



LITTLE TRUTHS

Legend of the Five Rings



LITTLE TROUBLES

House Rules for Legend of the Five Rings, 4th Edition

Version 1.3.1

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“Wisdom comes in finding the opportunities that dilemmas provide.”

– THE TAO OF SHINSEI

INTRODUCTION

"One must learn to see what is to be seen and to see though what others wish you to see." – THE TAO OF SHINSEI

"Greetings, traveler. Whether you be samurai or heimin, let me open my door to you. I am Ikoma Keiji, an omoidasu of the Lion Clan. Rest yourself and let me share with you a portion of my knowledge.

"This knowledge is not for everyone. Some would have my head just for knowing the secrets I do. But as I am both historian and teller of tales, it is my duty to teach others what I have learned. But maybe you knew that, and you came here seeking answers. Perhaps you've already seen something of the truth of the world, and cannot reconcile what you have seen with what you have been told.

"I know your anguish. Now let me relieve some of it. My only tool to accomplish this is the truth. But be warned...some of these truths are lies..."

– IKOMA KEIJI

That which follows is heresy, in the sense that it often contradicts that which is written and commonly accepted about Rokugan and the Legend of the Five Rings. Stated more plainly, this is a collection of house rules; both supplemental and superseding. Every effort has been made to add, and not subtract from the canonical rules of the game, but occasionally changes had to be made. Some things may look familiar – as they are lifted and adapted from previous editions of the game – while some things will be entirely new. The purpose of this document, in every edition, has always been the very spirit of the mission statement behind *Legend of the Five Rings, Fourth Edition*: "L5R your way."



THE BOOK OF AIR

"Brave men may be forgotten; brave deeds never so." – THE TAO OF SHINSEI

The History of Rokugan

The past may be immutable, but history is recorded by men with agendas and flawed perspectives. Some events did not occur as written. Any alterations to history here refer to the timeline found in *Legend of the Five Rings, Third Edition*.

The following events do not occur at all (or occurred very differently):

- ☀ The Oracle of Fire prepares to depart the mortal realm: year 1123
- ☀ The Hare Clan is destroyed: year 1123
- ☀ The Scorpion Clan Coup: year 1123
- ☀ Hantei Sotorii becomes Hantei XXXIX: year 1123
- ☀ The Hare Clan is reborn: year 1125
- ☀ Preparation for the Clan War begins: year 1126
- ☀ The Battle of Beiden Pass: year 1127

None of the events in the official timeline after the year 1127 have yet occurred (and may never happen).

FIFTH CENTURY (401-500 IC)

YEAR 429

GUSAI FAMILY NAME AWARDED

The correct year for this event is 429, and all references to Yugozohime should actually refer to the Emperor.

TWELFTH CENTURY (1101-1200 IC)

YEAR 1114

HANTEI SOTORII IS BORN

YEAR 1118

THE YOTSU FAMILY NAME GRANTED

YEAR 1123

THE SWORD OF YOTSU OTOKODATE FORMED

THE SCORPION ATTACK THE HARE CLAN

After Soshi Yukio attacks and is killed by Usagi Ozaki, a Scorpion army under the command of Bayushi Tomaru arrives at Shiro Usagi. Through the actions of the ronin interloper Ketsudo, the Scorpion army is foiled and the Hare Clan is saved.

BAYUSHI SHOJU READS THE PROPHECY OF UIKKU

Bayushi Shoju receives the prophecy, but has the wisdom to realize it cannot be averted. He takes precautions to see to the safety of Hantei Sotorii, all the while watching Hantei the 38th for signs of possession.

YEAR 1124

BLOODSPEAKERS PLOT TO STEAL ANCESTRAL SWORD OF THE HARE

Intending to use the weapon that trapped Iuchiban to revive him, the Bloodspeaker cult attempts to steal the Ancestral Sword of the Hare Clan. The plot is foiled by the young Kakita Hikawa.

EMERALD MAGISTRATE ASSASSINATED IN RYOKO OWARI TOSHI

Ashidaka Naritoki, Emerald Magistrate of Journey's End City, is assassinated. He is replaced with a team of magistrates led by Ikoma Yuben. They are joined by Kakita Hikawa and Bayushi Hashira (who eventually leads the team) in 1125.

YEAR 1125

THE NAGA AWAKEN

WORD OF FADE SPREADS

By 1125, news of the exploits of the bandit general, Fade, has reached all corners of the empire. The pressure on the Emerald Magistrates of Ryoko Owari to end his campaign is ever increasing.

OPIUM WAR RAGES IN RYOKO OWARI TOSHI



THE CRAB CLAN COUP

Influenced by a corrupt Kuni Yori, Hida Kisada marches the majority of the Crab Clan army through a harsh winter to Otosan-Uchi and Kyuden Seppun (where the Emperor held Winter Court) in an attempt to seize the throne. The Crab were joined by various creatures of the Shadowlands under the command of Kuni Yori. These two battles see the deaths of Emerald Champion Doji Satsume, Hida Sukune, Isawa Tadaka, and Isawa Kozan. Hida Yakamo is blinded, and the oni he was bound to is destroyed, but he escapes carrying the Ancestral Sword of the Crab. Hantei the 38th is rescued from an attack by Oni no Shida (the First Oni*), but not before it secretly possessed him. The tide of battle is evened when Hida O-Ushi and the Mantis Clan turn against the Crab. But it is truly turned when the Dark Moto arrive, under the command of Moto Tsume himself, and join the fight against the Crab Clan. For his crimes, Hida Kisada is personally executed by Hantei the 38th.

(*This is not the same entity as the canonical First Oni.)

YOGO JUNZO OPENS THE FIRST BLACK SCROLL

This occurred in the year 1125, during the Crab Clan Coup, not 1123 as listed in the official timeline. Junzo's intent was to renew the seals upon the scrolls, which he believed had weakened over time. He was convinced that this was the only way to protect the scrolls from Kuni Yori (who he was certain was coming for them). But with the seal gone, the corruptive power of the Black Scroll was too much for him, and he succumbed to its temptation. Though it was the first one opened, this was actually the Fifth Black Scroll, the Dark Divination.



ISAWA KOZAN BECOMES THE ORACLE OF THE VOID

Imperial advisor, Isawa Kozan, did not truly die at the Battle of Otosan-Uchi. He was saved by the Void Dragon, and ascended to become the new Oracle of the Void.

THE MANTIS GAIN GREAT CLAN STATUS

Yoritomo had originally agreed to help the Crab Clan in their coup. But when the moment of truth came, he offered the Mantis Clan's allegiance to the defenders of Otosan Uchi, with the understanding that Akodo Toturi would petition the Hantei to elevate the Mantis. The Emperor agreed, and the Mantis became the eighth Great Clan.

YEAR 1126

KAKITA HIKAWA WEDS USAGI TOMOE

Kakita Hikawa, hero of the Battle of Otosan-Uchi, weds Usagi Tomoe, daughter of the Hare Clan daimyo, on the shores of Cherry Blossom Snow Lake.

HIDA O-USHI TAKES A HUSBAND

Now installed as daimyo of the Crab Clan, Hida O-Ushi recognizes the need for an heir, and declares a competition to become her husband, open to any that wish to compete. In an all-out brawl between such contenders as Togashi Mitsu, Daidoji Uji, and Shinjo Taka, it is Mukami of the Wasp Clan that wins the day, sealing an alliance between the Wasp and Crab.

KAKITA HIKAWA BECOMES THE EMERALD CHAMPION

With the death of Doji Satsume, the empire is in need of a new Emerald Champion. Despite such competition as Matsu Tsuko, Yoritomo, and Kakita Toshimoko, the surprise victory goes to young Kakita Hikawa. No one speaks of the series of strange circumstances that interfere with many of the other contestants.

FADE CHALLENGES THE NEW EMERALD CHAMPION

Almost immediately following the Emerald Championship, the bandit general Fade kidnaps Bayushi Tomaru and challenges the new Champion, using Tomaru as ransom. After a heated battle in which much of a bamboo forest is burned (angering the Fox Clan), Hikawa defeats and kills Fade.

TOMB OF IUCHIBAN OPENED

Shiryo no Tadaka, the spirit of Isawa Tadaka, opens Iuchiban's prison in an effort to destroy Iuchiban's spirit before the Bloodspeakers can free him. But Tadaka is overpowered and Iuchiban breaks free, trapping Tadaka within the tomb.

THE NAGA COME TO OTOSAN-UCHI

Mirumoto Daini presents a naga ambassador to Hantei the 38th. To the shock of the court, the Emperor decrees the naga to be unwelcome, and banishes all of the serpent folk, declaring that should any enter Rokugan, they will be killed.

BLOODSPEAKERS ATTACK THE FALCON CLAN

The Falcon Clan is nearly decimated by a Bloodspeaker attack from within. Apparently, several members of the Falcon were Bloodspeaker agents. Fearing that the Crab Clan will annex their territory, the Falcon begin seeking allies among the other minor clans, and begin the process of forming an alliance with the Hare Clan.

YOGO JUNZO OPENS THE THIRD BLACK SCROLL

Now allied with the blind ronin, Yakamo, Junzo travels the land in search of the remaining Black Scrolls. To ease his search in Phoenix lands (where he suspects several are hidden), he opens a third Black Scroll (in this case, it is the First Black Scroll: The Wasting Disease), unleashing a plague upon the Phoenix Clan. The Phoenix are so occupied battle the outbreak that they cannot be bothered to track the movements of Junzo and Yakamo.

KAKITA TOMOE BECOMES THE ORACLE OF WATER

Kakita Tomoe, wife of the Emerald Champion, gives birth to their first son, Toshimo. Inexplicably, the labor seems to kill her. But she is revived, filled with the power of the Water Dragon as the new Oracle of Water. The previous Oracle of Water was killed by Soshi Seiryoku in order to claim the Bloodsword known as Passion, which was in the Oracle's keeping.

THE BATTLE OF FADING DARKNESS

Moto Tsume leads an enormous Shadowlands army to the Kaiu Wall. Supported by an Emerald Legion, the Crab hold them at bay while Hida Mukami, Hiruma Kage, and Usagi Ketsudo lead a band of skirmishers to retake Hiruma Castle. The tide of the battle shifts when Kakita Hikawa beheads Moto Tsume in an iaijutsu duel, routing Fu Leng's forces back into the Shadowlands.

THE RETURN OF IUCHIBAN IS AVERTED

Though free, Iuchiban was still an incorporeal spirit. After an attempt to possess Akodo Toturi failed, he set his sights on destroying those that stopped him, including Kakita Hikawa. While possessing Kitsuki Nankai, Iuchiban is stabbed by the Ancestral Sword of the Hare Clan, wielded by Hikawa himself. Iuchiban's spirit is dispersed and severely weakened.

THE BATTLE OF BEIDEN PASS

As the Emperor's behavior becomes more erratic, several Clans put their support behind the Emerald Champion in the hope of restoring order to the empire. Eventually, Kakita Hikawa is branded a traitor. In a risky move, the Scorpion Clan backs him. In response, the Emperor himself leads an army of Imperial, Lion, and Crane troops to march on the Scorpion. The Scorpion, backed by the Crab Clan, meet the Hantei's army in Beiden Pass. The battle begins to go poorly for the Scorpion, until the timely intervention of the Dragon Clan. Eventually the Emperor's forces are defeated, and Hantei the 38th is forced to reveal himself as Oni no Shida, and is destroyed by the unified heroes of both armies.

HANTEI SOTORII BECOMES HANTEI XXXIX

Upon the coronation of Hantei the 39th, Akodo Toturi is wed to Isawa Kaede and named Shogun of the Empire. Toturi rules in the Emperor's stead until he is old enough to completely assume power.

YEAR 1127

THE PHOENIX OPEN THE BLACK SCROLLS

Isawa Tadaka is dead by the time this event occurs, leaving only three scrolls in the hands of the Phoenix. It is the lack of an obvious successor to become Elemental Master of Earth that frightens the Elemental Masters into opening the Black Scrolls in their possession. Isawa Tomo refuses to participate, but Isawa Tsuke, Isawa Ujina, Isawa Taeruko, and Isawa Eju open the scrolls and are Tainted. Eju does not survive the week, and is succeeded by his apprentice, Isawa Uona.

YEAR 1128

ISAWA UJINA BECOMES THE NAMELESS ONE

Now victim to both the touch of darkness and the Taint, Isawa Ujina is forced to become the Nameless One in an effort to fight the curse and the corruption. He steps down as Elemental Master of Void, naming his daughter, Toturi Kaede, as his successor. He has not been seen since that day.

YEAR 1130

HANTEI XXXIX ASSUMES THE THRONE

At the age of 16, Hantei the 39th undergoes his gempukku and fully assumes the Emerald Throne. Akodo Toturi steps down to act simply as Shogun. For his service, the Emperor declares that the Shogun shall be daimyo of a new Imperial family, the Toturi Family. Toturi names Akodo Senke as the new daimyo of the Akodo and Lion Clan Champion.

YEAR 1132

HORIUCHI FAMILY ESTABLISHED

A severe earthquake wreaks havoc on Iuchi lands. Horiuchi Shoan comes to the aid of many samurai and peasants whose homes were destroyed, as well as rescuing a great deal of knowledge considered precious to the Unicorn Clan. Shinjo Shono grants the Horiuchi name to those samurai under Shoan's care, expanding the Horiuchi family, and entrusting that family to the care and study of the gaijin secrets and lore possessed by the clan.

YEAR 1134

ISAWA TAERUKO COMMITS SEPPUKU

As Master of Earth, Isawa Taeruko staved off the worst effects of the Taint for many years. But even she realized the effect it was having on her mind, and how dangerous that could be. So she resolved to commit seppuku. She also realized how unstable Isawa Tsuke was becoming, and believed that would become a threat. To prepare for this, she felt her successor should be someone with a warrior's spirit. So she named the captain of the Avalanche Guard, Shiba Tetsuyuki, to become the new Elemental Master of Earth.

YEAR 1143

WHITE JADE ORCHID DISCOVERED

The White Jade Orchid is discovered by Isawa Koishi and Shiba Masu.

MONKEY CLAN GRANTED LANDS

After the discovery of the lost tomb of legendary ronin duelist Takeda Fujimu, numerous clans attempted to lay claim to it. Eventually the Otomo declared it an Imperial holding, and the Emperor soon granted the lands surrounding the tomb to the Monkey Clan, charging them with stewardship of the historical site.

THE REALM OF TRAITORS CREATED

A swarm of corrupted insects is sent by Junzo to Bayushi lands, where they burrow into the trees of Traitor's Grove, releasing the spirits of those bound there. Among the traitors released is the only non-Scorpion ever imprisoned there: Kuni Yori.

The presence of the traitor spirits – now bound to Ningen-do – creates a celestial imbalance. Through the efforts of the monk Sadao, Kakita Toshimo, Daidoji Daikuan, and the Fortune Emma-O, a new spirit realm is created: Urugiri-do, the Realm of Traitors. Aided by Scorpion and Crab forces in a battle in the remains of Traitor's Grove, the spirits are banished to the new realm and the balance is restored.

YEAR 1144

KAKITA ORU BECOMES EMPRESS

Hantei the 39th finally marries. His bride is none other than Kakita Oru, the eldest daughter of the Emerald Champion, Kakita Hikawa.

GREEN JADE ORCHID RECOVERED

Accompanied by a group of Crab sailors, Isawa Koishi and Shiba Masu traverse through the Shadowlands to the source of the Green Jade Orchid. There they discover an ancient temple, and an enormous shard of crystal that Koishi dubs Amaterasu's Spear. Presumed dead by the Empire at large, the party returns (though with many casualties) and presents the orchids and many other treasures to the Emperor. Koishi is taken as apprentice to Master of Earth Shiba Tetsuyuki.

NEW ORACLE OF FIRE IS CHOSEN

A maddened Oracle of Fire assaults the Shosuro after they fail to coerce him to choose of their own as the new Oracle instead of an eta girl. The Scorpion instead attempt to steal the Oracle's power with the Dagger of Shosuro, but are foiled by Kakita Toshimo, Daidoji Daikuan, and the monk Sadao. The eta ascends as the new Oracle of Fire.

KI-RIN RETURNS, ELEMENTAL COUNCIL DISBANDED

The ki-rin is sighted over Kyuden Isawa. But when the Elemental Council gathers to witness and greet it, the celestial entity turns away in disgust, and begins to raze the palace. Isawa Uona turns on Isawa Tsuke in anger, blaming him for bringing this upon them. They engage in taryu-jiai, and Uona is killed. A maddened Tsuke continues to attack the other Masters, leaving Isawa Tomo comatose, and severely wounding Shiba Tetsuyuki

before fleeing himself. Only Isawa Kaede remained untouched by Tsuke's rage, as she primarily concerned herself with saving Kyuden Isawa from the ki-rin's flames. The ki-rin's rampage continued through Phoenix lands, decimating various temples, libraries, and homes kept by the Masters. The Emperor disbands the Council and declares that until further notice, the Shiba Champion shall govern the Phoenix Clan.

THE AGASHA DEFECT FROM THE DRAGON

Isawa Tsuke finds refuge with his old friend, Agasha Tamori, who feels he can resolve the volatile situation peacefully by granting Tsuke sanctuary to buy time. But Tsuke's continues his attacks upon the Phoenix, including the murder of Isawa Tomo's prodigy, the sister of the popular provincial daimyo, Agasha Hamanari. Incensed that Tamori would grant protection to Tsuke, and accused of treason by the Mirumoto, Hamanari turns to the Phoenix for aid. Shiba Tsukune accepts Hamanari's fealty, and a large portion of the Agasha join the Phoenix Clan.



THE TAMORI FAMILY CREATED

Tsuke's actions grow bolder and more destructive as the Phoenix army draws nearer. His assaults upon his former clan wreak havoc on Agasha lands, violating Agasha Tamori's hospitality. Now realizing there would be no peaceful resolution, Tamori personally tries to stop Tsuke. The fires of their battle can be seen for miles. In the end, Tamori falls to Tsuke's flames. His daughter, Agasha Shaitung, takes up the mantle of Family Daimyo. Feeling that her father's final act should set a new course for the family, she decrees that they shall henceforth be known as the Tamori Family.

THE DRAGON-PHOENIX WAR

As the Phoenix martial forces to capture Tsuke, the Mirumoto mobilize to defend Shiro Agasha. Even after the Agasha defect to the Phoenix, tensions remain high between the formerly allied clans. Several border skirmishes threaten to explode into outright war.

DAIGOTSU REVEALS HIMSELF

When a Bloodspeaker cell in Ryoko Owari attacks Kakita Toshimo, two mysterious ronin appear to help end the threat. They identify themselves as Daigotsu and Kyoden.

THE PRESENT

The current year is 1144.

Religion and Philosophy

THE SPIRIT REALMS

MAIGO NO MUSHI (THE REALM OF LOST HEROES)

The War of Spirits has not occurred, so the Realm of Lost Heroes has not come into being.

URAGIRI-DO (THE REALM OF TRAITORS)

The youngest of all Spirit Realms, Uragiri-do (also called the Realm of Traitors) is reserved for the spirits of those that have committed grievous betrayal in life. Those that have violated sacred vows, turned against their lords, murdered their kin or spouse, and other vile betrayals find themselves destined for this hellish Realm after their judgment in Meido.

Uragiri-do is a place of skewed perceptions amidst a landscape of mist and shadows. Around every corner, through every veil of fog there is a shadowy threat awaiting the traitors. The only hope for survival is to work with the other spirits within, who will inevitably betray one another for their own sake; the Realm's effect on the senses ensures this. Even those trying to act as friends will be seen as plotting enemies. Those that fall to the shadow monsters (or one another) will return within hours only to experience it all again.

As such a new Realm, it is unknown whether the traitor spirits can ever return to the karmic wheel and escape Uragiri-do. Some have already postulated that once they have experienced the pain and fear that they inflicted upon others in life, they might have a chance to begin life again (though undoubtedly further down in the Celestial Order).

Beneath Shinden no Chuugi (Temple of Loyalty) where Traitor's Grove once stood in Scorpion lands, a passage was once opened to the newly formed Uragiri-do. The location of the passage has been sealed and warded, but whether the path still exists is not known for certain.

The Great Clans of Rokugan

The current Family allegiances, Clan Champions and Family daimyo of the Great Clans are detailed below.



