke would wish to introduce the PCs to her, them all being his friends of course.

If anyone asks about the letters they receive, Yusuke will happily mention that it is his duty as a herald to insure that those deemed Heroes of Rokugan by the Emperor years ago, continue to learn about the empire they hero within. After the conversation, Yusuke will wish them all luck and then it is time for...

Oriole Clan event

While the PCs wait for their pieces to be judged, they receive a short missive stamped with the mon of an Imperial. Lore: Heraldry/Intelligence can be made, though the missive will state who sent it when read:

(Name of PC)-san,

You are invited to dine with myself to discuss a matter this evening. I have secured a small table at the Shrine to the Toturi for this purpose, and will expect you there shortly after the hunting event of the Tiger. Remember that we are honoring the line of the Toturi family in so doing.

~Assistant to the Imperial Chancellor's Herald, Master of Rituals for the Seventh Hall of the Forbidden City, Keeper of the Ceremonial Keys to the Inner Gates of the Imperial Libraries Third Floor, Aide to the Supervisor of Messages between the Imperial Library and the Brotherhood, Keeper of the Ninety-Eighth Building in the Forbidden City, Seppun Masaharu.

Tiger Clan Event

A Conversation Before Toturi

After the PCs have opportunity to cleanse themselves and otherwise prepare to talk to Seppun Masaharu (if they in fact do) they'll find themselves at the Shrine to Toturi. As is customary Imperial prerogative, they will have time before their host arrives to explore the shrine. Anyone Cursed by the Realm: Tengoku will suffer +5 to TNs rolled here; while it is not dedicated to the Heavens, the Toturi dynasty is still the representative of the Heavens on Nigen-do. Anyone Touched by the Realm: Tengoku receives +1k0 to any social skill roll while within the shrine, so long as it does not also incur an Honor loss.

The Shrine itself is an uncommonly large building within Monkey lands surpassing the size of the home of the Toku family. In the twilight it is an imposing structure when one stands beneath its entrance, where a number of statues of former Emerald Champions stand vigil, overlooking those who would enter the shrine.

The interior of the shrine, despite the darkness outside, seems lit with the light of Lord Sun. A number of monks tend to the place and in hushed reverent tones they greet the PCs. They explain that some areas of the Shrine are yet off limits, for they will one day house representations of future members of the Toturi dynasty. The open areas however honor both the previous 9 Emperors, and their families. All those who once bore the Toturi name, but live on Nigen-do no longer.

Various relics of the Toturi family are on display here, gifted to the Toku over generations in light of the friendship Toku had with the progenitor of the dynastic line. The walls bear intricate carvings painted in bright vibrant colors. Numerous historical figures important to the different Emperors as well as important events of their reigns number among those upon the walls or displayed as paintings or represented by relics of bygone eras.

The most recent carvings depict Toturi IX gathering the clans together before the Wall. The detail and size of the carvings shows that clearly the artisans of the Empire have gone to great lengths to honor the fallen Emperor in a moment where his leadership protected the Empire. A number of those identifiable in the carvings include the fallen Crab Champion, Jade Champion, Shogun and the former Crown Prince, Toturi Torizawa. In front of the Crown Prince's carving is a small stand, displaying the cleansed

kabuto of Torizawa, recovered two years ago by a band of daring samurai.

The central area holds two statues. That of Toturi I, standing upright and looking into the distance, one hand holding a fan and gesturing to the second statue, as if for it to rise. The second statue is of a non-descript samurai bearing the mon that represents Rokugan, kneeling in front of Toturi I. A collection of items rest on stands around the pair near a solitary monk who seems to be standing guard: a pair of pillow books entitled *Shishi* and *The Lion's Triumph*, a war banner showing the mon of a wolf, and a warfan. Lore: Pillowbooks TN 20 will reveal the book *The Lion's Triumph* to be a work by Sumifito which details Toturi's ascension to the throne in a ridiculously melodramatic and mythologized fashion. TN 35 will reveal that *Shishi* is a book gifted by the Toku family to the shrine and is likely the singular copy of the book in existence, outside of wherever the original manuscript might exist. As it has sat unread by anyone outside of past Emperors come to visit the shrine over the centuries, it has long puzzled historians and pillow book fans alike

Note: The shrine is warded similarly to wards that exist within Otsosan Uchi. The kami will keep anyone but someone with the bloodline of the Toturi from touching the two books. So will the monk who is on guard, but just in case anyone asks, the monk(s) know about the wards and will warn anyone getting curious about it.

The only other leader of the Empire honored in direct sight is Toturi Tsudao. A carving of the Empress once thought to be the reincarnation of Amaterasu almost walks out of the wall about five feet above visitor's heads, sword raised and extended towards the entryway to this central area and the other Emperors that came after the first two. The relics below the statue rest upon two small stone podiums. On one rests a straight bladed ivory sword, a placard on the podium mentions was given to Tsudao after the conquest of Balishnimpur. On the other a go board of exquisite make, the stones set up as if the game was in play. Games: Go or Lore: Go TN 25 will recognize the stones being set up in a strategy Tsudao invented during the later years of her reign.

It is some time after the PCs have been in the shrine, time enough for them to give prayer or honored word towards one Emperor or another, that the sudden bustle of servants at work fills the room. A table is brought in, cushions laid out. They are efficient, capable, and putting everything down in a space to one

side of Toturi. Then the majority of them leave, though one waits to one side of the room, kneeling.

Quiet reigns for but a few seconds, and then the sound of footsteps echo through the great room. A pair of footsteps, both confidently taken, though one much more forceful than the other.

The footsteps eventually bring forth two individuals, Matsu Kurohimi, Shogun, and a mucholder Seppun Masaharu. Some quiet chatter between the two of them ends as they both take a moment to move forward and honor the first Toturi, both lighting a stick of incense. It is only after this that first Seppun Masaharu approaches the PCs, while the Shogun moves light incense before Tsudao. Masaharu walks stiffly, back iron rod straight. His voice, direct and deep.

“Dinner will be arriving shortly. You will understand that we have an additional guest tonight in the personage of the Shogun of the Emerald Empire, Matsu Kurohimi-sama. It is an experience meeting all of you. I invite you to consider that the words of our conversation may in fact reach the heavens themselves tonight.” He offers the politest of smiles before gesturing to the table and the cushions set there.

Conversation begins as many dinners do. Polite introductions, small talk about various things. The Shogun seems to wait until the basics are done before joining the table, almost seeming to purposefully be trying to force Masaharu to try and advise her in front of lower ranking samurai. The experienced courtier does not react, though he is ready to comment on the behavior of the PCs. Etiquette/Awareness TN 25 to pass for competent samurai in the eyes of Masaharu through the dinner. Failure here means the PC must call a raise to no effect in order to succeed on the later Lore: Bushido roll. And then, when the plates are set aside and tea poured into cups.

“Enough Seppun-san.” Kurohimi states simply, with a gesture for the courtier to get on with things.

There’s the slimmest moment of annoyance displayed by Masaharu and in reaction a crooked smile from the Shogun, but the Seppun speaks. “Yes. Quite.”

Turning to the others gathered Masaharu begins. “You’re here to help advise the Imperial bureaucracy during a moment of potential transition. Myself and two other Imperial representatives are being aided in this by Matsu Kurohimi-sama. We’ll not distract you from the tournament as that is the primary reason you’re in these lands. Each of us will be recording your answers and conversation with Matsu Kurohimi. You

have been selected due to the frequency your names have been entered into the Imperial Archives within the past few years. Before we get to the Shogun’s question this evening however, I have a few of my own.”

He gestures and a servant brings writing tools. After adjusting them to his liking he looks up briefly, then slides a crisp, clean scroll covered in the high Rokugani of the Imperial Bureaucracy. “If you will apply your chops here to the bottom? These are forms identifying you as the interviewees over the next few days.”

If anyone expresses interest in reading the forms before they’re “signed”, have them roll an Etiquette (Bureaucracy)/Intelligence roll TN 30 to parse through the legalese that Masaharu has spent a lifetime mastering. If they succeed, tell the player(s) who succeed(s) privately that they learn that they are participating in a tradition held by the Imperial bureaucracy during every Tournament of the Emperor’s Favored to decide what branch of the bureaucracy holds the Seal that confirms the Emperor’s Will in a Clan declaring war upon another Clan. This is done by consulting random members of the Empire present at the Tournament and ascertaining which branch of the bureaucracy best identifies with the will of the Empire, so that the Emperor may be properly advised by those who align with the Empire.

If anyone has sworn enemy: Seppun Masaharu, at this time Masaharu will attempt to cause them to argue with the Shogun by using his Rank 1 Otomo Courtier technique. He’ll roll 9k4e versus the PCs Etiquette (courtesy)/Awareness, if the PC fails they will promptly lose an argument with the Shogun regarding the nature of war in Rokugan and how it can be of service to the Empire. (The loss happens because of the disparity in Status, whether or not the PC is a better orator than the Shogun.) This will give the PC an amount of Infamy points equal to their Glory Rank

Otherwise! He will ask the PCs opinion on the concepts of Duty and Honesty, and which is the concept to align oneself with if they come into conflict with each other. If pressed for time or players do not wish to talk about their characters views on the two virtues of Bushido they may make a Lore: Bushido/Awareness roll TN 25. Success in this roll + choosing Duty over Honesty as a virtue means that Masaharu’s faction receives 1 point towards retaining the Seal per PC supporting Duty over Honesty. A sample question could be, “We all know that a samurai’s duty is to serve their lord. If you fail in that duty, is it of greater importance to express your

honesty in that failure or to find another way to succeed in that duty?" Feel free to prompt the players along with additional questions if they seem to be enjoying the conversation.

At some point the Shogun coughs, and then interjects.

"Yes, all very interesting. You'll pardon me for interrupting but I should get my question in before we keep these competitors over long." She looks over the group, assessing them as she has done with thousands of others in her role as Shogun.

"With the Imperial Legions I must trust a multitude of officers and samurai to act without any direct oversight. It is how I can be here but know that they act in my name throughout the Empire. How my officers answer this question determines where and how I choose to trust them." There is only a slight pause before she asks, "If you find potentially vital information you believe your superior does not have, do you act differently from your commands or do you follow your orders?"

