

The Topaz Championship

An Adventure for Legend of the 5 Rings Third Edition

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The Topaz Championship is a long-standing tradition in Rokugan, and first appeared in the adventure Ceremony of the Samurai, in the first edition of the role-playing game. Written by Andrew Heckt and Edward Bolme, Ceremony of the Samurai did an outstanding job of introducing new players to the world of Rokugan, and is still among the most popular published adventures in the game's eight-year history. This updated version of the adventure takes into account all the system changes that have taken place over two editions, and updates the setting information.

Synopsis

The characters are young samurai who are about to be tested before undergoing their gempukku ceremony, after which they will be awarded their daisho, signifying their status as adult samurai. The characters may already be familiar with one another before the adventure begins, or they may meet during the competition. Game Masters that desire a group already familiar with one another may want to use one of the following options:

- ❖ The characters may all be from a large city, like Ryoko Owari or Toshi Ranbo, where they are students in the same dojo or a network of dojo.
- ❖ The characters' parents served together as magistrates in the past, or they have some similar past link that causes their children to associate with one another.
- ❖ The characters may all be sponsored by the same lord or daimyo, who hopes to have a samurai from his court become the next Topaz Champion.

Upon arriving in Tsuma, the characters have a day or so to prepare for the competition and explore the city. During their preparations, they encounter several interesting individuals, including a ronin who claims to be a former Topaz Champion. As the contest begins, the characters witness a number of strange accidents that seem to indicate that the contest is cursed, or that the Crane hosting the event are incompetent. As the accidents become more severe, the characters become embroiled in an effort to discover what is truly plaguing the competition before someone is killed or dishonored during it.

Arrival in Tsuma

Although there are those who would dispute such a claim, the vast majority of samurai regard the Topaz Championship as the most prestigious gempukku ceremony in the Empire. The ceremony is open to any who wish to attend, but the Great Clans tend to be very selective in determining who represents them at the Championship. To permit just anyone to enter the contest would risk embarrassment, and no Great Clan would risk such a thing in front of their Crane hosts. Minor Clan samurai and ronin candidates require a Great Clan sponsor to be admitted to the competition. The Topaz Championship has been held in the Kakita town of Tsuma for centuries, at one of the largest dojo for the Kakita Dueling Academy.

Competitors typically arrive in Tsuma by land. There is a river that passes through the city, and it does connect to the coast eventually, but it is relatively shallow and quite difficult to navigate. In previous years, the Imperial Barge would make the trek, but the river is rarely used by anyone other than the Crane. Two major roads cross the city, one east-west, leading toward the Dragon and Seppun holdings, and the other southwest-northeast, leading to Lion lands and Phoenix lands. Both roads are heavily patrolled by Doji magistrates, and anyone arriving for the contest will likely have met several patrols during their travels.

Although Tsuma has grown much larger than most descriptions of it in literature and folklore, it is still a relatively small city, little more than a large village. There are no formal embassies maintained by other

clans, since most only have business within the city once per year, so the characters probably stay in an inn. The inn, like the city, is extremely crowded during this time of year.

Some contestants will have little interest in the city beyond the contest. Others, however, may wish to explore. The following are some locations within the city that may be of interest to player characters, and are used in the Optional Encounters located later in this adventure.

The House of the Laughing Carp: A notable tea house and inn, the House of the Laughing Carp would be an ideal lodging for the characters during their stay at Tsuma. The house is typically busy in the evenings, particularly so during the Championship, and sees a wide range of patrons. According to popular gossip, the House of the Laughing Carp was purchased and renamed by a Yasuki merchant within the past five years, and has undergone significant improvements in that time. The House even has a small amount of Friendly Traveler sake available, the finest in the Empire, although the price is quite steep and likely out of reach of the characters.

Poisoned Water Sake House: This tastelessly named business is a small brewery and sake house, and goes unnoticed by most in the city during the normal course of the year. The house was once owned by the Scorpion, but was abandoned during the Scorpion coup decades ago. It is now owned by an anonymous merchant patron who communicates only through scrolls delivered every few months. The house is frequented by ronin during the off-season, but makes enough money during the Topaz Championship to operate throughout the year. The sake made there is sold in small, black clay bottles and is famed for its potency.

Medinaat-al-Salaam: This unusual shop is a small building tucked away in a quiet corner of Tsuma. It is a Unicorn holding, operated by merchant vassals of the Ide family. The shop's name, almost unpronounceable to the average Rokugani, is that of a city in the distant north, beyond Rokugan's borders. Its Unicorn vassals sell a number of strange gaijin goods, although nothing that would violate the Imperial decree restricting such goods.

The Kakita Dueling Academy: Easily the largest and most prominent building in Tsuma, the Kakita dojo is a compound of buildings linked under a shared roof and protected by a high wall that prevents onlookers from watching the training exercises. Outsiders are permitted inside only in the case of high-ranking guests, and during the Topaz Championship.

The Topaz Championship

The Topaz Championship is a three-day competition that tests young men and women in all the skills that a samurai is expected to know. It is a rigorous, exhausting whirlwind of activity that can overwhelm even the most stalwart soul. Points are awarded to those who receive the highest marks in each contest, and the competitor who achieves the most points is declared the Topaz Champion. While the Topaz Champion receives no set reward or accolade, the prestige associated with the position ensures that the competition is fierce, and Topaz Champions are typically offered a number of different assignments, each coveted by young samurai.

Individual competitions during the Championship take the form of a match, wherein two contestants compete directly with one another, or tests, in which elder samurai ask questions of the contestant. Each competition completed successfully grants the contestant a single point. In the case of a match, only the victor receives the point. A competitor must attain a total of five points to pass.

At the beginning of any contest using the match format, master of ceremonies Miya Shoin withdraws small ceramic tiles from an exquisitely crafted vase. Each tile

Who Wins These Things, Anyway?

Obviously, the player characters are not alone in their competition at the Topaz Championship. There are many potential competitors at the end of this adventure, but how do you determine who wins? However it is done, the best means of determining who faces who is to duplicate Shoin's process and draw names. This adds an element of chance to the adventure and can result in player characters facing off against one another, which is always entertaining. Once the matches have been decided, you may proceed in a number of ways, with the most obvious choices as follows:

- ❖ Arbitrarily choose the winner based on the match. If a Kakita Bushi faces a Kitsu Shugenja in an iaijutsu duel, you can be pretty certain the Crane will win.
- ❖ Have the characters complete the matches, taking the role of different contestants throughout the competition. This can help new players gain insight into the clans' themes, and allow them to explore different mechanics.
- ❖ Roll the results randomly. This can produce some really weird results, so you should be prepared to incorporate them if you choose this option.

has the chop of a single contestant on it, and Shoin draws two at a time to determine who will face each other during the matches. For a test, Shoin simply uses the tiles to determine in what order the contestants will be tested.