THE CRAB CLAN

CLAN CHAMPION: Hida O-Ushi
CLAN COLORS: Grey, blue, brick red

FAMILY	DAIMYO
Hida	Hida O-Ushi
Hiruma	Hiruma Nikako
Kaiu	Kaiu Utsu
Kuni	Kuni Utagu



THE CRANE CLAN

CLAN CHAMPION: Doji Hoturi
CLAN COLORS: Sky blue, white

FAMILY	DAIMYO
Doji	Doji Hoturi
Asahina	Asahina Sekawa
Daidoji	Daidoji Uji
Kakita	Kakita Kaiten



THE DRAGON CLAN

CLAN CHAMPION: Togashi Yokuni
CLAN COLORS: Emerald green, yellow

FAMILY	DAIMYO
Order of Togashi	Togashi Hoshi
Kitsuki	Kitsuki Mizuochi
Mirumoto	Mirumoto Daini
Tamori	Tamori Shaitung



THE LION CLAN

CLAN CHAMPION: Akodo Senke
CLAN COLORS: Gold, earth tones

FAMILY	DAIMYO
Akodo	Akodo Senke
Ikoma	Ikoma Sume
Kitsu	Kitsu Toju
Matsu	Matsu Ketsui



THE MANTIS CLAN

CLAN CHAMPION: Yoritomo Kumiko
CLAN COLORS: Sea green, gold, black

FAMILY	DAIMYO
Yoritomo	Yoritomo Kumiko
Moshi	Moshi Jukio
Tsuruchi	Tsuruchi Ichiro
Yasuki	Yasuki Oguri



THE PHOENIX CLAN

CLAN CHAMPION: Shiba Tsukune
CLAN COLORS: Red, yellow, orange

FAMILY	DAIMYO
Elemental Council (Master of Air)	None
Elemental Council (Master of Earth)	Shiba Tetsuyuki
Elemental Council (Master of Fire)	None
Elemental Council (Master of Water)	Isawa Tomo
Elemental Council (Master of Void)	Toturi Kaede
Shiba	Shiba Tsukune
Asako	Asako Toshi
Agasha	Agasha Hamanari



THE SCORPION CLAN

CLAN CHAMPION: Bayushi Dairu
CLAN COLORS: Blood red, black

FAMILY	DAIMYO
Bayushi	Bayushi Dairu
Shosuro	Shosuro Yudoka
Soshi	Soshi Taoshi
Yogo	Yogo Matsuhiro



THE UNICORN CLAN

CLAN CHAMPION: Shinjo Shono
CLAN COLORS: Purple, white, gold

FAMILY	DAIMYO
Shinjo	Shinjo Shono
Horiuchi	Horiuchi Shoan
Ide	Ide Tadaji
Iuchi	Iuchi Karasu
Moto	Moto Gaheris
Otaku	Otaku Tetsuko

THE HORIUCHI FAMILY

Though they have technically existed since Iuchi Shoan was first honored with the name, the Horiuchi were truly born in the aftermath of disaster. When a massive earthquake rocked Unicorn lands, the Iuchi family found itself in chaos and cut off from aid for weeks. A landslide had temporarily blocked Iuchi Pass, and the smoke and heat from a raging forest fire prevented speedy assistance from the other families. To make matters worse, bandits from the Spine of the World used the opportunity to prey upon the victims of the havoc. While the Iuchi focused on their larger problems, smaller villages suffered. One such village was Mura Yamakage, a village particularly known for its library containing many scrolls filled knowledge

that the Unicorn Clan had gained from the gaijin lands. The village was decimated by the quake, and its few remaining defenders could not stand against the bandit attacks.

Horiuchi Shoan was visiting a shrine near the village when the earthquake struck. Seeking to offer her aid, she came across the ruins of Mura Yamakage. She gathered what survivors remained, comprised mostly of the elderly and children. She took them back to the shrine with whatever supplies they could carry – including every scroll that could be salvaged from the library. Knowing that the bandits would return, she took inspiration from her own name and organized those of able body to dig a *hori* – a moat – around the shrine. When word got out that there was a safe haven from the bandits, other refugees came seeking Shoan's protection.

When the crisis finally abated, word of Horiuchi Shoan's inspirational act of compassion reached Shinjo Shono. The Unicorn Clan Champion remembered Shoan well as his *Josei-kateikyoshi* (governess) from childhood, and was shocked to find that she had still not taken a husband and passed her unique name to any heirs. He decreed that since she was able to protect those people that the Luchi could not, that those samurai under her care would take the name Horiuchi, and those peasants she looked after would be her own. As a result, many young samurai who were but children during the disaster see Shoan as not only their daimyo, but also a mother figure. Many other Unicorn samurai who were inspired by Shoan's act of compassion and courage were allowed to join her family at this time. Though this caused some brief animosity from daimyo of other families, those that met Shoan were quickly overcome by her gentleness and sincerity.

In honor of Shoan's care for the Yamakage scrolls, he tasked the Horiuchi Family with stewardship over the gaijin lore of the Unicorn Clan that they would rather not be so public. Among these secrets was the study of *meishodo*: the method of blending gaijin trinket magic with the way of the *shugenja*.

The shrine was soon expanded and became Horiuchi Temple, the new home of the Horiuchi Family.

The Minor Clans of Rokugan

The current Family allegiances, Clan Champions and Family daimyo of the Minor Clans are detailed below.



THE BADGER CLAN

CLAN CHAMPION: Ichiro Kihongo
CLAN COLORS: Brown, black



THE DRAGONFLY CLAN

CLAN CHAMPION: Tonbo Toryu
CLAN COLORS: Blue, brown, gold (also, jewel-toned rainbow)



THE FOX CLAN

CLAN CHAMPION: Kitsune Ryosei
CLAN COLORS: Brown, red, green



THE HARE CLAN

CLAN CHAMPION: Usagi Ozaki
CLAN COLORS: Red, white

FAMILY	DAIMYO
Usagi	Usagi Ozaki
Ujina	Ujina Tokimasa
Toritaka	Toritaka Tatsune

Of all the Minor Clans, perhaps none other is such a fixture of peasant legend as the Hare. Many tales tell of how an insidious maho-tsukai or manipulative crime lord seized a village in the grip of fear, only to be undone by a clever wandering Hare. Though the Hare do not brag of their exploits, many of these tales are true, and paint a portrait of a unique duty the Hare have taken upon themselves. They are the finders of secrets, rooters out of conspiracy. Those who are hidden and work against the peace of the Empire have named themselves enemies of the Hare – and the Hare will find them.

Once an extremely small clan, the Hare Clan has seen considerable growth in their holdings and influence in the last generation. The Hare are situated south of Scorpion lands, near where the Shinomen Mori meets Cherry Blossom Snow Lake.

The modern Hare Clan is more aggressive than before, following the philosophy of its daimyo, Usagi Ozaki – to be fearful of the unknown signals defeat. Secrets are the weapons of the cowardly: remove their secrets, and they have nothing. While the Bloodspeakers are their primary enemy, any clandestine criminal organization or cult would be wise to avoid the Hare's eye.

It is surprising that a minor clan – particularly one as small as the Hare – has more than one independent family. In fact, they have three. The Usagi are the ruling family, larger and older than the Ujina. The Toritaka are older than either family – being the remnants of the Falcon Clan – but loyally serve the Usagi.

THE USAGI FAMILY

The Usagi family came into being several hundred years ago during the Battle of Sleeping River. In order to force Luchiban to inhabit the body of the Togashi tattooed man that would contain him, someone with a pure soul would have to be sacrificed. The first man to volunteer was Ikoma Usagi, a humble poet and storyteller who had taken up arms to destroy an evil that threatened all of Rokugan. All who knew Usagi (whose name means "Rabbit") knew he hated this war and certainly wasn't made for battle. But his heart was pure and untainted, so he was accepted. The Kitsu, Soshi and Isawa alike worked their magic upon his katana for the deed, and Usagi prepared himself for his death.

The next day the battle raged heavily. A contingent of Lion Clan Deathseekers guided Ikoma Usagi and the ise zumi through the undead armies straight toward Luchiban himself. The Matsu blades had no effect on the Bloodspeaker, for his maho protected him. But Usagi's empowered sword broke through the maho-tsukai's wards and struck him down. Forced to find a new body quickly, he possessed the nearest living person, Ikoma Usagi. Prepared for this, as Luchiban overwhelmed his soul, Usagi stood back to back with the ise zumi. He then thrust his blade through his own body and the monk's, the sword's magic forcing Luchiban's spirit into the monk, who could contain the dread soul safely.

After the battle Ikoma Usagi's body was honored and given a proper burial by the shores of Cherry Blossom Snow Lake, a place he came often for inspiration for his now classic poetry (immortalized in his posthumously published book, *Musings of a Rabbit*). His son, Tsumukigo, was given the enchanted katana and granted his own family status for his father's great deeds. Usagi Tsumukigo formed the Hare Clan in honor of his father and devoted the clan to the arts. While the Hare have formed a small bushi school (perfected by the Hare Clan hero, Usagi Reichin), they are taught to only use their skills in defense of all that is righteous and beautiful, and to stand against the hidden evils of Rokugan, like the Bloodspeakers.



THE TORITAKA FAMILY

Nearly 500 years ago, a ronin named Toritaka roamed the Empire. By the time his name was known among the clans he was nearing retirement age. His reputation spoke of his devout reverence to the Fortunes and his almost fanatical devotion to the Code of Bushido. It wasn't uncommon to hear his name used as a standard of comparison to students of Bushido. Even though no one really knew his origins, whether he was truly a samurai or an imposter, his good name was lauded even in Imperial Court.

In truth it was to Toritaka's benefit that his lineage remained obscure. It was because of his heritage that he chose such a strict life. Toritaka was born Asahina Orosaku. Early in his life, before he can remember, his family was stripped of their name and clan, cursed to live as ronin. His father disappeared, and his brothers committed seppuku. His mother chose to live to raise young Orosaku and give him a chance to grow into an honorable samurai.

It was when Orosaku reached *gempukku* age that he learned the truth. His mother told him of his heritage. His father, before he had abandoned them, was Asahina Yajinden, the artificer who served Luchiban and created the dread Bloodswords. Moreover, when his mother left Yajinden, the maho-tsukai cursed the bloodline, declaring that no matter where they went his influence would always taint the family.

Orosaku was horrified. He left his home in shame and took the name Toritaka so that none would be able to learn of his dishonorable lineage.

Toritaka lived the remainder of his life trying to escape both his shame and his curse. He spent his days righting wrongs and championing the cause of good and honor. For the most part he was successful. Though a wave

man, he was considered to be more honorable and pious than most Crane or Phoenix samurai.

In time his fame became so great that the Hantei himself wished to meet this great man. When Toritaka received word of the Emperor's summons his heart sank. He feared someone in Imperial Court would know of his father's heinous deeds, and condemn him before the Son of Heaven. But, a man of Bushido, Toritaka knew he could not refuse.

When Toritaka was presented the Hantei's wife could see plainly that something weighed heavily on his shining soul. The Empress bade him speak his heart. He balked, but the Emperor's curiosity had been peaked as well. A wise man, he could see Toritaka wished not to speak openly. So he commanded him to approach the Jade Throne.

With his head to the floor and his voice but a whisper, Toritaka told the Hantei his great secret. For a few moments the court was dead silent as the Empress spoke quietly to her husband. The silence was broken when the Hantei smiled and spoke aloud. *"This man is truly as honorable as my courtiers say. His courage shines as bright as the sun on the winter snow. Let all samurai know that the family of Toritaka is recognized by the Son of Heaven."* With that he took hold of a katana that been a gift from the Kaiu daimyo and held it toward Toritaka. *"Take this back to those lands you call home, and you shall rule them."*

By Imperial decree, the Kaiu family was ordered to build a castle for Toritaka, which Toritaka inhabited with various ronin that he trusted to follow him. Thus the Falcon Clan was born.

Toritaka felt safe from his family curse having established himself so close to Crab lands. He knew that if his father's influence ever returned, the Crab would deal with the problem. It seems the new Falcon daimyo was blessed. He lived his life peacefully and prosperously. But his descendants would not be so lucky.

Though the Falcon maintained the reputation of their founder as honorable and pious samurai, a darkness stirred deep within the clan. A circle of Bloodspeakers had formed in secrecy within the very ranks of the clan. Their origins hail back to the second coming of Iuchiban, when his servants spread out to infect the Empire with his evil ways. It seems Yajinden's curse had finally come about.

The ruling family remained unaware of the evil in their midst until it was too late. When the Tomb of Iuchiban was opened, the Bloodspeakers struck, nearly decimating the clan. The Crab Clan, seeing this corruption festering in their own backyard, moved troops into the suffering Falcon lands, occupying the area. Fearful that the Crab would annex the clan (and they likely would have), the remaining Falcon beseeched the neighboring Hare Clan for aid. The two small clans formed an alliance, and the Toritaka Family pledged their allegiance as a family of the Hare, with the understanding that they might one day emerge as the Falcon Clan again. Considering the Hare Clan's connection to the Emerald Champion – Kakita Hikawa – the Crab ceased their plans to absorb the Toritaka.

Though the Falcon Clan is technically no more, the Toritaka are permitted to wear the Falcon Clan mon. Many Toritaka have taken to having the Falcon mon tattooed over their hearts.

THE UJINA FAMILY

When a mass murderer was killing in the Imperial City in 1132, Usagi Ozaki and a ronin Tokimasa co-operated in apprehending the murderer as well as uncovering and destroying a Bloodspeaker cell hidden within the city. Hantei the 39th offered Tokimasa the family name of "Ujina" as a reward for his efforts. Ujina Tokimasa immediately swore fealty to Usagi Ozaki and the Hare Clan.

The Ujina are skilled, stealthy warriors, using a variety of techniques in order to "bring evil to justice." They conduct most of their business out of the farming village Meidochi as well as training at Reichin's Refuge Dojo.

THE KETSUDO VASSAL FAMILY

CURRENT DAIMYO: Usagi Ketsudo

The origins of the Ketsudo family hearken back to the attempted destruction of the Hare Clan by the Scorpion general, Bayushi Tomaru. It was the Hare Clan's fortune that a ronin by the name of Ketsudo was in the Hare province when Tomaru attacked. It was Ketsudo's ingenuity and tenacity that foiled much of the Scorpion army's plans, and ultimately allowed the Hare Clan to save itself from a dark fate.

As a reward for his service, Ketsudo was offered a place in the clan, and soon became Usagi Ketsudo. He served the clan loyally over the years, serving first as a clan magistrate, and later, after mastering the techniques, as a sensei of the Usagi Bushi School. His greatest glory came when he was assigned to teach the Usagi techniques to the favored cousin of the clan,

Emerald Champion Kakita Hikawa. As Hikawa's sensei, he became embroiled in the Champion's clandestine efforts to defeat the possessed Hantei XXXVIII. While Ketsudo's actions would never become known to the Empire at large, the Hare Clan knew well what he had accomplished. The daimyo, Usagi Ozaki, rewarded him for his life of dedication by declaring that his children and students would bear the Ketsudo name as a vassal family of the Usagi.

Though a young family, the Ketsudo have demonstrated a devotion to mastering and teaching the Usagi techniques unparalleled in the clan. Many young Ketsudo are already honored sensei, having displayed Usagi Ketsudo's gift for instruction and inspiration to the bushi of the Hare.



THE MONKEY CLAN

CLAN CHAMPION: Toku
CLAN COLORS: Orange, brown

FAMILY	DAIMYO
Toku	Toku
Fuzake	Fuzake Sekkou

Among the many heroes of the Battle of Beiden Pass, few are so highly honored as the simple ronin known as Toku. Thought not the strongest, nor the wisest of Akodo Toturi's followers, he possessed boundless courage and fighting spirit. When all seemed darkest for Toturi's Army, Toku's example led the others to fight on. When victory looked impossible, Toku stood up to lead the charge. When the battle was won and Toturi became Emerald Regent, he offered Toku a position as Captain of the Imperial Guard.

Toku refused, confessing his origins as a simple peasant, and begged to be allowed seppuku – his final act as a samurai.

Toturi refused, proclaiming Toku's samurai status official, wiping Toku's crimes away. Further, he commanded Toku to take his position as Captain of the Guard and daimyo of a new Minor Clan – the Monkey Clan.

Initially, the Monkey Clan was based in Otsan Uchi to serve in the Imperial Guard. But the recent discovery of the tomb of legendary ronin duelist Takeda Fujimu has prompted a new duty for the Monkey. After much competition among the clans to claim ownership of the tomb, it was declared an Imperial holding. Soon after, Hantei the 39th decreed that lands surrounding the tomb would be granted to the Monkey, forcing both the Lion and the Scorpion to cede territory to the minor clan. Fortunately, Toku's history with Akodo Toturi shields the clan from any Lion hostility. Meanwhile, the Scorpion immediately began making overtures to the Monkey, recognizing the benefit of an ally placed so close to Shiro Matsuo, especially an ally so beloved by the Shogun.



THE SPARROW CLAN

CLAN CHAMPION: Suzume Yugoki
CLAN COLORS: Shades of brown



THE TORTOISE CLAN

CLAN CHAMPION: Kasuga Taigen
CLAN COLORS: Light green, white

The Imperial Families

The current Family allegiances and daimyo of the Imperial Families are detailed below.



THE HANTEI FAMILY

EMPEROR: Hantei XXXIX (Hantei Sotorii)
EMPRESS: Hantei Oru

FAMILY	DAIMYO
Miya	Miya Yumi
Otomo	Otomo Sorai
Seppun	Seppun Hotaitaku
Toturi	Toturi

IMPERIAL MONS



MIYA FAMILY



OTOMO FAMILY



SEPPUN FAMILY



TOTURI FAMILY



EMERALD CHAMPION



JADE CHAMPION



SHOGUN OF THE EMPIRE

THE TOTURI FAMILY

When Hantei the 39th formally took the throne, he wished to reward Akodo Toturi, who had served faithfully as his regent and Shogun for so many years. So he created a new Imperial Family: the Toturi. The family is still small as of yet, but many Akodo swore fealty to the new Family Daimyo, taking the name themselves.

THE EMPEROR'S CHOSEN

Those currently holding the positions among the Emperor's Chosen are:

- IMPERIAL ADVISOR: Otomo Sorai
- IMPERIAL CHANCELLOR: Daidoji Keiko
- IMPERIAL HERALD: Miya Yumi
- IMPERIAL TREASURER: *None*
- SHOGUN OF THE EMPIRE: Toturi
- VOICE OF THE EMPEROR: *None*

THE JWELED CHAMPIONS

Those currently holding the positions as the Jeweled Champions are:

- EMERALD CHAMPION: Kakita Hikawa
- JADE CHAMPION: Kuni Utagu
- RUBY CHAMPION: Otaku Takai
- AMETHYST CHAMPION: Otomo Koguo
- TURQUOISE CHAMPION: *None, this position does not yet exist.*
- TOPAZ CHAMPION: Suzume Eiriko, 1144



THE BROTHERHOOD OF SHINSEI

LEADER: Takao

ORDER

Order of Osano-Wo

Order of the Seven Fortunes

Order of the Seven Thunders

Order of the Four Temples

LEADER

Ageku

Iko

Fumiaki

Tanari

Ronin Families



THE KAERU FAMILY

FAMILY DAIMYO: Kaeru Tomaru



THE TSI FAMILY

FAMILY DAIMYO: Tsi Tianlin



THE YOTSU FAMILY

FAMILY DAIMYO: Yotsu Urieko

The Shadowlands



JUNZO'S ARMY

DARK LORD: Junzo

THE OBSIDIAN CHAMPION

In a dark mockery of the Jeweled Champions, Moto Tsume once titled himself the Obsidian Champion. Since Tsume's death and Junzo's ascension, the Dark Lord has declared Yakamo to be the new Obsidian Champion.

THE BOOK OF EARTH

“When you are doing one thing, be concerned with that one thing and nothing else. Distraction breeds disaster.” – THE TAO OF SHINSEI

Basic Mechanics: The Roll & Keep System

Rings & Traits

VOID

By spending a Void Point, a character may also:

- Gain a spell slot in an element of your choice (even if you have no spell slots remaining). This spell slot must be used immediately or it is lost.

THE TEN DICE RULE

Sometimes you might have an odd number of rolled dice above ten, meaning a die is lost when you convert rolled dice to kept dice. Instead, such a “spare” rolled die becomes a +2 to the total of the roll.

Raises

As normal, each Raise a player makes increases the TN of a roll by 5. However, exceptional rolls can be made even without declaring Raises. A Free Raise is earned for every 10 rolled over the TN. Therefore if the TN is 15 and the player didn't take any raises, a roll of 36 would yield two Free Raises (for exceeding the TN by 20).

Skill Rolls, Expanded

MISHAPS

When making a Skill, Trait, Ring, or Spell Casting Roll and more than half of the rolled dice result in 1's, a Mishap occurs. This means something bad happened to really screw things up. It could be that outside forces intervened or simply that the character fouled up whatever he was trying to accomplish so horribly that he made things worse. Keep in mind that it is possible to have a Mishap and still succeed at the roll. Sometimes too much success can be bad (e.g., stabbing through your enemy *and* your ally behind him). The exact results of Mishaps are typically in the hands of the GM.

Combat

Actions

DRAWING TWO WEAPONS

Drawing two Small or Medium weapons at once may be done as a single Free or Simple Action, respectively.

Maneuvers

PUSH (2 OR 4 RAISES)

The Push Maneuver is a dominating attack that forces your target away from you. Like Knockdown, this is usable against two- or four-legged opponents (requiring 2 and 4 Raises respectively). If successful, the attack deals normal damage and forces a Contested Strength Roll between the character and the target. If the character is successful, the target must move backward 5 feet. At the attacker's option, he may follow his opponent, pressing the offensive. Movement caused by this Maneuver does not require an action.