She'll clarify if asked that you do not have time to go to your superior officer for clarity or to share that additional information before you must choose how you act. While she and Masaharu both have opinions, they have strong enough Ons to remain silent, unless a PC promotes concepts disruptive to the Celestial Wheel. If the majority of PCs state that they will follow their orders, then Seppun Masaharu's faction gains 3 points in their favor.

After this question Masaharu will excuse himself and the Shogun will ask the others to remain a few moments.

After Masaharu is out of ear shot, the Shogun will gesture to the players' characters to listen.

"I'll be brief. It's been a long day of travel for me to get here this evening. I hope to see the rest of the competitions tomorrow, I'm sure you'll all impress your ancestors." There's a small pause, and then a shrug. "There's little reason to be circumspect about this. I've learned that the Imperial samurai present are here representing different factions within the Imperial bureaucracy. I believe this is some archaic method they have in winning favor within the bureaucracy. Proving they can judge the worth of samurai with only a conversation and witnessing them encounter minor trials." She offers a very faint smile. "You have the misfortune to be the ones judged. Seppun Masaharu represents one such faction. I believe he is devoutly

loyal to the Emperor and to his duty within the bureaucracy. One of my officers, Seppun Neneko, is present representing a faction that was put into their positions under Toturi IX. Neneko-san has always been focused upon the defense of the Empire, and as a veteran of the Battle of Broken Jade, has seen first hand the enemy to the south. Otomo Reo will be recording our last conversation. She is a cousin of the Otomo daimyo and likely here overseeing the whole affair."

She stands and bows slightly. "Well, as I said, I will not keep you. I simply thought you should not go into tomorrow unarmed, so to speak."

It will not be long before the second day of the tournament!

Part Two: Tournament Day 2

The second day of competition starts early, with servants venturing throughout the small tent village with tea and a small breakfast. Some samurai prefer to gather near the food tents for continued gossip and the opportunity to converse with people from a large variety of clans. The large number of ronin in the crowd reflects one reason the tournament began in the first place: as a source of recruitment for the Minor Clans. Winners of the previous day's events will receive pleasant bows and greetings from those clans who sponsored the events, as well as invitations to share a breakfast table. Anyone with Touched by the Spirit Realms: Chikushudo will awaken with a cat curled up outside their tent, that will blink slowly at them before accepting pets and then wandering away.

Again, however, this is simply a useful generalization; some modules may benefit from a series of lesser challenges here that lead up to the final test.

Rumors, Part 2

If PCs wish, they may roll Courtier (Gossip)/ Awareness to glean what new rumors have occurred after the first day of the tournament. PCs with at least one token receive a free raise on the roll:

- **10:** When did the Shogun arrive? Is she here because the Minor Clan Alliance volunteered to send more bushi into the Imperial Legions?
- **10:** Did you hear (Most Glorious PC's name) is here? We're so lucky to get to see their skill on display. No doubt they're in high demand across the Empire!

- **15:** I saw Seppun Neneko-sama talking with a number of Crab samurai last night over sake. As a veteran of the Battle of Broken Jade, no doubt they
- **20:** Otomo Reo was in a very deep conversation with Kitsune Oioko yesterday. I didn't know they were friends. Maybe the Head Gardener of Kyuden Otomo needed something from the Kitsune Mori or Chikushudo itself?
- **25:** Is anyone else concerned about the large number of cats patrolling the tents? I saw some of the Scorpion calling them very dramatic names
- **30:** (GM: Disregard if no PC has infamy.) I heard that (PC with highest Infamy) is here. I hope nothing happens to anyone competing against them.

Frog Clan Event

After they compete, the PCs are invited over to a small gathering that includes Seppun Neneko and Matsu Kurohimi...

Conversation Two: Imperial Legion

Seppun Neneko, scarred but unbroken, converses with her superior in low serious tones, her back to the PCs as they approach. The Shogun shakes her head and then tips it in their direction, ending that conversation. The Seppun turns and bows appropriately. If any PC is part of the First Imperial Legion, they will be addressed by name and rank, for she is a taisa within that Legion.

“Greetings samurai. An honor to meet you. We’ll not delay you over long as I understand the Hare Clan’s competition is a bit of an obstacle course and you’ll not want to be late.”

A small gesture towards the Shogun who nods. “We both have another question as part of the interviews being conducted during this competition. Here is mine.”

She straightens briefly then looks each PC in the eye. “It is our duty as samurai to protect the Empire and its people. Which tenet of bushido better strengthens your resolve to act rightly, Compassion or Courage?”

If anyone has Sworn Enemy: Seppun Neneko, any answer they give will be ignored by Neneko. If a PC rolls Lore: Bushido/Intelligence TN 15 they can remember these quotes from Akodo’s Leadership:

Compassion: "Through intense training the Samurai becomes quick and strong. He is not as other men. He develops a power that must be used for the good of all. He has compassion. He helps his fellow men at every opportunity. If an opportunity does not arise, he goes out of his way to find one."

Courage: "Rise up above the masses of people who are afraid to act. A Samurai must have heroic courage. It is absolutely risky. It is dangerous. It is living life completely, fully, wonderfully. Heroic courage is not blind. It is intelligent and strong. Replace fear with respect and caution."

If a PC does not wish to roleplay an answer they may choose one to support and roll Lore: Bushido/Awareness TN 25. Success in this while supporting Courage or roleplaying their decision will award Neneko’s faction 1 point for each PC that chooses Courage over Compassion. An attempt at a non-answer or having them both be equally valuable will not award any points.

After the question has been answered the Shogun holds up a hand. “Your answers today and yesterday have given me thought to another question. We will see each other again this evening after the Tortoise’s event when we speak with Otomo Reo at the Shrine of Courage. For now however...” She pauses for a brief moment, then resolves herself to the question

“Imagine you have an ally, whose duty as a magistrate is to guard against crime and corruption within the city that you both dwell in. They are good at this, vigilant, and focused whenever they are on duty. When off duty they have a tendency to forget themselves in public, as if they do not understand how to interact with others outside of their duty. As their ally, is it your responsibility to point out their mistakes in private, or as a samurai, is it your responsibility to teach them the error of their ways in public?”

Anyone may make a Courtier/Awareness roll TN 25 to understand that Kurohimi did not want to ask this question, which gives an indication that someone of greater importance than her has requested she do so. Astute PCs/players may recognize the question as very similar to recent affairs between the Lion and Crab clans. Remind any PC who wishes to point this out that Kurohimi’s mother committed seppuku in protest of Akodo Shakoto’s war against the Crab, and while she herself took no public stance as Shogun, she no doubt still has personal feelings about it.

Anyone who still chooses to bring up the Lion and Crab’s War of Honor, in which the Lion lost, will have social roll TNs with Imperials and the Shogun

increased by 5 for the remainder of the adventure. If they choose to insult the Lion the Shogun will refrain immediate harsh reaction, but have the player mark down: "Shogun's Ire" on their sheet. If they are also part of the Imperial Legion however, they will then no longer be. Until they spend favors to change career tracks, they will be treated as a status 1 Samurai (unless they're a ronin member of the Imperial Legions.)

If the majority of PCs support pointing out the mistakes in private, then Seppun Neneko's faction receives 3 points.

Hare Clan Event **Tortoise Clan event**

Conversation: Shrine of Courage

A Lore: History or Lore: Theology TN 20 roll will place Miyako, Fortune of Courage as the daughter of Toku, founder of the Monkey clan. Who, it is said, in a moment of peril early in Toturi Tsudao's reign, stood in the Empress's place in order to allow the young Tsudao time to regather those loyal to her when she was attacked by traitors to the Empire. This would be impressive from any samurai, but Miyako was only 9 at the time, bravely volunteering alongside the Emerald Champion; thereby saving the Toturi dynasty and arguably the Empire.

The shrine, being two centuries old, is clearly frequently visited by the Monkey clan. Created via Imperial decree by Toturi Tsudao after Miyako was named Fortune, no expense had been too great. There is yet a simplicity to its elegance. At the center, a marble statue of the young Miyako is standing in defiance against some unseen danger, represented by a large blank white marble wall. The shrine stands in the open air, surrounded by a stone garden that holds stones from nearly every mountain in Rokugan on its grounds. A clear path leads from the entryway to the statue, where previous visitors have left incense and likely their prayers.

It is around one such table-like stone that an Otomo and the Shogun, playing a game of Go, await the PCs. The ticks of the pieces being played reverberate through the garden. It seems the stone itself is carved into a board.

Any PC who does not first honor the Fortune of Courage on entering earns a slight bit of heavenly disfavor.. If they compete in the Monkey Clan event,

they will act as if they have one rank of unlucky during it.

Otomo Reo stands from her cushion as the PCs approach, bowing sincerely.

"Thank you all. Please, if you'd join us? We servants of the Empire have a few things to talk about, before you're free of our Imperial meddling." She smiles warmly, her words causing a bit of laughter from the Shogun.

"Well, for now, of course. Never can tell exactly when we've got our eyes on your mochi, so to speak. That's just wisdom." She kneels again, gesturing to the different cushions. "I'll get right to it. Long-windedness is for your next event, I believe. I've been acting as nakodo for Toku Miyako-sama. She has been in negotiations for some years with the Scorpion for a husband of suitable standing and skill. With the Scorpion now at war there is reason to debate that choice for the Monkey, seeing as they have no ability to place themselves within that war. So, would you, as you are called upon, advise her to look outside of the Scorpion? Or would you suggest she remain with her first choice?"

Reo is both truly interested in the PCs answers and yet more interested in seeing how they react to the opportunity to advise a clan champion, albeit a minor one, on a future alliance. If a PC does not wish to roleplay their answer, they may make a Courtier (Manipulation)/Awareness roll TN 25 to satisfy the Otomo of the wisdom of their choice, should they make one. Reo's faction gets 1 point for each PC that votes for looking outside of the Scorpion.

