

Satsume's Tournament

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

by Robert Hobart

The Emerald Champion, Doji Satsume, has announced a tournament to be held at his castle. The finest young samurai are invited, with an opportunity to win Glory and, perhaps, appointment as an Emerald Magistrate. And adventure for low-rank characters.

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

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

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

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

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

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

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

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

GM's Information:

THIS TOURNAMENT SHOULD NOT BE RUN COLD!

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

All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate. Sometimes, reading it straight just doesn't sound right.

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

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

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

This is a one-round low-rank tournament for Champions of the Emerald Empire, the RPGA Living Rokugan campaign. The PCs have been invited to participate in a tournament arranged by the Emerald Champion, Doji Satsume, to select new Emerald Magistrates to serve the Empire. While there, the PCs will have the opportunity to uncover a practitioner of Maho (black magic).

GM Synopsis

Asahina Chiyoko is an ambitious young shugenja-ko – far too ambitious. During her researches in the libraries of the Asahina school, she came across a forgotten scroll containing a forbidden Maho (black magic) ritual, one which would enhance her spell-casting powers tremendously – at the price of performing human sacrifices. Overcome by her ambition, she stole the

scroll and spent weeks studying it and learning the secrets of the ritual it contained. Her first sacrifices were simple peasants, and the reward was immediate: the sudden improvement in her magical skills made a great impression on her sensei, and soon she was being touted as a great prodigy who would bring tremendous Glory to the Asahina family and the entire Crane Clan. When the Emerald Champion sent out a call for promising young samurai to participate in his tournament, the Asahina chose Chiyoko as their representative.

Chiyoko's embrace of Maho, however, has a subtle price, as her sense of Honor has dwindled with each use of the ritual. On the way to the Emerald Champion's castle, she sacrificed a samurai for the first time, an unfortunate young Unicorn named Shinjo Asuma. The deed made little impact on her rapidly corrupting soul; ambition and lust for power have consumed her.

Now she has arrived at the tournament, determined to win at any cost – no matter how many human lives, even samurai lives, she must take in the process.

Specific Notes on Running this Scenario

As with many Living Rokugan tournaments, there are a large number of NPCs to keep track of in Satsume's Tournament: twelve contestants, plus the three judges. The GM should read the NPC descriptions carefully and develop a few "short-hand" role-play concepts and mannerisms for them. Remember that some NPCs are more important than others – for the purposes of the story, the most important are (in order) Asahina Chiyoko (obviously), Isawa Mori, Tonbo Genso, Mirumoto Tako, Kakita Ichiro, and Shosuro Tajiki. The rest of the contestants can be treated in less detail.

Try to run the contests quickly, and don't bother rolling out matches between NPCs – winners have already been indicated for the most likely match-ups. The emphasis should always be on role-playing and atmosphere.

Player's Introduction

It is a glorious autumn morning at Rokugan Yogasha Shiro, the Castle of the Emerald Champion. The splendid castle sits serene atop a steep hill, surrounded by an open plain, which would expose any foe foolish enough to assault it. In the distance, forest shrouds the foothills of the Mountains of Regret. The air is cool and bracing, and the sun glitters on the giant chrysanthemum symbol – the mon of the

Emerald Champion – which blazes from the castle gates.

On the field before the castle, almost two dozen samurai are gathered – young and promising bushi and shugenja from across the Empire, you among them, called here by the summons of the Emerald Champion. Doji Satsume is an imposing figure, his scarred face stern and dignified, as he mounts a dais and addresses you. Behind him you recognize several other prominent Rokugani, including the revered Lion sensei Akodo Kage and the legendary sensei of the Kakita Dueling School, Kakita Toshimoko.

"Samurai of Rokugan! You have been chosen by your daimyos to represent your clans in my tournament. Here your skills, knowledge, and honor will be tested to see if you are worthy of serving the Emperor as Emerald Magistrates. To ensure that you can fulfill your duties properly, you will be formed into teams of three; no one from the same Clan will be allowed to serve in the same team. To serve the Emperor you must set aside your Clan loyalties!" It is plain that many among you disagree with this, but none are so ill mannered as to express such thoughts before the Champion. Satsume continues: "You will be tested in all the virtues of a samurai – poetry, combat and dueling, grace, etiquette, and athletics. Shugenja will be given the chance to show their skills. And you will also be tested on the law of Rokugan, to ensure that you may serve as proper Magistrates. Prepare yourselves, and may the Fortunes smile on your efforts!" There is a round of polite applause as the Emerald Champion steps down, and you look around at the other samurai, wondering which of them will be your partners for the coming tournament.

Choosing Partners

Besides the PCs, there are a total of 12 other contestants here. The Emerald Champion and his friend Kakita Toshimoko choose the teams, drawing names from a bowl of wooden chits.

- The default arrangement will be to split up the PCs among five different teams, as listed below.
- If this would still leave some members of the same Clan on the same teams, switch them with members of the other NPC teams.
- If there are four or five PCs, use "generic" bushi NPCs from appropriate Clans to fill the empty slots.
- If there are seven PCs, drop Hida Yoshije.

About an hour passes between the choosing of teams and the announcement of the first contest in the tournament. This allows the PCs a chance to role-play,

introducing themselves to each other and to their NPC comrades. A handout with a list of the six teams has been provided for the GM's convenience, and to help keep track of the tournament's score.

Team #1

Doji Yuriko
Hida Yoshije
PC (preferably a shugenja)

Team #2

Daidoji Toki
PC (preferably bushi)
PC (preferably shugenja)

Team #3

Akodo Toshiwara
Tonbo Genso
PC (preferably a shugenja)

Team #4

Mirumoto Tako
Iuchi Kageki
PC (preferably a bushi)

Team #5

Matsu Sowara
Shosuro Tajiki
Asahina Chiyoko

Team #6

Kakita Ichiro
Isawa Mori
PC (preferably a bushi)

The NPC contestants

Doji Yuriko: A tall, athletic Crane maiden, trained as a Kakita duelist, her sharp-edged features handsome rather than the more common Crane beauty. Her white-dyed hair is bound into a thick braid running halfway down her back. She treats all contestants with an equal impersonal haughtiness, and scorns any attempt to win her friendship.

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

School/Rank: Kakita Duelist 1
Honor/Glory: 3.7/2.3

Skills (assume Rank One in any common skills not listed here): Archery 1, Etiquette 2, Iaijutsu 3, Kenjutsu 2, Law 1, Poetry 1, Sincerity 2
Advantages/Disadvantages: Kakita Blade

Kakita Ichiro: the arrogant, unhappy son of Kakita Toshimoko, this boy has inherited his father's looks and skill but not his good humor or sense of honor. Unfriendly to those outside his Clan, Ichiro can frequently be seen darting bitter looks at his father. He spends the first night of the scenario plotting with Shosuro Tajiki to sabotage his opponents. Ichiro is a significant NPC and should survive the scenario unhurt, whatever else may happen.