Day One

The first day of the Topaz Championship is a whirlwind of activity, including tests covering the following aspects of a samurai's training: sumai, heraldry, athletics, horsemanship, and a discussion on the elements of law, etiquette, and the code of bushido. Sumai is generally considered among the Championship's most difficult tests, as few sensei place as great an emphasis on that skill as they once did.

Sumai

Format: Match

Lead Judge: Daidoji Kenru

Primary Roll: Agility/Jiu-jitsu (Wrestling)

The sumai match is a bare-handed wrestling competition. Each pair of competitors stands on a large straw mat to soften the impact of falls. Contestants may not use weapons of any sort, nor wear armor. In each match, the contestants engage in a Grapple. The first contestant who can maintain a Grapple for three rounds with their opponent held is the victor.

Heraldry

Format: Test

Lead Judge: Miya Tokeko

Primary Roll: Intelligence/Lore (Heraldry)

In this test, the contestants are brought before the judges individual and asked to identify a given mon or chop. Five are presented, each more difficult than the last. A contestant must successfully identify four of the five in order to pass the test. The difficulties are as follows:

TN	Mon/Chop	Example
5	Everyday	The mon of a Great Clan
10	Prominent	The mon of a Great Clan family
15	Uncommon	The mon of a Minor Clan
20	Rare	The mon of a vassal family serving a Great Clan
25	Obscure	The mon/chop of an individual samurai (ex. Kaiu Umasu)

Athletics

Format: Match

Lead Judge: Kakita Tokimasa

Primary Roll: Various (see below)

The athletics competition is a sort of obstacle course, where the contestants are supposed to demonstrate their sheer physical speed and coordination by completing the course as quickly as possible. The course consists of three major obstacles separated by lengthy runs. A simple series of rolls is necessary to complete the course. Every Raise a competitor makes during the course grants him a point over his opponent. Every failed roll costs the competitor a point. At the end of the course, whoever has earned the most points has finished first. Once the winner is declared, these temporary points are all lost and the contest's winner gains one point toward his gempukku as described above.

Course Start: Stamina/Athletics roll, TN 10

Obstacle 1: The first obstacle is a narrow wooden bridge crossing a wide, muddy-bottomed stream bed. Crossing the narrow bridge requires an Agility/Athletics roll, TN 10. Only one contestant may cross at a time, although they may be close behind one another. A contestant who fails the Athletics/Agility roll falls into the mud, and must make two Agility rolls, both TN 15, to escape. Falling into the mud costs a contestant two race points. Contestants who wish to force one another into the mud while on the bridge must make an Opposed Raw Agility roll. The winner has forced his opponent off the bridge, although this is a dishonorable act.

Running: Stamina/Athletics roll, TN 15

Obstacle 2: The second obstacle is a more severe version of the first. A large pit has been filled with mud, thickened with a variety of herbal compounds. Weighted ropes are suspended over the pit. Contestants must jump and grab a rope, then swing themselves to the other side. This requires two Agility/Athletics rolls, at TN 10 and 15 respectively. Anyone who falls in must make three successful Agility/Athletics rolls (TN 15) to get out, and loses three race points.

This event has been sabotaged by the ronin Juriken (see Antagonists below). He has released several venomous snakes into the mud pit. The snakes are extremely agitated and attack anyone who falls within the pit. If the contestant has noticed the snakes (Raw Perception Roll, TN 10), then he may attempt to avoid the bite (Reflexes/Athletics, TN 15). Snake venom rules can be found in the Book of Fire in the Legend of the Five Rings Role-playing Game, Third Edition.

Running: Stamina/Athletics roll, TN 15

Obstacle 3: A large wooden wall blocks the path, reaching a full 15 feet into the air. The boards used in the wall's construction are offset slightly, and can serve as handholds so that the wall may be climbed. This requires an Agility/Athletics roll, TN 15.

Final Sprint: Stamina/Athletics roll, TN 20

Horsemanship

Format: Match

Lead Judge: Doji Hokehime

Primary Roll: Various (see below)

Much like the athletics competition, this contest is a match between two competitors completing a set course. Also like the athletics competition, the contestants earn points toward a victory here by making Raises. Every Raise gains a point, and every failed roll loses a point. When the course is complete, the contestant with the most points is victorious. These points are then lost and the victor gains one point toward his *gem-pukku* as described in the earlier match. The course consists of the following actions:

Action	Roll	TN
Ride the course		
to the first target	Agility/Horsemanship	5
Strike the target		
from horseback	Agility/Kenjutsu	10
Ride to the second		
target area	Agility/Horsemanship	5
While riding, fire		
an arrow at target	Reflexes/Kyujutsu	15
Return to the start	Agility/Horsemanship	10

Law, Etiquette, & Bushido

Format: Test

Lead Judge: Kakita Gosha

Primary Rolls: Intelligence/Lore (Law or Bushido) and Intelligence/Etiquette

This is a simple test wherein the contestants are questioned privately regarding matters of Imperial law, appropriate social conduct, and knowledge of a samurai's code of conduct. Most of these questions are simple, and can be answered with an appropriate Skill roll (see above) against a TN of 10. If a player knows the answer, then no roll may be necessary depending upon how you prefer to run this scene. Each contestant is asked a series of questions covering basic knowledge of Rokugani custom, which may be taken from the following and phrased as a question:

1. All land is owned by the Emperor, who permits his Clans to govern it in his name. (Law)

2. After death, a samurai's body must be cremated. In this way, his soul ascends to face judgment and his body can never be defiled by blasphemous black magic. (Law)

3. Samurai found guilty of serious crimes may be allowed by their lord to commit *seppuku*, a ritual suicide that cleanses their honor upon their death. Other crimes may result in the samurai being cast out as a ronin, or more severely, executed without honor. (Law)

4. A gift must be refused twice before it is accepted, or else you show that you believed the first offer was insincere. (Etiquette)

5. Matters of commerce are distasteful to a samurai, and should only be discussed if doing so is to the benefit of both one's family and clan. (Etiquette)

6. Bow to someone of equal social standing. Kneel to those of superior standing. If someone of equal standing has superior rank, then you must bow deeply to them. (Etiquette)

7. A samurai shows compassion and mercy to those beneath him, because only the weak must prove their power by dominating others. (Bushido)

8. A samurai bears the name of his ancestors, and must live a life of honor so that the name can be returned to them without blemishes upon his death. (Bushido)

9. The katana is a samurai's soul, and his *wakizashi* is his honor. To allow shame to come to one's blades by unclean or dishonorable acts is to stain one's soul. (Bushido)

10. A samurai's heart is filled with courage. He has no fear of death, for to die in the service of one's lord is the greatest fate a samurai can hope for. (Bushido)

Evening Encounters

The first day of competition at the Topaz Championship should proceed with minimal complications. For the most part, the contestants and their supporters are pleased with all that is going on. The evening is an interesting time, with too many samurai in too small a city for things to be uneventful. Depending upon how you wish to proceed with the adventure, you may wish to use the following adventure hooks to enliven the down time between contest days.