After the conversation the Shogun slides back into her role of a final question. She looks to each of the PCs solemnly, then begins. "As Shogun I must assess each clan, Great or Minor and determine if they are a threat to the Empire, and, if they are, how to best address that threat while ensuring that the Empire is stronger after whatever action the Imperial Legions might take. My predecessor and the previous Emperor saw fit to move against our southern enemy. And while we no doubt weakened our enemy, they also weakened us."

She lets the gravity of those words sink in. "I stay out of politics when I am allowed. But I must remain notified about the actions of the clans. So, my question to you is this. If an alliance between clans becomes strong enough to threaten the Empire, should the Shogunate act before such an alliance harms the Empire? Or should we wait for it to harm the Empire,

hoping that the threat never comes to pass?" Otomo Reo, for her part, is quite surprised at this question, opening her fan to hide her shock.

A Courtier or Investigation /Awareness TN 35 will convey that Reo was not actually shocked.

Matsu Kurohimi will listen to the PCs, although she will admonish any ideas put forth that would suggest that she'd be acting without the Emperor's approval. If the PCs are reluctant to make a choice, Kurohimi will encourage them with something like, "Have at least the courage of a nine year old, Samurai. There is inspiration enough for that here."

If the majority of PCs support proactive action, Otomo Reo's faction gains 3 points

Sparrow Clan Event

Part Three: The Final Day

The day starts out foggy and confusing. It seems, somehow, that everyone's tents have been sewn shut overnight. Most samurai are stoically ignoring this confusion, once they realize they were not singled out for the incident. Shugenja who speak with the kami successfully will learn that the kami find it highly amusing and that they were happy to help the tricksters. It would take 3 raises for clarity to learn that it was the cats. It would take 4 raises to learn that the cats are actually bakeneko.

None of the cats from the previous morning are in camp. If any PC has a pet cat or a PC beastmaster has a Lion, it seems very pleased with itself and its new catnip toy.

If anyone asks about the Imperial delegation, there does seem to be slightly more chaos than normal, although how much of that is due to the unwanted sewing is anyone's guess. They are certain they do not need help at this time.

Monkey Clan Event

Final Event: Scavenger Hunt

(GM: Read this entire section before beginning it, in case you are running this cold.)

Shortly after the Monkey's event, competitors are gathered at the tournament grounds and separated into different groups based on how many points they have received. Each group is given the same set of

instructions: the plains of the Monkey south of Toku Torid-e have been made into the grounds for a large scavenger hunt. Nine stations are set up, one for each of the Minor Clans - each station has a member of the clan and a monk to serve as judges. **The first competitor to return to the tournament grounds with one of each of the nine minor clans' tokens will be declared the winner of the Tournament of the Emperor's favored.**

Anyone who has already won one of the tokens of the different clans does not need to get another of that token!

Each competitor is placed in order of the amount of points they've received throughout the tournament between 45 and 0. Each is given a minute between the competitor with the most points and the one with the least before they can jaunt off into the semi-foggy plains of the Monkey.

For every 5 past the TN of the "token-location" rolls, the PC will locate an additional minor clan token. (If Rank 1 PCs are competing against Rank 3 or 4 PCs on your table, the Rank 3 & 4 PCs find another token for every 10 past the token-location roll TN instead.)

- Competitors at 45-40 points roll Hunting (Trailblazing)/Perception TN 25 to locate the first clan token.
- Competitors at 39-30 roll Hunting (Trailblazing)/Perception TN 20 due to a greater amount of traffic through the plains in front of them
- Competitors at 29-20 roll Hunting (Tracking)/Perception TN 20
- Competitors at 19 or less roll Hunting (Tracking)/ Perception TN 25 due to even greater increased foot traffic.

Any token-location roll following this first roll to locate a token will have an Athletics (Running)/Stamina TN 20 roll in order to continue without becoming fatigued. If a competitor started with 30 or more points, they do not have to make the first of these Athletics rolls due to their head start. Any later ones they will need to.

Second or later rolls to locate tokens can vary wildly, based on individual PC's approach to locating the tokens. Some might attempt a Sincerity/Awareness with other competitors to ask where to go. Others may attempt an Intimidate/Willpower on the Minor Clan samurai that they find by one station or another. Battle/Intelligence might be utilized to analyze the field and

locate the best locations to search. The TN should start at 20 to locate a single token

To keep track of who finds what tokens: the first token anyone locates (unless they already have it, in which case take the second) is the Monkey's, the second is the Tortoises. Randomize the remaining available tokens between the Hare, Oriole, Badger, Sparrow, Fox, and Frog clan tokens.

There is a problem however! The Tiger clan token will be found to have empty oak chests, and is missing the samurai who was supposed to be handing out their clan tokens. Any PC who won the Tiger clan event also finds out their Tiger token has gone missing. Left standing at the Tiger station is the monk meant to be helping competitors, who is very flummoxed about why the Tiger samurai told her to wait there and then walked off with the chest. She can point the way the Tiger samurai went, unsure about what is going on.

If possible, present this problem after one or more PCs have collected all of the other clan tokens, allowing for whomever is leading the way the chance to continue to be afterwards. However if time is short, simply wait until all of the tokens are held between the PC competitors

The trail left at leads toward a grove of trees that jut out of the thinning fog where the foothills of the Spine of the World mountains begin.

The trail, once it hits the trees is marked periodically with arrows that point the way towards a clearing where an old threadbare "monk" sits upon a stump, a clowder of cats at his feet pointedly ignoring him and the arriving PCs. The old "monk" waves a friendly hello, giving a sharp toothed smile. The "monk's" kimono is covered with images of different cats. A pile of tokens lies to one side of the stump, intermingled with a few different boxes and other items.

Anyone suspicious may make a Lore: Nonhumans/Intelligence roll TN 20 to realize that the "monk" is very likely a shape changing cat spirit or bakeneko. Investigation(Notice)/Perception TN 20 to notice the rather large collection of tokens and other objects near the monk.

Any PC who attacks at this or a later point will cause the "monk" and cats to go insubstantial and flee. The PC(s) who attack gain the disadvantage: "Cursed by the Realm: Sakkaku" as the cat spirits decide to pay them a visit later in their lives until they learn proper respect for monks/bakeneko/others. The bakeneko leave behind their spoils, upset that their trick and

conversation were ruined. Attacking the "monk" specifically will be slightly worse for the PC, as the elder bakeneko will change into the shape of the PC's most loved before the PC's attack seems to obliterate their loved one into a puff of insubstantial mist that fades away.

If the PCs choose to talk instead:

The old "man" and his toothy smile wait until his guests are close enough for a comfortable conversation before greeting them, "Hello heroes! Glad I could get a chance to talk away from prying ears. You can call me Rottenteeth. I believe you want some of the things we've gathered?"

The bakeneko Rottenteeth wishes to see what he can convince some samurai to do in exchange for the tokens and more importantly, the Seal of War that he and the other cat spirits have taken. If the PCs have questions, Rottenteeth has answers before he offers the PCs a way to get the items back. Note, he will be more respectful to Owl samurai and Brotherhood monks and more rude towards Scorpion PCs and anyone with Cursed by Sakkaku or Chikushudo.

Who are you? I'm Rottenteeth, as named by your Lord Bayushi. I'm surprised you've not heard of me.

What are you? The current keeper of the trinkets you humans have been struggling over.

You're a bakeneko. How observant of you, human of Ningen-Do.

Can I pet you? No.

Why did you do this? It was a lot of fun! That and the one who carried the Seal was in a contest with others to determine who gets it and didn't even invite us to help them decide!

What Seal? Oh, I don't know. It declares War or some silly nonsense your Emperors thought up long ago.

Why is your name Rottenteeth? Didn't I tell you? Lord Bayushi gave it to us. Quite a rude name I suppose, but it is mine now. Why is your name what it is?

Which Lord Bayushi? Did I stutter?

Why did they give you that name? (Or other continued pushing along this line.) Now that's an interesting story! Years ago, so long they're all a blur, the first Rottenteeth was getting a good pet by

Amaterasu. She always knew the right place to get, just under the chin, plus gave off a pleasant warmth. Little Lord Bayushi came over and rudely started petting my predecessor without even a nod or say so. And so got a firm half claw swat right on the nose. So I was told when I was but a little ball of fur and claws. I earned the name Rottenteeth when the last one left Ningen-do, and so now it's my job to remember. (A Lore: history or Lore: Scorpion Clan roll at TN 10 will tell the PC that they've never heard this story before. Investigation / Awareness at TN 30 will tell the PC that Rottenteeth believes the story as it is told, though the PC will likely still have some doubts to it's truth).

How do we get the tokens/Seal back? Oh, I'm glad you asked! Entertain us!

Entertain how? Oh, I don't know. come up with something. You humans are always so interesting when you are trying to figure things out. Noses scrunched up and brows furrowed. I can never get the brow furrow just right.

Why the Tiger Clan tokens? Their Tokens at least portray an adequate likeness of ourselves. It seems fitting that you honor us in order to receive this token.

The bakeneko will accept pretty much any artisan or perform skill. A TN of 20 will get the PC who performs one of the tokens. A TN of 30 will get them the token and the first PC to do so will also get the Seal to return to the Imperials. After all of the PCs have either attempted to entertain the bakeneko or abstained, Rottenteeth will give a cheshire smile, say the following and then disappear.

“Thank you humans. I'm sure the others will be suitably concerned now that you've been gone so long. Have whatever is left. Will you share with others or keep them all for yourselves? And will you decide who wins here among you, or each strive for their own victory?”

PCs should decide whether or not to return the Tiger clan tokens to the course or to continue the hunt with this unfair advantage.

If more than one PC has all 9 tokens at this point, it will be a foot race between those who do to determine the winner. An Athletics (Running)/Strength roll TN 10. (20 if they are fatigued.) Whomever rolls highest, wins. Unless of course they decide among themselves who will be the overall winner of the event in another fashion.

Whichever PC(s) rolls 30 or higher to entertain will be able to purchase Touched by the Realm: Sakkaku for only the experience cost without need for favors.

Examining the Seal of War once it is given to the PCs or if it is found after the bakeneko have fled will give indication that it is an item that belongs to the Imperial Bureaucracy. An Etiquette (Bureaucracy)/Intelligence roll TN 20 will identify the Seal as something of great importance. The roll is not needed if the PC already has heard about it before this scene as being present.