Hit Locations

“Cut off the right arm and the left will be wholly occupied trying to stop the flow of blood.” –BAYUSHI TANGEN'S “LIES”

Sometimes, a GM may wish to expand on the damage PCs take during play. The following tables expand the various locations where a strike may fall.

HIT LOCATION TABLE

ROLL TWO DICE	LOCATION AFFECTED	OPTIONAL: ROLL ONE DIE
2-4	Left leg	1-2: Foot, 3-6: Lower Leg, 7-10: Upper Leg
5-6	Right leg	1-2: Foot, 3-6: Lower Leg, 7-10: Upper Leg
7-9	Lower torso (groin, belly)	
10-13	Upper torso (chest)	
14-15	Left arm	1-2: Hand, 3-6: Forearm, 7-10: Upper Arm
16-17	Right arm	1-2: Hand, 3-6: Forearm, 7-10: Upper Arm
18	Neck	
19-20	Head	

DAMAGE

Some attacks can disable or destroy a body location. A samurai who does a great deal of damage to an arm can remove it in one blow. Consult the Hit Location Table to determine where a successful attack falls, then use the Wound Severity Table to find out how it affects the character. Alternatively, you might forego the Hit Location Table, and refer to the Wound Severity Table only for called shots.

Penalties from Disabled and Destroyed locations are not cumulative, even on the same location. If a Disabled location becomes Destroyed, the penalties from the Destroyed description supersede the previous penalties.

FIGHTING WITH TWO WEAPONS

After making a successful attack with an off-hand weapon, if your next attack is with your dominant hand, you do not suffer the -5 penalty to main-hand attacks for holding a weapon in your off-hand.

TWO-HANDED WEAPONS IN ONE HAND

When trying to use two-handed weapons in one hand, you suffer a +10 TN penalty to your attack rolls. In addition, you cannot benefit from the weapon's special qualities, or the Weapon Skill's Mastery Abilities.

OPTIONAL RULE: DESTINY RANK

Not everyone is equally important in the grand scheme of things. Some people are destined for greatness, others for mediocrity. It is for the gods and the universe to decide whose paths are on a course for legend. This is not to say that someone with a minor destiny cannot accomplish great things. But they must try that much harder than one for whom fate intervenes.

A character's destiny is measured in terms of a Destiny Rank from 1 to 5 (see the table below). Player characters are always Destiny Rank 3. The higher one's Destiny Rank, the more important one is in the tapestry of fate. In game terms, a character's Wound Level multiplier is equal to his Destiny Rank (this does not alter the multiplier at Healthy). Also, as an additional optional rule, a character may take a number of Simple Actions per Round equal to his Destiny Rank (two Simple Actions may be traded for a Complex Action).

Destiny Rank cannot increase with Experience Points. Only the GM can increase or decrease a character's Destiny Rank, in the rare situation that his actions literally alter his destiny. A player character's Destiny Rank can only change if the character is retired and becomes an NPC.

DESTINY RANK	EXAMPLES
1	Common peasant, other noncombatant (any NPC that willingly enters combat immediately becomes Destiny Rank 2)
2	Typical samurai, villain's lieutenant
3	Player character, major villain
4	Arch-villain, Clan Champion, the Emperor
5	Oracle, Fortune, Kami, Fu Leng, Shinsei

WOUND SEVERITY TABLE

LOCATION	DAMAGE TO DISABLE	DAMAGE TO DESTROY
Leg	2 Wound Levels	3 Wound Levels
Arm	1 Wound Level	2 Wound Levels
Torso	4 Wound Levels	5 Wound Levels
Head	2 Wound Levels	3 Wound Levels

DISABLED LOCATIONS

A disabling injury is one that seriously impairs the abilities of the target. Such injuries include, but are not limited to, serious sprains, broken bones, deep wounds, bruising, and internal bleeding. Any time a location is Disabled, roll a die. If the result is greater than your Earth Ring, you gain the Permanent Wound Disadvantage.

DESTROYED LOCATIONS

Destroyed locations are potentially life threatening. Blunt attacks cause maimed or pulped limbs, crushed joints, and death by internal bleeding. Slashing attacks sever the affected limb, and piercing attacks cause severe organ and nerve damage.

LEGS

- **LEG DISABLED:** Your movement rate is reduced by half (determine after applying modifiers to Water for movement). During any round in which you move, your Armor TN is reduced by 10 until your next turn. If both legs become Disabled, you suffer the penalties detailed below under "Leg Destroyed."
- **LEG DESTROYED:** The limb is severed or maimed beyond repair. You cannot walk, and are considered Prone, with an additional -10 to your Armor TN against melee attacks. You can crawl, moving a number of feet per round equal to your Water Ring. The TN for Full Defense rolls is increased by 25. Slashing or piercing attacks cause bleeding equal to 6 minus your Earth Ring each round (minimum 1), until medical attention is received.

ARMS

- **ARM DISABLED:** The limb is useless until healed. Attack TNs with that limb are increased by 30 and your Armor TN is reduced by 5.
- **ARM DESTROYED:** The limb is severed or maimed beyond repair. Attacks with that limb are impossible. Your Armor TN is reduced by 10, plus an additional 10 (for a total of 20) on the flank of the destroyed arm.

TORSO

- **DISABLED:** You cannot walk, and are considered Prone, with an additional -10 to your Armor TN. You can crawl, moving a number of feet per round equal to your Water Ring (so a character with Water 3 can crawl 3 feet per round). Slashing or piercing attacks cause bleeding damage equal to 8 minus your Earth Ring each round (minimum 1), until medical attention is received.
- **DESTROYED:** You are killed; impaled, cut in half, or your vital organs ruptured.

HEAD

- **DISABLED:** You are knocked unconscious for a number of minutes equal to 10 minus your Earth Ring. You also suffer a special effect on the Head Disabled Table below (this roll is made instead of rolling to determine if you gain a Permanent Wound).
- **DESTROYED:** You are killed; your head pulped or severed.



HEAD DISABLED TABLE

ROLL	EFFECT	RULES
1	Attractive scar	Free Raise to Deceit (Seduction) rolls
2-3	Disfiguring scar	+10 TN to Social Skill rolls to persuade or seduce
4-5	Concussion	-1k1 to all physical Trait rolls for one week
6-7	Broken teeth	+5 TN to Social Skill rolls involving speaking
8	Ear destroyed	+10 TN to hearing-related rolls
9-10	Eye destroyed	Gain the Missing Eye Disadvantage

Iaijutsu Duels

Kenjutsu may be substituted for Iaijutsu when making Strike Rolls in an Iaijutsu duel. Kenjutsu may not be used to make Assessment or Focus Roll, but as long as the duelist possesses the Kenjutsu Skill, those Rolls are not considered Unskilled.

Sumai

Like Iaijutsu, competitive wrestling in Rokugan is a formalized and sacred event. There are rules that must be followed, and strict criteria for victory. Only the following Maneuvers and options are available during a sumai match:

- Extra Attack
- Knockdown
- Push
- Grappling (Throw or Pass only once in control of the grapple)

Damaging Objects

Sometimes you're interested not so much in injuring *people* as in damaging *things*. Since objects don't have Earth Rings or Wound Levels, it isn't quite as easy to determine when they are broken or destroyed.

INEBRIATION

When a character starts consuming alcoholic beverages, make an Earth Trait Roll at a TN equal to 5 x the number of drinks imbibed this scene. For every failure, consult the table below.

FAILED ROLLS	PENALTY
1	You have a slight speech impediment, and suffer -1k0 to all Social Skill Rolls.
2	You suffer -1k0 to all Skill and Trait Rolls until the end of the scene.
3	You suffer -2k0 to all Skill and Trait Rolls. This penalty drops to -1k0 in the next scene.
4+	You pass out and remain unconscious for the remainder of scene. If awakened, you suffer -3k0 to all Skill and Trait Rolls. This penalty drops to -2k0 in the next scene.

BREAKING OBJECTS

Often, you might wish to break an object without destroying it. The classic example is kicking down a door, or smashing a chest open. Neither requires the complete destruction of the item in question, so much as damaging specific parts. Typically this is a mechanism, such as a lock or a hinge. In this case, the idea isn't to make the item irreparable, but to interfere with or overcome its function.

While you do actually damage objects when breaking, them, it isn't Wounds we're concerned about. To break an object, you must overcome a TN based on the sturdiness of the object's construction. The roll is typically a Strength roll. If a weapon is used, you'll often roll the weapon's DR; though certain weapons aren't any more effective against some materials than bare hands. For instance, using a tetsubo to destroy a paper scroll isn't especially efficient, and probably won't grant the weapon's DR.

CONSTRUCTION	TN	EXAMPLE
Extremely Fragile	0*	Paper, thin ice
Flimsy	5	Thin wood panels, soft earth
Fairly durable	10	Wool garment, ceramic pot, rope
Tough	15	Soft leather, 1-inch thick ice
Sturdy	20	Hardened leather, heavy wooden door
Durable	25	Iron lockbox
Extremely durable	30	Steel sword, heavy boulder
Unbreakable	35+	Heavy iron door

*Automatic. No roll required.

DESTROYING OBJECTS

Sometimes, you just need to shatter an object to tiny pieces. When trying to completely destroy an object beyond all repair, simply increase the TN by 10. A TN of 10 may seem steep for destroying a piece of paper, but this is more than just cutting a scroll in half. This is chopping, ripping, or pulping it so thoroughly that it cannot be read or restored.

Special Damage

Sometimes a character is wounded by something other than a katana or an oni's claws. A character might fall a great height or be burned by fire.

BURNS

Refer to the following table to determine how much damage a character takes from burns.

BURNED	ROLL	SOURCE OF HEAT	KEEP
Hand, foot	1	Lantern, torch, boiling water	k1
Full limb	2	Small campfire, burning oil	k2
Quarter of body	3	Bonfire, molten metal	k3
Half of body	4	Blaze, burning building	k4
Whole body	5	Inferno, hot lava	k5

FALLING

It is possible to reduce the damage taken from a fall, using tree branches or similar protrusions to slow your fall, or simply rolling with the impact. Make an Athletics / Reflexes Roll against a TN determined by the type of surface you are landing on. Success reduces falling damage by 1k1, and by an additional 1k1 per Raise.

FALLING INTO WATER

Landing in water (or other liquids) is slightly different from solid objects. You take no damage for the first 20 feet, and 1k1 damage per 10 feet beyond that. Roll Athletics (Swimming) / Reflexes to reduce falling damage in water. The TN for this roll is 10 for the first 30 feet, and +5 for every 10 feet beyond that.

LANDING SURFACE	TN
Sand, grass, mud	15
Hard earth, gravel	20
Solid stone, sharp brush	30
Jagged rocks	40

THE BOOK OF FIRE

“When ten thousand men clash with arms and fire, it is always a single man’s actions that make the difference.” – THE TAO OF SHINSEI

Character Creation, Expanded

Creating Advanced Characters

When creating characters with a bit more experience than normal starting characters, there are questions of whether such characters might have earned Honor, Glory, or Status during their exploits. As a rule of thumb, for every 50 Experience Points granted, give players a free Rank that can be applied to Honor or Glory. With GM permission, these free Ranks can be applied to Status as well, though in many campaigns, the characters’ social positions (and therefore, Status) are determined by the parameters of the campaign. Naturally, players are still free to take Advantages and Disadvantages that affect those statistics as well.

The Great Clans

The Crab Clan

THE YASUKI COURTIER SCHOOL

This school is now a Mantis Clan School.

The Crane Clan

THE DAIDOJI IRON WARRIORS

- SKILLS: Replace “Iaijutsu” with “Spears”

THE KAKITA ARTISANS

- SKILLS: Replace “Games: Sadane” with “Games (Sadane)”

The Dragon Clan

THE TOGASHI TATTOOED ORDER

TOGASHI TATTOOED ORDER [MONK]

- Skills: Replace “Craft: Tattooing” with “Artisan: Tattooing”

TATTOOS

- **Lion:** *Clarification:* This tattoo does not add ranks to a Skill you already possess, but will replace them if your School Rank is higher than your Skill.
- **Tiger:** The tiger is a fierce and deadly predator. While this tattoo is active, your hands become claw-like, and you gain a bonus to the total of unarmed Damage Rolls equal to your School Rank.

The Mantis Clan

THE YASUKI COURTIER SCHOOL

This school is now a Mantis Clan School.

THE YORITOMO COURTIER SCHOOL

TECHNIQUES

RANK 1: DUTY BEFORE HONOR

Add: All Intimidation Rolls the Yoritomo makes use Willpower instead of Awareness.

The Phoenix Clan

THE SHIBA BUSHI SCHOOL

- SKILLS: Replace “Spears” with “Polearms”

The Scorpion Clan

THE BAYUSHI COURTIER SCHOOL

TECHNIQUES

RANK 5: NO MORE MASKS

Replace “Bad Reputation” with “Social Disadvantage”.

The Unicorn Clan

THE IUCHI SHUGENJA SCHOOL

IUCHI SHUGENJA SCHOOL

- OUTFIT: *Add:* Scroll Satchel

Skills

UNSKILLED ROLLS

There are some Skill Rolls that are never considered Unskilled, whether or not the character possesses the appropriate Skill.

- Athletics (Climbing, Running)
- Defense / Reflexes for the Full Defense Stance
- Investigation (Notice)
- Lore: [Character’s own Clan]
- Lore: Bushido (Assessment) to determine another’s Honor Rank
- Lore: Heraldry (Recognition) to recognize another

Skill List

HIGH SKILLS

GAMES (VARIES)

EMPHASES: *Add:* Fortunes & Winds, Go, Kemari, Letters, Sadane, Shogi Games is no longer a Macro-Skill; it is now a catch-all for playing courtly games. Treat the individual Games Skills as Emphases.

LORE (INTELLIGENCE)

DESCRIPTION: *Add:* When a Lore Skill roll pertains to your own clan, you may add your Insight Rank to the total (and you are never considered unskilled). For example, if Isawa Koishi – a Rank 4 Isawa Shugenja – is asked to roll Lore: Phoenix Clan, she may add +4 to the total of her Skill Roll.



Lore Skills can also be used to try to communicate with the subject of the Lore Skill. While this does not grant the fluency that the Languages Advantage does, it can allow for basic communication.

STANDARDIZED LORE SUB-SKILL LIST

(Sub-skills marked with a * are considered Low Skills.)

- **LORE: ANATOMY***: Knowledge of anatomical structure; generally considered unclean. (EMPHASES: Human, Specific Creature)
- **LORE: ANCESTORS**: Knowledge of ancestry and shiryō. This Skill can be used like Lore: Heraldry as it pertains specifically to ancestral lineages. It can also be used like Lore: Ghosts as it pertains to shiryō and Yomi. (EMPHASES: Shiryō, Yomi, Specific Clan's Ancestry)
- **LORE: ARCHITECTURE**: Knowledge of architectural design and style. Does not include the ability to construct buildings (see Engineering). (EMPHASES: Specific Clan Style, Castles, Houses, Bridges)
- **LORE: ASTRONOMY**: Knowledge of heavenly bodies and constellations. This Skill can be used to navigate by the stars. (EMPHASES: Navigation, Constellations)
- **LORE: BUSHIDO**: Knowledge of the Code of Bushido. (EMPHASES: Assessment (determining another's Honor Rank), Specific Tenet)
- **LORE: BURNING SANDS**: Knowledge of the gaijin desert lands to the north and the peoples that live in it. (EMPHASES: Ujik-hai, Medinaat al-Salaam, the Senpet Empire, Ra'shari, Ashalan, the Qabal)
- **LORE: ELEMENTS**: Knowledge of elemental kami and the Elemental Dragons, as well as the properties of the raw elements themselves. (EMPHASES: Air, Earth, Fire, Water, Void, Dragons)
- **LORE: GREAT CLAN (CHOOSE ONE)**: Knowledge of one of the Great Clans. (EMPHASES: Clan History, Customs)
- **LORE: GHOSTS**: Knowledge of the spirits of the dead. (EMPHASES: Gaki, Shiryō, Restless Souls)
- **LORE: HERALDRY**: Knowledge of mons and other clan/family symbols, and ancestry. (EMPHASES: Mons, Recognition (identifying another by Glory Rank), Specific Clan)
- **LORE: HISTORY**: Knowledge of Rokugan's history. (EMPHASES: Specific Era (e.g. Dawn of the Empire, Gozoku Era))
- **LORE: IVORY KINGDOMS**: Knowledge of the gaijin Ivory Kingdoms beyond the Shadowlands. (EMPHASES: Culture, Language, Politics, Religion)
- **LORE: KOLAT**: Knowledge of the Kolat conspiracy. (EMPHASES: Kolat Tactics, The Qolat, The Ten Masters, Kolat Philosophy)
- **LORE: LAW**: Knowledge of Rokugan's laws and justice system. (EMPHASES: Bureaucracy, Specific Clan/Region/City, Imperial Law)
- **LORE: LYING DARKNESS**: Knowledge of the Lying Darkness. (EMPHASES: Ninja, Shadow Corruption, Goju Family, Ninube Family)
- **LORE: MAHO***: Knowledge of blood magic and maho-tsukai. (EMPHASES: Bloodspeakers, Kansens, Rituals)
- **LORE: MINOR CLANS**: Knowledge of the Minor Clans. (EMPHASES: Specific Minor Clan)
- **LORE: NAGA**: Knowledge of naga culture, religion, and history. (EMPHASES: Moksha, Specific Bloodline, Naga History)

- **LORE: NATURE**: Knowledge of the natural world, including animals, plant life, and weather patterns. (EMPHASES: Specific type of animal or plant, Weather, Specific Region)
- **LORE: NEZUMI**: Knowledge of nezumi culture, religion, and history. (EMPHASES: Specific Tribe, Culture, History, Language, Religion)
- **LORE: NONHUMANS**: Knowledge of sentient nonhuman races, such as ningyō or kenku. This Skill provides only a marginal knowledge of naga, nezumi, and shapeshifters (see the appropriate Lore sub-skills for more expansive knowledge of those peoples). This Skill does not include Shadowlands creatures, such as goblins or ogres. (EMPHASES: Kenku, Kitsū, Kumo, Mujina, Ningyō)
- **LORE: OMENS**: Knowledge of signs and portents, and what they mean. (EMPHASES: Events, Patterns, Symbolism)
- **LORE: ROKUGANI**: Knowledge of the culture, religion, and history of the Rokugani. This Skill is only taken by nonhuman or gaijin characters. (EMPHASES: Rokugani Culture, Shintao, Specific Clan)
- **LORE: THE SEA**: Knowledge of the ocean and its denizens (EMPHASES: Fauna, Flora, Weather, Islands, Ports)
- **LORE: SHADOWLANDS***: Knowledge of the Dark Lord's realm and its denizens. (EMPHASES: The Taint, Geography, Flora, Fauna, Oni, Goblins, Trolls, Ogres, The Lost, Undead)
- **LORE: SHOURIDO**: Knowledge of the Code of Shourido. (EMPHASES: Assessment (determining another's Honor Rank), Specific Tenet)
- **LORE: SPIRIT REALMS**: Knowledge of the Spirit Realms beyond Ningen-do and their inhabitants. (EMPHASES: Specific Spirit Realm (e.g. Sakkaku, Chikushudo), Specific Spirit Type (e.g. Yuki-no-Onna, Kitsune, Ryu))
- **LORE: SHUGENJA**: Knowledge of shugenja and their practices. This is not the same as Spellcraft, and cannot be used to identify or research spells. (EMPHASES: Specific School)
- **LORE: SUPERSTITIONS**: Knowledge of folk legends and superstitions. Often, kernels of truth can be found in these legends. (EMPHASES: Peasant Superstitions, Urban Legends, Specific Clan/Region)
- **LORE: THEOLOGY**: Knowledge of Rokugani religion. (EMPHASES: Shintao, Fortunes)
- **LORE: UNDERWORLD***: Knowledge of crime and criminals. (EMPHASES: Opium Market, Contraband, Prostitution, Assassins)
- **LORE: WAR**: Knowledge of Rokugani warfare and battles. (EMPHASES: Specific Clan, Specific Battles)
- **LORE: WHITE STAG GAJJIN**: Knowledge of the gaijin best known from the Battle of White Stag. (EMPHASES: Merenae, Throne)
- **LORE: YOBANJIN**: Knowledge of the Yobanjin gaijin. (EMPHASES: Culture, Language, Politics, Religion)
- **LORE: YODOTAI**: Knowledge of the Yodotai Empire. (EMPHASES: Culture, Language, Politics, Religion)

Bugei Skills

JIUJUTSU (AGILITY)

EMPHASES: *Add*: Atemi, Hojojutsu

DESCRIPTION: *Add*: The Martial Arts Emphasis is used for hand-to-hand combat other than grappling. Kicking, punching, sweeps, and such are covered by Martial Arts.

The Atemi Emphasis is used when performing Atemi Kiho.