FIRE 2	AIR 3
Agility 3	
EARTH 2	WATER 2
Stamina 3	
VOID 3	

School/Rank: Kakita Duelist 1
Honor/Glory: 1.7/3.4
Skills (assume Rank One in any common skills not listed here): Archery 1, Etiquette 2, Iaijutsu 2, Kenjutsu 2, Law 1, Poetry 1, Sincerity 1
Advantages/Disadvantages: Quick/Driven (to prove himself greater than his father)

Asahina Chiyoko: the Maho-user described in the introduction, Chiyoko superficially appears to be a gentle, pretty young Crane maiden with striking hazel eyes. Her manners are impeccable, and she treats all with equal courtesy, but PCs may make Simple Awareness (+Ichi Miru, if they have it) rolls at TN 25 to notice a curious measuring quality to her gaze, as though she is carefully assessing all around her by some internal gauge.

FIRE 3	AIR 3
Intelligence 3	
EARTH 4	WATER 3
VOID 3	

School/Rank: Asahina Shugenja 2
Honor/Glory: 1.1/2.5
Skills (assume Rank One in any common skills not listed here): Calligraphy 1, Etiquette 2, Kenjutsu 1, Law 1, Meditation 1, Poetry 1, Seduction 2, Shintao 1, Sincerity 3, Tantojutsu 3
Spells: *Sense, Commune, Summon, (Fire) Amaterasu's Anger, The Fire From Within, Katana of Fire, (Air) By the Light of Lord Moon, Wind-born Speed, Wind's*

Distractions, (Earth) Earth's Stagnation, Force of Will, (Water) Path to Inner Peace, Sympathetic Energies.
 Advantages/Disadvantages: Strength of the Earth (rank 2), Magic Resistance (rank 1), Dangerous Beauty/Dark Secret (Maho), Driven (to gain more power)

Daidoji Toki: a plain, rough-edged woman who wears her dark hair undyed and cropped boyishly short. A bodyguard and proud of it, she is polite and deferential to other PCs except where her own field of expertise (kenjutsu) comes into question. She is deeply suspicious of Scorpions and instinctively hostile to Lions, but is careful not to let such feeling jeopardize her position or honor.

FIRE 3	AIR 2
	Reflexes 3
EARTH 2	WATER 2
	Strength 3
VOID 3	

School/Rank: Daidoji Bodyguard 1

Honor/Glory: 3.3/2.1

Skills (assume Rank One in any common skills not listed here): Archery 1, Athletics 1, Battle 2, Defense 3, Etiquette 1, Iaijutsu 2, Kenjutsu 3, Law 1, Medicine 1, Sincerity 1

Advantages/Disadvantages: None

Akodo Toshiwara: a balanced, centered young man, very different from the violent Lion cliché. Toshiwara is polite to all, but makes his opinions known nevertheless: contempt for Cranes and Scorpions, distant hostility to Dragons and Dragonfly, dismissal of Unicorns, and polite respect for Phoenix and Crabs. He is looking for a wife and assesses any female Lion, Crab, or Phoenix PCs from this perspective.

FIRE 3	AIR 2
	Reflexes 3
EARTH 2	WATER 3
VOID 2	

School/Rank: Akodo Bushi 1

Honor/Glory: 3.8/2.5

Skills (assume Rank One in any common skills not listed here): Archery 1, Athletics 1, Battle 1, Bard 1, Defense 2, Etiquette 1, History 2, Iaijutsu 2, Kenjutsu 2, Sincerity 1

Advantages/Disadvantages: Balance, Combat Reflexes/Idealistic

Matsu Sowara: a classic hot-tempered Matsu, Sowara spends most of his time snarling barely-

concealed hostility at his teammate Kakita Ichiro. Skilled at combat, he is too intense and temperamental to succeed in other fields.

FIRE 2	AIR 2
Agility 4	Reflexes 3
EARTH 3	WATER 2
	Strength 3
VOID 2	

School/Rank: Matsu Bushi 1

Honor/Glory: 4.3/1.8

Skills (assume Rank One in any common skills not listed here): Archery 1, Athletics 2, Battle 1, Hand-to-Hand 1, History 2, Iaijutsu 1, Kenjutsu 3, Sincerity 1

Advantages/Disadvantages: Death Trance/Brash

Isawa Mori: A typical Phoenix shugenja, enlightened and peaceful, fond of quoting the Tao and offering ethical and spiritual advice (frequently unwanted) to those around him. Mori is 24, making him the oldest NPC contestant here by a wide margin, and PCs with Shugenja Lore can roll to recall hearing that he is said to be a "late bloomer" only now coming into the full grasp of his powers. Mori is polite to all and downright friendly to any other shugenja, and regards Chiyoko with considerable awe. He is somewhat weak-willed and can easily be led in conversation.

FIRE 2	AIR 3
Intelligence 3	
EARTH 2	WATER 2
Stamina 3	
VOID 3	

School/Rank: Isawa Shugenja rank 1

Honor/Glory: 2.3/1.8

Skills (assume Rank One in any common skills not listed here): Calligraphy 1, Etiquette 1, Investigation 1, Law 1, Medicine 2, Meditation 2, Shintao 2, Sincerity 2, Spellcraft 2, Tantojutsu 1, Tea Ceremony 1, Theology 1

Spells: *Sense, Commune, Summon, (Fire) Amaterasu's Blessing, (Air) Accounts of Shorihotsu, Benten's Touch, Tempest of Air, (Water) Calm Mind, Reflections of Pan Ku.*

Advantages/Disadvantages: Innate Ability (Tempest of Air)/Fascination (magic), Weakness (Willpower)

Shosuro Tajiki: A charming, handsome young man whose Scorpion mask is thin silk, showing the well-formed features beneath. Tajiki wears the mon of the Bayushi bushi school, but is actually a Shosuro assassin. His assignment here is simple: win public Glory for the Scorpion Clan, while building a private

network of blackmail and favors. At various times in the scenario he becomes involved in the activities of both Ichiro and Chiyoko. On the surface, Tajiki is friendly to all, seemingly without bias or prejudice; his front is so practiced (Acting 4) that PCs will find it very difficult to discern the truth behind his facade. Tajiki is an important NPC for the Living Rokugan campaign, and no matter what happens he should survive with his life and reputation intact.

FIRE 3 Agility 4	AIR 3 Reflexes 4
EARTH 3	WATER 2 Perception 4
VOID 3	

School/Rank: Shosuro Shinobi 3

Honor/Glory: 0.4/2.2

Skills (assume Rank One in any common skills not listed here): Acting 4, Athletics 2, Defense 2, Etiquette 3, Explosives 2, Iaijutsu 3, Kenjutsu 3, Law 2, Medicine 2, Ninjutsu (shuriken) 2, Poetry 2, Poison 2, Sincerity 3, Stealth 3

Advantages/Disadvantages: Apparent Honor (2), Dangerous Beauty, Heartless, Shadow Brand (1)/Dark Secret (Shosuro assassin), Sworn Enemies (several)

Tonbo Genso: An enigmatic young courtier from the Dragonfly clan, Genso cloaks his opinions behind a poker face and carefully indirect language. He is actually highly perceptive, his narrow dark eyes missing nothing, and begins to suspect Chiyoko earlier than most. Genso serves the scenario as a “clue rickshaw” alerting the PCs to things they might be missing.