Most of these hooks directly involve contestants and the Championship, and their backgrounds. Their statistics and biographical information are found at the end of this adventure. For the most part, these ideas will be easiest to incorporate if the characters are of the same clan as the contestant in question, but most can easily be adapted.

The Price of Indulgence (Agasha Hanori)

Challenge: Agasha Hanori's father-in-law, a powerful Otomo, is coming to visit on the second day of the contest. He has not met Hanori and wants proof of Hanori being at least a good person, even if he isn't succeeding at the contest.

Focus: Hanori has spent most of his night drinking, managing to pass out just outside of his room. He looks rough and feels worse. Word has it the Otomo courtier had one of his daughters' suitors killed when he did not meet his lofty expectations.

Strike: Do the players try to sabotage Hanori's poor attempts at seeming like a gentleman with the hope of his dropping out of the contest, thereby eliminating one of their rivals? Or do they help him flatter the Otomo, potentially earning a valuable ally in the process?

The "Secret" Duel (Mirumoto Otakan, Kakita Shino)

Challenge: Mirumoto Otakan's reputation (or rather the reputation expected of him) has preceded him. Kakita Shino sees Otakan as a rival, wishing to prove the Kakita technique (and himself) to be greater than the Mirumoto. He wants to duel.

Focus: Otakan wishes only to participate in the Championship and move on. A duel would be pointless and could jeopardize his standing in the tournament. Shino is unrelenting, however. He views the Mirumoto as everything he is not, a member of a prestigious family whose future is set for greatness. The Kakita continues to pressure Otakan into action with veiled insults and a mocking tone. At the same time, Otakan can hear his grandfather pushing him to act and feels his own pride turning to anger. Soon he accepts, on the condition that the duel is conducted in private.

Strike: In spite of this, the duel becomes common knowledge among the tournament contestants. The duelists specifically ask the PCs to witness it. This is not a sanctioned duel. There may be severe ramifications for both participants, their families and their Clans. Although, the challenge is to first strike, both duelists are clearly being guided by their emotions. The PCs are in a unique position to intervene. If they wish, they may attempt to defuse the situation, or at least monitor it to ensure no real damage is done. If successful, they may gain a new ally or two. However, if either of the duelists is injured, they may find themselves implicated in the incident, gaining enemies just as easily.

Eight Gifts (Hazu, Tamori Gojinka)

Challenge: Each contestant celebrates the completion of the first day of competition in his or her own way. For Hazu, this consists of alcohol and women.

Focus: Unfortunately, alcohol leads to poor judgment. He has chosen Tamori Gojinka as the object of his affection. Unable to deter the persistent ronin's advances, she offers him a challenge. She will only speak with him further if he can present her with a gift crafted by each Great Clan. Gojinka hopes that this will distract Hazu long enough for him to sober up.

Strike: Hazu will be the first to tell you that, sober or not, he cannot resist a challenge, especially if it involves a woman. He begins seeking the requested gifts, beginning with the PCs. He has little to nothing to trade and is open to suggestions, and assistance. Hazu is not too

proud to realize his limitations. His ronin status places him beneath the notice of most Clan samurai. His deformed eye causes those who notice to be suspicious. If the PCs cannot aid him, he simply moves on.

Flawed Visions (Kakita Shino, Usagi Kamahime)

Challenge: Pinned to Kamahime's door one morning is a letter of challenge from an old nemesis, but the name of the challenger is torn off.

Focus: Kamahime knows the challenger from childhood; she can even remember his face, but not his name or clan. Being near-sighted, she starts stalking a PC until she realizes he is not her nemesis. She repeats this with various contestants and is likely to get herself killed by a stranger for the offense if she does not stop.

Strike: The challenge was a jest by Kakita Shino, who wanted to spook Kamahime but did not know she was near-sighted. During her time of stalking and challenging people, Shino has been harassing the organizers for a room with a better view.

Farmers

Challenge: During an evening tour of the village, a few brave farmers set up an unofficial contest for the players (and a handful of NPCs). The farmers invite the samurai to pound mochi to help make sweet rice cakes (mochi is sweet steamed rice, pounded with mallets into a sticky paste).

Focus: Each contestant must make a Raw Strength Roll to help pound the mochi. The TN is 10, but whoever has the highest score the farmers declare the winner.

Strike: The winner of the contest is given the most sweet rice cakes, but all can share in the activity, which brings some of the NPCs closer to the players they pound mochi with.

The Crab

Challenge: A rowdy crowd of Crab turn up on the first day to watch the contest and celebrate. They take over a local tavern, eating, drinking and playing games with their favorite contestants.

Focus: In the evenings, they invite the strongest bushi (about four PCs & NPCs) to drink with them. Drinking and eating contests are their main sport, watching as non-Crab have to force down food like one of their kin.

Strike: Leaving the table before the end of the night is offensive and likely to start a fistfight. The Crab won't let people go unless they feign passing out, or have superhuman tact. Contestants know they will be worse for wear if they get too drunk or keep going until daylight.

Angry Mountains (Agasha Hanori)

Challenge: Hanori's best friend and yojimbo, Shiba Hanoshi, is visiting and the two raise drunken havoc. During the evening they attempt to flirt with servants or samurai-ko, stumble clumsily around, and insult the partying Crab spectators.

Focus: The Crab do not take insults lightly but are not allowed to duel Hanori. Instead, they wish to lure them out of the village and give them a sound beating. Crab contestants and friends of the Crab are invited to join in. Other players may overhear the plans or see a group of Crab stalking Hanori & Hanoshi.