Assuming the Seal is returned, the PCs can choose Seppun Masaharu, Seppun Neneko, or Otomo Reo to receive it. This gives whomever receives it +3 points towards their efforts to retain control of it until the next Tournament of the Emperor's Favored. If it is instead given to the Shogun, then none of the groups receive any additional points

If it is not returned voluntarily, then it is found after the Tournament of the Emperor's Favored, due to Seppun Masaharu requiring everyone present to have their belongings searched. Whomever decided to keep it will earn 2 ranks of Infamy and Sworn Enemy: Seppun Masaharu. Seppun Masaharu's faction will also lose 5 points due to his mishandling of the Seal.

Conclusion

The ceremony will proceed one of two ways depending on if the PCs decided to share their bounty of clan tokens or keep them for themselves.

Kept for Themselves

It is well into evening by the time the last of the competitors return, having persisted all day in their hunt for the two missing clan tokens. One or two ronin have made facsimiles, the crowd being split between their ingenuity and their audacity. It is only those few who returned with all of the minor clan tokens that are honored at the closing ceremonies.

Kitsune Oioko smiles as she announces the victor with all of the Minor Clan heads, whether representative or Champion offering their praise and reward.

Rumors abound at dinner afterward that the Fox Clan Champion has insured that the next Tournament of the Emperor's Favored will return to Fox lands as long tradition. A number of the Minor Clan samurai can be heard arguing with each other after sake is shared out.

Shared

In the early evening the last of the competitors return, many celebrating the thrill of the hunt and the camaraderie they found in the wilderness. A number of ronin competitors can be seen sitting near different Minor Clan delegations deep in conversation.

The podium is a crowded place, with all those who finished successfully invited to join the announcement. Pride of place is given to the overall winner, next to Toku Miyako, who announces the winner and the rewards to be given them by the disparate clans.

Dinner afterwards has many stopping by the PCs tables, sharing words of thanks and otherwise taking opportunity to introduce themselves now that the competition is over. Sake and fine teas are shared, with many of the Minor Clan samurai marveling at how well the tournament went.

If a PC won a clan token during the Tournament before the final event they receive the gift from the clan they earned the token from. If a PC wins the overall event they receive all of the gifts, but mechanically can only choose three of them to provide them the one-use Free-Raises. Similarly, if a PC won multiple individual events they will only get the free raise function from up to three of those they won.

Any of these gifts that are accepted should be marked on the Player's tracking sheet. The gifts are located on a separate handout, so that Players can write down what they accept accurately.

The End

Rewards for Completing the Adventure

Surviving the Module: 1 XP
Good Roleplaying: 1 XP

Participating in at least 4 events: 1 XP
Recovered the Seal of War: 1 XP

Total Possible Experience: 4 XP

Favors

If you decided to lend what support you had towards an Imperial Faction by responding to their questions: +1 Favor

Honor

If the PCs returned the clan tokens so that the other competitors could also locate them, they gain H6 honor for showing courtesy to their rivals. An additional +.1 Honor if they are a Paragon of Courtesy.

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

Glory

A PC gains G6 glory for each individual event they earned a clan token in, other than in the finale. If the PCs returned the Seal of War, they gain G7 Glory for the deed.

If a PC was the overall winner of the Tournament of the Emperor's Favored, they gain G8 Glory, after all other gains, and the title, "Champion of the Tournament of the Emperor's Favored" until such a time as another Tournament is held. This title acts like one rank of the Fame Advantage when dealing with Minor Clan Samurai.

Allies and Enemies

Any gained Allies should be listed on the Player Handout with NPC names, so that the players have access to the correct spelling. It is preferred that Allies be listed with Influence first and Devotion second (as in the core book) for purposes of consistency.

Sworn Enemies default to 3 points for NPCs roughly equal to the PCs in power level, up to 5 points for more significantly skilled or influential characters.

Appendix #1: Important NPCs

If a PC has any of the following as an ally, make sure to give them a free raise with any social skill roll associated with that ally.

Otomo Yusuke (Status 3): There are those who say that Yusuke was trained by the Miya Heralds rather than his own family because of his inability to keep a secret, but Yusuke himself is quite happy with his lot in life. He is allowed to travel across Rokugan and bring news of the Empire's doings to everyone willing to listen, a duty he undertakes with great joy. Yusuke is here to provide gossip.

Matsu Kurohimi (Status 8): The third daughter of Matsu Mochiko is unlike many of the family which she takes her name. She is not heedless in her attacks, and in fact shows very little of the social traits that define most Matsu. Still, her tactical mind is without doubt; in the Shogun's tournament, she defeated all of her opponents without being in so much as a modicum of danger of failure. RPing note: Using this opportunity to potentially recruit to replace officers in the First Legion after the attack by the Great Sea Spider. (see mod above.) Polite, friendly: understands that the traditional Matsu "anger" is a tool to be utilized, not a stereotype to be lived. There is very good reason she is the Shogun now, and that is entirely who she is and her skill at the position: she knows it and isn't threatened by anyone present.

Seppun Neneko (Status 5.5): Taisa within the First Imperial Legion. Neneko's ancestors have a long tradition of Imperial service, going back to the Battle of White Stag. It is also a legacy fraught with danger: samurai of her line have died defending every Emperor who has fallen to violence. Her survival of the Battle of Broken Jade earned her a promotion to taisa, but has left her uncertain of her destiny. She is representing the Imperial Faction who believes the Crab (and more importantly the Empire) cannot handle the Crab being part of another War. RPing note: Is here because she needs to be, does not have time for games. If forced to admit it, is enjoying the opportunity to interact directly with the Shogun.

Kaeru Mina (Status 2): The Frog Clan have expanded their business arrangements all over Rokugan, and traveling merchants like Kaeru Mina bring their wares to all who wish to buy. As Mina's goods are usually weapons, she attracts interest from samurai wherever she goes, and she is accompanied by several ronin guards to keep the interest from less reputable groups at bay. She is present to provide the ability for samurai to acquire any weapon needed for any of the events.

Kasuga Seiko (Status 5): An Emerald Magistrate normally assigned to Otosan Uchi, Seiko is a minor historian, having collected tales and records of Emerald Magistrates of centuries past. She's present to insure the Emerald Office is represented at the Tournament, and to insure the peace should any conflicts arise between samurai of different clans. The small retinue of yoriki under her command are spread throughout the multiple events.

Seppun Masaharu (Status 4): A dry and withered courtier utterly lacking in humor, Masaharu is a master of protocol and all too eager to correct even the smallest transgression. Having memorized hundreds of minor Imperial ceremonies and rituals, he has made himself indispensable to the running of the Imperial Court, though in the process he has also made himself several enemies. He is currently protected by his position, but how long that remains the case is in doubt. He is present representing the Imperial faction that believes the Seal should be utilized as the Emperor wishes. RPing note: Stickler for etiquette. He probably has Great Potential: Etiquette and calls raises on it for mundane tasks just to be that much better than everyone else.

Otomo Reo (Status 5): Assistant to the Otomo daimyo's Herald, Head Gardener of Kyuden Otomo's Central Gardens, cousin of Otomo Kazuko (Otomo Kazuko is both Otomo Daimyo & Imperial Chancellor) Otomo Reo is just a step below a prodigy of the Otomo Courtier school. Unlike many past Head Gardeners, she can actually tend to a garden as well, which some among the Imperials say is why she is a step below a prodigy instead of a true one. She is here representing the faction of the Imperial Bureaucracy which believes there should be multiple wars between the Great clans in order to break up the alliances between them. RPing note: An Otomo who knows the value of being friendly, open, and approachable.

Toku Miyako (Status 7.5): Taking the name of one of Toku's daughters in honor of her late ancestor, Miyako is known for her absolute piety, especially impressive for a bushi. She encourages her followers to make pilgrimages to the holy sites that interest them, and at least once a year for the past five years has made one of her own to one of the Seven Fortune's major shrines. While not an exceptional bushi, she is well loved within the monkey, as well as the Scorpion, who she is in talks to take a husband from.

Fuzake O-Kabe (Status 6.5): Seven years past the age of retirement, Fuzake O-Kabe is one of the most respected men in the Empire. He has served in the imperial legions, investigated with Emerald Magistrates, accidentally stumbled upon blood speaker cells, and now has a story for nearly every occasion. He shows no signs of slowing down or shaving his head, not the least of which reason being that his son, Fuzake Hirohiko, wishes to go on some adventures of his own before he settles into the life of a daimyo.

Ichiro Hayako (Status 7.5): The Badger family has recovered well from their near destruction over two centuries ago. Because of this, their mercenary tradition has become more habit than necessity in the past several years. Hayaku was rather well liked among the other minor clans before he became the clan champion, and he has worked as a caravan guard for every minor clan. Large, joyful, and gregarious, Hayaku is a straight pleasure to be around.

Kitsune Oioko (Status 7.5): Headstrong, but not quite to the point of being obstinate, Oioko is one of the most independent of the Minor Clan champions. Oioko is distrusting of most, and often when important negotiations for the Fox are about to happen, she goes herself instead of leaving it to one of her few courtiers.

Appendix #2: Imperial factions

Important: This information is not meant to be shared with the PCs, who unless they are also Imperial or have deciphered Masaharu's forms, are not meant to know the ramifications of the tournament until afterwards.

Throughout this module the PCs actions are influencing the choice of which faction within the Imperial bureaucracy will either retain or gain the duty of advising the Emperor on what wars between the clans to allow. Every legal war must have the declaration from the Emperor to allow it to go forth, and it is the Imperial bureaucracy which holds onto that seal. Currently Seppun Masaharu's faction holds onto the seal, and has for the last 20 or so years. There are different ways each faction can gain points throughout the mod, whichever one has the most at the end wins. Any ties favor the status quo first (meaning if Masaharu ties for the lead his faction retains control.) Due to the Shogun's presence Seppun Neneke wins ties with Otomo Reo. The main way to win points is if a Clan or Brotherhood PC wins the Minor Clan token sponsored by that Imperial faction (listed within the factions.) Other ways will be mentioned within the module. If a clan or Brotherhood PC wins such an event, that faction receives 2 points. A ronin PC winning does not qualify the Imperial faction for points.

