

## THE GHOST-EMPEROR

The Immortal Ghost Emperor is weary, for he has ruled over the Empire of the Moon since time immemorial. The land is dying and the people are restless, and yet; he cares only for haiku.

When he reads them, he can *feel*. He is transported to his youth; he can hear the clash of steel, see the beauty in a drift of snow, taste blood in his mouth, feel silk gripped tight between fingers and smell the scent of blossoms as they cascade down from the cherry-trees.

## THE WARRIOR-POETS

The Immortal Ghost Emperor appoints Warrior-Poets every year: to defend the Empire, lead the people, and solve the problems that threaten to tear it apart. But, most of all, he appoints them to create the *haiku*: tales of love and loss, of great beauty and betrayal, of fire and blood and death.

## The EMPIRE of the MOON

The game takes place in the *Empire of the Moon*, an ancient and crumbling society in far-away lands. The first thing we will do is decide what the Empire of the Moon is like.

*SELECT ONE of the Visions of the Empire below.*

- THE ELEMENTAL COURTS** – In the heartbreakingly beautiful and decadent Empire of the Moon, four courts vie for superiority through love, loss, sorcery and blood.
- THE GREAT CLANS** – In the wooded, mountainous Empire of the Moon, the Great Clans vie for superiority through cunning, brutality, tenacity and war.
- THE BLOODED SOCIETIES** – In the twisting streets of the sprawling city at the heart of the Empire of the Moon, the Blooded Societies vie for superiority through lies, betrayal, and political gambits.
- THE PRIVATEER ALLIANCES** – Upon the rolling ocean waves of the island Empire of the Moon, four alliances of privateers vie for superiority through brutal strength of arms, torrid passion, and daring escapades.
- THE DRAGON CULTS** – In the distant and strange Empire of the Moon, the Dragon Cults whisper prayers to slumbering behemoths and vie for superiority through ritual, sacrifice, strained alliances and gruesome betrayals.

## PROBLEMS of the EMPIRE

- The neighbouring (a)\_\_\_\_\_ is preparing to invade us because (r)\_\_\_\_\_ and we will be in a catastrophic war come winter unless a solution is provided.
- The ownership of (l)\_\_\_\_\_ is causing conflict between (f)\_\_\_\_\_ and (f)\_\_\_\_\_, and one will fall come winter if this continues unabated.
- A struggle for control over (p)\_\_\_\_\_ is causing conflict between (f)\_\_\_\_\_ and (f)\_\_\_\_\_, and one of them will fall come winter if this continues unabated.
- (c)\_\_\_\_\_ will strike at the Immortal Ghost Emperor, and they will slay him come winter if they are allowed to do so unchallenged.

### KEY:

a = Antagonistic Power  
c = Cult  
f = Player Faction  
l = Location/Place  
p = Person  
r = Reason

## BATTLE-HAIKU

Battle Haiku is both the battle and the description of the battle. It is the sword, and the hand that wields it. The mastery, and the product.

*When judging Battle Haiku.*

- Award one die for the best first line
- Award two dice for the best second line
- Award three dice for the best third line