Strike: Do the players join in, attempting to hinder Hanori's progress or leave the Crab to their business? Do they stop the Crab with reason, force, misdirection or some other method? Let them know that whatever happens to the reveling Phoenix is on their heads.

Poisoned Words (Shiba Takako)

Challenge: Shiba Takako makes friends easily with her Scorpion charm and disarming innocence. In confidence, she asks a friendly PC to help her poison a Scorpion contestant's rice before a match. She offers them a similar favor at a later date as payment.

Focus: Takako is rational and logical about this, knowing she is preparing to do a dishonorable action but believing she has justification. She explains that she seeks revenge for her father, who was poisoned in a similar tournament by one of the Scorpion's parents, causing him to pass out in a pivotal round. The poison she has is weak and will have the similar effect in one of the rounds of the championship.

Strike: This is a dishonorable action, but there may be many reasons behind it. Takako is friendly with most Scorpion, so this could be a grudge, a sign to the Scorpion of her capabilities as one of them, or a test of the player from the Scorpion to see if they would help. It could even be a test of friendship from the insecure Takako, using water instead of poison. The truth is up to the GM, but the PC may see many reasons and repercussions to her actions, be they aiding Takako, enlisting help from other PCs or reporting her to an official.

Forgotten Blade (Akodo Shotaka)

Challenge: Late in the evening, when contestants should be preparing for the morning, Shotaka is missing. Two players are politely asked by higher-ranking Lion to find him and see what it's wrong. Such requests are not easily refused.

Focus: Shotaka is in an alley in a remote part of the village, having a panic attack. Earlier in the evening, he was a guest at a tournament organizer's home. In his fascination with all that was going on, he foolishly left his

katana there, at the door where he had checked it. Now the host has retired for the evening, and Shotaka has no blade.

Strike: Assuming the characters wish to help Shotaka, there are few easy options. The panicky Lion strongly advocates trying to enter the guarded home and retrieve the blade without anyone noticing. Others may suggest waiting until morning and asking for the blade to be returned, which is the most reasonable course of action. Shotaka is not feeling reasonable. If he arrives at the contest the next morning with his blade in his obi, the host will give him a knowing look, and that will be the end of it. As Shotaka well knows, showing up without the blade will be both humiliating and dishonorable.

Day Two

The second day of competition involves tests in weapon skill, poetry, courtier skills, go, archery, and hunting. It is certainly the most grueling day, as the weapon and hunting tests are lengthy and exhausting. The hunting competition is somewhat unique, as it requires contestants to work together in small teams to accomplish their goal. In this way, it is actually also a test of the samurai's ability to work together.

Weapons

Format: Match

Lead Judge: Kakita Soichi

Primary Roll: Agility/Weapon Skill

Other than the tournament that ends the Championship, the weapons test is the most anticipated, most prestigious individual contest. The contestants are allowed to choose any weapon they wish from a large number of specially prepared, non-lethal padded weapons. No dishonorable weapons are included, although to accommodate their Mantis guests the Crane have a variety of peasant weapons to choose from. Ranged weapons are not permitted in this contest. The blunted weapons in this competition have DR 0k1. Honorable competitors will keep low dice for damage, although some may grow overzealous in their efforts.

Like the Athletics contest on the first day, this contest has been sabotaged by Juriken and his men. They have secretly replaced a number of blunted weapons with weapons that appear safe, but are actually more dangerous than they appear. Roll one die before each contest. On a 1 or 10, one of the contestants has selected a weapon that has been tampered with. These doctored weapons are DR 1k2, or their normal damage rating if that is lower. Repercussions from this are discussed in Evening Encounters, below.

Poetry

Format: Match

Lead Judge: Kakita Hirotada

Primary Roll: Awareness/Storytelling (Poetry)

This contest is rather simple. Both contestants are given a topic about which they must compose a poem. Haiku is the normal format, the traditional 5-7-5 syllable poem of Rokugan. Raises may be made to gain insight into the judges' personal preferences and incorporate them into the poem. The contestant who beats their TN by the greatest degree is the victor, although successful Raises can skew the contest in one direction or the other.

Go

Format: Match

Lead Judge: Doji Maseru

Primary Roll: Awareness/Games (Go)

Another traditional contest, the Go match proceeds exactly like any other. The two competitors make an Opposed Roll (or series of Opposed Rolls, depending upon how detailed you would like the matches to be). The contestant who wins the roll or rolls wins the match.

Courtier

Format: Match

Lead Judge: Kakita Mai

Primary Roll: Awareness/Courtier and Awareness/Etiquette

The courtier contest is feared by many bushi that have neglected the social and academic aspects of their training. The judges bring two students before them and give them a subject to debate. There are few rules in this contest, and no time limit; the judges stop the debate when they believe one contestant has clearly demonstrated his superiority at the courtly arts. Many blood feuds have begun during this contest. Suitable debate topics may include the following:

1. Where does a samurai's loyalty ultimately lie: with the Emperor or the Empire?
2. Which tenet of bushido is the most important?
3. What is the most important aspect of spirituality: the Tao, the Fortunes, or one's ancestors?

Hunting

Format: Match (Team)

Lead Judge: Daidoji Akimasa

Primary Roll: Perception/Hunting (others required as necessary)

Hunting is the most complex contest. Once, every contestant was required to enter the woods surrounding Tsuma and find a Tsu Fish nest somewhere in the area.

Tsu Fish

Tsu Fish are unusual creatures native to the rivers of the northern Crane provinces. Their behavior is rather unusual, and has given rise to many popular rumors about their abilities that are blatantly untrue—although most are based at least partially in fact.

During the dry season, the many small streams and lakes in the northern Crane provinces dry up, leaving a network of large puddles and trickling creeks that are of little use for agricultural purposes. To prepare for this season, the Tsu Fish store up body fat so that they do not require much food. Dry season is the mating season, during which time the Tsu Fish leave the water and cross short distances to reach other puddles and find suitable mates. Tsu Fish have unusually thick, strong ventral fins, with which they use to push themselves through the mud like snakes. Tsu Fish eggs are considered a delicacy as well as being a useful source for correction fluid, and can be found in these puddles, but are increasingly rare.

Popular rumors about the Tsu Fish are that they can actually walk and run on their fins like dogs. Supposedly, they climb trees to lay their eggs and can remain out of water for days at a time. Crane youth enjoy teasing one another with tales of Tsu Fish attacking humans in defense of their eggs. Such rumors are widely known among the Crane to be untrue, although they do occasionally tell them to outsiders to see how gullible they are.