Hojojutsu is the art of restraining a person with a rope or cord. Typically possessed by magistrates, it can be used even while a target is actively resisting. When unarmed and in a Grapple that you are in control of, you may attempt to bind your target (this ends the Grapple). Make a Contested Jiujutsu (Hojojutsu) / Agility Roll. You may call two Raises to bind the target's feet as well. A more involved form of hojojutsu requires multiple binders in a Cumulative Skill Roll, and is generally used for incarceration, transporting prisoners, restraint at legal proceedings, and the public display of those condemned to die. Attempting hojojutsu without this Emphasis is considered an Unskilled Roll.

KENJUTSU (AGILITY OR REFLEXES)

DESCRIPTION: *Add*: When used to strike in an iaijutsu duel, roll Kenjutsu / Reflexes.

WHIPS (AGILITY)

SUB-TYPES: Weapon Skill

EMPHASES: None

DESCRIPTION: The whip is difficult to master. Most that use it employ it as a tool, not a weapon, and would use other Skills such as Animal Handling or Intimidation (Torture). But wielding a whip as a weapon requires this Skill.

MASTERY ABILITIES:

- ✿ RANK 3: The damage of all attacks with whips is increased by +1k0.
- ✿ RANK 5: Use of a whip confers a Free Raise toward initiating a Grapple.
- ✿ RANK 7: Use of a whip confers a Free Raise toward Knockdown attempts.
- ✿ RANK 9: The damage of all attacks with whips is increased by +0k1 (+1k1 total).

LOW SKILLS

SLEIGHT OF HAND (AGILITY)

DESCRIPTION: *Add:* The TN to escape bonds created with hojojutsu is equal to the binder's Jiujutsu (Hojojutsu) Roll.

Advantages & Disadvantages

For quick reference, the Advantages and Disadvantages that increase and decrease Status, Honor, and Glory are listed on the table below.

	STATUS	HONOR	GLORY
Advantage	Social Position	Virtuous	Fame
Disadvantage	Social Disadvantage	Wretched	Unsung

ADVANTAGES

ACUTE SENSE [PHYSICAL] (2 POINTS)

One of the character's senses is particularly keen. Gain a +1k0 bonus on Awareness- and Perception-based rolls related to that sense. This Advantage may be bought multiple times for additional acute senses.

FAME [SOCIAL] (3 POINTS/RANK)

Add: This Advantage may be purchased multiple times, increasing your Glory by one rank each time.

INNER GIFT [SPIRITUAL] (7 POINTS)

- ✿ ANIMAL KEN: *Add:* Gain a +1k0 bonus to all Animal Handling and Horsemanship Skill Rolls, and any Social Skill Rolls made with animals.
- ✿ LESSER PROPHECY: *Add:* It is difficult to tell normal dreams from prophecy, and often the truth isn't apparent until the prophesied time is nearly at hand. Once per session, you may roll one die. On a result of 8, 9, or 10 you have recently had a prophetic dream about events near at hand, which the GM should describe. Keep in mind that these are dreams, and may be confusing or metaphorical.

SHADOW-BRAND [SPIRITUAL] (8 POINTS)

Shadow-brands – or *kage yakiin* – are wisps of Nothing bound into a defined form. This Advantage may be purchased multiple times. For every shadow-brand you have, you gain a +1k1 on all Stealth Skill Rolls. Be wary when choosing this Advantage, as there are definitely unseen consequences for branding one's body with the essence of Shadow. Only Scorpion characters may purchase this Advantage.

SOCIAL POSITION [SOCIAL] (6 POINTS/RANK)

Add: This Advantage may be purchased multiple times, increasing your Status by one rank each time.

TOUCH OF THE SPIRIT REALMS [SPIRITUAL] (5 POINTS)

Remove: The entry for Maigo no Musha.

Add the following:

- ✿ URAGIRI-DO: You gain a bonus of +2k0 to Contested Rolls using Perception versus another's Sleight of Hand or Stealth Rolls.

VIRTUOUS [MENTAL] (3 POINTS/RANK)

Add: This Advantage may be purchased multiple times, increasing your Honor by one rank each time.

WEALTHY [MATERIAL] (1 POINT/RANK)

Add: In addition, you receive 2 koku per rank of Wealthy each month.

DISADVANTAGES

CURSED BY THE REALM [SPIRITUAL] (4 POINTS)

Remove: The entry for Maigo no Musha.

Add the following:

- ✿ URAGIRI-DO: The suspicious nature of the Realm of Traitors makes you paranoid, seeing enemies everywhere. The TN of any Cooperative Roll you make is increased by 10.

ELEMENTAL IMBALANCE [SPIRITUAL] (2 POINTS/RANK)

Add: At the GM's option, you lose control of the spell in a manner determined by rolling on the following table.

ROLL	RESULT
1	The spell fizzles, and nothing happens.
2	Raises apply to different effects (determined by the GM). If no Raises are made, the spell fizzles.
3	The spell's element within 10' x spell's Mastery Level vanishes, or is pushed away.
4	The spell's element within 10' x spell's Mastery Level doubles in quantity.
5	The spell's element within 10' x spell's Mastery Level transmutes into another element of the GM's choice.
6	Another element within 10' x spell's Mastery Level transmutes into the spell's element.
7	The spell's effects are doubled, continuing out of the caster's control.
8	The spell's effects are tripled, continuing out of the caster's control.
9	The spell backfires, affecting the caster negatively, or having the opposite of the intended effect in the case of a beneficial spell.
10	The spell's element within 100' x spell's Mastery Level rages out of control. Earthquakes, tornadoes, firestorms, and tsunami are all possible.

ILLITERATE [MENTAL] (1 POINT)

You are unable to read or write. Even if you have purchased the Languages Advantage, you are illiterate in all languages that you know.

MUTE [PHYSICAL] (4 POINTS)

You are unable to speak, either because of a birth defect or damage to your vocal chords (or other speaking apparatus). The TNs of all Social rolls are increased by 10 (or more) as you struggle to make yourself understood. Shugenja cannot take this Disadvantage, as the ability to speak to the kami is required to cast spells.

NIGHTMARES [MENTAL] (3 OR 5 POINTS)

You suffer from horrible nightmares every time you sleep. They are so disturbing that they often affect you well into the next day. Every night, roll one die. On a result of 6-10. If the die comes up 1-5, you do not replenish a Void Point for the evening, and all Meditation or Tea Ceremony TNs are increased by 5 for the next day. As a 5-point Disadvantage, the character suffers the effects of the Nightmares unless a 10 is rolled on the die.

ROMANTIC [SOCIAL] (2-4 POINTS)

You believe in the ideals of romance, love and passion to the extreme; possibly even over Bushido. Regardless of what company you keep, you naturally gravitate toward the most beautiful person of the opposite sex and tend to fall in love with "unsavory" types (generally, this means people who your clan or family wouldn't approve of). The TNs of all Social Skill Rolls made by the opposite gender against you are reduced by 5 for every two points gained from this Disadvantage.

SHAME [MENTAL] (2 POINTS)

You have such low self-esteem that it affects your performance. This may be the result of an actual shame in your past, or perhaps you simply think yourself worthless. You must declare at least one Raise to gain the benefit of any Free Raises your character might receive.

SOCIAL DISADVANTAGE [SOCIAL] (3 POINTS/RANK)

Add: This Disadvantage may be taken multiple times, decreasing your Status by one rank each time, but cannot reduce your Status below Rank 0. If this Disadvantage is ever removed, you immediately gain the Status Ranks you were previously denied due to your social circumstances.

UNLUCKY [SPIRITUAL] (2/4/6 POINTS)

Add: This Disadvantage may be taken up to three times.

UNSUNG [SOCIAL] (1 POINT/RANK)

You are unknown and unrecognized, even in your own clan. Decrease your Glory by one rank. This Disadvantage may be taken multiple times, decreasing your Glory by one rank each time, but cannot reduce your Glory below Rank 0.

WRETCHED [MENTAL] (2 POINTS/RANK)

You do not embrace virtue and honor fully. Decrease your Honor by one rank below your starting value (as determined by your School). This Disadvantage may be taken multiple times, decreasing your Honor by one rank each time, but cannot reduce your Honor below Rank 0.

Magic & Spells

Spell Casting Rolls

SPELL MASTERY

A shugenja may call three Raises on a Spell Casting Roll to cast the spell without expending a spell slot. This can only be attempted if the shugenja still has spell slots in the appropriate Ring available.

Learning New Spells

Aside from the new spells gained automatically each School Rank, shugenja can learn spells from other sources as well. Learning from a deciphered scroll, being taught by another shugenja, or even learning directly from a kami are other viable methods of learning new spells. The time required is a number of hours of uninterrupted study equal to the spell's Mastery Level. It is also possible to discover the method for a given spell on one's own. This is done the same way as formulating a new spell, using Spellcraft (Spell Research). Naturally, a shugenja can only learn spells that he can cast.

SACRIFICIAL MAGIC

(FROM *THE VACANT THRONE*, PAGE 127)

Sacrificial magic is an occurrence that takes place when a shugenja knowingly gives up his life to dramatically increase the effects of a spell that is being cast. Once this decision has been made, it cannot be reversed; the shugenja will die when the spell is concluded, and cannot be resurrected under any circumstances (not that any honorable soul would ever consider an act as blasphemous as resurrection). The mechanical results of this decision are as follows:

- You gain a number of Free Raises on your Spell Casting Roll equal to your Shugenja School Rank x 2.
- You gain a number of additional Void Points equal to twice your Shugenja School Rank. These bonus Void Points may exceed your normal maximum, and are not subject to the normal rule limiting Void Point expenditure to one per Round. These bonus Void Points may only be used on the Spell Casting Roll.
- You may double any one numerical aspect of the spell being cast. This may be the duration, range, area of effect, damage, number of targets, or any other aspect deemed suitable by the GM.

Spells

SPELL KEYWORDS

Craft, Battle, Defense, Divination, Illusion, Jade, Thunder, Travel, Ward

UNIVERSAL SPELLS

BEND

- RING/MASTERY: All 2
- RANGE: 10'
- AREA OF EFFECT: 1 cubic foot
- DURATION: Special
- RAISES: Area (+1 cubic foot), Range (+10'), Damage (+0k1 per 2 Raises), Special (Freezing, see below)

This spell can be used to move and reshape the elements to a limited degree. Bending more than one element at a time is not possible. Elements moved in this manner move a number of feet per round equal to your Ring x 5, and can be moved anywhere within range, even hovering in the air.

Elements can only be shaped into simple forms (i.e. no moving parts, weapons, etc.). Complex designs are only possible if you also use an appropriate Skill, such as Artisan: Sculpture. This spell cannot create elements from nothing, but can manipulate elements acquired via the Summon spell.

It is possible to use the elements to make a ranged attack with this spell, with a DR of Xk1, where X is your Ring. Fire used to attack this way dissipates immediately after the attack, and will not ignite flammable items.



You can continue to bend the elements within the spell's range as long as you maintain Full Concentration. Attacking with this spell requires another casting roll and ends the duration.

If cast as a Water spell, you can freeze water you are bending with one Raise.

EARTH SPELLS

CRYSTAL'S AWAKENING (KUNI ONLY)

- RING/MASTERY: Earth 3
- RANGE: Touch
- AREA OF EFFECT: 1 piece of crystal
- DURATION: Permanent
- RAISES: None

Through the use of a secret ritual known only to the Kuni Family, you may awaken the spirits within a crystal which enhancing its physical strength and natural purifying effects. This exhausting, two-hour ritual requires two successful Willpower Trait Rolls to complete; one at the one-hour mark and one at the spell's completion, both at TN 20. The focal point of the ritual is a single piece of crystal. The Strength Rating of the newly created Kuni Crystal is the same as it had before, but it is now both awakened and as strong as steel, making it a potent component for creating weapons. It also has other properties, as outlined in the nemuranai section of the Book of Water.

DIVIDE INTO ASH

- RING/MASTERY: Earth 5
- RANGE: 10'
- AREA OF EFFECT: 100 cubic feet
- DURATION: Permanent
- RAISES: None

This spell causes all Earth kami in the targeted area to abandon their places. As they leave, the area begins to crumble, torn apart by both the sudden weakening of solid matter and the effects of the kami's flight. This spell disintegrates all nonliving matter in the area of affect that is a natural part of the earth (such as stone, rock, crystal, mud, etc.). Worked stone, such as a wall, is immune to the effect, although worked stone set on a natural rock foundation could be undermined. The Earth kami avoid you for the next day, meaning you must call a Raise to cast any Earth spell, until you spend an hour in meditation beseeching them to return to you.

SPEED GROWTH

- RING/MASTERY: Earth 1
- RANGE: 10'
- AREA OF EFFECT: 10' radius or one plant-based creature
- DURATION: 1 minute
- RAISES: Range (+10'), Area (+10' radius), Damage (+1k0 vs. plant-based creature)

Calling upon the fertility of the earth and the rapid growth of the Spring season, you urge the spirits of the ground into a frenzy. All plants in the area of effect undergo one month's worth of growth over the course of a minute, increasing the terrain in the area of effect from Basic to Moderate, or Moderate to Difficult. Any plant subjected to three castings of this spell will die. More than three castings of this spell on the same area within a month cause the spirits of the Earth to become exhausted, ruining crop growth in the area for a year.

If cast upon a plant-based creature, the first two castings increase the creature's Earth by one Rank each, and its Wounds increase correspondingly. Any subsequent castings inflict damage on the creature with a DR equal to the caster's Earth Ring.

FIRE SPELLS

THE RAGING FORGE

- AREA OF EFFECT: *Replace with:* One object, up to 10 cubic feet
- RAISES: Area of Effect (+10 cubic feet)

Replace last sentence with: The target object – up to 10 cubic feet in volume – is completely restored and mended, so long as all of the pieces are present. Items with more than slivers missing cannot be repaired. While nemuranai can be physically restored, any magical properties will be lost.

WATER SPELLS

CASTLE OF WATER

- RING/MASTERY: Water 1
- RANGE: Self
- AREA OF EFFECT: 5' radius
- DURATION: Concentration
- RAISES: Area (+5'), Difficulty (+1k0 on Contested Roll), Damage (+1k0 damage per 2 Raises)

The water kami defend those they favor. This spell creates a small wall of water that encircles you and impedes any attempt at passage. Attempting to pass the wall is a Simple Action, and requires a Contested Earth Trait Roll versus your Shugenja School Rank / Water Roll. Those who fail are thrown out of the radius and suffer 1k1 Wounds. Attacking through the wall without passing it requires a ranged weapon or a melee weapon with enough reach to overcome the wall's radius, as well as a successful Contested Roll as above (though failing this roll does not result in damage).

PATH TO INNER PEACE

Add: The minimum Wounds healed is equal to the caster's Water Ring.

Equipment

Item Qualities

When creating items with the Craft Skill, you may call Raises to apply the item qualities listed below.

When converting items of higher quality from previous editions to Fourth Edition, each level of quality confers a certain number of Raises that can be applied to the item. Items of less than Average Quality have negative qualities.

- POOR QUALITY: 2 negative qualities
- LOW QUALITY: 1 negative quality
- AVERAGE QUALITY: No qualities
- FINE QUALITY: 1 Raise
- EXCELLENT QUALITY: 3 Raises
- SUPERIOR QUALITY: 5 Raises
- LEGENDARY QUALITY: 10 Raises

If purchasing an item of higher (or lower) quality, refer to the table below for appropriate price modifiers. Any item with more than five Raises worth of item qualities should not be available for purchase.

ITEM QUALITY PRICE MODIFIERS

RAISES	PRICE MODIFIER
1	10 x normal price
2	30 x normal price
3	100 x normal price
4	300 x normal price
5	1,000 x normal price
1 negative quality	75% of price (no discount if combined with positive qualities)
2+ negative qualities	50% of price (no discount if combined with positive qualities)

Qualities marked with an asterisk (*) can only be crafted by someone with a special means of doing so (such as a Technique). The Raises listed for those items are only to indicate the value of the item quality.

DISTINCTIVE (1 RAISE/RANK)

The item is unique in appearance, and easily recognizable. For each rank of this quality, the wielder's Glory is considered one Rank higher when determining the TN to be recognized with a Lore: Heraldry / Intelligence Roll.

FLATTERING (1 RAISE)

The item (usually an article of clothing) confers +1 to the total of Social Skill Rolls made while wearing it.

PRECISE (2 RAISES)

The item is well-designed for its function. A wielder with a relevant Emphasis may re-roll 2's as well as 1's on Skill Rolls using the item. If no relevant Emphasis exists, the wielder may re-roll 1's as per the Emphasis rules.

SINISTER (3 RAISES)

The item is designed to hold poison. The TN to notice or resist poison applied to the item is increased by 5.

MONEY

A samurai's lord is expected to provide him with whatever he needs to perform his duties. But sometimes a lord's servant is away from his lord's lands when he needs something. A samurai is also expected to pay more than what is expected when peasants provide goods or services (even though they are not required to pay anything at all). For this reason, a lord also grants a yearly stipend to his samurai to cover such expenses.

Generally speaking, at the beginning of a new year, a samurai receives a number of koku equal to his Status x 10. Include Status points as well as ranks. So a samurai with Status 4.5 should receive 45 koku.

In addition, samurai who have performed exceptionally well might receive a bonus to this stipend to pay for luxuries as a reward. Likewise, those whose duties are more difficult or are expected to keep them away from their lord for an extended period will usually receive a bonus as well.

UNBREAKABLE (6 RAISES, NEMURANAI)*

The item cannot be broken. Only a Kaiu or Tsi Smith is capable of crafting an item with this quality.

ARMOR QUALITIES

The following qualities may only be applied to armor.

FITTED (1 RAISE/RANK)

Reduce the TN penalties for wearing the armor by 1 per rank, to a maximum of 5 ranks.

STURDY (2 RAISES)

Increase the armor's Reduction by 1. This Quality may be applied twice to heavy armor, increasing its Reduction by 2 (this requires 4 Raises).

WEAPON QUALITIES

The following qualities may only be applied to weapons.

BALANCED (6 RAISES)*

The wielder gains a bonus of +1k0 on attack rolls made with the weapon. Only a Tsi Smith is capable of crafting an item with this quality.

CAVALRY (3 RAISES)

The wielder gains a bonus of +1k0 to attack rolls made from horseback.



DEFENSIVE (3 RAISES)

The weapon confers a bonus of +3 to Armor TN while in the Defense or Full Defense Stance.

DEVASTATING (5 RAISES)

Increase the weapon's DR by +0k1.

FIERCE (3 RAISES)

The wielder gains a bonus of +1k0 to attack rolls made in the Full Attack Stance.

KEEN (4 RAISES)

Increase the weapon's DR by +1k0.

PAIRED (4 RAISES)

When wielding two Paired weapons, gain +1k0 to attack rolls.

PENETRATING (2 RAISES)

The weapon ignores one level of Reduction.

RELIABLE (4 RAISES)

The wielder gains a bonus of +1k0 to attack rolls made in the Attack Stance.

SWIFT (4 RAISES)*

The wielder gains a bonus of +5 to his Initiative Score while wielding the weapon. Only a Tsi Smith is capable of crafting an item with this quality.

RADIANT (6 RAISES, NEMURANAI)*

Radiant weapons are treated as jade for the purposes of harming Invulnerable creatures. Only a Kaiu or Tsi Smith is capable of crafting an item with this quality.

VICIOUS (3 RAISES)

When rolling damage, re-roll 1's. If a re-rolled die results in another 1, do not re-roll a second time.

NEGATIVE QUALITIES

These qualities may be applied to any item (unless otherwise specified), and are generally undesirable.

FRAGILE

The item is delicate or poorly made, and can easily be broken. If a weapon, it will break if more than one die explodes on a damage roll. If armor, any damage roll made against the wearer that deals more than 10 Wounds reduces the Reduction by 1. When the Reduction reaches 0, the armor is destroyed.

EXPOSED (ARMOR)

The armor doesn't cover everything that it should. Reduce the Armor TN bonus granted by the armor by 2.

INFIRM (ARMOR)

Decrease the armor's Reduction by 1.

SHODDY

The item is poorly designed for its function. When making any Skill or Trait Roll using the item, the wielder suffers a penalty of -1k0. If armor, increase the TN penalties for wearing the armor by 3.

SLOW (WEAPON OR ARMOR)

The item is heavier than it should be, or poorly balanced. The wielder suffers a penalty of -5 to his Initiative Score while wielding the weapon, or wearing the armor.

TAINTED

The item carries the Taint. Anyone wielding it risks being exposed, as does anyone wounded by it if the item is a weapon.

UGLY

The item is unattractive and unflattering. Increase the TN of any Social Skill Roll made while wearing it by 3.

Weapons

KEYWORDS

A few new keywords have been added to address more specific combat rules.

DUAL-HEADED

Dual-headed weapons are designed to be used in both hands, and make use of either end of the weapon. When fighting with a Dual-Headed weapon you may act as if wielding a weapon in your off-hand. If you accept the -5 penalty for wielding an off-hand weapon, you may add your Insight Rank to your Armor TN.

The following weapons have the Dual-Headed keyword:

- ☀ CHAIN WEAPONS: chijiriki, kusarigama, kyoketsu-shogi, manrikikusari
- ☀ POLEARMS AND SPEARS: lajatang
- ☀ STAVES: bo, sang kauw, sansetsukon

IMPROVISED WEAPON DAMAGE

The number of damage dice rolled with an improvised weapon is based upon the weapon's size. Refer to the table below to determine damage dice rolled. Note that larger objects inflict penalties to attack rolls.