FIRE 2 Intelligence 3	AIR 2 Awareness 3
EARTH 2 Willpower 3	WATER 2 Perception 4
VOID 2	

School/Rank: None

Honor/Glory: 2.7/1.9

Skills (assume Rank One in any common skills not listed here): Courtier 2, Etiquette 2, History 1, Iaijutsu 1, Investigation 2, Kenjutsu 1, Law 3, Medicine 1, Poetry 2, Shintao 1, Sincerity 1

Advantages/Disadvantages: Clear Thinker/Social Disadvantage (minor Clan)

Mirumoto Tako: a handsome and rather gullible young Dragon bushi, Tako has a particular weakness for women – which will be his undoing. He will flirt pleasantly (and sometimes a bit too openly) with all the

females at the tournament, including any female PCs. It is this, which allows Chiyoko to snare him.

FIRE 3	AIR 3
EARTH 2	WATER 2 Strength 3
VOID 2	

School/Rank: Mirumoto Bushi 1

Honor/Glory: 2.1/1.6

Skills (assume Rank One in any common skills not listed here): Archery 1, Athletics 1, Defense 2, Iaijutsu 2, Kenjutsu 2, Law 1, Meditation 1, Poetry 3, Shintao 1
Advantages/Disadvantages: Ambidextrous/Lechery

Hida Yoshije: a typical Crab, blunt and pragmatic, Yoshije is somewhat better mannered and more civil than most of his clan, which is the main reason he was chosen for the tournament. A rather nasty irregular scar, the result of a spout of acidic oni blood, covers the left side of his face and neck. He has typical Crab attitudes (Cranes and Scorpions are worthless, and so forth) but has enough sense and manners not to blurt them out in public – at least, not too often. Like many Crab he has a weakness for sake, which he will indulge at dinner. If any of the PCs are Crab, Yoshije will seek them out and try to pass the time trading tales of their experiences on the Kaiu Wall.

FIRE 2 Agility 3	AIR 2
EARTH 3	WATER 2 Strength 3
VOID 2	

School/Rank: Hida Bushi 1

Honor/Glory: 1.7/1.4

Skills (assume Rank One in any common skills not listed here): Archery 1, Athletics 2, Battle 2, Defense 2, Etiquette 1, Iaijutsu 1, Kenjutsu 3, Lore (Shadowlands) 2, Tsubojutsu 2

Advantages/Disadvantages: Strength of the Earth (rank 2), Crab Hands, Large/Chemical Dependency (sake)

Iuchi Kageki: a short, physically unimpressive man with a long goatee and drooping moustache. Kageki is eager to learn more about the magic of other clans, and resents the hostility he sometimes encounters from the more refined clans such as the Crane and Phoenix. He will be quite friendly to anyone (especially any shugenja) who treats him as an equal.

FIRE 2 Agility 3	AIR 2 Reflexes 3
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EARTH 2 Willpower 3	WATER 3
VOID 2	

School/Rank: Iuchi Shugenja 1

Honor/Glory: 2.5/1.7

Skills (assume Rank One in any common skills not listed here): Calligraphy 1, Defense 1, Etiquette 1, Herbalism 2, Horsemanship 2, Hunting 1, Kenjutsu 1, Law 1, Medicine 1, Meditation 1, Poetry 1

Spells: *Sense, Commune, Summon, (Air) Nature's Touch, (Fire) Biting Steel, Fury of Osano-Wo, (Earth) Calling the Elements, (Water) Castle of Water, Ride Through the Night (Unicorn spell), Penetrating Drop (Unicorn spell).*

Advantages/Disadvantages: Benten's Blessing, Irreproachable (rank 2)

"Generic" Bushi (to be used if needed)

FIRE 2 Agility 3	AIR 2 Reflexes 3
EARTH 3	WATER 2
VOID 2	

TN to be Hit: 20 (Light Armor)

School/Rank: Bushi (school of Clan) 1

Honor/Glory: 2.5/1.0

Skills: Archery 2, Athletics 1, Defense 1, Etiquette 1, Hand-to-Hand 1,

Iaijutsu 2, Kenjutsu 2, Sincerity 1.

Equipment: Light armor, daisho

The Judges

(stats available in the Clan books)

Doji Satsume: the Emerald Champion is a stern man of medium stature, muscular and swift, his handsome face distorted by a vertical scar which gives his mouth a slight sneer. One of the most formidable swordsmen in the Empire, Satsume fulfills his duties as Emerald Champion with skill and honor. He dislikes Lions and Scorpions but does not allow such opinions to sway his judgment. Satsume should be played as someone of unquestionable virtue, a stern and noble servant of the Emperor.

Akodo Kage: the aging sensei of the Akodo school is revered across the Empire (but especially within the Lion Clan) for his tremendous honor and skill. His presence here as one of the judges of the tournament is a conciliatory gesture to the Lion Clan. Players who are acquainted with the L5R CCG (or who have read the *Merchant's Guide to Rokugan*) will be aware that Kage

is more than he seems, but this situation should be used to remind them that their characters know nothing of such secrets. Kage has no hidden agendas here, and performs his duties as a judge of the contest without bias.

Kakita Toshimoko: the sensei of the Kakita dueling school, and possibly the finest duelist since Kakita himself, Toshimoko is a smiling, good-natured man in middle age, a man who has drunk deeply from the cup of life. His relationship with his son is poor, however, and he goes out of his way to avoid any appearance of favoring Ichiro in the contests.

Other Guests

Besides the contestants and the three judges, there are also many courtiers and guests at the castle. The majority of these are Crane, but there are also large numbers of Scorpion and Phoenix, some Lion, and a smattering of Unicorn and Minor Clan representatives. Only the Crab have not bothered to send anyone here, although there are a few Yasuki peddlers lurking outside the castle, ready to sell a samurai anything he might want or need.

These guests will observe the contests and participate in dinner and socializing within the castle; the GM should feel free to improvise any additional NPCs needed from this pool of background characters.

Judging the Tournament

In keeping with Satsume's custom, the tournament measures the strength of teams rather than individuals. For each contest, the opposing teams will present one competitor, who faces the challenge on behalf of the team. The winning teams in each contest are awarded one point each, with the team with the highest total of points being declared the overall winner of the tournament. A tie will be broken by the judges' vote – since all three judges are honorable enough (here, at least) not to favor one clan over another, the GM should make the final decision on his own best judgment of which team was most impressive. In general, the judges will favor those who win with skill and style over those who win with luck and brute force.

The audience will react as one might expect – being majority Crane, they will tend to favor contestants from their own Clan.

The Contest of Kenjutsu

The first contest of the tournament measures the most basic skill any Rokugani samurai must master: that of sword combat. The teams are paired off against each

other, and each team is asked to send forward a champion to face the other. The team members must decide for themselves who will represent them.

The battles are fought using bokkens (wooden swords, DR 3k1 for katana, 2k1 for wakizashi). A contestant loses when he is reduced to the “down” or lower wound level; contestants are not expected to kill each other, although accidents can happen. After the battle, wounded contestants can receive medical assistance from their team.