Loyalty First: Ultimately it is the Emperor's decision and we are here to insure those decisions are carried out. Seppun Masaharu's faction. Sponsored events: Tiger Clan's Hunting, Tortoise Clan's Etiquette, & Monkey Clan's Kenjutsu.

Remember the Greater War: The greatest danger is beyond the Wall and so the Crab must not be distracted by war within the Empire. Seppun Neneke's faction. Sponsored events: Badger Clan's Sumai, Oriole Clan's Crafting, & Hare Clan's Athletics.

Weaken the Clans: The clans have gained too much power once more and alliances must be broken between them. Otomo Reo's faction. Sponsored events: Fox Clan's Medicine, Frog Clan's Disarm, & Sparrow Clan's Storytelling.

<u>Loyalty First: Masaharu</u>	<u>Remember: Neneke</u>	<u>Weaken the Clans: Reo</u>

Player handout #1: Tournament of the Emperor's Favored

The Minor Clans hope that you will enjoy your time in the lands of the Monkey and wish to ensure that all competitors know the format of this year's Tournament, the 623rd Tournament of the Emperor's Favored!

The Tournament is comprised of nine events designed by the nine Minor Clans and one final event, tying together elements of the Minor Clan Alliance. It will be held over the course of 3 days to showcase the skills and talents often associated with the assorted Minor Clans. Points earned during events count toward deciding who the overall winner will be. It may be you! You may decide to forego competing in any particular event, should you decide that your time is better spent preparing for a later event or otherwise! (Please Note: While there is largely no penalty for failing at an event, you may not truly experience your time at the tournament without competing in at least 4 events.) Each event will have a primary roll next to it: some will entail more than this solitary skill. Each event will reward 5, 2, or 0 points, depending on your performance!

A Trial is a performance showcasing your skill alone, judged by three samurai from the clan holding the event.

A Duel will have you randomly paired against another competitor, again judged by three samurai from the clan holding the event.

A Match will include all participating in a single event. This will be judged by two samurai from the clan holding the event and one member of the Emerald Magistrates.

*Note: Please keep track of dice totals rolled during events.

Day 1

Opening Ceremony

Badger: Sumai - Jujitsu/Strength - Duel

Fox: Medicine (Herbalism) - Medicine (Herbalism)/Intelligence - Trial

Oriole: Crafting Display - Crafting Skill/Fire - Trial

Tiger: Hunting - Hunting/Perception - Match

Day 2

Frog Clan: Disarm - Weapon Skill (This will require the ability to make a Disarm attack, which normally requires 3 raises.) - Trial

Hare Clan: Obstacle Course - Athletics (Running)/Strength - Match

Tortoise Clan: Bureaucracy - Etiquette (Bureaucracy)/Awareness - Duel

Sparrow Clan: Storytelling - Perform: Storytelling/Awareness - Trial

Day 3

Monkey Clan: Kenjutsu - Kenjutsu/Agility - Trial

Final Competition - Purposefully a Mystery - Match

Closing Ceremony

The Final Competition, while a mystery at this time, will give advantages to point leaders from the previous events.

Player handout #2: Letter to Minor Clan Samurai

My fellow Minor Clan Samurai,

I greet you today as one of the samurai who helped ensure this event would occur. It is my hope that the 623rd Tournament of the Emperor's Favored will entertain our guests and insure that our clans gain allies among the Empire. I will unfortunately not be able to attend due to duties at home.

I cannot stress enough the importance of insuring that this event gives the Empire a place of peace. I entreat you to work to settle any disagreements that might otherwise lead to violence involving any of our guests. Remember that a Great Clan can treat an insult as a reason to commit war upon any of us.

It may help to inform you who to go to should trouble arise that you cannot handle on your own, as well as who some of the notable guests will be. As the Tournament is occurring within the lands of the Monkey, Toku Miyako, Champion of the Monkey holds sway, with the full support of the council of the Minor Clan Alliance. She is aided in this by Fuzake O-Kabe: daimyo of the Fuzake family, Ichiro Hayako: Champion of the Badger, and Kitsune Oioko: Champion of the Fox.

We have a number of known guests, although others may be present, unknown to me at the time of this letter.

Otomo Yusuke (Status 3), who may have informed you of his presence before I have.

Seppun Neneko (Status 5.5), Taisa within the First Imperial Legion. Veteran of the Battle of Broken Jade.

Kaeru Mina (Status 2), merchant of the Frog Clan, who has traveled much of the Empire's roads.

Seppun Masaharu (Status 4), Assistant to the Imperial Chancellor's Herald, Master of Rituals for the Seventh Hall of the Forbidden City, Keeper of the Ceremonial Keys to the Inner Gates of the Imperial Libraries Third Floor. And uh, a whole lot of other titles.

Otomo Reo (Status 5), Assistant to the Otomo daimyo's Herald, Head Gardener of Kyuden Otomo's Central Gardens, cousin of Otomo Kazuko.

May you enjoy the Tournament and carry the kami's smile,

~Ujina Yasu

Player handout #3: Letter to Imperial Samurai

Samurai-sama,

I greet you with the blessings of those who gathered to serve at Seppun Hill. That you have secured an invitation to participate in the Tournament of the Emperor's Favored does you the honor such an invitation brings. May you have as adequate an experience as the Minor Clans can provide you.

Dutifully, I write to you about a tradition held within the Imperial Bureaucracy for much of the last millennia. That of deciding which of ice will secure the Emperor's Seal of Approval for War between the clans. Due to security concerns and to insure that the Seal is always available to the Imperial Bureaucracy for the needs of any formal declaration of War allowed by the Emperor, the Seal changes of ices during each Tournament of the Emperor's Favored. A ritual that I have led for these last twenty years.

Those chosen to represent the Imperial of ices allowed to hold this honor within the Bureaucracy are as follows: myself, Seppun Masaharu in my role of Master of Rituals for the Seventh Hall of the Forbidden City. Seppun Neneko, taisei of the First Imperial Legion as representative of the Tea Room of Genji's Council. And, Otomo Reo, in her role as Head Gardener of Kyuden Otomo, representing the Eastern Inner Library of Kyuden Otomo.

The particulars of this ritual are numerous and I could never write them all down in one place for fear of our Empire's enemies learning too much. The basics however require the judgement of the representatives to be focused upon the competitors of the Tournament of the Emperor's Favored, to showcase the Imperial Bureaucracy's ability to properly assess the abilities of the Empire's samurai. As such, expect to be interviewed by each of us during the event. Any knowledge you gain of samurai acting unlike proper servants of the Emperor should be shared equally among the three representatives.

Do not inform any Minor Clan samurai that this ritual is taking place. While clan samurai may suspect that it is occurring, any confirmation by the Imperial families would distract them from their duties.

~Assistant to the Imperial Chancellor's Herald, Master of Rituals for the Seventh Hall of the Forbidden City, Keeper of the Ceremonial Keys to the Inner Gates of the Imperial Libraries Third Floor, Aide to the Supervisor of Messages between the Imperial Library and the Brotherhood, Keeper of the Ninety-Eighth Building in the Forbidden City, Seppun Masaharu.

Player handout #4a: News from the Empire

My Lords, I am pleased and honored to write to you after our most recent meeting at the Tournament of the Emperor's Favored! What an event! Surely stories will be told of those who attended for quite some time! I was sure to tell the new Imperial Herald of the champion's deeds! (If a PC was Champion of the Tournament, they ignore the next beginning of a module glory loss due to inactivity because of their name and success being spread by the Imperial Heralds.)

I did want to ask, did anyone happen to find an extra courtier's cap within their belongings? Seppun Masaharu-sama mentioned that one of his went missing.

Speaking of Seppun Masaharu, I'm told he is seen as quite a dependable servant of the Emperor. For the first time in I do not know how many years he is attending the Imperial Court on behalf of the Imperial Bureaucracy. It has a number of lesser skilled courtiers trembling in their sandals that they'll misstep or otherwise misremember the proper etiquette or ritual. Many in the bureaucracy are relieved that traditional festivals are being upheld however and that has returned some semblance of normalcy to the Imperial City. Who else would have remembered that there is a Festival for the Weighing of Rice supposed to be held every year?

I have heard that some of those unfortunate enough to have been overheard doubting the abilities of the Emperor are having more difficulty navigating the Imperial Bureaucracy. I would advise that on your next trip to the Capital that you'll have studied all the proper forms of etiquette. No doubt your experience in the Tortoise's event will be but a precursor!

In recognition of the unfortunately canceled Annual Kyuden Gennai Fireworks Festival, the Dragon, at the direction of the Imperial Herald, have sent a group of hanabi exhibitors to the Phoenix to ensure that despite the loss of their castle, they are still able to hold their annual festival. Several venues are being considered to host the festival until Kyuden Gennai can be rebuilt.

The Unicorn have declared a plan to march through the Dragon lands to aid the Owl in their war with the Scorpion. Imperial Chancellor Otomo Kazuko has responded by 'suggesting' Imperial Arbitration of the matter; apparently the Unicorn swore a year of peace with the Dragon and so their intended path might cause them dishonor by accidentally failing to live up to their word. Hazumi is publicly incensed with this development, decrying 'imperial meddling' and 'abuse of position' by the new Imperial Herald. Still, the Unicorn have not marched, though supposedly they stand ready to do so.

I apologize, I have tried my best to bring you the news that I am sure you are most interested in hearing, but I was unable to acquire any information at all about the state of rebuilding in the Phoenix lands. Apparently the Phoenix are turning away anyone they determine to be 'nonessential to rebuilding our homes.' Turning that many Monks and Samurai away has caused quite a stir! In his wisdom, Seppun Kazetora has declared that he will travel to Kyuden Isawa, to find a way that these people might resume their religious pilgrimages.