SIZE	DAMAGE DICE ROLLED	ATTACK MODIFIER
Hand-held	1	—
Smaller than man-sized	2	—
Man-sized	3	-1k0
Larger than man-sized	4	-2k0

The number of damage dice kept is determined simply by whether the object is blunt or sharp, keeping 1 or 2 dice, respectively. So, a blunt, man-sized object would deal 2k1 damage, and suffer a 1-die penalty to attack.

Most improvised weapons aren't very sturdy, and break if a 10 is rolled on any damage die (though the die still explodes for that damage roll).

REACH

Reach weapons are melee weapons with the length to strike an opponent outside of normal melee range. When wielding a Reach weapon against an opponent who is not, you gain a +5 bonus to Armor TN against that opponent. This bonus lasts until the opponent makes a successful melee attack against you (getting past your defenses), at which point he gains a +5 bonus to Armor TN against you. The bonuses "reset" if you make a successful attack against that opponent or keep a distance of at least 10 feet for a full round.

The following weapons are Reach weapons:

- ☀ CHAIN WEAPONS: chijiriki, kusarigama, kyoketsu-shogi, manrikikusari
- ☀ HEAVY WEAPONS: ogre club
- ☀ POLEARMS: bisento, lajatang, naginata, sasumata, sodegarami
- ☀ SPEARS: kumade, lance, mai chong, magari-yari, yari
- ☀ STAVES: bo, shikomizue
- ☀ SWORDS: no-dachi
- ☀ WHIPS

Normal attacks from opponents larger than human size are considered Reach attacks, but do not provoke the Armor TN bonus for attacking a human-sized target wielding a Reach weapon.

BOWS

TSURUCHI LONGBOW

Though the Tsuruchi family of the Mantis Clan does not call a great deal of emphasis to it, the style of their blows has been greatly influenced by their clan's experiences in the Ivory Kingdoms. Tsuruchi archers develop powerful chest muscles until they can fire these custom bows with speed and power. Only those who have trained with the Tsuruchi family wield such weapons.

- ☀ KEYWORDS: Large
- ☀ STRENGTH: 5 (minimum Strength 3 required to wield)
- ☀ RANGE: 500'
- ☀ SPECIAL RULES: +1k0 to attack and damage rolls within 250'. Increase the TN of all attack rolls by +10 if used from horseback.
- ☀ PRICE: 40 koku



CHAIN WEAPONS

CHIJIIRIKI

A normal short spear (nage-yari) to which is added a length of weighted chain on the non-bladed end. It can be used as a normal spear, or the chain can entangle an opponent rather than causing damage.

- ☀ KEYWORDS: Large, Dual-Headed, Reach
- ☀ DR: 2k2 (spear), 0k1 (chain)
- ☀ PRICE: 3 koku



KUSARIGAMA

- ☀ KEYWORDS: *Add*: Reach
- ☀ SPECIAL RULES: If an opponent gets past the reach of the kusarigama, he does not gain the +5 bonus to Armor TN against the kama portion of the weapon.

HAND-TO-HAND WEAPONS

Hand-to-Hand Weapons are designed to be used in otherwise "unarmed" combat. Use the Jujutsu Skill when attacking with Hand-to-Hand Weapons.

BEASTMASTER'S CLAWS

See *The Great Clans*, page 138 for more details on Beastmaster's Claws. Note that here they are treated as a Hand-to-Hand weapon, not a Knife.

- ☀ KEYWORDS: Small
- ☀ DR: 0k2
- ☀ SPECIAL RULES: Any non-Lion using this weapon loses one point of Honor per skirmish for doing so.
- ☀ PRICE: 1 koku

SHOBO

Favored by monks, the shobo is a short cylinder of iron or wood, perfect to wrap a fist around. Halfway down its length is a ring of iron or cord, worn on the middle finger. Some shobo are sharpened on the ends, and employed by assassins.

- ☀ KEYWORDS: Small
- ☀ DR: 1k1; 1k2 if sharpened
- ☀ SPECIAL RULES: Any Advantages, Techniques, or other special abilities that add to unarmed damage may add the same benefit to shobo damage.
- ☀ PRICE: 1 bu



TANKOJI

The tankoji is not effectively a weapon, but is often used by Mantis sailors in brawls. It is a hollow stick, corked on both ends, containing a large amount of talc that explodes into a stinging cloud when the tankoji is broken.

- ☀ KEYWORDS: Small
- ☀ DR: 0k1
- ☀ SPECIAL RULES: When broken, the talc explodes, blinding everyone within 5' who does not make a raw Intelligence roll against a TN of 20 to shield their eyes in time.
- ☀ PRICE: 1 bu

HEAVY WEAPONS

OGRE CLUB

A massive club generally only used by ogres. Few humans have the physical strength necessary to wield it, though it has become a mark of pride among Crab soldiers to carry one.

- ☀ KEYWORDS: Large, Reach
- ☀ DR: 3k4
- ☀ SPECIAL RULES: Requires Strength 5 to wield.

- ☀ **PRICE:** As a weapon created for creatures of the Shadowlands, this can generally only be obtained by claiming one from a defeated ogre, and as such has no standard price.

POLEARMS

LAJATANG

Similar to the sasumata, the lajatang is a 6-foot long polearm. However, the lajatang has capture hooks at both ends.

- ☀ **KEYWORDS:** Large, Dual-Headed, Reach
- ☀ **DR:** 0k2
- ☀ **SPECIAL RULES:** The lajatang may be used to initiate and maintain a Grapple.
- ☀ **PRICE:** 10 koku



SPEARS

MAGARI-YARI

The magari-yari is a spear with a trident-like head. The Matsu elite units have used this rather exotic weapon for centuries, but they are the only Rokugani to do so. Like the yari upon which it is based, it may be thrown or thrust. Its heavier tip also reduces its effectiveness as a cavalry weapon.

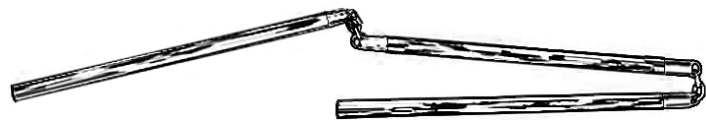
- ☀ **KEYWORDS:** Large, Reach
- ☀ **DR:** 3k2
- ☀ **SPECIAL RULES:** The magari-yari can be thrown a maximum range of 15', and has DR 1k2 when thrown.
- ☀ **PRICE:** 8 koku

STAVES

SANSETSUKON

Also called the three-section staff, the sansetsukon is a flail weapon that consists of three wooden or metal staves connected by metal rings or rope. The staves can be spun to gather momentum resulting in a powerful strike, or their articulation can be used to strike over or around a shield or other defensive block. The three-section staff has the advantage of being used both as a long-range weapon or a short-range weapon.

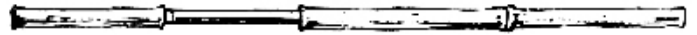
- ☀ **KEYWORDS:** Large, Dual-Headed, Reach
- ☀ **DR:** 1k2
- ☀ **SPECIAL RULES:** If an opponent gets past the reach of the sansetsukon, the does not gain the +5 bonus to Armor TN (but the wielder still loses his Armor TN bonus). The sansetsukon may be used to initiate and maintain a Grapple.
- ☀ **PRICE:** 4 koku



SHIKOMIZUE

The shikomizue appears to be a simple bamboo walking staff, but inside hides a sharpened blade for fighting.

- ☀ **KEYWORDS:** Medium
- ☀ **DR:** 1k2 (staff); 2k2 (blade)
- ☀ **SPECIAL RULES:** If an opponent gets past the reach of the shikomizue, the does not gain the +5 bonus to Armor TN against the blade portion of the weapon. To recognize a shikomizue (as opposed to a normal walking staff), observers must make an Investigation (Notice) / Perception roll at TN 30.
- ☀ **PRICE:** 2 koku



SWORDS

TACHI

The ancestor of the katana. It is very similar to the katana, though slightly longer and more curved. The tachi was hung from the obi and worn blade-down. The tachi was used primarily on horseback, where it was able to be drawn efficiently for cutting down enemy foot soldiers. On the ground it was still an effective weapon, but somewhat awkward to use. Though rarely found today, the tachi still maintains some popularity among the Unicorn Clan.

- ☀ **KEYWORDS:** Medium, Samurai
- ☀ **DR:** 3k2
- ☀ **SPECIAL RULES:** You gain a +1k0 bonus to attacks made from horseback against non-mounted foes.
- ☀ **PRICE:** 18 koku

WHIPS

The whip is an extraordinarily uncommon weapon for samurai. It is considered the province of the lesser classes, and not something that a samurai would ever choose to sully his hands with. The only groups that make use of it to any extent are the relatively rare Matsu Beastmasters, and the legendary Kaiu Taskmasters of the Crab Clan. It is considered a peasant weapon and generally brings dishonor to any samurai who takes it up, although there are exceptions.

- ☀ **KEYWORDS:** Medium, Reach
- ☀ **DR:** 0k1
- ☀ **SPECIAL RULES:** A whip may be used to make a melee attack upon opponents up to 8' away. The whip may be used to initiate and maintain a Grapple. If used to make a successful Knockdown attack, the whip confers a +1k0 bonus to the subsequent Strength roll.
- ☀ **PRICE:** 2 bu

THE BOOK OF WATER

“The Tao of Shinsei is more than clever sayings and trite wisdom; the wisdom of Shinsei contains the secrets of the universe.” –THE TAO OF SHINSEI

The Spider Clan

At this time, the Spider Clan does not yet exist.

THE CHUDA FAMILY: +1 INTELLIGENCE

At this time, the Chuda Family is not aligned with the Shadowlands or the Spider Clan.

THE GOJU FAMILY: +1 AGILITY

At this time, the Goju Family is not aligned with the Shadowlands or the Spider Clan.



The Minor Clans

The Hare Clan

THE TORITAKA FAMILY: +1 PERCEPTION

The Toritaka are a family of the Hare Clan now, as the Falcon Clan is no more.

THE USAGI DIVINERS

Inspired by the most beloved daughter of the Hare Clan – Usagi Tomoe, who ascended to become the Oracle of Water – the Usagi Diviners are shugenja who specialize in interpreting fate and looking beyond the visible.

USAGI DIVINER (SHUGENJA)

- Benefit: +1 Perception
- Skills: Calligraphy (Cipher), Divination, Investigation, Lore: Maho (may be replaced with Lore: Kolat after the Clan War era), Spellcraft, any High Skill, any one Skill
- Honor: 4.0
- Outfit: Robes, Wakizashi, Scroll Satchel, Divination Kit, Traveling Pack, 3 koku
- Affinity/Deficiency: Water / Fire
- Spells: Sense, Commune, Summon, Reflective Pool, 2 Water, 2 Air, 1 Earth

TECHNIQUE: SEEING THE UNKNOWN

The Usagi Diviners have an excellent rapport with the Water kami, and can easily communicate their intentions when divining, even if unfamiliar with

the location or subject. When casting the Reflective Pool spell, you may declare a Raise to view a place you are not familiar with, so long as you know the name of the place or the name of someone presently located there, or you possess an object that came from that place (such as a stone from a grove, or a scroll from a library).

The Brotherhood of Shinsei

PLAYING A MONK

- Monks possess Glory 0 and Status 1, contrary to what is listed in the sidebar on page 231.

Kiho

NON-BROTHERHOOD KIHU

In the sidebar under the second bullet point, the portion reading “using the same rules for Mastery level” should be omitted.

Ancestors

SCORPION ANCESTORS

SHOSURO [8 POINTS]

Shosuro is not presently available as an Ancestor.

UNICORN ANCESTORS

SHINJO (8 POINTS)

Shinjo is not presently available as an Ancestor.

Alternate Paths & Advanced Schools

ALTERNATE PATHS

PATH: WEAPON SPECIALIST [BUSHI]

Some bushi focus their martial training on a specific weapon, above and beyond their normal bushi studies.

- REPLACES: Any Bushi Rank 3 or 4 (see below)
- REQUIREMENTS: Weapon Skill (Emphasis in selected weapon) 5
- TECHNIQUE: *One With Steel* – This Technique may only replace a Technique that allows a bushi to make attacks as Simple Actions. Select a weapon in which you possess an Emphasis. You may attack as a Simple Action with your selected weapon and with weapons with the Samurai keyword. In addition, while wielding your selected weapon, you may add the appropriate Weapon Skill Rank to your Armor TN while in Defense and Full Defense Stance.

PATH: CRAB TASKMASTER (BUSHI)

- TECHNIQUE RANK: 2
- REPLACES: Any Crab Bushi 2
- REQUIREMENTS: Intimidation 3
- TECHNIQUE: *Fear is A Gift* – Troops under the guidance of a taskmaster are a terrifying force for their enemies to behold. Once

per skirmish, the Taskmaster may make an Intimidation Skill Roll at TN 20 as a Simple Action. If he succeeds, his unit or party gains a Fear rating equal to the number of members it has present (including himself), up to double the School Rank of whatever school this path replaced a technique in. This Fear rating applies to the group as a whole (not to each individual member), and expires when combat ends.

PATH: TORITAKA EXORCIST (SHUGENJA)

This is an Alternate Path for the Hare Clan, rather than the Crab Clan.

- REPLACES: *Replace with:* Toritaka Shugenja 2

PATH: KENKU DUELIST (BUSHI)

- TECHNIQUE RANK: 2
- REPLACES: Kenku Swordsman 2
- REQUIREMENTS: Iaijutsu 3
- TECHNIQUE: *Behind the Wind* – The kenku duelist learns to conceal his true strengths and weaknesses from his opponent, making him harder to read. During the Assessment round of an iaijutsu duel, your opponent's TN to reveal information about your abilities is increased by 10. If your opponent fails this roll, you gain a bonus of +1k1 on the subsequent Focus Roll.

Dojo

While there are a limited number of schools for samurai to learn from, there are hundreds of dojo – individual centers of training where the various schools and techniques are taught. Any samurai character may select a dojo that teaches his School, and gain the benefit of that dojo (refer to *Emerald Empire, Third Edition* for Dojo rules).

DISCOUNTED ADVANTAGES AS BENEFITS

Unless otherwise specified, any dojo that grants a discount on an Advantage instead simply grants that Advantage (or one rank of that Advantage) at no cost.

KATA AS BENEFITS

Any dojo that grants a discount to purchase kata is replaced with the following benefit: Gain a kata available to your School (including kata that may be taken by any School) of Mastery Level 3 or lower at no cost.

KIHO AS BENEFITS

Any dojo that requires a shugenja to sacrifice a spell to learn a kiho shall now grant the kiho without the sacrifice of a spell.

CRAB CLAN DOJO

FAR RUNNER DOJO

- BENEFIT: *Replace with:* When determining movement for Simple Move Actions, add half your Earth Ring (rounded up) to your Water Ring.

KAIU BATTLE DOJO

- SCHOOLS: Hida Bushi, Hiruma Bushi, Kaiu Engineer (Path of Battle)
- LOCATION: Kaiu Shiro
- BENEFIT: Gain a free Emphasis of your choice in the Battle Skill.

KAIU ENGINEERING ACADEMY

- SCHOOLS: Kaiu Engineer
- LOCATION: Kaiu Shiro
- BENEFIT: Gain a free Emphasis of your choice in the Engineering Skill.

RAZOR'S EDGE DOJO

- BENEFIT: *Replace with:* Gain a bonus of +1k1 to the total of any roll made to overcome Fear effects.

CRANE CLAN DOJO

IRON CRANE DOJO

- BENEFIT: *Replace with:* Gain a +1k0 bonus on all Sincerity Rolls.

KATOGAMA DOJO

- BENEFIT: *Replace with:* Gain a Free Raise when making Social Skill Rolls against another member of the Crane Clan.

MOUNTAIN'S SHADOW DOJO

- BENEFIT: *Replace with:* Gain a free Emphasis of your choice in the Battle Skill.

DRAGON CLAN DOJO

SUIGEKI TOSHI

- BENEFIT: *Replace with:* Gain either the Friend of the Elements (Water) or Elemental Blessing (Water) Advantage at no cost, and you may purchase the other Advantage for 1 less point.

LION CLAN DOJO

BISHAMON SEIDO

- BENEFIT: *Replace with:* Once per Round, when you are attacked while in the Full Attack Stance, you may choose to reduce your Armor TN penalty to -5 (instead of the normal -10). This must be declared before your opponent's Attack Roll is made.

CROSSROADS DOJO

- BENEFIT: *Replace with:* Gain +0.5 Status, representing your rank in the Lion military.

FEATHERED CLAW DOJO

- BENEFIT: *Replace with:* Gain the Allies Advantage (1-point Influence, 1-point Devotion) for Crane Ally (if you are Lion) or a Lion ally (if you are Crane). In addition, you may purchase the Allies Advantage for allies of the other clan for 1 point less.

HUMILITY DOJO

- BENEFIT: *Replace with:* Gain the Heart of Vengeance Advantage, but it only applies to a single Scorpion School.

KYUDEN IKOMA

Kyuden Ikoma is the traditional home of the Ikoma family, and as such contains one of the few dojo the Lion maintain that is specialized in the instruction of courtiers. Unlike the training received by other Clans, the training regime at Kyuden Ikoma involves lengthy lessons on history and the art of storytelling. Any student that cannot recite from memory the lineage of himself and each of his classmates back seven generations is looked down upon as lazy, incompetent, or both.

- SCHOOLS: Ikoma Bard
- LOCATION: Kyuden Ikoma
- BENEFIT: Gain an additional Void Point for the day, which can only be spent to enhance a Lore Skill Roll. This benefit does not accumulate from day to day; if unspent, it simply disappears.

MANTIS CLAN DOJO

DOJO OF THE FINAL COIN

The instructors of the Dojo of the Final Coin focus their teachings on an economical mindset, ensuring that their students will never forget the importance of koku within the Empire.

- SCHOOLS: Yasuki Courtier
- LOCATION: Yasuki Yashiki
- BENEFIT: Gain +1k0 on all Social Skill Rolls made against characters with the Greedy or Compulsion (any material goods) Disadvantages.

SHRINE OF KAZE-NO-KAMI

- BENEFIT: *Replace with:* Gain either the Friend of the Elements (Air) or Elemental Blessing (Air) Advantage at no cost, and you may purchase the other Advantage for 1 less point.

TOSHI NO INAZUMA

- ☀ **BENEFIT:** *Replace with:* Gain either the Friend of the Elements (Water) or Elemental Blessing (Water) Advantage at no cost, and you may purchase the other Advantage for 1 less point.

YAKAMO SEIDO

- ☀ **BENEFIT:** *Replace with:* Gain the Allies Advantage (1-point Influence, 1-point Devotion) for a Mantis or Crab ally. In addition, you may purchase the Allies Advantage for allies either clan for 1 point less.

PHOENIX CLAN DOJO

STEADY HEART DOJO

Shiro Shiba is most commonly known for its bushi dojo, but there exists a smaller dojo within its walls that is no less prestigious. The students of this dojo practice the same kata as their fellow Phoenix, but the courses are skewed towards approaching situations from a non-martial mindset. The resulting graduates are much more socially adept than other bushi, and are often assigned to assist those courtiers and shugenja who are prone to less “traditional” patterns of thought.

- ☀ **SCHOOLS:** Shiba Bushi
- ☀ **LOCATION:** Shiro Shiba
- ☀ **BENEFIT:** You roll +1k0 on all Cooperative Social Skill rolls.

SCORPION CLAN DOJO

HONOR'S LESSON DOJO

- ☀ **BENEFIT:** *Replace with:* Gain a free Emphasis of your choice in the Courtier, Etiquette, or Sincerity Skill.

RYOKO OWARI TOSHI

Journey's End City is a hotbed of political maneuvering, commerce, and criminal activity. In other words, it is the perfect place to train Scorpion courtiers.

- ☀ **SCHOOLS:** Bayushi Courtier, Shosuro Infiltrator, Soshi Magistrate
- ☀ **LOCATION:** Ryoko Owari Toshi
- ☀ **BENEFIT:** Gain 1 additional Void Point for the day, which may only be spend on a Contested Social Skill Roll. This benefit does not accumulate from day to day; if unspent, it simply disappears.

UNICORN CLAN DOJO

DOJO OF THE CENTER

- ☀ **BENEFIT:** *Replace with:* You may choose to gain +1 Stamina instead of your normal School Benefit at the time of character creation. Otherwise, gain +1k1 bonus on all Stamina Trait Rolls.

GATHERER OF WINDS TEMPLE

- ☀ **BENEFIT:** *Add:* Gain one rank of the Languages Advantage at no cost (learning two languages as per the benefit above).

HEAVEN'S BREATH DOJO

Otaku Seido is home to Heaven's Breath Dojo, a fairly recent facility specialized in training members of the Otaku in the arts of the courtier. The dojo was originally intended to be built within Ide provinces, but a disagreement between two high-ranking members of each family – and the resulting duel between the two of them – made its current location a much safer choice for everyone involved. Today, much of the bitterness around the school's founding has been forgotten, and the two families have developed something of a friendly rivalry with regards to their new students.