Recent years have seen a decline in the number of Tsu Fish, because their eggs can produce a solution that can remove ink from parchment. Scholars and historians make extensive use of this solution to correct manuscripts, and the Crane have only recently realized that this use of the eggs is causing a decline in the fish population. For more information on Tsu Fish, see the sidebar.

The contestants are organized into groups of three to five, depending on the total number of contestants. Each team must successfully recover one egg. For the victory to be honorable, every team member must be involved in the search, although in theory one member could find it and return, earning the entire team a point. Every member of every team that successfully returns with an egg receives a point toward their gempukku. The members of the team that is first to return receive an additional point as well.

Contestant teams have two hours to successfully retrieve the eggs. The Tsu Fish breeding area is a full

half-hour from Tsuma, so the team has only one hour to locate the egg if they hope to make the trip in time. A Stamina/Athletics roll (TN 15) is required to reach the area, and then many Perception/Hunting rolls to locate the eggs (TN 15, total of five successes needed; Raises may award additional successes at the GM's discretion).

During this contest, Juriken and his accomplices escalate their interference. Juriken is outraged that the Championship has not yet been canceled, and attacks one team of contestants. This may be the player characters, or it may be another team. If it is another team, the PCs may be in the area and intervene, saving the team in question. If the characters face Juriken, the ronin escapes, although his accomplices likely die. If the PCs are not involved in the attack, then the entire team of contestants is killed, and a specter cast over the competition.

Evening Encounters

With the strange events that have taken place so far during the Championship, the mood in Tsuma is decidedly solemn. Although no one can say exactly what has happened, samurai realize that something is amiss, and the peasants can sense that the samurai are on edge, and thus remain indoors to avoid drawing their ire.

At this point in the adventure, Juriken has either been defeated (likely by the player characters), or has killed a number of contestants and disappeared into the shadows. In either event, the Championship does not stop, although the death of any contestants creates an uncomfortable situation for the Crane. Juriken is not content with discomfort. He wants the Crane disgraced, and is willing to sacrifice himself to achieve it. If the characters have defeated him once, he will come to kill them during the night. If they have not yet encountered him, he selects them as his next victims, hoping to complete the Crane's disgrace with more deaths. If the characters find themselves alone at any point, Juriken attacks. Assuming that they remain in the public eye, he waits and attacks them during the night wherever they are staying, using his skills to infiltrate their lodging.

While the mood in Tsuma is somber, the contestants are still quite exuberant about their impending gempukku. Most adventure hooks found in the first Evening Encounters section can be used this evening if you wish to add additional encounters.

Day Three: The Championship

The third and final day of competition has but a single contest: the iaijutsu tournament. Typically, the point totals at this point are such that it is already known who will and who will not achieve their gempukku. The iai-

jutsu tournament awards a significantly higher number of points than the other contests, however, and can radically alter the standings of the competitors. It is rare that the tournament winner is not declared the Topaz Champion.

The iaijutsu tournament is the only aspect of the Championship that is open for anyone to view, and typically it is extremely crowded. The entire city empties to attend and catch a glimpse of greatness. For samurai, it reminds them of their youth. For peasants, it is a welcome break in their rather monotonous lives. Given what limited information is available to the spectators, the obvious favorites are Kakita Shino, Mirumoto Otakan, and even Hazu, although Bayushi Denbi has quite a bit of support as well. If the characters' nocturnal exploits are common knowledge, they may have strong support (or no support at all, depending on their actions) as well.

The Topaz Championship

Format: Match

Lead Judge: Kakita Benkei

Primary Roll: Reflexes/Iaijutsu

The iaijutsu tournament is the most anticipated and prestigious event in the Championship. Traditionally, shugenja contestants who have already accumulated enough points to achieve their gempukku are permitted to abstain from the tournament if they so choose. There is no loss of honor for this; after all, shugenja are priests, not warriors. Most usually choose to compete, which is also perfectly acceptable to all parties involved. It is understandably rare for a shugenja to win the tournament.

Iaijutsu duels are to first strike, and use blunted weapons with DR 0k1. Use the standard dueling rules found in the Legend of the Five Rings Role-playing Game, Third Edition for this contest. Contestants are paired off in single elimination matches, with the victors proceeding to the next level until only two remain. If exactly three contestants remain after a round, only the two with the highest number of points toward their gempukku advance to the final.

Every victory in the iaijutsu tournament is worth two points toward a contestant's gempukku. While most will already have accumulated enough points by the time they reach the tournament, the total number of points achieved determines who is declared the Topaz Champion.

Epilogue

After the iaijutsu tournament is concluded, the closing ceremonies are held within the hour. The contestant with the highest number of points accumulated,

usually the iaijutsu tournament winner, is declared the new Topaz Champion, a title held for one year until the next Championship. All those who successfully accumulated five points are granted their gempukku and become samurai. There are officials on hand from every clan represented in the tournament to oversee this ritual.

If the characters were responsible for exposing the actions of the ronin Juriken, they are lauded by the Crane as well as their own clans, even though they likely have no inkling as to Juriken's true motivations. This could be an excellent way to promote the characters to Emerald Magistrates, or even grant them a prominent position as extra-clan magistrates within the Crane provinces (the Crane likely wish to keep an eye on them until they know for certain that Juriken's dishonorable past remains a secret).

Contestants

The contestants in the Topaz Championship are among the finest young bushi in the Empire; at least, that is the intention. In truth, some are there on their own merit, while others received the invitation as a result of political standing. Shugenja are relatively uncommon, but a few show up each year. Three are in attendance this year, plus however many are present as player characters.

Hiruma Do (Crab)

Air: 2	School/Rank:
Earth: 2	Hiruma Scout 1
Stamina 3	Glory: 1.0
Fire: 3	Status: 1.0
Water: 2	Honor: 3.5
Perception 3	
Void: 2	

Advantages: Crab Hands, Large

Disadvantages: Antisocial (2 Points), Compulsion (Drinking: 2 Points)

Kata: Striking as Wind

Skills: Athletics 1, Hunting 3, Kenjutsu 1, Kyujutsu 2, Lore: Shadowlands 2, Stealth (Sneaking) 3

Hiruma Do considers himself more experienced than most youths, having gone into the Shadowlands once to prove himself. While looking for a "trophy" for his gempukku, Do was attacked by Shadowlands beasts, and his cowardly allies left him for dead. His Hiruma training showed him the way home, but he has never shaken off the effects of the horrible things he saw in the Shadowlands. He has grown too willing to return, to

prove his worth as a scout, but his family have sent him to the Topaz Championship to take his mind off what he has seen.