Like the air after a storm, tensions between the Crab and Mantis seem to have finally broken. Both sides seem to have taken a step back from war, and neither committed to any military engagements this summer. The Shogun has sent the 4th legion to aid the Mantis in their rebuilding, and the Yoritomo have publicly stated they will commit additional ships to "law enforcement activities" to ensure safe travel until any remaining navigational hazards have passed.

It is with great pleasure that I further inform you that plans are in motion to provide housing for any refugees displaced by the decimation of the Phoenix coastline. The herald organization and the Dragon have been preparing a plan to open the Dragon borders and locate a suitable site for anyone needing to find succor or a new place to live after the great tragedy. Bushido demands that we demonstrate Compassion in both Word and Deed, after all.

Honor Guide You,

Otomo Yusuke

Player handout #4b: News from the Empire

My Lords, I am pleased and honored to write to you after our most recent meeting at the Tournament of the Emperor's Favored! What an event! Surely stories will be told of those who attended for quite some time! I was sure to tell the new Imperial Herald of the champion's deeds! (If a PC was Champion of the Tournament, they ignore the next beginning of a module glory loss due to inactivity because of their name and success being spread by the Imperial Heralds.)

I did want to ask, did anyone happen to find an extra courtier's cap within their belongings? Seppun Masaharu-sama mentioned that one of his went missing.

Speaking of Seppun Masaharu, I've heard that he is no longer the Keeper of the Ninety-Eighth Building in the Forbidden City, but is now the Keeper of the One Hundred and Third Building. No doubt you will want to have his correct title should you meet him again.

Another of the Seppun I believe you spoke with, Seppun Neneko has been sent to Imperial Court to represent the Imperial Legions in the Shogun's absence! It seems she impressed the Shogun greatly during the Tournament. It has brought a surprising number of veterans of the Battle of Broken Jade to the forefront of court, and while of course no one is speaking of the unfortunate lands of the last Kami, many seem to be ensuring that the Crab maintain a focus on the Wall and what lies beyond it.

I have heard that petitions that would distract the Crab from their duties have been experiencing delays within the Imperial Bureaucracy, for better or worse. If you expect too many dealings with the Crab that requires the Bureaucracy, I would advise that you start sooner rather than later, as a number of...let's call them more stringent...bureaucrats have been examining such papers.

I would advise that on your next trip to the Capital that you'll have studied all the proper forms of etiquette. No doubt your experience in the Tortoise's event will be but a precursor!

In recognition of the unfortunately canceled Annual Kyuden Gennai Fireworks Festival, the Dragon, at the direction of the Imperial Herald, have sent a group of hanabi exhibitors to the Phoenix to ensure that despite the loss of their castle, they are still able to hold their annual festival. Several venues are being considered to host the festival until Kyuden Gennai can be rebuilt

The Unicorn have declared a plan to march through the Dragon lands to aid the Owl in their war with the Scorpion. Imperial Chancellor Otomo Kazuko has responded by 'suggesting' Imperial Arbitration of the matter; apparently the Unicorn swore a year of peace with the Dragon and so their intended path might cause them dishonor by accidentally failing to live up to their word. Hazumi is publicly incensed with this development, decrying 'imperial meddling' and 'abuse of position' by the new Imperial Herald. Still, the Unicorn have not marched, though supposedly they stand ready to do so.

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It is with great pleasure that I further inform you that plans are in motion to provide housing for any refugees displaced by the decimation of the Phoenix coastline. The herald organization and the Dragon have been preparing a plan to open the Dragon borders and locate a suitable site for anyone needing to find succor or a new place to live after the great tragedy. Bushido demands that we demonstrate Compassion in both Word and Deed, after all.

Honor Guide You,

Otomo Yusuke

Player handout #4c: News from the Empire

My Lords, I am pleased and honored to write to you after our most recent meeting at the Tournament of the Emperor's Favored! What an event! Surely stories will be told of those who attended for quite some time! I was sure to tell the new Imperial Herald of the champion's deeds! (If a PC was Champion of the Tournament, they ignore the next beginning of a module glory loss due to inactivity because of their name and success being spread by the Imperial Heralds.)

I did want to ask, did anyone happen to find an extra courtier's cap within their belongings? Seppun Masaharu-sama mentioned that one of his went missing

Speaking of Seppun Masaharu, I've heard that he is no longer the Keeper of the Ninety-Eighth Building in the Forbidden City, but is now the Keeper of the One Hundred and Third Building. No doubt you will want to have his correct title should you meet him again.

Another of my family that you met with and cousin of Otomo Ryoko the Imperial Chancellor, Otomo Reo, has been put in charge of much of the Imperial bureaucracy. No doubt you will wish to send letters of congratulations. It seems the first task the Imperial bureaucracy will be undergoing is to examine the paperwork and legal status of a number of agreements between the clans over the last few years. Many of the Great Clan representatives in court have been overheard arguing with each other in side rooms and there have even been a few duels over misplaced treaties or misunderstandings from exuberant courtiers who were too quick to file their paperwork.

I would advise that on your next trip to the Capital that you'll have studied all the proper forms of etiquette. No doubt your experience in the Tortoise's event will be but a precursor!

In recognition of the unfortunately canceled Annual Kyuden Gennai Fireworks Festival, the Dragon, at the direction of the Imperial Herald, have sent a group of hanabi exhibitors to the Phoenix to ensure that despite the loss of their castle, they are still able to hold their annual festival. Several venues are being considered to host the festival until Kyuden Gennai can be rebuilt.

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I apologize, I have tried my best to bring you the news that I am sure you are most interested in hearing, but I was unable to acquire any information at all about the state of rebuilding in the Phoenix lands. Apparently the Phoenix are turning away anyone they determine to be 'nonessential to rebuilding our homes.' Turning that many Monks and Samurai away has caused quite a stir! In his wisdom, Seppun Kazetora has declared that he will travel to Kyuden Isawa, to find a way that these people might resume their religious pilgrimages

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*Honor Guide You.
Otomo Yusuke*

Player handout #5: The Contests

Day One

Badger: Sumai

As competitors return to the tournament grounds Badger clan samurai perform well practiced rituals of cleansing, preparing each sumai circle for the ritual of the coming bouts. Cleansing water and salts are set up, and the crowd often rises to loudly support the competitors during the event.

The sumai competition is one of the rare events that pits competitors against each other. The winner of each match receives 5 points; the loser will receive either 2 or 0. They receive 2 if they managed to take control of the sumai grapple at any point in time of the match.

The event will utilize a series of Jujutsu/Strength rolls. To win, a PC must succeed in two rolls in a row. Randomly pair competing PCs against each other, with an odd number of PCs meaning that the lowest Insight PC will compete against an NPC rolling 6k3. (if the lowest Insight PC is Rank 4, the NPC has lucky in addition to the free raise.) Large PCs will add +1k0 to their rolls, Small PCs will subtract -1k0 from theirs.

In order to win the Badger's token, a PC will need to win their first two rolls. If more than one PC does so, it is the highest total rolled between those two rolls

Fox Clan: Medicine (Herbalism)

Fox clan samurai have set up a series of tables with different potential ingredients for contestants to choose from while preparing medicinal salves and ointments. Contestants are judged by three Fox clan samurai, including Kitsune Oioko.

To succeed, they must make a Medicine (Herbalism)/Intelligence roll TN 25. The Fox clan champion, being well used to shugenja as well as trickster spirits such as kitsune, causes anyone using the kami's aid in the roll to have to call two raises for no effect in order to still possibly succeed.

Anyone who has the disadvantage: Cursed by Sakkaku has their TN increased by 5 as the spirits mix up a few similar looking ingredients with each other.

Anyone who matches or beats the Medicine TN earns 5 points. Anyone who does not, receives 0.

In order to win the Fox's token a PC must beat the Medicine Roll, must not have annoyed Kitsune Oioko by calling upon the kami, & must have rolled a 30 or higher. If multiple PCs qualify, it is awarded only to the one who rolled the highest.

Oriole Clan: Crafting

A good part of the day is set aside for contestants to make something physical. While ephemeral beauty like music or poetry is appreciated by the Oriole, it is not the style of crafting that is being tested here.

A physical object must be made by the contestant and brought for presentation to be judged by the three Oriole judges. Because a number of crafting styles require more than a day to make, contestants are allowed to bring a finished item to the event in which case they will need to impress the judges with a presentation about the making of the item.

This will be represented by a Craft: (Appropriate Skill)/Fire roll. If a player wishes, they can spend a favor and make a roll appropriate to whatever craft skill they wish to utilize, as appropriate for the rules of the campaign. (As found under the Crafting Rules at forum.heroes-of-rokugan.net) Spending a favor in this way will allow them to use the Ring normally associated with what they are crafting, if different from Fire. Player must supply their own note card or other sheet to represent this item, if they meet the TN required to make it.

TN: Normal Cost of Item

10: 1-9 zeni

15: 1-4.9 bu

20: 1-9 koku

25: 10-19 koku

30: 20-24 koku

35: 25+ koku

For every 5 full koku over 25 an item costs, raise the TN to make it by 5.

Simply making the item successfully awards 2 points, while impressing the judges and reaching 5 points is a

TN 25. If the item being made would normally be a lower TN, then the increased TN represents the added detail or skill needed to impress the judges. If the TN would normally be higher for the item, then the TN to impress the judges goes up to match the TN that was selected by the player. Failing to craft an item earns 0 points. To receive the Oriole's token, the PC must have rolled at least a 30 and be the highest at the table.

If the player(s) are clever and say they had time beforehand to make multiple items and so want another roll, allow them to at the cost of an L0 Honor loss because they would be required to lie to the judges in the competition. They cannot do this if they're attempting to spend a favor to get a permanent item, as per the normal Crafting rules.

Tiger Clan: Hunting

Contestants are led on a walk to the outskirts of the small tent community. The rolling hills of the Vale of the Monkey seem expansive, the foothills and mountaintops of the Spine of the World taking up much of the horizon

Two members of the Tiger Clan and an Emerald Magistrate wearing the Kasuga mon bow to the contestants before one of the Tiger steps forward to explain the event they are judging.