Needless to say, using magic or other outside aid in this contest is prohibited. School techniques are perfectly acceptable, of course.

Team #1 vs. Team #6. Team #1 will send Hida Yoshije (Doji Yuriko defers to his “famous Crab brute strength”) unless the PC on that team is an obviously skilled bushi. Team #6’s choice will be either Kakita Ichiro or the PC contestant, depending on whether the PC belongs to a combatant school or not. In a fight between Yoshije and Ichiro, Yoshije will be victorious (narrowly); Ichiro is clearly humiliated, and darts a glance at his stony-faced father Kakita Toshimoko. Any PC making a Simple Awareness roll at TN 20 can tell that Ichiro deeply resents his father’s lack of attention.

Team #2 vs. Team #5. Team #2 will send either a PC or Daidoji Toki, whichever seems more appropriate (Toki is too honorable to argue the point if an ill-suited PC insists on fighting, unless that PC is a Lion or Scorpion, in which case she argues strongly for her own skills). Team #5 will send Matsu Sowara (Shosuro Tajiki graciously defers to the Lion, who looks baffled and suspicious at such generosity). In a fight between Toki and Sowara, Toki will win, leaving the Matsu glowering darkly.

Team #3 vs. Team #4. Team #3 will be a choice between Akodo Toshiwara and the PC contestant, with Tonbo Genso casting his vote for whoever appears more skilled (he will always favor a Dragon PC over the Akodo). Team #4 will likewise be a choice between Mirumoto Tako and the PC contestant – Iuchi Kageki will tend to favor Tako unless the PC presents convincing reasons. In a fight between Toshiwara and Tako, the Dragon is victorious. Both contestants behave with perfect courtesy and honor.

The Contest of Poetry

A very different sort of contest than the one preceding it, this one serves to measure the contestants’ education, eloquence, and artistic ability – all important qualities for a samurai who must serve as an Emerald Magistrate. As before, each team presents one champion to offer a

poem on their behalf. The roll is Intelligence+Poetry, with the highest roll winning; a PC who comes up with a clever or popular theme for their poem earns a bonus of +5 to +15 to their roll, depending on the GMs judgment. A player who actually composes a tolerable poem (haiku is preferred) earns an automatic +15. The following NPCs earn bonuses to their rolls, if they are chosen as contestants: Doji Yuriko (+5), Akodo Toshiwara (+5), Mirumoto Tako (+10), Shosuro Tajiki (+10).

Team #1 vs. Team #3: On Team #1, Hida Yoshije will immediately disqualify himself from this contest, remarking, “Cranes are best for this sort of nonsense.” However, Doji Yuriko will step aside for a PC (especially a courtier-type PC) with skill in poetry. Team #3’s favored contestant is Tonbo Genso, although he too will defer to a PC. In a contest between Yuriko and Genso, Yuriko will win, although both produce works of great skill.

Team #2 vs. Team #4: Team #2’s Daidoji Toki will automatically defer to the PCs unless both of them are unskilled in poetry. Team #4’s contestant will probably be Mirumoto Tako (who lives up to his family’s reputation as “samurai poets”) unless the PC is more skilled, in which case Tako defers. If Toki and Tako actually wind up competing, Tako wins easily (much to the quiet disappointment of the Crane-heavy audience).

Team #5 vs. Team #6: Team #5’s choice for this contest is, unexpectedly, Shosuro Tajiki, who proves to be quite the accomplished poet. Team #6’s Kakita Ichiro will insist on being allowed to champion this contest, but Isawa Mori will instead advocate the PC contestant unless they admit they are unskilled in poetry. Tajiki will readily defeat Ichiro in a contest of poetry.

The Contest of Law

In this contest, the representative of each team is asked about the role, duties, and powers of Emerald Magistrates. Answering each question is an Intelligence+Law roll, with the highest roll winning.

This contest is meant as an introduction to Rokugani law for the players, so it is recommended that the GM actually read out the questions and answers in play.

Team #1 vs. Team #2: (*Question: What Crimes are the Jurisdiction of an Emerald Magistrate?*) Answer: Crimes against the Emperor, Crimes national rather

than local in scope, Shadowlands incursions, capture of fugitives who have fled across city or Clan borders, organized blasphemy, and any crimes resulting in widespread civil disorder and general lawlessness.) Team #1's contestant will be either Doji Yuriko or the PC – Yoshije knows little or nothing about Law. Team #2's Daidoji Toki will again politely defer to any PC more skilled than she. Yuriko will defeat Toki in competition.

Team #3 vs. Team #5: (Question: What Are the Other Duties of an Emerald Magistrate?) Answer: Tax and tariff collection, authorizing travel papers, protection of visiting dignitaries, reporting to the Emerald Champion, notification of non-jurisdictional crimes to the relevant local authorities, reporting to the local city/province governor of any ongoing investigations, and notifying any samurai who is the subject of investigations.) Team #3's Tonbo Genso will volunteer himself for this contest – he is already a magistrate for the Dragonfly Clan, and quite knowledgeable in law – but Akodo Toshiwara will favor a Major Clan contestant over Genso if the PC wants to compete. Team #5's contestant is again Shosuro Tajiki, who knows quite a bit about Law (he has to). He narrowly defeats Genso in competition.

Team #4 vs. Team #6: (Question: What are the Powers of an Emerald Magistrate?) Answer: Arresting and questioning any persons of inferior social class; arresting persons of equal or higher social class if they are apprehended in commission of a crime, or if the Magistrate has an Order of Appearance; sentencing any confessed criminal within their jurisdiction; petitioning the Emerald Champion, local governor, or local chief magistrate for an Order of Appearance; commandeering local troops for demonstrable need; petitioning the Emerald Champion for troops from the Imperial Emerald Legions; precedence over local authority in any crime over which they have jurisdiction.) Team #4's contestant will be the PC unless they are totally ignorant of Law, in which case Iuchi Kageki steps in. Team #6 will see Ichiro again offering to compete, but Isawa Mori again favoring the PC unless there is a clear lack of skill. Kageki will narrowly lose to Ichiro if these two face each other. Ichiro will again look to his father for some sign of approval, and again be disappointed.

The Contest of Summoning (shugenja)

This is the first of two contests measuring the skills of shugenja contestants. Each team may enter one shugenja in this contest; any teams that ended up

lacking shugenja members are given a “bye” for this contest. The shugenja all compete against each other together (rather than in paired sets) with the most successful shugenja winning the contest for their team. For this competition, the shugenja must cast the Summon spell once for each of the four Elements. The shugenja who manages to succeed in the greatest number of total Raises (including Free Raises) for all four spells is the winner. In the event of a tie, the highest combined die rolls wins.

Barring a phenomenal performance by a PC shugenja, Asahina Chiyoko will win this contest. Not only does she cast her spells with extraordinary skill, but she does not even use scrolls – she apparently knows all four Elemental Summon spells as Innate Abilities! There are soft murmurs of awe and wonder from the audience as Chiyoko finishes casting and bows demurely; any PC making Perception+Investigation rolls at TN 25 notices that Mirumoto Tako and Isawa Mori both look especially impressed.