Doji Wakao (Crane)

Air: 2	School/Rank:
Reflexes 3	Doji Magistrate 1
Earth: 2	Glory: 1.0
Fire: 3	Status: 1.0
Water: 2	Honor: 3.5
Perception 3	
Void: 2	

Advantages: Inheritance (Mother's Akodo Blade), Quick

Disadvantages: Fascination (Art), Forsaken, Sworn Enemy (Bayushi Denbe: 2 Points)

Kata: Striking as Earth

Skills: Etiquette 1, Iaijutsu 3, Investigation (Notice) 1, Kenjutsu 2, Kyujutsu 2, Lore: Heraldry 1, Lore: Law 1

The eldest son of the noble Doji Gozen is known in some circles as the Crane Clan Fool. Despite his high status within the clan, Wakao struggles to overcome his father's reputation as a boor. His mother is said to have been a Lion general who married a Crane in secret, his only tie to her being the blade he wields. Wakao is engaged to Kakita Akemi, the daughter of the Crane

The Doji Magistrate School

The Doji Magistrate School is updated to Third Edition in the upcoming sourcebook, *The Four Winds: The Toturi Dynasty from Gold to Lotus Edition*. The first rank of the school is listed here so that the GM has access to Wakao's technique.

Benefit: +1 Perception

Honor: 2.5

Skills: Etiquette, Iaijutsu, Investigation (Interrogation), Kenjutsu, Kyujutsu, Lore: Heraldry, Lore: Law

Outfit: Katana, wakizashi, jitte, bow and 20 arrows (any type), any one weapon, light armor; badge of office, kimono and sandals, steed, traveling pack; 10 koku.

Techniques

Rank 1: Eternal Vigilance

The magistrate's first lesson is that one's eyes must always be open, ever prepared for an ambush. Your TN to Be Hit is always increased by an amount equal to twice your Perception.

running the tournament, and he knows that a Scorpion in the contest wants to win her affection. Wakao is quiet but has a strong presence. Wakao stays apart from the other contestants, unless he can enlist their help in revealing the Scorpion who wants to steal his fiancée.

Kakita Shino (Crane)

Air: 2	School/Rank:
Reflexes 3	Kakita Bushi 1
Earth: 2	Glory: 1.0
Fire: 3	Status: 1.0
Water: 2	Honor: 3.5
Void: 3	

Advantages: Benten's Blessing, Kakita Blade
Disadvantages: Overconfident, Proud
Kata: Striking As Wind
Skills: Battle 2, Courtier 2, Etiquette 2, Iaijutsu 3, Kenjutsu (Katana) 1, Kyujutsu 1, Sincerity 2

An arrogant youth, and rightly so as he is an expert duelist. He does his best to embody the stereotypically arrogant Crane, but he comes from a poor family and was sponsored by a wise noble. For Shino, this is more than just a game; becoming the Topaz Champion would give him the connections his family needs.

Mirumoto Otakan (Dragon)

Air: 2	School/Rank:
Earth: 2	Mirumoto Bushi 1
Fire: 3	Glory: 1.0
Water: 2	Status: 1.0
Void: 3	Honor: 2.5

Advantages: Clear Thinker, Sacred Weapon (Twin Sister Blades)
Disadvantages: Driven (Dueling), Haunted (1 Point)
Kata: Striking as Earth
Skills: Athletics 2, Defense 3, Kenjutsu (Katana) 3, Kyujutsu 1, Lore: Shugenja 2, Meditation 2, Theology 2

Mirumoto Otakan represents the legacy of a great duelist and must do whatever is necessary to uphold that heritage. His ancestor will never let him forget it. Since his aptitude with the blade became apparent, his family has come to expect great things of him. Many expect him to perfect the style developed by his grandfather. Only Otakan hears his most vocal supporter: the spirit of his grandfather, an ever-present voice driving him to his destiny. Otakan feels overburdened, uncertain that he can accomplish what his ancestor demands of him. But there is nothing more important than family to Otakan, so he shall do what he must.

Tamori Gojinka (Dragon)

Air: 2	School/Rank:
Earth: 3	Tamori Shugenja 1
Willpower 4	Glory: 1.0
Fire: 2	Status: 1.0
Water: 2	Honor: 2.5
Void: 2	

Advantages: Blessing of the Elements (Earth: 4 Points)
Disadvantages: Antisocial (2 Points), Elemental Imbalance (Fire: 6 Points)
Kata: None
Skills: Athletics 2, Calligraphy 2, Defense 3, Divination 2, Kenjutsu (Katana) 3, Medicine 3, Meditation 2, Theology 2
Spells: Sense, Commune, Summon, Counterspell, Fires From the Forge, Jade Strike, Speed Growth, Biting Steel, Katana of Fire, By the Light of Lady Moon

A samurai brings honor and glory to her clan and family. Tamori Gojinka believes this with all her heart. However, she knows she cannot. Though a skilled shugenja, she has found that her communion with the kami can have unexpected consequences. It is as if the kami fight for her attention. Gojinka fears what might happen if she were to lose control of her spellcasting. She has resigned herself to remaining quiet and unnoticed, so that she is not called upon to use her spiritual abilities, concentrating instead on physical training.

Akodo Shotaka (Lion)

Air: 2	School/Rank:
Earth: 2	Akodo Bushi 1
Stamina 3	Glory: 1.0
Fire: 2	Status: 1.0
Agility 3	Honor: 2.5
Water: 3	
Void: 2	

Advantages: Death Trance, Strength of the Earth (4 Points)
Disadvantages: Brash, Can't Lie, Fascination (History), Idealistic
Kata: Striking As Water
Skills: Athletics 2, Battle (Mass Combat) 1, Defense 1, Heavy Weapons 1, Jiu-jutsu 2, Kenjutsu 2, Kyujutsu 1, Lore: History 1, Meditation 1

Shotaka is a promising young student from the Akodo dojo at Shiro sano Ken Hayai, the Castle of the Swift Sword. He mixes the Ikoma's fascination for history with the Matsu's quickness to act. His sensei

believe that if he can learn to balance the two sides of his personality, he will become a great leader and hero. Time will tell if they are correct.