- ☀ **SCHOOLS:** Otaku Battle Maiden, Otaku Infantry
- ☀ **LOCATION:** Otaku Seido
- ☀ **BENEFIT:** After you spend a Void Point to enhance a Skill Roll, you may add your Honor Rank to the total.



SHINJO DOJO

- ☀ **BENEFIT:** *Replace with:* Gain a free Emphasis of your choice in the Horsemanship Skill. This Emphasis does not count toward the maximum number of Emphases the character may have for that Skill.

SHIRO OTAKU DOJO

- ☀ **SCHOOLS:** Otaku Battle Maiden
- ☀ **LOCATION:** Shiro Otaku
- ☀ **BENEFIT:** When fighting from horseback, gain a bonus to melee damage equal to your Otaku Battle Maiden School Rank.

OTAKU INFANTRY DOJO

- ☀ **SCHOOLS:** Otaku Infantry
- ☀ **LOCATION:** Shiro Otaku
- ☀ **BENEFIT:** When fighting with their specialized weapon, students of the Otaku Infantry Dojo gain a bonus to their damage rolls equal to their Otaku Infantry School Rank.

MINOR CLAN DOJO

FALLEN MOUNTAIN DOJO [BADGER CLAN]

The Fallen Mountain Dojo is the dojo of the Badger Clan, located in the City of the Rich Frog. It was established there by Daimyo Ichiro Kihongo who took over the Badger Clan after the death of the ruling family.

- ☀ **SCHOOLS:** Ichiro Bushi
- ☀ **LOCATION:** City of the Rich Frog
- ☀ **BENEFIT:** Gain a bonus equal to your Strength to resist Fear.

KYUDEN KITSUNE [FOX CLAN]

- ☀ **SCHOOLS:** Kitsune Shugenja
- ☀ **LOCATION:** Kyuden Kitsune
- ☀ **BENEFIT:** *Replace with:* Gain a free Emphasis of your choice in the Hunting Skill.

KYUDEN SUZUME [SPARROW CLAN]

- ☀ **SCHOOLS:** Suzume Bushi
- ☀ **BENEFIT:** Gain a Free Raise on Social Skill Rolls with the lower classes (heimin and hinin).

KITSUNE MORI MURA [FOX CLAN]

- ☀ **SCHOOLS:** Kitsune Shugenja
- ☀ **LOCATION:** Kitsune Mori Mura
- ☀ **BENEFIT:** *Replace with:* Gain either the Friend of the Elements (Earth) or Elemental Blessing (Earth) Advantage at no cost, and you may purchase the other Advantage for 1 less point.

SHARP EYE DOJO [HARE CLAN]

- ☀ **SCHOOLS:** Toritaka Bushi
- ☀ **LOCATION:** Falcon's Nest Village

- ☀ **BENEFIT:** Gain a bonus equal to half your Perception (rounded down) on all ranged attack rolls.

SHIRO USAGI [HARE CLAN]

- ☀ **SCHOOLS:** Usagi Bushi
- ☀ **LOCATION:** Shiro Usagi
- ☀ **BENEFIT:** Gain the Heart of Vengeance (Bloodspeakers) Advantage.

BROTHERHOOD OF SHINSEI DOJO

SHRINE OF THE KI-RIN

This shrine is dedicated to the Ki-Rin, a mystical creature which is incomprehensible to the mortal mind, and is one of the largest shrines in Phoenix lands.

- ☀ **SCHOOLS:** The Four Temples, The Shrine of the Seven Thunders, The Temples of the Thousand Fortunes, The Order of Heroes
- ☀ **LOCATION:** Reihado sano Ki-Rin in Phoenix lands
- ☀ **BENEFIT:** Gain a rank of the Luck Advantage.

TEMPLE OF EMMA-O

- ☀ **SCHOOLS:** The Temples of the Thousand Fortunes
- ☀ **LOCATION:** Shinden no Takai in Kitsu lands
- ☀ **BENEFIT:** Gain +1k0 to all rolls made against gaki and ghosts.

THUNDER PLAIN DOJO

- ☀ **SCHOOLS:** The Temple of Osano-Wo, The Order of Heroes
- ☀ **LOCATION:** Temple of Osano-Wo on the Thunder Plain
- ☀ **BENEFIT:** Gain a bonus of +1k0 to Initiative Rolls.

UNIVERSAL DOJO

DEDICATED SENSEI

You do not attend a large dojo, instead receiving personal training from a sensei teaching alone.

- ☀ **SCHOOLS:** Sensei's Schools
- ☀ **LOCATION:** Varies (typically the sensei's home)
- ☀ **BENEFIT:** Choose any one non-School Skill that you have purchased ranks in. This Skill is considered a School Skill for all mechanical effects that specify School Skills. Alternatively, gain an Emphasis in one of your School Skills at no cost.

Kata

SUBDUING FAN STYLE

- ☀ **RING/MASTERY:** Air 4
- ☀ **SCHOOLS:** The Tessen
- ☀ **BENEFIT:** The Disarm and Feint Maneuvers require one less Raise to perform with a war fan.

MARTIAL ART STYLES

Martial Art Styles are a special kind of Kata that are not limited to bushi. Any School of the appropriate clan may purchase these Kata, unless otherwise specified. Monk characters may purchase Kata of another faction for one Experience Point more than normal cost (Mastery + 1). Non-Monks learning the style of another faction must pay twice the normal cost (Mastery x 2).

BARIIQU WRESTLING

- ☀ **RING/MASTERY:** Water 3
- ☀ **SCHOOLS:** Any Unicorn School
- ☀ **BENEFIT:** When you perform a Hit in a Grapple you control, add your Water Ring to the damage inflicted.

DRUNKEN MANTIS STYLE

- ☀ **RING/MASTERY:** Water 4
- ☀ **SCHOOLS:** Any Mantis School
- ☀ **BENEFIT:** You do not suffer penalties to your Armor TN while Prone, and you may stand from Prone as a Free Action.

HEAVEN AND EARTH

- ☀ **RING/MASTERY:** Earth 4
- ☀ **SCHOOLS:** Any Imperial School
- ☀ **BENEFIT:** You may add your Honor Rank to all Attack Rolls or Damage Rolls. This decision is made when you declare your Stance.

KAZE-DO

- ☀ **RING/MASTERY:** Air 3
- ☀ **SCHOOLS:** Any Dragon School
- ☀ **BENEFIT:** While unarmed or wielding a bo, the Knockdown Maneuver requires one less Raise against any opponent that has attacked you since your last Turn.

KINENHI

- ☀ **RING/MASTERY:** Void 4
- ☀ **SCHOOLS:** Any Phoenix School
- ☀ **BENEFIT:** After a successful unarmed attack, you may spend one Void Point to increase your Damage Roll by +1k1.

KOBO ICHI-KAI

- ☀ **RING/MASTERY:** Earth 4
- ☀ **SCHOOLS:** Any Crab School
- ☀ **BENEFIT:** While this Kata is active, your unarmed attacks ignore 2 points of Reduction. If you are in control of a Grapple, your unarmed attacks ignore 5 points of Reduction.

MIZU-DO

- ☀ **RING/MASTERY:** Water 3
- ☀ **SCHOOLS:** Any Crane School
- ☀ **BENEFIT:** Add your Water Ring to all Jujutsu (Grappling) Skill Rolls.

TAIJUTSU

- ☀ **RING/MASTERY:** Air 4
- ☀ **SCHOOLS:** Any Scorpion School
- ☀ **BENEFIT:** You may declare one Raise on an unarmed or knife attack against an opponent who was unaware of your presence to gain a +5 bonus to Armor TN against all attackers for one Round.

TASAI-DO

- ☀ **RING/MASTERY:** Void 4
- ☀ **SCHOOLS:** Any Brotherhood of Shinsei School
- ☀ **BENEFIT:** If you declare Raises on an unarmed or bo attack and miss, you may spend a Void Point to reroll the Attack Roll.

WAY OF THE SWORD

- ☀ **RING/MASTERY:** Fire 3
- ☀ **SCHOOLS:** Any Lion School
- ☀ **BENEFIT:** You suffer no penalties for making an unarmed off-hand attack while holding a sword in your dominant hand.

Kiho

ANCESTRAL GUIDANCE

- ☀ **RING/MASTERY:** Void 4
- ☀ **TYPE:** Kharmic

Though members of the Brotherhood of Shinsei cannot speak with the kami as shugenja do, ancestral spirits sometimes choose to communicate with monks in hopes of influencing the mortal realm. By entering a deep, meditative trance, you may speak with ancestral or restless spirits (such as beings from Toshigoku, Meido, or Gaki-do) that are active in the area. Once this link is established, you may ask the spirit a number of questions equal to your Void Ring, although spirits are notorious for their cryptic responses.

Optional Systems

The Mass Battle System

UNIT TRAITS

You aren't expected to have detailed stats on every member of a military force. Instead, the bulk of the unit is handled as a single entity, with one set of Traits determining their capabilities. Note that "unit" can refer to anything from a small squad to an entire army. In most battles, the unit refers to the army. But if the Game Master wishes, he can keep track of multiple units within the army.

Generally, these Traits will range from 1 to 5, but higher ranks are possible. All of these Traits can change, based upon factors like casualties, desertion, experience, and temperament. Much like Glory and Honor, these Traits have both Ranks and Points. When a Trait reaches 10 Points, it increases to the next Rank. When a Trait's Points drop below 0, it reduces by a Rank.

WARFARE

Warfare determines a unit's overall martial ability. This is a unit's offensive Trait. A unit with Warfare 1 might contain primarily unskilled peasant levies, whereas a unit with Warfare 5 is a highly trained army of skilled ashigaru, budoka, and bushi.

TACTICS

Tactics determines a unit's training in tactical maneuvers. This is a unit's defensive Trait. Units with significant cavalry tend to have high Tactics.

DISCIPLINE

Discipline determines the unit's present morale and willingness to fight on. Discipline will fluctuate up and down depending upon how the battle is going. Heroic Opportunities can also have a potent impact on a unit's Discipline. If Discipline ever reaches 0, the unit surrenders or breaks.

SIZE

Size is a general assessment of the number of people in a given unit. Size essentially serves as a unit's Wound Levels. Each Size Rank represents roughly 500-1,000 troops (with each point representing about 50-100 men), though these numbers can vary as required by the GM, depending on the scale of the battle. For instance, in a battle between entire *go-hatamoto* (consisting of about 36,000 troops on each side), it is recommended that each rank of Size represents 10,000 troops, and each point is 1,000 men (making the Size of a standard army 3.6).

OTHER UNIT STATISTICS

A unit may have any of the following, as determined by the Game Master.

SHUGENJA (1-3)

At the beginning of each Battle Turn roll one to three dice. For each die that results in a 6 or better, you may temporarily increase any one of your unit's Traits by 1. These increases disappear at the end of the Battle Turn. Alternately, you may use one of your increases to permanently replenish your unit's Size by two points, up to the original Size of the unit.

SUPERIOR WEAPONS (1-3)

Roll one to three additional dice on Warfare Rolls. These dice are not kept.

SUPERIOR ARMOR (1-3)

You may ignore one to three points of casualties each round.

NEW MASS BATTLE RULES

DISCIPLINE ADJUSTMENTS

After every opposed Battle (Mass Combat) / Perception Roll between the generals, the amount by which each general succeeded or failed is the amount by which his army's Discipline increases or decreases, respectively.

CASUALTIES

After resolving Heroic Opportunities, it's time to see what kind of damage each army did to the other. Each army makes a Discipline / Warfare Roll. The TN for this roll is equal to the opposing army's Tactics x 5.

Each army that succeeds in this roll inflicts casualties upon the opposing army equal to one die, plus 1 point of casualties per 5 rolled over the TN (round down). These casualties are subtracted from the opposing army's Size points (not ranks).

Crystal

The following rules are in addition to those found in *Prayers and Treasures*.

All crystal weapons ignore natural Reduction (but not Reduction from armor) on beings with one or more Shadow Points.

Light projected through a crystal deals DR Xk1 per round to a Shadowlands creature, and XkY to a being with Shadow Points, where X is the crystal's Strength Rating, and Y is the creature's Shadow Points. The light must be held on the creature for the entire round to deal damage, so a character actively using a crystal and light source this way may take no other actions during the round. The targeted creature may make an Agility Trait Roll (at the GM's discretion, based on the beam width) to avoid the crystal's light. The maximum range of this damage is 20' x Strength Rating.

Nemuranai

MINOR NEMURANAI

Most nemuranai are relatively simple with interesting supernatural properties, but otherwise not overwhelmingly powerful.

BIRDSONG PAPER

When folded into an animal origami shape, Birdsong Paper will intermittently emit that animal's call. It is called Birdsong Paper because its original creator used it to create pleasant sounds for her garden, but the potential applications of the paper go far beyond this.

When attempting to fold Birdsong Paper, make an Artisan: Origami / Intelligence Roll against a TN of 15. If successful, the folded animal will emit its animal call (about as frequently as an actual animal of that type would). The calling lasts as long as the origami remains folded, but each paper can only be used once.

The volume of the call is relative to the size of the origami creation, so an attempt to fold a paper lion won't create a very impressive roar. But a paper cricket could help lull a sleepy guard. A paper mouse might frighten a skittish housewife. A paper bird could be used to distract an avid naturalist...or just liven up a garden.

COMB OF STILLNESS

The Comb of Stillness is a very simple nemuranai that is nevertheless highly valued by courtiers. Simply put, this ivory comb, when placed in your hair, will preserve your hairstyle against even the strongest wind. Even attempts to cut hair held in place by this comb, or attempts to remove the comb against the wearer's will require a Contested Willpower Trait Roll. The wearer gains a +3k0 bonus to this roll.

While worn, the wearer of the Comb of Stillness receives a +2 bonus to all Social Skill Rolls involving persuasion or appearance.

FORTUNE NETSUKE

These small ceramic netsuke are sculpted in the shape of one of the Seven Fortunes. Each is intended to bring the blessings of the depicted Fortune to the wearer.

After the wearer has spent at least two hours in prayer in a shrine of the depicted Fortune, the netsuke gains the Fortune's blessing until sunset of the following day, granting the appropriate Seven Fortunes' Blessing Advantage to the wearer during that time (e.g. Benten grants the Benten's Blessing Advantage). The netsuke must be present in the shrine during the prayer, and must remain within arm's reach to continue granting the blessing.

But every Fortune has both a benevolent and a wrathful aspect, and there is a price to be paid for calling upon the power of gods. After the blessing expires (whether due to the duration passing, or the removal of the netsuke), the wearer suffers from the appropriate Seven Fortunes' Curse Disadvantage

until sunset of the following day (e.g. Bente's Blessing becomes Bente's Curse). The curse continues even if the netsuke is removed or destroyed.

It is rumored that more powerful versions of these nemuranai exist; netsuke that will change to assume the visage of any Fortune whose shrine is prayed in.

VOID ROPE

This coil of thin, black silk rope appears to be no more than 10' in length. However, when the end is thrown or pulled upon, it extends up to 200' long. The additional lengths of rope mysteriously appear from within the coil, and just as mysteriously vanish when the rope is coiled again. The initial 10' coil can never be uncoiled; at best, it can be tightened snugly around someone's waist or wrist. Furthermore, the other end of the rope can never be found; it is lost somewhere in the coil.

SILENCE BELL

These curious nemuranai are in the shape of ceramic bells, small enough to fit in the palm of the hand. To most they appear broken, for they make no sound when rung...or so it seems. The ring is intercepted by a pair of air spirits bound to the bell, who carry the tinkling sound only to the ears of the user and the last person to ring the bell other than the user, so long as that person is within one mile of the bell.

The Silence Bells were originally created decades ago by Asahina Saori for use in a game during Winter Court. But as the bells themselves were the prizes for winning, they spread throughout the Empire, and can be found in the collections of various families now.

MAJOR NEMURANAI

Many nemuranai are rare, powerful artifacts. Some may not seem especially potent, but the benefits to the wielder can show themselves in surprising ways.

KUNI CRYSTALS

The substance known as "Kuni Crystal" is new to the Empire, and it has proven highly effective in the Crab's fight against the Shadowlands. It glows when near a Shadowlands creature, and allows its bearer to resist the Taint almost like jade (though it is not as effective), without corroding away. Most importantly, it is especially useful in crystal magic – a new field recently developed by the Kuni, and one that shows great promise.

The ritual to create Kuni Crystal requires a Kuni Crystal as well, so the Kuni Family sometimes speculates: where did the seed crystal come from? The truth is that it came from the Kuni Family daimyo, Kuni Utagu. No one but Utagu knows if he discovered it, created it, or acquired it through other means.

Like the true crystal that they are made from, Kuni Crystals have five levels of strength. A Kuni Crystal keeps the same Strength Rating it had before the Crystal's Awakening spell was cast on it.

Kuni Crystal is nearly as strong as steel, and can be made into effective weapons. A Kuni Crystal weapon's DR is increased by +2k2 against a Shadowlands creature. If a Shadowlands creature comes within 30' of a Kuni Crystal, the crystal begins to glow with a white light. This pure light hinders the approach of Tainted beings. The Shadowlands creature must succeed at a Willpower Trait Roll against TN equal to the crystal's Strength Rating x 5, or be unable to approach closer than the crystal's Strength Rating x 5'. If the crystal bearer approaches closer than half this distance, the protection is broken against that creature.

A Kuni Crystal protects against the Taint, though it cannot stave off the inevitable corruption. While wearing a piece of Kuni Crystal at least as large as a finger, the wearer rolls extra dice equal to the crystal's Strength Rating on all attempts to resist the Taint. Multiple Kuni Crystals do not provide extra protection; only the strongest one counts.

For the purposes of crystal magic (any spell that makes use of crystals), Kuni Crystals are considered to have a Strength Rating two higher.

Kuni Crystals have no extra effect against creatures of the Lying Darkness. Except as noted above, Kuni Crystals have all the same powers as normal crystals.

SASHIMONO OF HEROES

These war banners are infused with the essence of the heroes that bore them into battle. Anyone carrying such a banner in mass battle gains +X to their Armor TN, +X to their Determination Rolls, and grants +Xk0 to his general's Contested Battle (Mass Combat) / Perception Roll. The value of "X" is determined by the banner bearer's level of engagement: *Reserves* – 0, *Disengaged* – 1, *Engaged* – 2, *Heavily Engaged* – 3.

The right to bear these nemuranai is granted to those that have distinguished themselves. Bearing a Sashimono of Heroes through a battle awards the

bearer 5 points each of Honor and Glory at the end of the battle. Conversely, if the banner is stolen, the bearer loses one Rank each of Honor and Glory.

WAKERU BAGS

These paired bags are made of a fine green silk, the symbol for the Void embroidered in gold on each. They are about the right size to hang on one's belt.

By placing an object into one bag and pulling the drawstring closed, the object can then be retrieved from the other bag. This applies only to objects that fit completely inside the bag with the drawstring pulled tight. Objects protruding in any way from one bag will not be available to the other bag.

LEGENDARY NEMURANAI

The rarest of nemuranai are unique treasures. These are usually extremely powerful, and invariably become the subject of great legends.

EMERALD ARMOR

The Emerald Armor functions as traditional Rokugani heavy armor with the following qualities: Distinctive 4, Fitted 5, Sturdy 2. Additionally, the Emerald Armor makes the wearer feel more confident and determined, and makes his appear more regal. Wearing it increases the wearer's Awareness, Stamina, and Willpower by 1 rank. Naturally, this also increases the wearer's Earth Ring by 1 rank, and his Wounds adjust correspondingly. However, removing the armor will never cause the wearer to die if his Wounds are more severe than his normal Earth can sustain. If his Wounds would normally kill him, taking off the armor merely reduces his injuries to his maximum Wounds at the Out level.

For more details, see *Prayers and Treasures*, page 166.

MANTLE OF THE JADE CHAMPION

The Mantle of the Jade Champion not only identifies the wearer's position within the Empire of Rokugan, but also significantly enhances his capabilities. Anyone fortunate enough to don the Mantle of the Jade Champion gains a bonus of +5 to his Armor TN. Also, once per day, he can absorb the magic of any spell cast with him as the target, as long as its Mastery Level is equal to or lower than his Shugenja School Rank. This effectively cancels and disperses the spell.

For more details, see *Prayers and Treasures*, page 167.

SWORD OF THE EMERALD CHAMPION

The Sword of the Emerald Champion is a katana with the following qualities: Distinctive 1, Keen, Penetrating. When using the enchanted blade, the Emerald Champion gains a bonus of +Xk0 to his Attack Rolls, where X is equal to half of his Awareness Trait (rounded up).

For more details, see *Prayers and Treasures*, page 168.

TOPAZ ARMOR

When worn by anyone but the Topaz Champion, this fabulous suit functions as mundane heavy armor with the Distinctive 1 and Fitted 2 item qualities. When used by its rightful owner, the Topaz Armor also increases the Champion's Honor Rank by 1, and grants a bonus to both Armor TN and Defense Skill Rolls equal to the wearer's Glory Rank (including the bonus from the Distinctive quality).