- Iuchi Kageki: Nine total Raises, combined roll 91
- Isawa Mori: Eleven total Raises, combined roll 107
- Asahina Chiyoko: Eighteen total Raises, combined roll 148

Evening: the Banquet

After the days' contests end, everyone is welcomed into the castle. Servants show them their quarters, which are individual rooms along two long corridors on the castle's third floor (the fourth and higher floors are restricted to high-Glory personages like Satsume and the other judges). They are given time to wash and change their clothes before dinner, which is held in the main audience hall on the castle's second floor. Dinner is splendid but carefully restrained, consisting of the finest rice, fish, and pickled vegetables, washed down with excellent tea and sake. A Kakita jester entertains the crowd during dinner, singing satiric songs and humorously mimicking the more memorable moments from the day's contests. Gentle laughter and light applause answer him, disrupted by the occasional bellow of laughter from Hida Yoshije.

After dinner, most of the contestants adjourn to the castle garden, which is small but magnificently maintained. By the light of dozens of colored paper lanterns, the various samurai talk, gossip, socialize, and plot. The PCs are free to mingle with the crowd, talk to anyone they like, and pick up the following rumors and incidents:

- The Hare Clan, a minor clan located south of Scorpion Lands on the Seven Day's Battle Plain (Nanatsu hi Otaku Heigen), was wiped out by a

Scorpion Army a few months ago. The Scorpion justified the act with the claim that the heir to the Hare Clan's daimyo murdered one of their courtiers in Otosan Uchi. There is much speculation as to what the real reason might have been.

- Tensions between the Lion and Crane Clans, enemies for countless generations, have been on the rise again lately. Most blame the trouble on Matsu Tsuko, the temperamental daimyo of the Lion Clan's largest family.
- Any PC making a Simple Perception roll at TN 20 notices Kakita Ichiro deep in conversation with Shosuro Tajiki and two Scorpion courtiers who are guests at the castle. Ichiro is discussing the possibility of enlisting the Scorpions' aid to help him win the Iaijutsu contest, which is certain to come tomorrow. If any PCs attempt to overhear the conversation, Tajiki notices and changes the topic to something innocent. The only way to overhear the discussion without being noticed is to use magic. This is dishonorable, of course, and such evidence is legally useless.
- All the Cranes at the castle, even Satsume and Toshimoko, speak praise of Asahina Chiyoko, the most promising young prodigy ever seen in the Asahina family. She has already earned considerable fame within her school, and is expected to become one of the greatest shugenja of this generation.
- There is a plague of Ratlings in the southern Crane lands, overrunning many coastal territories and stealing everything not nailed down. The Crane are blaming the Crab for allowing these troublesome pests out into the Empire, but the Crab claim they have nothing to do with Ratlings, who in any case are not creatures of Fu Leng.
- At some point during the evening, a PC notices Asahina Chiyoko and Mirumoto Tako deep in conversation. Judging from the smiles and occasional soft laughter, it is a pleasant discussion. Any PC who listens in on the conversation (a rude and dishonorable act, by the way) may make an Awareness+Seduction roll to recognize that Chiyoko is seriously flirting with Tako, and if they listen long enough, they might hear her arranging for Tako to visit her in her room tonight. Besides the PCs, the only ones to notice this discussion are Tonbo Genso and Shosuro Tajiki, and only Tajiki hears any of what is discussed.

- The Scorpion Clan is said to have discovered a mysterious cave in the labyrinth of tunnels beneath their capital, Kyuden Bayushi. Many rumors about this discovery are circulating, but none of them offer real evidence; the Scorpion aren't talking.
- A half-day's trip west of here, a young Unicorn samurai named Shinjo Asuma was found murdered, his heart cut out and his body left in a ditch. The crime fills everyone with shuddersome dread: perhaps there are Bloodspeaker cultists nearby?

The First Night: Sounds in the Dark

After the PCs retire for the night, have all of them make Perception+Investigation checks, at a TN of 25. Any PC making the roll awakens around midnight (the Hour of Onnatongu, or of the Rat) and hears someone emerge from a room down the hall to the right and traverse it to the left, entering another room. If the PC actually looks outside, they see Mirumoto Tako walking quietly down the hall; when he notices the PC's door open, he changes his route and goes for a midnight stroll in the gardens, returning to Chiyoko's room later.

At some point after this incident, the PCs might hear someone else leave a room to the left, apparently departing. This is Shosuro Tajiki, who is following Chiyoko.

If the PCs check, rooms to the right of their own belong to Mirumoto Tako, Hida Yoshije, Matsu Sowara, and Tonbo Genso. Rooms to the left house Akodo Toshiwara, Asahina Chiyoko, Shosuro Tajiki, and Isawa Mori. The other contestants' rooms are in a different hallway.

If any PC is bold (and dishonorable) enough to eavesdrop on the various other rooms, looking for clues, they hear nothing. Chiyoko has taken her prize away by air, and does not return until dawn.

The Second Day: A Flaw in the Harmony

The contestants reunite the next morning in the hour of Shinjo (or the Hour of the Dragon in common usage), around 8am by Western measure.

The day is almost as beautiful as the one before, although the air has more of a bite of winter in it. As the contestants wait to see what the first challenge will be, murmurs pass among them. It seems someone is missing.

After a few minutes more, it becomes clear who is absent: Mirumoto Tako. Satsume orders a search, but no sign of Tako is found. Satsume confers with the other judges and then rules that Tako's team must carry on without him: ***"You must always be prepared for another to fail in his duty."*** A PC making a Perception+Investigation roll at TN 25 catches Satsume muttering softly, ***"Damn enigmatic Dragons. Probably thought he heard the Fortunes calling him, or some such thing."*** (If any Dragon PCs take offense, remind them that insults from those of higher Glory must be borne with honor.)

If the PCs ask about the other contestants and how they react to Tako's absence, they can make Perception+Investigation rolls at TN 15 to notice that Tonbo Genso has a thoughtful, speculative look on his face. If they make TN 25 or better, they also notice a very brief flash of a knowing smirk on the face of Shosuro Tajiki, although he immediately suppresses it. The other NPCs seem to accept the situation without outward notice (Chiyoko included).

Investigating

Any PCs who decide to search the various rooms during the day are, of course, committing dishonorable acts. Scorpion or Crab PCs may not be troubled by such a price, of course, but other PCs should be wary of such acts.

- If the PCs search the various residential rooms, they can discover (with a Perception+Investigation roll, TN 25) an obi bead from Mirumoto Tako's belt, lying in a corner of Chiyoko's room.
- If a shugenja PC interrogates the spirits in Chiyoko's room (with the Commune spell) they can learn that Tako visited her and the two of them departed through the window, via magical flight. (The air spirits are particularly informative on this point.)
- If the PCs think to ask the spirits whether anyone beside themselves has searched Chiyoko's room, they learn that Shosuro Tajiki has been here as well.