Kitsu Konoko (Lion)

Air: 3	School/Rank:
Earth: 2	Kitsu Shugenja 1
Fire: 2	Glory: 1.0
Water: 3	Status: 1.0
Void: 2	Honor: 3.5

Advantages: Friendly Kami (Fire)

Disadvantages: Phobia (Insects: 1 Point)

Kata: None

Skills: Calligraphy 2, Heavy Weapons 2, Investigation 3, Lore: Ancestors (Lion Clan) 2, Lore: History 1, Meditation 1, Tea Ceremony 2, Theology (Shintao) 1

Spells: Sense, Commune, Summon, Counterspell, Castle of Water, Heart of Nature, Reversal of Fortunes, Tempest of Air, Tetsubo of Earth, Wind-Borne Slumbers

As a child, Konoko wanted to be a bushi. Her parents, horrified at the notion, sent her to train as a shugenja. Konoko was patient and learned as she was told, but studies bushido and communicates with long-dead warriors. Her peaceful nature was sorely tested in the past year when several of her family were slain in the fighting at the City of the Rich Frog. Any Unicorn who face Konoko in the Championship find her a most determined opponent.

Yoritomo Yuriko (Mantis)

Air: 2	School/Rank:
Earth: 2	Yoritomo Bushi 1
Willpower 3	Glory: 1.0
Fire: 2	Status: 1.0
Agility 3	Honor: 2.5
Water: 3	
Void: 2	

Advantages: Absolute Direction, Dangerous Beauty

Disadvantages: Idealistic, Phobia (Enclosed Spaces: 1 Point)

Kata: Striking As Water

Skills: Athletics (Swimming) 3, Battle 1, Commerce 1, Craft: Sailing 1, Defense 2, Kenjutsu 2, Peasant Weapons (Kama) 3

Quiet and solemn, Yuriko does not enjoy socializing. She is a favorite of many renowned scholars as she spends most of her time with them instead of the contestants. She is willing to make friends, but people

must meet her lofty standards before she considers them equals.

Agasha Hanori (Phoenix)

Air: 3	School/Rank:
Earth: 2	Isawa Shugenja 1
Fire: 2	(air affinity)
Intelligence 3	Glory: 1.0
Water: 2	Status: 1.0
Void: 2	Honor: 3.5

Advantages: Benten's Blessing, Innate Ability: Tempest of Air, Quick

Disadvantages: Bitter Betrothal (Otomo Courtier), Greedy, Lechery (1 Point)

Kata: None

Skills: Calligraphy 2, Courtier 2, Hunting 2, Lore: Imperial Courts 2, Meditation 1, Performance 2, Spellcraft (Elemental Knowledge: Air) 2, Knives 1, Theology 2

Spells: Sense, Commune, Summon, Counterspell, Cloak of Night, Quiescence of Air, Tempest of Air, Biting Steel, Fury of Osano-Wo, Earth's Stagnation

Agasha Hanori is a promising young shugenja and a darling of the courts. He has won over many people in the Imperial City with his eagerness to please and happy disposition - but he has not impressed his fiancée, Otomo Umako. She knows Hanori's weaknesses for sake, women and the high life, and volunteered him to compete for the Championship so he could prove himself a worthy husband. Hanori intends to gamble, drink and socialize with the youths of many clans, possibly competing somewhere in between those activities.

Shiba Takako (Phoenix)

Air: 3	School/Rank:
Earth: 2	Shiba Bushi 1
Fire: 3	Glory: 1.0
Water: 2	Status: 1.0
Void: 2	Honor: 3.5

Advantages: Crafty, Precise Memory

Disadvantages: Driven (prove self to both clans), Gullible

Kata: None

Skills: Defense 3, Etiquette 1, Kenjutsu 1, Kyujutsu 2, Meditation (Void Recovery) 2, Poison 1, Spears 2, Theology 1

The daughter of a Phoenix bushi and a Bayushi yojimbo, Takako was raised by her father as a Phoenix after her mother's death at the hands of the Onisu called

Fushin. Despite the difference in the clans, she was raised to acknowledge both their merits and wears her mother's mask as a reminder of her heritage. She seems naïve, young and impressionable, but knows far more than she lets on. Her stake in the Topaz Championship is to prove herself to both clans and see who wants her more.

Bayushi Denbe (Scorpion)

Air: 2
Reflexes 3
Earth: 2
Fire: 3
Water: 2
Void: 2

School/Rank:
Bayushi Bushi 1
Glory: 1.0
Status: 1.0
Honor: 1.5

Advantages: Crafty, Dangerous Beauty, Voice
Disadvantages: Driven (Get Kakita Akemi back), Lost Love (Kakita Akemi), Meddler
Kata: Striking As Fire
Skills: Courtier (Political Maneuvering) 2, Defense 3, Etiquette (Sincerity) 2, Iaijutsu 2, Investigation 2, Kenjutsu (Katana) 2, Kyujutsu 1, Ninja Weapons 1

Denbe is kind when he needs to be, but can change his attitude at a moment's notice. Initially he acts a little shy to befriend other contestants, but considers it just good tactics to turn them against one another. His childhood sweetheart is Kakita Akemi, the daughter of the tournament's organizer. She has been betrothed to another Crane, but Denbe will do whatever he can to impress Akemi and win her back.

Moto Xuren (Unicorn)

Air: 2
Reflexes 3
Earth: 2
Fire: 2
Agility 3
Water: 2
Strength 4
Void: 2

School/Rank:
Moto Bushi 1
Glory: 1.0
Status: 1.0
Honor: 2.5

Advantages: Bishamon's Blessing, Strength of the Earth (4 Points)
Disadvantages: Fascination (old texts), Insensitive, Wrath of the Kami (Fire)
Kata: Striking As Fire
Skills: Athletics (Running) 2, Battle 1, Defense 2, Horsemanship 2, Jiujutsu 1, Kenjutsu (Scimitar) 2, Spears 1

Xuren is the eldest of his siblings and his family's best hope of gaining power in the Moto family. He is not

sure of his skills - his younger brother, Xao-Khun, out-matches him - but their father wants Xuren to succeed. Xuren is more capable than he thinks, but the constant pressure from his family doesn't help.

Usagi Kamahime (Hare)

Air: 3
Reflexes 4
Earth: 2
Fire: 2
Agility 3
Water: 2
Void: 2

School/Rank:
Usagi Bushi 1
Glory: 1.0
Status: 1.0
Honor: 2.0

Advantages: Daredevil, Quick
Disadvantages: Brash, Haunted (1 Point), Meddler
Kata: Striking As Fire
Skills: Athletics (Running) 2, Defense 2, Jiujutsu 1, Kenjutsu 3, Lore: Kolat 1, Spellcraft (Maho) 2

A spring of energy and swordplay, Kamahime cannot stop moving. Even between contests or when relaxing, her leg shakes nervously. She has been seen arguing with thin air. Kamahime is haunted by her critical father who considers her a disappointment, rather than noticing her skill with weaponry and acrobatics. She cannot resist joining in arguments and giving her opinion on every topic.