For more details, see *Prayers and Treasures*, page 169.

JADE SCROLLS OF SEIKANSHA

These scrolls have appeared from time to time all over the Empire. They are normal spell scrolls, written in standard Rokugani text (not in any clan cipher), and can be read and used by any shugenja. The scroll itself has a greenish hue, and the core and end caps are solid jade. All the scrolls open the same way, with what seems to be an entry into the journal of a shugenja named Seikansha. These journal entries always contain fascinating tales and stories about the Shadowlands, followed by the directions for casting certain spells.

The scroll is true jade, and cannot be corrupted by the Taint. The scroll will protect all within a 25' radius from gaining Taint due to proximity or exposure (i.e. being in the Shadowlands, or fighting Shadowlands creatures). Shadowlands creatures can instinctively sense the scroll's presence within 100', and will attack the bearer before anyone else if possible.

The spell on the scroll is highly potent against beings with at least one Rank of Shadowlands Taint. You gain a number of Free Raises on the Spell Casting Roll equal to half the target's Taint Rank (rounded up).

THE BOOK OF THE VOID

"There are no secrets. There is no understanding. Void is all and nothing. It is the dance of the elements." – THE TAO OF SHINSEI

Running an L5R Campaign

Rewards for Success: Experience Points

Below are some categories for awarding experience points. Each category is worth one point, but can award up to two points for truly exceptional performance. Naturally, these are just guidelines. If a player does something extraordinary that isn't covered by these categories, feel free to award additional experience points.

- **SHUSSEKI (ATTENDANCE):** All players receive one point simply for being present. Additional points may be given for unusually long sessions.
- **YAKUWARI (ROLE-PLAY):** Awarded if the player role-played not only appropriately, but also entertainingly. In particular, this point (or additional points) should be awarded to a player that role-played his character's Disadvantages well.
- **SOZORYOKU (CREATIVITY):** Awarded if the character was clever, creative, inventive, or even humorous during this session.
- **JINCHI (KNOWLEDGE):** Awarded if the character gained some significant piece of knowledge. This should be awarded when a character learns an important or esoteric piece of information, not for trivial or commonly known facts.
- **CHIE (WISDOM):** Awarded if the character learned some significant token of wisdom or showed exceptional judgment.
- **SHUDAI (THEME):** Awarded if the character furthered a major theme of the session or campaign, or if one of his personal character themes made the story more interesting.
- **YUKANSA (HEROISM):** The Fortunes smile upon those who go above and beyond the call of duty. Awarded if the character acted heroically and achieved greatness, or made some great personal sacrifice.

The GM's Toolbox

NATURAL CREATURES

CROW (KARASU)

AIR 2	EARTH 1	FIRE 1	WATER 1
REFLEXES 3	-	AGILITY 3	PERCEPTION 4
Initiative: 3k3		Attack: <i>Beak 3k2 (Simple), Talons 3k3 (Simple)</i>	
Damage: <i>Beak, Talons 1k1 (cannot explode)</i>		Armor TN: 20	
Reduction: 0		Wounds: 6: +5, 12: Dead	
Special Abilities:			
● SWIFT: 4 (when flying)			

GIANT SALAMANDER (HANZAKI)

AIR 1	EARTH 1	FIRE 1	WATER 1
REFLEXES 2	STAMINA 4	AGILITY 2	STRENGTH 3
Initiative: 3k3		Attack: <i>Bite 4k2 (Complex)</i>	
Damage: <i>Bite 4k3</i>		Armor TN: 20	
Reduction: 2		Wounds: 24: +5, 36: +10, 64: Dead	
Special Abilities:			
● AMPHIBIOUS: <i>Hanzaki are more comfortable in water than on land, and do not need to make a Skill Roll to swim.</i>			
● MUCUS: <i>The giant salamander's skin is covered in a layer of mucus, and it secretes even more when under attack. Any attempt to grapple a giant salamander suffers a +10 TN penalty.</i>			
● SWIFT: 3 (when swimming)			

MOUSE & RAT

AIR 1	EARTH 1	FIRE 1	WATER 1
REFLEXES 3	-	AGILITY 3	PERCEPTION 3
Initiative: 3k3		Attack: <i>Bite 3k3 (Complex)</i>	
Damage: <i>Bite 1k1 (cannot explode)</i>		Armor TN: 25	
Reduction: 0		Wounds: 5: +10, 10: Dead	
Special Abilities:			
● SWIFT: 1			
● DISEASE CARRIER: <i>Any time a character is bitten by a mouse or rat, there is a 1 in 10 chance that the character catches a sickness from the bite. Unless treated with magic or the Medicine skill (TN 30), the character will suffer from chronic fevers, chills, and muscle aches, reducing all physical Traits by 1. If left untreated over the long term, the illness may eventually result in permanent physical damage or death, at the discretion of the GM.</i>			

MONSTERS AND NONHUMAN RACES

NIAN

The nian is an enormous, horned, lion-like creature that once terrorized Rokugan. The beast can live in the mountains or under the sea, but spends most of the year in hibernation. On the last day of winter, the nian would prowl forth to feed, gorging itself on any creature it could find. It particularly favored human children, finding their vital energies the most fulfilling.



Legend holds that the nian was driven into the sea by the mighty Akodo Budai. But the following year, the beast returned with a vengeance. A village frequently attacked by the beast decided to take matters into their own hands, and they put on a great display of fireworks and loud drumming to frighten the nian. It worked, and the monster fled. Since then, it has become traditional to light fireworks and play loud drums on the New Year to make certain that the nian will not return. Every New Year also sees many performances of the "lion dance," reenacting the attack of the nian so that all will remember the importance of the tradition.

Whether the nian is a unique creature, or whether there are many nian is unknown. No nian has been sighted in Rokugan for over 600 years.

AIR 3	EARTH 3	FIRE 1	WATER 1
-	STAMINA 8	AGILITY 4	STRENGTH 8
Initiative: 5k3		Attack: <i>Bite 6k4 (Simple), Gore 4k4 (Complex), Trample 5k3 (Complex)</i>	
Damage: <i>Bite 9k3, Gore 10k5, Trample 8k5</i>		Armor TN: 20	
Reduction: 20 (5 against fire)		Wounds: 32: +5, 64: +10, 96: +15, 124: +20, 156: Dead	
Special Abilities:			
● FEAR: 3			

- **HUGE**
- **SWIFT: 3**
- **VULNERABLE TO FIRE:** *The nian is vulnerable to fire, and therefore fears it. In any round in which the nian takes more than 8 points of damage from fire, it must make a Willpower roll against a TN equal to twice the damage taken. If it fails this roll, it will flee to seek out water. Each round it may roll Willpower again to regain its nerve, but additional fire damage taken during this time increases the TN by twice the additional damage.*
- **FEARFUL OF LOUD SOUNDS:** *The nian is also afraid of very loud sounds, such as the explosions of fireworks or loud drumming. When faced with such a cacophony, it must roll Willpower against a TN of 20 (or more for a greater ruckus) or flee. As above, it may repeat this Willpower roll each round to regain its nerve.*

ONI (UGULU NO ONI)

- Special Abilities:
- Add: HUGE

Important Personalities

Dragon Clan Personalities

MIRUMOTO HOJATSU

Hojatsu carries with him a name of legend. When he was younger, his gempukku was a completely breathtaking moment, as he challenged his own peers at the Victory of the Living Blade Dojo, instead the more traditional method of facing those below him. His victory was stunning, fierce, and fast. When he chose the name Hojatsu after the ceremony, few were willing to debate the matter. Hojatsu seems to carry with him the very soul of Mirumoto's own son, and has yet to lose a duel or skirmish. Hojatsu does not speak often, preferring to defer to the wisdom of elders in social situations.



In the thick of combat, however, Hojatsu is not a quiet, reserved bushi. He unleashes a fury that could make an ogre stare in amazement as enemies fall before him before they are even aware Hojatsu was upon them. He moves as a *taifun* in war, and those who come too close to his paired blades are broken like reeds. No single Mirumoto in the war against the Phoenix is as feared as Hojatsu, and even the Lion hesitate before engaging the Dragon if they believe that he is nearby. Hojatsu's troops have suffered few casualties during the war, as his leadership is an inspiration to all who follow him. After all, what need they fear when the reincarnation of Mirumoto's son leads them?

MIRUMOTO HOJATSU, DRAGON CLAN HERO

AIR 3	EARTH 3	FIRE 4	WATER 4	VOID 4
REFLEXES 4	STAMINA 4	-	-	-
Honor: 7.6		Glory: 6.0		Status: 6.0
Initiative: 9k4			Attack: Daisho 9k4	
Damage: Katana 7k2, Wakizashi 6k2			Armor TN: 45	
Reduction: 5		Wounds: 15: +3, 24: +5, 33: +10, 42: +15, 51: +20, 60: Down, 69: Out		

Insight Rank: 5 (*Insight 233*)

School: *Mirumoto Bushi 3, Swordmaster 2*

Skills: *Athletics 5, Battle 5, Courtier 2, Defense 5, Etiquette 3, Iaijutsu 5, Kenjutsu (Katana) 5, Knives 3, Lore: Bushido 3, Lore: Heraldry 3, Lore: Shugenja 3, Lore: Theology 4, Meditation 5, Spears 2*

Advantages: *Ancestor: Mirumoto, Fame, Great Potential (Kenjutsu), Quick, Social Position: Shireikan*

Disadvantages: *Driven (perfect his swordsmanship), Idealistic*

Kata: *Striking as Fire, Striking as Void, Striking as Water*

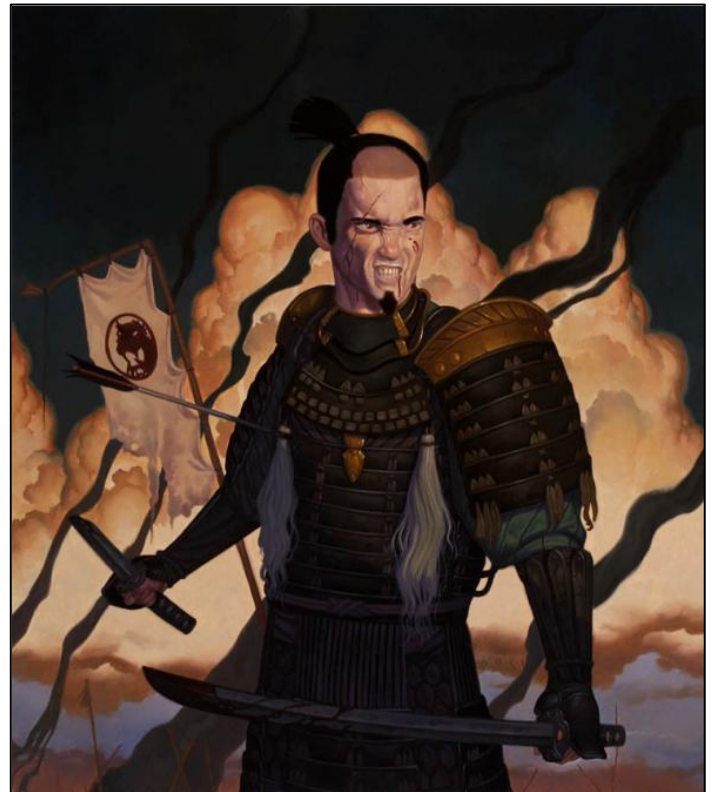
Outfit: *Daisho, Heavy Armor*

Lion Clan Personalities

AKODO SENKE

For details on Akodo Senke's life before his selection as Lion Clan Champion, see *Secrets of the Lion*, page 24.

When Akodo Toturi was elevated to Shogun and daimyo of the new Toturi Imperial Family, he was called upon to name his successor as Lion Clan Champion and daimyo of the Akodo Family, as he had no legitimate heirs of his own. In time he became aware of the story of Akodo Senke, and saw in the young man something he himself lacked: a lion's roar. Senke's difficulties learning discipline were a result of a passion that he had learned to harness and direct in service to the Lion Clan. Toturi knew that Senke's ferocity would serve his beloved clan well; tempered as it was by the skill and discipline the young Akodo had gained. So the following Winter Court, Toturi named Akodo Senke his successor.



AKODO SENKE, LION CLAN CHAMPION

AIR 2	EARTH 3	FIRE 3	WATER 3	VOID 2
REFLEXES 4	STAMINA 4	AGILITY 4	STRENGTH 4	-
Honor: 6.4		Glory: 8.0		Status: 8.0
Initiative: 7k4		Attack: Katana 9k4		
Damage: Katana 8k2		Armor TN: 35		
Reduction: 5		Wounds: 15: +0, 27: +2, 39: +7, 51: +12, 63: +17, 75: Down, 87: Out		

School: Akodo Bushi 3

Skills: Athletics 4, Battle (Mass Combat) 4, Courtier 2, Etiquette 2, Defense: 3, Lore: History 2, Iaijutsu 3, Jiujutsu 3, Kenjutsu 5, Kyujutsu 2, Meditation 3, Sincerity 2, Storytelling (Poetry) 2, Theology 1, Tea Ceremony 2

Advantages: Paragon of Courage, Quick, Social Position: Lion Clan Champion, Strength of the Earth

Disadvantages: Antisocial (2 points)

Kata: Striking as Fire

Outfit: Shori (Ancestral Sword of the Lion)

Scorpion Clan Personalities

SHOSURO YUDOKA,

For details on Shosuro Yudoka's life before becoming the Shosuro Family daimyo, see *Secrets of the Scorpion*, page 37.

Yudoka is the eldest son of Shosuro Hametsu and his wife Mikiko. Hametsu considered himself the most successful Shosuro daimyo in generations, and saw his young heir as his opportunity to continue the family's prosperity after he had passed on. Yudoka was guarded by every resource Hametsu had at his disposal. Hametsu did his job so well, few realized that Yudoka existed.



Cloaked in obscurity, Yudoka became a prime candidate for the shinobi. He quickly became one of Bayushi Aramoro's most talented students. Perhaps because no one knew the boy's lineage, he risked his life constantly in the line of duty. For two years, Yudoka advanced in skill and acknowledged rank among the Shosuro shinobi until he was training his own small group of initiates. Among these fledgling ninja was a young woman named Nishiko. It only took a month for their mutual feelings to manifest.

When Nishiko overheard Yudoka's name mentioned as a candidate for "Shadow Branding," and discovered the unfortunate but necessary effect it would have on him, she revealed herself and offered to take his place. She was less skilled, she reasoned, and therefore less of a threat should she be lost to the Lying Darkness. Impressed by her skill and courage, the Shosuro agreed.

When the time came for Shosuro Hametsu to retire (some say to gain access to the herb and poison lore of the Brotherhood of Shinsei) and Yudoka to take his place as daimyo of the Shosuro, he was separated from Nishiko, and did not see her for many months. When she finally resurfaced, she bore shadow marks upon her skin, and seemed colder. But she returned to Yudoka's embrace all the same, and the two were soon married.

SHOSURO YUDOKA, SHOSURO FAMILY DAIMYO

AIR 5	EARTH 4	FIRE 5	WATER 3	VOID 4
REFLEXES 7	WILLPOWER 5	AGILITY 7	PERCEPTION 6	-
Honor: 1.2		Glory: 6.0		Status: 7.0
Initiative: 10k10+4		Attack: Pincers and Tail 10k9+2		
Damage: Pincers and Tail 4k3/5k2		Armor TN: 45		
Reduction: 3		Wounds: 20: +3, 32: +5, 44: +10, 56: +15, 68: +20, 80: Down, 92: Out		

School: Shosuro Infiltrator 5, Bayushi Bushi 3

Skills: Acting 3, Athletics (Climbing) 5, Courtier 3, Craft: Explosives 5, Craft: Poison 7, Deceit (Intimidation) 5, Defense 6, Etiquette 4, Iaijutsu 2, Investigation 5, Jiujutsu 7, Kenjutsu (Ninja-to) 8, Kyujutsu 6, Lore: Lying Darkness 4, Lore: Underworld 6, Lore: Theology (Shintao) 3, Ninjutsu (Blowgun) 4, Polearms (Pincers and Tail) 8, Sincerity 7, Stealth (Sneaking) 8

Advantages: Magic Resistance (+6 TN), Quick, Social Position: Shosuro Family Daimyo

Disadvantages: True Love (Shosuro Nishiko)

Kata: Dwell in Darkness, Poisoned Wind

Outfit: Pincers and Tail (Polearm; Large, Reach, Dual-headed; DR 1k3/2k2; Free Raise on all Disarm attempts)

The Oracles

The Oracles of Light are creatures of incredible power, but they must obey certain rules. They may not use their enormous magical powers to interfere in the affairs of the mortal world, except as advisors or to preserve their own lives. They may not seek out others to give their advice, but must wait until they are asked. If they violate these rules, the dragons can retract their blessing at any time, destroying the Oracle.

COMMON ORACLE POWERS

All Oracles possess the following powers.

- ☀️ **CLAIRVOYANCE:** Oracles can diving the past, present or future; this ability is not magical, but part of the Oracle's very nature. Any mortal being may ask the Oracle one question. If the Oracle chooses to answer, he immediately knows the answer to this question (the knowledge appears in his mind), and he must tell the questioner the answer. The answer may be cryptic, but it is always truthful. An Oracle cannot use this ability more than once for any given mortal, even if he wishes to do so. The Oracle has some control over when this power is used, and need not use it on the first question posed to him ("Are you really the Oracle?"), though he may do so if he wishes.
- ☀️ **AURA SIGHT:** Oracles can automatically determine the true Honor Rank of a person with a glance. The Perceived Honor Advantage has no effect on this.
- ☀️ **ELEMENTAL IMMUNITY:** An Oracle cannot be harmed by the element that it serves. The spirits simply refuse to threaten the Oracle. The exception to this is corrupted elements and kansen.
- ☀️ **FLIGHT:** An Oracle can fly at will, at four times his normal land speed. This adds +10 to the Oracle's Armor TN while in the air.
- ☀️ **MAGIC RESISTANCE:** Oracles gain Magic Resistance (Rank 3), as per the Advantage, but they may apply it selectively, choosing to only increase TNs of harmful spells cast against them.
- ☀️ **SPELLS:** Oracles have all elemental spells memorized, and possess many spells that mortal shugenja have yet to discover. Oracles use their Insight Rank as their Shugenja Rank, regardless of whether all of their School Ranks are from shugenja schools. Oracles gain three Free Raises on all spells of their associated element. Lesser oracles may only gain these Free Raises to specific spells
- ☀️ **TELEPORTATION:** Once per day, an Oracle can teleport to any place in Rokugan that he has visited before and bring up to three other human-sized creatures with him.

OTHER ORACLE POWERS

ORACLE OF AIR

- ☀️ **FARSENSE:** Secrets are carried on the wind, and the Oracle of Air can perceive them all. By concentrating and spending a Void Point, the Oracle can see and hear anything currently happening in any place in Rokugan, so long as he has some idea how to find it. The only

places he cannot perceive are those he is unaware of, or that the wind cannot reach (such as airtight chambers, or underwater).

- ✿ **FLIGHT:** The Oracle's power of flight is most impressive. He can fly at *ten* times his normal land speed, adding +25 to his Armor TN.
- ✿ **FLURRY OF AIR:** The Oracle of Air is always accompanied by a gathering of air spirits, which has the benefit of battering away harmful attacks, as well as forewarning him of said assaults. The Oracle's base Armor TN is equal to his Awareness or Reflexes (whichever is higher) x 15, plus 5.

ORACLE OF EARTH

- ✿ **AURA SIGHT:** In addition to seeing a person's Honor, the Oracle of Earth can see whether a creature has the Shadowlands Taint with a glance.
- ✿ **CARAPACE:** The Oracle of Earth has a natural Reduction rating of 20. It is as futile to physically attack the Oracle as it is to attack the mountain.
- ✿ **STONEWALK:** The Oracle of Earth can spend a Void Point pass through stone and earth as if it were air for one round.

ORACLE OF FIRE

- ✿ **DANGER SENSE:** The Oracle of Fire can perceive all forms of attack within the range of his senses before they occur (whether they are directed at him or not). He can never be surprised. He always rolls and keeps additional dice for Initiative equal to his Fire Ring. His Armor TN is increased by his Fire x 5.
- ✿ **TOUCH OF FIRE:** The Oracle's touch can ignite and burn quite easily. The Oracle of Fire may keep all dice on the Damage Roll for an unarmed or melee attack.

ORACLE OF WATER

- ✿ **RING OF TRUTH:** The Oracle instantly knows if something he perceives is an untruth, be it a spoken lie, an illusion, or a disguise. He does not automatically know the truth, but he is aware of the attempt at deception.
- ✿ **HEALING HANDS:** The mere touch of the Oracle of Water heals wounds and purges impurities (except the Shadowlands Taint). By spending a round touching his target, the Oracle of Water can heal as many Wound Levels as his Water Ring, or purge any disease or poison. The Oracle must spend a Void Point to this power again within one hour.