"We've set a number of rabbits loose in the hills before you. You want the ones with orange-dyed ears. If you need yumi or arrows, Kaeru Mina-san has generously provided plenty for the use of contestants (guests?). We," she gestures to indicate the three judges, "will be overseeing the event from watch towers. The event is over when Kasuga Seiko-sama blows her signal horn, which will occur when she deems it too dark to continue or believes all the rabbits have been found."

Holding up one finger, she continues, "If you bring back one dead orange-eared rabbit, you will receive 2 points. If you bring back three, they are worth 5 points. But, if you kill even one rabbit that does not have orange ears, you will receive zero points for this event. Good luck."

Anyone with Cursed by the Realm: Chikushudo or Cursed by the Realm: Sakkaku has their TNs increased by 5 for this competition as spirits of those realms make the hunt more difficult by leading the rabbits away from the hunters.

PCs must make a Hunting (Tracking)/Perception roll TN 15 in order to find any sign of rabbits. Raises may be called on this roll in order to increase the likelihood that it is one or more orange-eared rabbits. Shugenja may substitute a commune with the kami spell, in order to get guidance from the kami towards the location of a rabbit warren. Without two raises for clarity on the commune spell, the kami will not understand what they mean by orange-eared. (Because the rabbits ears are not orange, their fur is simply dyed orange which is not their true-state of being.)

If a rabbit is found, via tracking or spell, roll 1d10. Add +3 for every raise made on the hunting roll. Add +5 if the shugenja called 2 raises. On a 1-3, the rabbit found does not have orange ears. On a 4-7, the rabbit found has orange ears. On a 8-9, two rabbits are found. On a 10+, three are found.

They will attempt to flee once they know humans are nearby, unless an Animal Handling/Awareness or Stealth(Sneaking)/Agility roll TN 25 is made. The TN is 10 lower if the PC will be utilizing Kyujutsu

Once in position a PC will make either a Kyujutsu/Reflexes attack roll TN 20 or a Melee Weapon/Agility attack roll. Alternatively a Jujitsu/Agility roll can be made to grapple one or more of the rabbits should the PC wish to take them alive. Raises must be called in order to kill/capture more than one rabbit before the others flee, at the cost of one raise per additional rabbit on the scene

There is time for two hunting rolls to be attempted before the horn is blown, summoning competitors back. The winner of the token will have caught the most rabbits, with the highest total hunting rolls when combined to break ties; a minimum of 3 rabbits and total of 40 between the 2 hunting rolls to beat out NPC contestants.

Day Two

Frog Clan: Disarm

Boasting what is quite possibly the largest collection of Frog samurai outside of the City of the Rich Frog, the tournament grounds have a little over twenty unarmored Kaeru wielding their signature machi-kanshisha, waiting for the tournament to begin.

Kaeru Mina steps forward from the group and bows. "For those who are unaware, the machi-kanshisha became the Frog clan's traditional weapon as a means of disarming or pacifying the unruly with less risk of lethal attacks. No one wishes to make deals with the dead after all!" Her joke,

touching on mercantile matters gets laughs from among those okay with such talk and scowls from the more traditional samurai. Unperturbed she continues, "Today we ask competitors to test themselves by attempting to disarm a wielder of the machi-kanshisha. You will have three attempts to do so, while needing to prevent your own weapon from becoming disarmed. You will be randomly paired against one of my cousins for this event." She bows and the contest is shortly under way.

To win the Frog's token, a PC will need to disarm their opponent on their first attack roll. If multiple do, it will be the PC who rolled the highest attack roll. If they tie there, it will be the PC who rolls the highest on the contested strength roll. If another tie there, then the PC who rolled lowest on damage. IF still a tie, both PCs will receive the token in this rare case of exactly similar skill.

Of Note: The Kaeru Bushi will all allow the PC the first attempt to disarm them, which for higher rank PCs may be their first 2 attempts if they have multiple attacks. Also, if a PC is disarmed they are allowed to continue attempting to disarm their opponent with unarmed attacks, if they wish. They are a clan which appreciates improvisation.

A Rank 1 or 2 PC will be paired against a Rank 1 Kaeru Bushi with ATN 15, rolling 6k3 on attack rolls and 3k3 on contested strength. Kaeru Bushi receive 1 free raise with the machi-kanshisha, and so will only need to call 2 raises for disarm.

A Rank 3 or Rank 4 PC will be paired against a Rank 2 Kaeru Bushi with ATN 20, rolling 8k3 on attack rolls and 6k4 on contested strength for the first two attempts to disarm them (they spend void), and 5k3 on the third roll or for their own attempts to disarm the PC. They receive 1 free raise with the machi-kanshisha, and so will only need to call 2 raises for disarm.

A Rank 5 or higher PC will be paired against a Rank 3 Kaeru bushi with ATN 25, Rolling 9k4 on simple action attack rolls and 7k4 on contested strength for the first two attempts to disarm them, & 6k3 on the third roll or for their own attempts to disarm the PC. They receive 1 free raise with the machi-kanshisha, and so will only need to call 2 raises for disarm.

Successfully disarming their opponent means the PC receives 5 points. Failing to disarm their opponent means they receive 0 points. Being disarmed themselves and giving up rather than continuing means the PC receives -.3 Glory.

Any PC who attacks their Kaeru with an attack other than disarm will lose this event, gain 1 rank of infamy, and Sworn Enemy: Kaeru Mina. If they kill their opponent with that attack they will also be removed from the Tournament of the Emperor's Favored and the rest of the mod as they will no longer be welcome in Monkey lands. If they are a member

of the Frog or Monkey, they will be cast out of their clans as Ronin.

Hare Clan: Athletics

The Hare Clan's obstacle course is a tradition as old as the Hare Clan's first time taking part in the the Tournament of the Emperor's Favored. They have energetically created a series of obstacles for contestants to test themselves in a foot race. The event will take place over a series of 5 rolls. Successful raises called on any of the rolls will increase the speed of which a competitor finishes. A minimum of three raises throughout the race are needed to qualify a PC for the Hare's token, as well as finishing faster than any other PC, without more than one failed roll. If anyone has Water 4 or higher, they receive +1k1 on any rolls with the Running emphasis for this contest.

Roll 1: Athletics (Running)/Strength TN 15. A straight track leading into the obstacle course proper.

Roll 2: Defense/Reflexes TN 20. A number of Hare samurai wait to throw a variety of colored powders in the air, possibly delaying competitors as they wipe it out of their eyes, should they fail. Immediately after this they are maneuvering through a series of logs at different heights as quickly as they can.

Roll 3: Athletics (Climbing)/Agility TN 15. TN is increased by 5 if the previous roll was failed as it takes longer to find handholds in the wall that has been erected. Anyone failing by 10 or more falls and is removed from the competition having failed to cross the obstacle. Anyone failing by less is allowed to roll again to finish, having not fully fallen off the wall.

Roll 4: Athletics/Strength TN 15. From on top of the wall competitors must swing across a gap or risk falling into a mud pit.

Roll 5: Athletics(Running)/Stamina TN 15. The final straight-away to the finish line!

Completing the course without a failure on rolls awards 5 points. Completing the course with only one failure awards 2 points. Two or more failures awards 0 points.

There is time to cleanse oneself and a quick lunch before...

Tortoise Clan: Bureaucracy

This event is one of the more unusual and is held on sacred ground. The audience is asked to wait outside the Shrine to the Toturi, while competitors are sent in pairs to compete within before a trio of judges. Some might joke that it is to keep the competitors from cursing. For competitors face that most steadfast of foes: Bureaucracy

A number of Tortoise samurai and Seppun Masaharu are in brief conversation as the competitors gather. It is only after everyone who has chosen to compete steps forward that Masaharu leaves the group and joins the general audience.

One of the Kasuga strides forth. “Samurai! You will compete against one other competitor in order to decide which of you can navigate a bureaucratic office you have never encountered before. Those of you who have traveled to Medinaat Al-Salaam may have experienced something similar, and it is the Tortoise’s hope that this competition can showcase the skill of those who excel in such waters today. As it is meant to be an unknown, each pair will receive instructions once they go inside.”

Pair PCs randomly against one another, with an odd number of PCs meaning that the lowest Insight PC will compete against an NPC rolling 6k3. (if the lowest Insight PC is Rank 4 or higher the NPC has lucky in addition to a free raise on all rolls.) Due to the Imperials who wait to question them afterwards, the PCs will be competing first, and thereby unable to see the expressions of those who have already competed as they leave the shrine.

Inside, one of the rooms for a future Emperor is being utilized to hold the competition. Three Kasuga judges, each closer to retirement than their gempukku, kneel behind a short desk. A fourth Kasuga samurai approaches the pair of competitors, hands each a scroll, and explains the competition before them.

“You are taking on the role of a courtier who needs three offices to sign off on a proposal between your clan and another in order to secure a trade route through a new mountain pass for yourselves. It does not matter in what order you do so, but each must do so for you to secure the trade route for your lord before anyone else does. Each office has its own rules of etiquette that will need to be adapted to quickly, in order to impress upon the minister the sincerity of your case. The first samurai to hand me the scroll with all three stamps in the correct place will win 5 points towards your overall standing in the Tournament. Begin.”

In order to beat an NPC and each other to claim the Tortoise token, no roll may fail and a total of 3 raises must be called over the course of the competition. If more than one PC manages this, the PC with the highest total result receives the token. In order to beat their opponent, they must either succeed faster than their opponent or roll higher with 2 of the 3 judges if they are otherwise of equal speed.

Before they speak with the judges the competitors must roll Etiquette (Bureaucracy)/Intelligence TN 20 in order to verify which judge must place what seal where. This will prevent them having to remake the paperwork should they otherwise have the wrong judge seal the scroll in the wrong place. Any roll with a Judge may be retried once in order to acquire their seal, but must instead utilize an Etiquette(Bureaucracy)/Awareness roll rather than the previous type of roll.

Note: If a PC is actually a courtier, give them a bonus based on their courtier techniques of some sort; they should have decent reason to excel in this.