Hazu (Ronin)

Air: 2
Reflexes 3
Earth: 2
Fire: 2
Agility 3
Water: 2
Void: 2

School/Rank:
Ronin Duelist 1
Glory: 1.0
Status: N/A
Honor: 2.5

Advantages: Quick
Disadvantages: Bad Fortune (Evil Eye), Forsaken
Kata: None
Skills: Athletics 1, Iaijutsu 2, Defense 1, Hunting 1, Investigation 1, Kenjutsu (Katana) 2, Kyujutsu 1, Lore: Shadowlands 1

Hazu's entire existence is one of tragic isolation. Born ronin, little better than a bandit, he also bears the scars of his lineage. His father died defending the heart of the Empire and his family during the fall of Otosan Uchi and the destruction of the Yotsu Dojo. Hazu survived, rushed from the corrupted city in his mother's arms.

But there were stories, whispers and rumors. Many believed the child had been touched by the Shadowlands.

Still, his mother was always there, to watch over him and guide him. Then the Rain of Blood came. He watched it wash over his mother, watched the madness overcome her as she struck down those who tried to rescue her. Then, she left and he was alone.

Hazu has nothing: no home, no family, and few possessions. He does, however, have his sword. It's all he needs.

In Attendance

As the Empire's most prestigious gempukku ceremony, the Topaz Championship is attended by many important people. Typically many Crane show up, as might be expected, but representatives come from other Great Clans as well. In particular, the contest is of interest to those who have served or continue to serve as sensei. This year, the following important individuals are in attendance.

Kakita Noritoshi (Crane)

[Kakita Bushi 5 / Kenshinzen 3]

As the Kakita family daimyo and master sensei of the Kakita Dueling Academy, the Topaz Championship falls directly under Kakita Noritoshi's authority. Although Noritoshi is somewhat antisocial, his legendary skill as a duelist and sensei ensures that the Championship's host is treated with nothing short of respect and awe.

Miya Shoin, Imperial Herald (Imperial Family)

[Miya Herald 5]

The Imperial Herald is the Emperor's personal messenger, and responsible for the Emperor's decrees reaching even the most distant of his subjects. While young, Shoin is devoted to his duties and widely respected throughout the Empire. As is customary, Shoin serves as the Master of Ceremonies for the Topaz Championship, judging with absolute impartiality.

Akodo Shigetoshi (Lion)

[Akodo Bushi 5 / Akodo War College 1]

The Akodo provinces are a short distance from Crane lands, and the Akodo family daimyo typically attends to oversee the Lion's entrants in the competition. Shigetoshi is a reclusive daimyo, virtually unknown outside the Lion Clan. His presence at the contest attracts attention, but he is largely unconcerned with anything beyond the Lion contestants' performance.

Isawa Sachi (Phoenix)

[Isawa Shugenja (Earth) 7]

The Elemental Master of Earth is among the Phoenix Clan's most celebrated sensei. Sachi teaches

many skills beyond those associated with his School, and finds the competition of tremendous interest. He gladly talks to guests and competitors, but politely refuses to speak to any representative from the Mantis Clan.

Mirumoto Rosanjin (Dragon)

[Mirumoto Bushi 5]

Before he was a general and the Mirumoto family daimyo, Mirumoto Rosanjin was a sensei at Iron Mountain Dojo, the most illustrious Mirumoto family dojo. Rosanjin is renowned for his outgoing nature and his pleasant disposition, and is the most approachable guest attending the competition.

Antagonists

While the characters certainly compete against the other contestants, perhaps even in a hostile manner, they also come up against Juriken and his cohorts. Although his ronin companions should be equally matched with the characters, Juriken himself is an extremely dangerous adversary and should be engaged with caution. Facing him at any sort of disadvantage may well result in one or more PC deaths.

Juriken, Disavowed Harrier

Air: 2

Reflexes 3

Earth: 2

Fire: 3

Water: 2

Void: 3

School/Rank:

Daidoji Harrier 1

/ Ronin Bushi 1

Glory: -1.5 (Infamous)

Status: N/A

Honor: 1.2

Advantages: Heart of Vengeance (Crane), Quick

Disadvantages: Black Sheep, Driven (Humiliate Crane)

Kata: Striking as Fire, Striking as Wind

Skills: Athletics 3, Battle 1, Deceit 3, Defense 3, Hunting 3, Iaijutsu 2, Kenjutsu (Katana) 3, Knives 2, Kyujutsu 2, Poison 2, Stealth (Ambush, Sneaking) 3, Traps 3, Underworld 2

Daidoji Juriken was a student at Shiro Giji, the hidden dojo where the Daidoji Harriers are trained. His skill was so impressive that his sensei broke a long-standing tradition and allowed him to compete at the Topaz Championship. Juriken concealed the questionable nature of his training, competed, and won, becoming the Topaz Champion four years ago. Juriken went on to serve the Daidoji well, but two years after his appointment, he was captured during a mission. He was immediately disavowed by the Crane and cast out, accused of working on his own against the Scorpion. Juriken would have been executed, but he escaped. He has harbored a

terrible resentment of the Crane ever since, aghast that they discarded him so readily. Now he plans to sabotage the Topaz Championship to give the Crane the disgrace they so neatly avoided by casting him out.

Kota, Jin, and Taka, Ronin Accomplices

Air: 2	School/Rank:
Earth: 2	Ronin Bushi 1
Fire: 2	Glory: N/A
Agility 3	Status: N/A
Water: 2	Honor: 0.5
Strength 3	
Void: 3	

Advantages: Bland, Quick Healer
Disadvantages: Cruel, Greedy
Kata: None
Skills: Athletics 1, Defense 2, Jiujutsu 2, Kenjutsu (Katana) 2, Kyujutsu 1, Stealth 2, Underworld 1

Although never affiliated with the Crane Clan, these three ruffians have had difficult lives and are eager to make someone, anyone, suffer for it. Juriken's skill and passion has been enough to ignite their own need for vengeance, and they will do anything to help him achieve it. If close to death, however, their conviction wavers, and they may attempt to bargain for their lives.

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