Although these discoveries can tell the PCs where the guilt lies, they are legally useless – the PCs know that publicly admitting to searching someone else's room will bring nothing but shame and dishonor (penalties to Honor and Glory, and possibly expulsion from the tournament). Such "evidence" will be laughed out of court.

However, such a dishonorable investigation WILL provide the PCs with knowledge they can act on later.

The Contest of Iaijutsu

This is a contest of iaijutsu dueling, and is fought with real swords, not bokken. However, the duels are to first blood, and the contestants are not expected to kill or seriously wound each other. NPC contestants will keep their medium-to-low dice for damage, and the GM should encourage the PCs to do the same – killing someone in one of these duels could be cause for a blood feud.

Team #1 vs. Team #5: Team #1 will probably select Doji Yoriko, unless the PC team-member is insistent on fighting (Hida Yoshije has no interest in something as useless as iaijutsu dueling). Team #5's contestant will of course be Shosuro Tajiki; any PC who analyzes Tajiki's fighting stance (e.g. makes an Awareness+Iaijutsu roll to learn his Agility, Iaijutsu, and Void) will realize he is much more skilled than he should be for someone of his youth and low rank. Tajiki will defeat Doji Yuriko in a duel, much to her humiliation, and there are soft murmurs of surprise from the crowd as the three judges bow to Tajiki.

Team #2 vs. Team #6: Team #2's Daidoji Toki will defer to any other Crane PCs, but will advance her cause to non-Cranes unless they convince her otherwise. Team #6's Kakita Ichiro will of course insist on fighting, growing furious with any arguments from PC contestants – Isawa Mori will favor Ichiro, since of course he is Kakita-trained.

Ichiro will easily defeat Toki, and the Daidoji maiden's movements seem strangely off-balance. Afterward she examines her sword with a frown, but says nothing. If a PC is Ichiro's opponent, the PC finds that his/her sword is off-balance, imposing a +10 penalty on their TN to hit. Examining the sword after the contest shows that several needles have been inserted into the hilt-wrappings, throwing off the balance. There is no way of learning who planted the needles – interrogating the spirits only reveals that a man made invisible by magic placed them. Any PC making an Intelligence+Investigation roll at TN 35 remembers that Shosuro Tajiki was nowhere to be seen prior to that particular match. If any PC questions him, Tajiki smoothly denies any wrongdoing, and threatens a duel with any samurai who is overly persistent.

Team #3 vs. Team #4: Team #3's Akodo Toshiwara will advance himself as the best candidate ("I have been blessed by the Fortunes with great skill in Iaijutsu dueling"). Any PC making an Intelligence+Lion Lore roll at TN 20 recalls hearing stories about Toshiwara's dueling skills. Team #4, of course, is missing Mirumoto Tako, so it will probably be up to the PC to handle this

contest (Iuchi Kageki, being a shugenja, has no skill at dueling).

The Contest of Athletics

This contest presents a series of straightforward tests of strength, agility, and endurance. An obstacle course has been set up outside the castle gardens, and the contestants from each team must race each other through the course. To handle the race, have each contestant use a few tokens (dice or pennies work well): for every five points by which they make the roll at a given obstacle, they gain one token. For every five by which they fail a roll, they lose a token. The contestant with the greater total of tokens at the end of the race wins. In the event of a tie, determine the winner by a final Stamina+Athletics roll, with the higher roll breaking the tie and “winning by a nose.”

The three obstacles are a footrace around the castle (Stamina+Athletics, two rolls, TN 15), a swim across the koi pond at the edge of the gardens (Agility+Athletics, one roll, TN 25), and a climb up a near-vertical wooden barricade (Strength+Athletics, two rolls, TN 20).

Team #1 vs. Team #4: Team #1’s Hida Yoshije will insist that he is the obvious choice for this contest, and will defer only to a fellow Crab. Team #4 will again depend on the PC contestant, since Iuchi Kageki is not particularly athletic.

Team #2 vs. Team #3: Team #2’s Daidoji Toki will advance herself as a contestant, but will be willing to defer to someone who is obviously more physically fit than herself. She won’t defer to a Lion, however, unless outvoted. Team #3’s Akodo Toshiwara will again suggest himself, although he will be more willing to give way to another; Tonbo Genso will vote for whoever is more skilled. In a contest between Toki and Toshiwara, Toki will eke out a narrow win, drawing much applause from the Cranes present. Toshiwara, being an honorable fellow, will accept his defeat in good grace.

Team #5 vs. Team #6: Team #5’s contestant will be Matsu Sowara (Shosuro Tajiki defers to him with fine good manners). Team #6 will send either Kakita Ichiro or a PC, depending on whether the PC can present convincing evidence to Isawa Mori that s/he would be a better choice than Ichiro. The Crane fumes if he is not chosen, but he should probably be grateful; in a contest between himself and Sowara, the fierce Matsu bests him, and rubs it in with loud cheers.

The Contest of Etiquette

After a break for baths and a light midday meal, the tournament resumes with a test of manners, assessing the PCs’ ability to handle the sometimes-delicate social environment of Rokugan. Each team’s contestant is questioned by the judges on the proper etiquette for a variety of social situations in Rokugan. To answer correctly, they must roll Awareness+Etiquette, the higher roll winning the contest.

Some sample questions and answers follow:

Q: “How should one deal with a drunken samurai at court?” A: “Ignore the uncouth spectacle until the daimyo corrects the problem.”

Q: “How should one address a stranger?” A: “A stranger may be addressed by their Clan or Family name, plus the honorific –sama. Thus, Crane-sama or Kakita-sama.”

Q: “How should one respond to an insult from one’s daimyo?” A: “Insults from those of higher rank must be borne with honor.”

Team #1 vs. Team #2: Team #1’s Doji Yuriko will suggest that she is the obvious choice for this contest, and Hida Yoshije agrees with her with a loud grunt (“Cranes know that stuff”). She will only defer to a fellow Crane or a PC who belongs to a courtier/diplomat school (e.g. Ide Emissary, Kitsuki Magistrate, Bayushi Courtier, etc.). Team #2’s Daidoji Toki will defer to any PC who shows skill in etiquette. In a contest between Yuriko and Toki, Yuriko wins.

Team #3 vs. Team #6: Team #3’s Tonbo Genso is probably the best choice here, and Akodo Toshiwara will defer to him. Genso will step aside only for a courtier PC, or one who has demonstrated superior manners up to this point in the scenario. Team #6’s Kakita Ichiro will again try to advance himself as a candidate, but Isawa Mori will humbly suggest that he might be a better choice. Both will defer (Ichiro reluctantly) to courtier PCs. In a match between Genso and Ichiro or Mori, Genso will win (easily against Ichiro, narrowly against Mori).

Team #4 vs. Team #5: Team #4 must again contest without Mirumoto Tako. Iuchi Kageki will volunteer for the contest if the PC on the team lacks confidence. Team #5 will debate for some time before sending Shosuro Tajiki (Asahina Chiyoko is visibly disappointed, and any PC making Intelligence+Manipulation can guess, correctly, that Tajiki played Matsu Sowara off against her). Tajiki will defeat Kageki easily, and will probably defeat a PC contestant as well.