Judge A: Requires anyone seeking their stamp to hold a tea ceremony where they drink out a modified gourd. Managing to do this with the expected grace required, despite the unfamiliar teaware is either a Tea Ceremony/Awareness or Etiquette/Awareness TN 20. Calling a raise on this grants a bonus of +2 per raise with the next Judge, as the Kasuga will mention things that might help them complete their task

Judge B: Requests a game of Kemari while they think over the request. There is both space to play and a kemari ball behind the desk. Doing so, or convincing them that you do not have time will require either a Games:Kemari/Agility TN 20 roll or a Sincerity/Awareness TN 25. Calling a raise on this grants a bonus of +2 per raise with the next Judge, as the Kasuga will mention things that might help them complete their task.

Judge C: Informs you that they trust you and your clan/faction, but are not certain they can trust the clan you are to work with, as traditionally they are a rival. You will need to convince them with an Etiquette (Conversation)/Awareness roll TN 20 or a Lore: History/Awareness roll TN 25 in order to think up an example of your two clans/factions working together well. Calling a raise on this grants a bonus of +2 per raise with the next Judge, as the Kasuga will mention things that might help them complete their task.

Sparrow Clan: Storytelling

Back at the tournament grounds tables are set up so that competitors and audience members alike may kneel on cushions alongside each other. Simple meals are brought out for everyone’s dinner, with a multitude of tea and sake to drink.

Before anyone has had much of a chance to eat, one of the Sparrow judges stands up and announces the event.

Each competitor will have the opportunity to share a tale. They must incorporate, in some way, a detail or theme of the story told before them. Each of the judges will be available for conversation with the competitors before they share their tale, should they wish to learn more about them. After all, it is the task of a skilled storyteller to read their audience and thereby know how to move them with their tale.

The judges then begin to mingle while everyone eats. Small murmurs of appreciation towards the sake supplied by the Mantis spread throughout the crowd as it will likely be a long, hopefully entertaining, night.

To learn the preferences of the judges PCs make a single roll requiring either a Courtier (manipulation) /Awareness roll

TN 20 or a Lore: Heraldry / Intelligence roll TN 25 for information on one judge. Up to two raises can be called, each successful raise providing information about another of the three judges.

Suzume Aiko has preferences for tragic romance, ocean scenes, and descriptive language on emotions.

Suzume Sen prefers tales that evoke reverence for the Fortunes, comedies, and dramatic combats.

Suzume Ohanfu enjoys tales of triumphant sacrifice, friendly animals, and vivid descriptions of nature.

Failing to learn anything about those who are judging the stories imposes a +5 penalty on the storytelling roll. Any player actually telling a story in character earns a Free Raise. For each of the judges beyond the first who the PC learns a preference of and chooses to incorporate into their story, they earn a Free Raise.

It is a Perform: Storytelling/Awareness roll TN 20 to impress the judges and earn 2 points. Two raises must be called/spent successfully to earn 5 points. Failure earns 0 points. A total of five successful raises are needed in order to earn the Sparrow's Token, most raises and then highest result if tied in order to determine which PC earns the Token, if any.

Day Three

Monkey Clan: Kenjutsu

The first event of the day takes place upon the tournament grounds. The fog here is lit by a number of lanterns displaying the animals of the various minor clans, helping in some way to light the paths of those coming to watch and those waiting to compete. An old samurai by any measure and daimyo of the Fuzake family of the Monkey clan, Fuzake O-kabe performs an archaic ritual within the center of the tournament grounds. Each wave of a fan in one hand seems to cause the fog in that direction to dance upwards toward the sky. It causes a temple-like feeling out of the walls and ceiling of fog that slowly snake tendrils around the edges of the competition circle in the center

At the end of the ritual the daimyo bows, either to the kami or to his approaching champion, Toku Miyako. The Monkey clan champion is clad in formal dojo clothes and will bow to the crowd and the competitors.

“Thank you O-Kabe-san, I am certain it will allow my fellow judges the ability to properly watch the competition today.” She bows in respect to her subordinate, then straightens to address the competitors. Her voice carries easily to their ears

“This morning the Monkey will be judging your skill in kenjutsu, be it katana or wakizashi. We thank our Brotherhood competitors for this tournament, but this will be one event we ask that you leave to those of us sworn to serve as warriors.”

Serenely she then explains the competition

“We ask today to see the bond between samurai and sword. Whether you display your honor or your soul, those who choose to compete will be remembered by the Monkey with thanks and gratitude here on these almost ethereal grounds. Myself, Fuzake O-kabe-san, and the Captain of my House Guard, Toku Chen will judge your skill to the best of our abilities and award points equal to your skill in a display of kata. Those of you who excel will be asked to join me after this initial display, to see who might match or even surpass myself in a challenging kata which I will lead and ask you to follow.”

Mechanically, samurai will be rolling Kenjustu (Katana or Wakizashi)/Ring, (PCs choose which Ring they wish to utilize) wherein they choose to display the artform of Kenjutsu before the judges. Anyone who

chooses an Elemental Ring that they also have a kata for, receives a bonus of $+Xk0 =$ to the Mastery level of the kata, unless the kata requires a weapon other than one part of a daisho. Those who hit a TN 15 but not a higher TN earn 1 point. TN 20 but not higher, 2 points. TN 25 earns 3 points. A TN 30 will be a minimum of 4 points, but it also allows for a spot in the second step of the competition.

The second part of the competition will entail attempting to match the movements and grace of Toku Miyako as she displays a kata that incorporates the five elements. To compete it will entail a second Kenjutsu (Katana or Wakizashi)/Ring roll, where the Ring here is the average of all 5 of the PC's rings, round up for any fractions.

Miyako stands at one edge of the grounds so that the other competitors may see her motions as she calmly goes through them. There at the edge, her sword seems to catch the fog, cutting a trail through the air that ends up at different times leaving the kanji of the elements hovering in the air. At the end of her display Lord Sun finally cuts through the fog, as if a window was opened in the fog temple. To surpass or match Miyako will entail a TN 50. If any hits it, they who receives the Monkey token. (if multiple do, the one who rolls highest does.) Surpassing Miyako in this way grants the PC a G7 glory gain.

Any results on this second roll of 30 or higher will award the PC 5 points towards the Final. Less, will still award the 4 they earned from the first round. If no one surpasses Miyako, the PC who rolled highest will earn the Monkey token, unless no PC competed in the second round.

Player handout #6: Prizes

Badger Clan: Will install a sanctified sumai ring in the Samurai's estate. Non-Samurai/ non-estimated Ronin instead receive an invitation to a sumai competition in Badger lands along with appropriate paperwork, where they will be the guest of honor. This provides a one-use Free Raise on a jujitsu skill roll.

Fox Clan: Will install herb bushes in the samurai's estate that are said to be pleasing to the kami. (They keep mosquitos and the like away.) Non-Samurai/non-estimated Ronin instead receive a medicine kit made by Fox herbalists. Either of these gifts provide a one-use Free Raise on a Medicine skill roll.

Frog Clan: A finely made smoking machi-kanshisha and a year's supplies for it. They will also privately receive a pledge: should the PC ever need it, the Frog will insure that they have access to a (non-siege, treasonous, or animal) weapon of their choice before a Battle Interactive. (The Frog Clan gift is a potential "fourth" thing that may be gained, as it does not provide a free raise. It is however a weapon that would only be theirs for that Battle Interactive.)

Hare Clan: Gift a Tsangusuri or talisman to the PC of a small ornate bell. It can be rung once before some athletic feat, in which case it will give the PC a Free Raise on one Athletic skill roll, after which it loses its magic.

Monkey Clan: Gift a tsuba for the PC's katana, engraved with images sacred to the Fortune of Courage. PC may receive a one-use Free Raise against a Fear check, before the protection of the Fortune of Courage fades. A monk or PC who does not wear a katana will instead receive a copy of the tao, that grants a similar bonus.

Oriole Clan: Provide quality tools that grant a free raise on the next Crafting/Artisan roll made by the PC wherein they spend Favors to create a permanent item, as per the Crafting rolls.

Sparrow Clan: Gift a packet of teas collected by the Sparrow's Champion in the past few years. They provide a one use Free Raise on either a Tea Ceremony in which they are used or to a Perform: Storytelling roll in which the tea is drunk before the telling.

Tiger Clan: Gift a very fancy map of Ootosan Uchi, the Tiger's home and Imperial Capital, suitable to be framed and placed in the PC's home. Studying it provides many a clue on how to navigate the maze that is the capital's streets and allows the PC a one use Free Raise on a Hunting/Perception roll to avoid becoming lost anywhere within the Empire. (Not the Shadowlands.)

Tortoise Clan: The Tortoise name a ship after the PC in honor of their victory and they offer an invitation to attend the launch of the ship. This provides a one use Free Raise on a Sailing skill roll due to the kami of the ship wishing its namesake well.

If a clan samurai PC who won one (or more) of these tokens is single and of marriageable age, they receive an invitation from that minor clan to begin speaking with a nakodo about arranging marriage with a yet unnamed NPC from that minor clan. They may thus receive multiple invitations. In all cases, this NPC would marry into the PC's clan. No insult is taken if the PC declines, as the Minor Clans are seeking to make allies of capable samurai, not enemies. The player will decide to notate the NPC's name etc. If accepted, please mark on your tracking sheet.

Ronin will receive an invitation to join the clan whose event they excelled at. Again, no insult taken if the PC declines.

Brotherhood Monks will receive a pledge that a shrine will be put up in the minor clan's lands to house monks of the Brotherhood order matching the PC's order. This will be at least a roadside shrine. Greater Fortunes/orders may already have such, in which case the clan will expand what they have in some way.

ion within the First Imperial Legion. Impressing the Shogun includes at least 3 out of 4 of the following decisions: choosing Honesty over Duty, acting independently rather than strictly following orders, privately talking with your ally instead of publicly, and suggesting Toku Miyako marry a Scorpion. The PC should also not have a sworn enemy of anyone within the Lion military or Imperial Legions. This is a one time waiver of the favors needed to change status tracks from the PC's current track, to that of equivalent status within the Imperial Legion. If they earned this but do not choose to switch tracks, they gain Matsu Kurohimi as an ally: Influence 4/Devotion 1. If they did not earn this, and did not earn "Shogun's Ire" they gain "Noticed by Matsu Kurohimi, Shogun."