The Contest of Power (shugenja)

The format for this contest is the same as the previous day's shugenja contest – one shugenja from each team, teams without shugenja get a “bye.” In this case, the contest measures the shugenjas' ability to summon the powerful effects which might be needed to bring down a dangerous criminal. Each shugenja casts one spell, and the one casting with the greatest number of successful Raises (including Free Raises) wins the contest. In the event of a tie, the higher roll wins.

- Iuchi Kageki: Kageki casts Castle of Water, creating an impressive moat around himself. 4 Raises, total roll 36.
- Isawa Mori: The Isawa shugenja casts Tempest of Air, blasting a huge cloud of dust away from himself and knocking over one of the shoji screens which is shielding the audience from the sun. There is appreciative applause. 4 Raises, total roll 41.
- Asahina Chiyoko: When Chiyoko steps forward, she again casts without a scroll, drawing an awed look from Isawa Mori. Her spell is Fires From Within, and the flaming blast literally scorches the earth to glass where it strikes. Stunned silence reigns for a moment before soft applause circles the crowd. Barring a phenomenal performance from a PC, Chiyoko will win. 9 Raises, total roll 45. Any PC making a Perception+Investigation roll at TN 20 during this contest notes that Chiyoko looks rather tired. If asked, she says she did not sleep well. (“I’m afraid I’ve spent so much of my life at home that sleeping in a strange castle is difficult.”) Also, any PC making an Intelligence+Shugenja Lore (or Spellcraft) roll will know that it is very rare for such a young shugenja to have more than one spell as an Innate Power, let alone five.

Consequences of the Iaijutsu Contest

The PCs probably suspect that it was Shosuro Tajiki who sabotaged Kakita Ichiro's iaijutsu opponent, but they will have no real evidence unless they managed to overhear the previous evening's conversation between Tajiki and Ichiro. If the loser in the duel was Daidoji Toki, the PCs will have to decide whether to tell her of their suspicions. If they do, she glowers darkly but grudgingly decides she cannot challenge the treacherous Scorpion on such questionable evidence. If

a PC lost the duel, they will have to decide for themselves how to react. Challenging Shosuro Tajiki is a difficult matter, since the PCs cannot publicly admit to spying on him without compromising their own honor. If they do insist on a challenge, Doji Satsume will require that it be a non-lethal duel to first blood. Given Tajiki's skills, he will almost certainly win such a duel, forcing the PC to back down and apologize for the insulting false accusation.

Second Evening: Incidents and Questions

After dinner on the second evening, most of the contestants again adjourn to the garden. There is much quiet gossip about the absence of Mirumoto Tako – most of those present seem to share Satsume's theory that Tako was answering some mysterious Dragon urge (Hida Yoshije, for example, will recount a tale of how a Dragon samurai once came to the Kaiu Wall because “the spirits said his destiny lay there”). Tonbo Genso holds aloof from such talk, and if the PCs ask him, he says simply, ***“I doubt it was the spirits who called Tako-san. He seemed a man quite in tune with earthly pursuits.”***

Asahina Chiyoko spends much of the evening in conversation with Isawa Mori, who is clearly fascinated by her. At some point during the evening she secretly arranges to meet him in her room that night.

A little later in the evening, Shosuro Tajiki approaches her. Having overheard her conversation with Tako the previous night, and witnessed her taking Tako away via magical flight, he is now prepared to blackmail her. Unfortunately for him, Chiyoko reacts with aggression: she slaps him, and loudly pronounces, ***“Your suggestions are improper, Scorpion-sama!”***

There is a frozen silence and then several of the bushi present (Doji Yuriko, Daidoji Toki, Akodo Toshiwara, and Matsu Sowara, possibly accompanied by PCs) steps forward with hands on sword-hilts. Realizing he has been outmaneuvered for the moment, Shosuro Tajiki humbly apologizes, explaining that the honorable Crane maiden misunderstood him. Chiyoko accepts the apology (she has little choice, since it is delivered with flawless etiquette and perfect sincerity) and Doji Satsume steps forward to declare the matter closed.

Any PC making a Perception+Investigation roll at TN 15 notices that Kakita Ichiro, oddly enough, did not step forward to defend the honor of his kinswoman. If asked, he remarks that “others were already fulfilling that role well enough,” but another Perception+Investigation roll at TN 25 can tell he is lying, and had some other reason to avoid intervention

(he is in debt to Tajiki for his intervention in the Iaijutsu duel). If any PCs ask the two Lion NPCs why they were willing to defend Chiyoko, Akodo Toshiwara will explain that he could not allow any maiden's honor to go undefended, even a Crane; Matsu Sowara, on the other hand, was merely happy for a chance to kill a Scorpion in a duel.

If any of the PCs question Chiyoko on the disappearance of Mirumoto Tako, she claims ignorance, and smoothly denies any knowledge of his fate. If any PC tries to confront her with evidence taken from her room, she looks shocked and says (loudly), "Are you saying you have been spying in my room, ____-san?" Needless to say, this will draw negative attention from everyone else present.

The Second Night: Finding the Truth

After the eventful evening in the garden, everyone retires to bed to await the morning, when Doji Satsume will announce the winning team and declare who, if anyone, will be recommended for Emerald Magistrate.

Smart players have probably already realized that Asahina Chiyoko is a rotten apple. However, they have no evidence that will hold up in Rokugani courts, only suspicions; going to the authorities will gain them nothing, and might anger their host, Doji Satsume (who is a Crane, after all). Questioned directly, Chiyoko claims complete innocence (with a Sincerity roll of 32), and seems hurt by the PC's suspicions (especially if any of them are Cranes).

If the PCs haven't figured out Chiyoko's involvement yet, or if they are hesitant to investigate further, Tonbo Genso approaches them and shares his own suspicions (he knows that she was speaking with Tako the evening before he disappeared, he heard Tako walking down the hall and entering another room that night, and he has noticed that her magical skills are strangely advanced). Genso is careful to speak elliptically, and never makes any direct statements or suggestions, but still leaves the impression that he thinks watching over Chiyoko tonight would be a good idea.

Sometime after midnight, in the hour of Onnatongu, Isawa Mori heads for Chiyoko's room. If the PCs intercept him in the hallways, he feigns answering the call of nature and returns to his own quarters (any PC making Awareness+Investigation rolls at TN 20 can tell that Mori is hiding deep disappointment). In that case, Chiyoko leaves her room around the hour of Kurayami (2am or later), descending to the kitchens and kidnapping a servant before flying to her nearby cave.

If Mori reaches her room, she subdues him and takes him away via magical flight, departing through the window. PCs who listen at her door (oh, the dishonor!) hear a brief conversation, a muffled struggle, then brief chanting and the sound of blowing wind. If they can bring themselves to violate her privacy and go inside (Tonbo Genso might if they cannot), they glimpse her through the window, flying toward the distant forested mountains – and obviously carrying something. They will also see this if they watch her window from elsewhere in the castle, or follow her to the kitchens.

If the PCs try to alert the authorities at the castle, they will have to explain how they came to witness Chiyoko's activities. The castle guards will be reluctant to act without speaking to their superiors (and possibly Satsume himself, if the PCs are raising a big enough stink) and it should be obvious that if the PCs want to follow Chiyoko, they must leave at once. Following her trail after taking the time to get an escort of castle guards will require a Simple Intelligence roll at TN 25 to remember exactly which direction she was flying.

The Cave

Pursuing the flying Chiyoko (whether from her own room or the castle kitchens), the PCs see her descend into a lightly forested slope on the edge of the Mountains of Regret, about three miles from Rokugan Yogasha Shiro. The PCs will be well behind her, of course (even if they are on horseback), but with an Intelligence roll (+Hunting, if they have it) at TN 15 they can remember and locate which patch of woods she used.

Entering the forest, the PCs become aware of a dim flicker of orange-yellow firelight emerging from the mouth of a cave. As they approach the cave-mouth they hear soft chanting coming from within. If they ask, the voice is female and (with a Perception TN 15 roll) recognizable as Chiyoko's.

The damp, muddy cave winds back into the mountain about forty feet. Footprints are visible in the mud of the floor, along with the marks of heavy burdens being dragged along. The flickering light of a fire, and the chanting (now alarmingly loud), come from around the last bend in the cave. Rounding that final corner, the PCs confront a scene of horror.

Behind the fire, Isawa Mori (or the servant, if the PCs intercepted Mori) ***lies dead on a large flat boulder. His chest has been brutally cut open, and blood coats his body and the stone beneath. Chiyoko stands behind him, chanting, clutching a bloodstained tanto in one hand and Mori's heart in the other. As you enter the***

cave she finishes the chant and stuffs the bloody heart into her mouth.

All PCs must make a Fear Test at Rank 3 (TN 15).

The situation is straightforward enough – Chiyoko is a Maho-user, and the PCs are duty-bound to slay her. Having completed her ritual, she is now a formidable spell-caster, able to cast all her spells as Innate Abilities. She also has a total of seven extra Free Raises which she can use on her spells, in any combination she chooses. She will fight to the death, shrieking in fury at the PCs for discovering her secret. The potential for PC death does exist here, although a full party should be able to defeat her.

Help Arrives

As the combat ends, the PCs hear the sounds of troops outside. Shosuro Tajiki has arrived with a unit of castle guards. He expresses surprised horror at the discovery (an Awareness+Acting roll can tell that some of his emotion is feigned), asks after the health of injured PCs, and generally plays the part of an ally who arrived just too late to help. His story is that he had difficulty sleeping, happened to look out his room, and saw Chiyoko flying away from the castle with Mori; he quickly deduced that there was a connection with Tako's disappearance the night before, and alerted the authorities. If the PCs ask how he managed to find the cave without following Chiyoko immediately, he replies that he has a good memory and the Fortunes guided him. The PCs probably suspect that he knows more than he is telling, and that his motives were less than noble; they are completely right, but for now, they have little option but to accept his story and return to the castle with their tale.

If the PCs are losing the struggle with Chiyoko badly, Tajiki and his troops can arrive a little earlier and render assistance.

In any case, the PCs return to the castle with their escorts and present their story to Doji Satsume, who is now awake. There is the potential here for a mild Glory penalty if the PCs admit to questionable actions like sneaking into Chiyoko's room (on the other hand, if they take Tajiki's "happened to look out the window" angle, they are completely safe). In any case, Satsume thanks them gravely for uncovering this blight of Maho within his Clan, and dispatches *eta* to dispose of Chiyoko's body. Her name, Satsume explains, will be stricken from all records of the Asahina family.

The Third Day: Judgment and Reward

On the morning of the third and final day of the tournament, the surviving contestants gather before the three judges. Satsume makes a brief speech praising those who uncovered and destroyed the Maho-user (including Tajiki), and thanks all the other contestants for representing their Clans with honor. All those PCs who won contests (defeated their opponents) receive 1 point of Glory for each contest won, up to a maximum of three points. Any PCs who belong to the winning team earn an additional one point of Glory, along with Satsume's public praise.

Finally, Satsume announces which samurai have earned the honor of being recommended to the Emperor for the position of Emerald Magistrate. Among the NPC contestants, Tonbo Genso and Shosuro Tajiki have earned this. Genso accepts with a grave nod and deep bow, while Tajiki's smile is oily and triumphant. One PC also receives this honor, the PC who wins the table on the scoring packet. (If this event is being run with the "No Vote" option, have the GM and players vote on the best role-player at the table to determine who earns the Honor.)

Experience Point Summary:

Playing through the scenario:	2 XP
Defeating Chiyoko:	1 XP
Good role-playing:	+1 XP

Record-Keeping:

At the end of the scenario, any PCs with Shadowlands Taint must make a Simple Earth roll with a TN of 5 + (5 x Taint Rank). If the roll is failed, the PC acquires one additional point of Taint.

Rewards:

Honor Certificate: Appointed Emerald Magistrate (awarded to PC who wins the table).

Honors Certificate for "Satsume's Tournament" (paste into standard cert template)

Political Appointment: Emerald Magistrate

The Champion _____ has been honored with an appointment as an Emerald Magistrate. This entails many duties, powers, and responsibilities.

You have jurisdiction over the following crimes:

- Crimes against the Emperor.
- Crimes national rather than local in scope.
- Shadowlands incursions.
- Capture of fugitives who have fled across city or Clan borders.
- Organized blasphemy.
- Any crimes resulting in widespread civil disorder and general lawlessness.

You have the following powers for investigating those crimes:

- You can arrest and question any persons of inferior social class.
- You may arrest persons of equal or higher social class if they are apprehended in commission of a crime, or if you have an Order of Appearance.
- You may petition the Emerald Champion, local governor, or local chief magistrate for an Order of Appearance.
- You may sentence any confessed criminal within your jurisdiction.
- You may commandeer local troops for demonstrable need.
- You may petition the Emerald Champion for troops from the Imperial Emerald Legions.
- You have precedence over local authority in any crime over which you have jurisdiction.

You have the following additional duties, powers, and responsibilities:

- You must assist with tax and tariff collection.
- You can issue travel papers for yourself or others.
- You are charged with the protection of visiting dignitaries.
- You must report periodically to the Emerald Champion.
- You must notify the local authorities of any crimes you discover which are not in your jurisdiction.
- You must report any ongoing investigations to the local city/province governor.

You must notify any samurai who is the subject of your investigations.

GM's Aid: The Team Members

Team #1

Doji Yuriko
Hida Yoshije
PC (preferably a shugenja)

Team #2

Daidoji Toki
PC (preferably bushi)

PC (preferably shugenja)

Team #3

Akodo Toshiwara
Tonbo Genso
PC (preferably a shugenja)

Team #4

Mirumoto Tako
Iuchi Kageki
PC (preferably a bushi)

Team #5

Matsu Sowara
Shosuro Tajiki
Asahina Chiyoko

Team #6

Kakita Ichiro
Isawa Mori
PC (preferably a bushi)