ORACLE OF VOID

- ✿ **BODY OF VOID:** The Oracle of Void cannot be touched by mundane means if he does not wish it. Only awakened items such as nemuranai or pure jade can touch him in this state. Those that while in this state, the Oracle cannot touch others, either.
- ✿ **EMPTINESS:** With a touch, the Oracle can completely drain or replenish a person's Void Points. The Oracle's own Void Points replenish at a rate of one per minute.
- ✿ **TELEPATHY:** The Oracle of Void need not speak to communicate. He can project his thoughts to any mind in Rokugan, as well as hear any thoughts directed at him while that telepathic link is open.

ORACLE OF JADE

- ✿ **AURA SIGHT:** In addition to seeing a person's Honor, the Oracle of Jade can see whether a creature has the Shadowlands Taint with a glance.
- ✿ **MAGIC RESISTANCE:** The Oracle of Jade's Magic Resistance only applies against magic cast by Tainted creatures (and therefore applies versus all maho).
- ✿ **JADE DRAGON FORM:** The Oracle of Jade can take the form of a small jade dragon (roughly the size of a horse) at will. The transformation takes one round to complete. The dragon's Traits are as follows (use the Oracle's Traits if higher).

JADE DRAGON

AIR 3	EARTH 5	FIRE 3	WATER 3	VOID 2
-	STAMINA 6	-	STRENGTH 6	-

Special Abilities:

- ✿ **REDUCTION:** 6
- ✿ **JADE FIRE BREATH:** *The jade dragon can breathe green fire in a thirty-foot cone. All Shadowlands creatures within this cone take 7k7 Wounds. Untainted creatures are not affected.*

Emerald Empire Location Guide

Following are details on various locations in Rokugan.

PROVINCES OF THE CRANE CLAN

KAIGAN KUROI TOSHI (BLACKENED COAST CITY)

Situated on Hanto no Nochibotsu (Peninsula of Sunset) at Tsuno sano Shiroi Ojika (Antlers of the White Stag) is a large port city. The walls of the city extend all the way into the bay and ocean. Within these walls rests a small fleet of Crane vessels.

The city is known as Blackened Coast City because this was the site of a great battle when the gaijin fleet attacked Rokugan. As the story goes, a contingent of Daidoji warriors had penetrated a village that the gaijin had taken over. They managed to find a huge stockpile of barrels of the gaijin black powder. The now-venerated Daidoji fired a volley of flaming arrows into the barrels, causing an explosion that crippled two ships in harbor and cut the gaijin forces in half. This allowed the Crane armies to take back the coastline and gave them a staging point to better defend themselves.

As a result of the explosion, the beach and surrounding area were stained black. Though hundreds of years have washed away the evidence of that day's events, the area is still named for the deeds of those heroic Crane bushi.

Kaigan Kuroi Toshi is the location of the southern lighthouse of the Bay of the Golden Sun.

MURA IRIGUCHI NO YOAKE (GATEWAY OF THE DAWN VILLAGE)

Just on the border of Crane and Fox lands along the Road of False Deceit is a pleasant town known as Gateway of the Dawn Village. Otherwise insignificant, the village is notable for the enormous stone torii gate in the center of town. Every morning as the sun rises, its light passes through the gate, and it is said that anyone standing in that light receives the blessings of Amaterasu. Though it may be merely superstition, at every sunrise the entire population of the tiny village can be found standing on the western side of the torii gate, awaiting Lady Sun's grace.

Due to the legend of the Gateway of the Dawn, the village has benefitted from a fair number of visitors – both faithful pilgrims and curious tourists – who come to experience the morning ritual for themselves.

TANI NAMIDA NO TENGOKU (VALLEY OF HEAVEN'S TEARS)

It is said that when the Kami fell from the heavens, Amaterasu wept. Where her tears fell, crystal formed. One of Rokugan's largest supplies of pure crystal comes from the Valley of Heaven's Tears.

Years ago, the valley situated just a day's ride from Kosaten Shiro (Crossroads Castle) belonged to the Lion Clan. But years of skirmishing now see it ruled by Doji Hiroaki, son of the late Crane warlord, Doji Ryuden. The province is one of the wealthiest military outposts in the empire, due to the generous deposits of diamond and emerald in the surrounding hills. The valley is a strategic holding, not for its defensibility or tactical advantage, but for the income the area provides to its ruler. In fact, the Lions' economy suffered a tremendous blow a hundred years ago when the Crane took Shiro Kanshinin (Guardian Castle) from them.

Recently, the Lion Clan has been pushing its borders closer and closer to Tani Namida no Tengoku, through minor skirmishes and political maneuvering. Hiroaki believes they are preparing for an attack to take the castle back, and has been mustering his forces to receive the onslaught.

PROVINCES OF THE DRAGON CLAN

MURA SEN NO KETTO (THOUSAND DUELS VILLAGE)

Near the southeastern borders of Dragon provinces, along Shinsen na Hito Doro (Fresh Soul's Road), a large farming village serves as the gateway into the mountains. Looming over the village on a high hill is Shiro no Kutsu. The province is home to some hundred samurai. Technically, they are the standing army to act as the Dragon's first line of defense against invasion. While one hundred men may not stand up well against any real army, they are really only there to keep out brigands and undesirables.

The village was founded around a shrine built upon a bridge over a small stream. Legend has it that nearly two hundred fifty years ago, a Crane army was marching on Shiro Mirumoto while a large portion of the Dragon army was dedicated to stopping a conflict between the Lion and the Crane further south. The advance contingent sent to meet the encroaching army was crushed save for one man, Mirumoto Kutsu.

Kutsu had been sent to bring word to the castle of the Cranes' continued advancement. The Cranes were making good time, however, and Kutsu knew he wouldn't be able to reach Shiro Mirumoto in time for them to prepare for battle. When the Crane army reached a small stream crossing Fresh Soul's Road, they saw a single Dragon samurai seated upon a crudely built bridge. Kutsu spat at the Cranes and challenged any who would face him to a duel. Though the Cranes could have easily forded the stream and continued forward, the commander, Kakita Niwaru, was amused. He ordered one of his men to go dispatch the obstacle. Kutsu made short work of the Crane and repeated his challenge, cursing the lineage of all Cranes. So another came forward and met his death on Kutsu's blades.

Niwaru's amusement soon turned to agitation, and he wanted to see this impudent young whelp bleed. But Kutsu had insulted him, and he couldn't simply crush him with numbers with his men knowing he didn't defend his honor; so one Crane after another came forward to face Kutsu, all falling to his daisho. Legend states that Kutsu had defeated nearly half of the army before Niwaru himself came forward to face him. Kutsu was weary and wounded, but refused to stand down while the Cranes still posed a threat. It is uncertain exactly how the duel with Niwaru concluded, different tales tell different endings. Some suggest Kutsu struck Niwaru down while being supported only by Niwaru's own katana. Others say Niwaru defeated Kutsu, only to turn his army back in respect for the valiant young duelist who gave everything he was to defend his clan. All of the legends end in Kutsu's death, and the Crane army retreating.

When the Mirumoto daimyo learned of Kutsu's bravery and devotion, he had his makeshift bridge built into a proper structure. A shrine was built onto it, so that all who crossed the Thousand Duels Bridge would remember Kutsu's honorable sacrifice. A castle was commissioned and the surrounding lands were ceded to Kutsu's family. To this day, the Kutsu are a minor vassal family of the Mirumoto.

PROVINCES OF THE LION CLAN

SHINDEN NO TAKAI (TEMPLE OF EMMA-O)

The primary Temple of Emma-O is located in the Dairiki Province of the Kitsu Family. The structure itself is plain and unadorned wood and stone, painted pure white (and meticulously washed daily by the monks residing there).

The temple was built on a place where the veil between Ningen-do and Meido is thin, and the lost spirits of Meido have been known to wander through. The monks take it upon themselves to try to guide these wayward souls back to Emma-O's realm.

PROVINCES OF THE SCORPION CLAN

MURA YASUMI NO JUROJIN (JUROJIN'S REST VILLAGE)

About halfway between Shiro no Shosuro and Kyuden Bayushi, a tiny village of very little consequence rests along the River of Gold. This unassuming settlement wouldn't have been even a footnote in history, save for a horrific event that occurred near the end of the reign of Hantei the 38th. A monk of a nearby temple of Jurojin found a way to capture the Fortune of Longevity and use his power to create the terrifying Enmu no Oni. The oni was set upon the inhabitants of the village and surrounding countryside, sapping their lives away to feed itself. Only the intervention of a group of samurai that happened upon the village saw an end to the oni and the mad monk that created it, releasing Jurojin once more.

Since that time, the tales of the cursed land have given way to rumors that a very grateful Jurojin actually blessed the area, granting long life to those that live there and contribute to the village's prosperity.

SHINDEN NO CHUUGI (TEMPLE OF LOYALTY)

Traitor's Grove once stood as a testament to the severity of the Scorpion Clan's vengeance against traitors. When powerful maho released the traitor spirits from the trees of the grove, a new Spirit Realm was created to house the ghosts of the disloyal: Uragiri-do. Having abandoned the practice of binding souls into Traitor's Grove, the Scorpion have instead constructed a temple on the site as a reminder of what occurred there.

Established by Yogo Tsien – the apprentice of the last Keeper of the Grove – the Temple of Loyalty is intended as a place for her to keep vigil over the grove, and the sealed passage to the Realm of Traitors. Already, many Scorpion samurai have made pilgrimages to the temple to renew their vows to their clan. An increasing number of Yogo have gathered in the temple to pray for an end to their family curse. Tsien has become something of a savior-figure to the Yogo Family; a role she is none too comfortable with.

APPENDIX

Master Index

It can be difficult to keep track of the multitude of character options available in *Legends of the Five Rings*. Following are several lists collecting that information for easier reference.

Abbreviations are used to reference the Source material for a given item (see the table to the right), followed by the page number the item can be found on. For example, the Source for an item found on page 63 of *Emerald Empire* would be listed as follows: Em, 63

ABBREVIATION KEY

ABBREVIATION	SOURCE
L5R	Legend of the Five Rings: Fourth Edition
EoE	Enemies of the Empire
Em	Emerald Empire
GC	The Great Clans
LT	Little Truths
^{LT}	See also Little Truths
^{Em}	See also Emerald Empire (page 279)

Schools

CRAB CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Hida Bushi	+1 Stamina	Athletics, Defense, Heavy Weapons (Tetsubo), Intimidation, Kenjutsu, Lore: Shadowlands, any one Bugei Skill	3.5	L5R, 106
Hida Pragmatist	+1 Agility	Athletics, Defense, Jiujutsu (Improvised Weapons) 2, Kenjutsu, Lore: Shadowlands, any Bugei Skill	2.5	Em, 247
Hiruma Bushi	+1 Willpower	Athletics, Hunting, Kenjutsu (Katana), Kyujutsu, Lore: Shadowlands, Stealth, any one skill	4.5	L5R, 108
Kaiu Engineer (Artisan/Bushi)	+1 Intelligence	Battle, Craft: Armorsmithing, Craft: Weaponsmithing, Defense, Engineering (pick one), Lore: Architecture, War Fans	4.5	GC, 39
Kuni Shugenja	+1 Willpower	Calligraphy (Cipher), Defense, Lore: Shadowlands 2, Lore: Theology, Spellcraft, any one Weapon Skill	2.5	L5R, 107
Kuni Witch Hunter (Monk)	+1 Willpower	Investigation, Jiujutsu, Kenjutsu, Lore: Shadowlands, Lore: Maho, Meditation, any one Skill	5.5	GC, 40
CRANE CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Asahina Shugenja	+1 Awareness	Any one Artisan Skill, Calligraphy (Cipher), Etiquette, Lore: Theology, Meditation, Spellcraft, any one High Skill	6.5	L5R, 110
Daidoji Iron Warrior (Bushi)	+1 Agility	Battle, Defense 2, Kenjutsu (Katana), Kyujutsu, Spears, any one Skill	6.5	L5R, 111 ^{LT}
Daidoji Scout (Bushi)	+1 Reflexes	Athletics, Hunting (Traps), Kenjutsu, Knives, Kyujutsu (Yumi), Stealth (Sneaking), any one Bugei or Low Skill	3.5	GC, 70
Doji Courtier	+1 Awareness	Calligraphy, Courtier (Manipulation), Etiquette (Courtesy), Perform: Storytelling, Sincerity, Tea Ceremony, any one Artisan or Perform Skill	6.5	L5R, 110
Doji Magistrate (Bushi)	+1 Reflexes	Defense, Horsemanship, Jiujutsu, Kenjutsu, Knives (Jitte), Polearms, any High or Bugei Skill	5.5	Em, 170
Kakita Artisan	+1 Awareness	Courtier, Games (Sadane), Etiquette, Sincerity, any three Skills chosen from the Kakita Artisan specialties.	5.5	GC, 72 ^{LT}
Kakita Bushi	+1 Reflexes	Etiquette, Iaijutsu (Focus), Kenjutsu, Kyujutsu, Sincerity, Tea Ceremony, any one Bugei or High Skill	6.5	L5R, 109
DRAGON CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Kitsuki Investigator (Courtier)	+1 Perception	Courtier, Etiquette (Courtesy), Investigation (Interrogation), Kenjutsu, Meditation, Sincerity, any one Lore Skill	5.5	L5R, 114
Mirumoto Bushi	+1 Stamina	Defense, Iaijutsu, Kenjutsu (Katana), Lore: Shugenja, Meditation, Theology, any one Bugei or High Skill	4.5	L5R, 113
Mirumoto Taoist Swordsman	+1 Void	Athletics, Defense, Iaijutsu, Kenjutsu (Katana), Lore: Theology, Meditation, any one Bugei or High Skill	5.5	Em, 221
Tamori Shugenja	+1 Stamina	Athletics, Calligraphy (Cipher), Defense, Divination, Lore: Theology, Medicine, and Spellcraft	4.5	L5R, 113
Togashi Tattooed Order (Monk)	+1 Void	Artisan: Tattooing, Athletics, Defense, Jiujutsu, any one Lore Skill, Meditation, any one non-Lore Skill	4.5	L5R, 114 ^{LT}
LION CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Akodo Bushi	+1 Perception	Battle (Mass Combat), Defense, Kenjutsu, Kyujutsu, Lore: History, Sincerity, any one Bugei or High Skill	6.5	L5R, 117
Ikoma Bard (Courtier)	+1 Intelligence	Courtier, Etiquette, Lore: History (Lion Clan), Perform: Storytelling, Sincerity (Honesty), any one High Skill, any one Bugei Skill	6.5	L5R, 118
Ikoma Lion's Shadow (Bushi)	+1 Awareness	Courtier, Etiquette, Kenjutsu, Investigation (Notice), Sincerity, Stealth, any one High or Low Skill	3.5	Em, 109
Kitsu Shugenja	+1 Perception	Battle, Calligraphy (Cipher), Etiquette, Lore: History, Lore: Theology, Spellcraft, any one High or Bugei Skill	6.5	L5R, 117
Matsu Beastmaster (Bushi)	+1 Agility	Animal Handling 2, Battle, Defense, Iaijutsu, Kenjutsu, any one Bugei Skill	5.5	GC, 136
Matsu Berserker (Bushi)	+1 Strength	Battle, Jiujutsu, Kenjutsu (Katana), Kyujutsu, Lore: History, any two Bugei Skills	6.5	L5R, 119
MANTIS CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Mantis Brawler (Bushi)	+1 Agility	Athletics, Commerce, Intimidation, Jiujutsu, Knives, Sailing, any one Weapon Skill	3.5	GC, 165
Moshi Shugenja	+1 Awareness	Calligraphy (Cipher), Divination, Lore: Theology, Meditation, Spellcraft, any two High or Bugei Skills	4.5	L5R, 121
Tsuruchi Archer (Bushi)	+1 Reflexes	Athletics, Defense, Hunting, Investigation, Kyujutsu (Yumi) 2, any one Bugei or High Skill	3.5	L5R, 122
Tsuruchi Bounty Hunter (Bushi)	+1 Agility	Athletics, Hunting (Tracking), Intimidation, Investigation, Kenjutsu, Kyujutsu, Lore: Underworld	4.5	GC, 168
Yasuki Courtier	+1 Perception	Commerce (Appraisal), Courtier, Defense, Etiquette, Intimidation, Sincerity (Deceit), any one Merchant Skill	2.5	L5R, 107 ^{LT}
Yoritomo Bushi	+1 Strength	Commerce, Defense, Jiujutsu (Improvised Weapons), Kenjutsu, Knives (Kama), Sailing, any one Skill	3.5	L5R, 120
Yoritomo Courtier School	+1 Willpower	Commerce (Appraisal), Courtier, Defense, Etiquette, Intimidation (Control), Sincerity, any one Merchant or Lore Skill	2.5	L5R, 121 ^{LT}
Yoritomo Shugenja	+1 Perception	Athletics, Calligraphy, Knives, Lore: Theology, Meditation, Sailing (Navigation), any one Skill	4.5	GC, 169
PHOENIX CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Agasha Shugenja	+1 Intelligence	Calligraphy (Cipher), any one Craft Skill, Defense, Etiquette, Lore: Theology, Spellcraft, any one High or Bugei Skill	4.5	L5R, 125
Asako Henshin (Monk)	+1 Willpower	Calligraphy, Jiujutsu, Lore: Elements (pick Emphasis), Lore: Theology, Meditation 2, any one Skill (not a Low Skill)	5.5	GC, 199
Asako Loremaster (Courtier)	+1 Intelligence	Courtier, Etiquette (Courtesy), Lore: History, Lore: Theology (Fortunes), Meditation, Sincerity, any Lore Skill	6.5	L5R, 125
Isawa Shugenja	+1 Intelligence	Calligraphy (Cipher), Lore: Theology, any one Lore Skill, Medicine, Meditation, Spellcraft, any one High Skill	4.5	L5R, 124
Shiba Bushi	+1 Agility	Defense, Kenjutsu, Kyujutsu, Meditation (Void Recovery), Polearms, Theology, any one Bugei or High Skill	5.5	L5R, 123 ^{LT}
Shiba Artisan	+1 Intelligence	Any two Artisan Skills, Calligraphy, Etiquette, any one Lore Skill, Sincerity, any one High or Bugei Skill	4.5	Em, 123

SCORPION CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Bayushi Bushi	+1 Intelligence	Courtier (Manipulation), Defense, Etiquette, Iaijutsu, Kenjutsu, Sincerity, any one Skill	2.5	L5R, 126
Bayushi Courtier	+1 Awareness	Calligraphy, Courtier (Gossip), Etiquette, Investigation, Sincerity (Deceit), Temptation, any one High Skill	2.5	L5R, 127 ^{1T}
Shosuro Actor (Ninja)	+1 Awareness	Acting, Etiquette, Knives, Meditation, Sincerity (Deceit), Stealth, any one High or Low Skill	1.5	GC, 227
Shosuro Infiltrator (Ninja)	+1 Reflexes	Acting, Athletics, Ninjutsu, Sincerity, Stealth (Sneaking) 2, any one Skill	1.5	L5R, 128
Soshi Magistrate (Bushi)	+1 Agility	Athletics, Defense, Intimidation (Control), Jujutsu, Kenjutsu, Lore: Underworld, any Bugei Skill	2.5	Em, 171
Soshi Shugenja	+1 Awareness	Calligraphy (Cipher), Courtier, Etiquette, Lore: Theology, Spellcraft, Stealth, any one Skill	2.5	L5R, 127
Yogo Wardmaster (Shugenja)	+1 Intelligence	Calligraphy (Cipher), Etiquette, Investigation, Lore: Theology, Spellcraft, Stealth, any one High or Low Skill	1.5	GC, 229

UNICORN CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Horiuchi Shugenja*	+1 Stamina	Calligraphy, Craft: Meishodo, Defense, Lore: Theology, Meditation, Spellcraft (Spell Research), any one High or Bugei Skill	4.5	GC, 257
Ide Emissary (Courtier)	+1 Awareness	Calligraphy, Commerce, Courtier, Etiquette (Conversation), Horsemanship, Sincerity (Honesty), any one High or Perform Skill	5.5	L5R, 131
Iuchi Shugenja	+1 Perception	Battle, Calligraphy (Cipher), Horsemanship, Lore: Theology, Meditation, Spellcraft, any one High or Bugei Skill	5.5	L5R, 131 ^{1T}
Moto Bushi	+1 Strength	Athletics, Defense, Horsemanship, Hunting, Kenjutsu (Scimitar), any one Bugei Skill, any one Skill	3.5	L5R, 130
Moto Vindicators	+1 Willpower	Horsemanship, Hunting, Investigation (Notice), Kenjutsu, Kyujutsu, Lore: Shadowlands, any one Bugei Skill	3.5	GC, 258
Otaku Battle Maiden (Bushi)	+1 Reflexes	Battle, Defense, Horsemanship 2, Kenjutsu, Sincerity, any one High or Bugei Skill	6.5	L5R, 132
Shinjo Bushi	+1 Agility	Athletics, Defense, Horsemanship 2, Kenjutsu, Kyujutsu, any one Skill	4.5	Em, 31

**Before the advent of the Horiuchi Family, this school is simply known as the Meishodo Shugenja School, and is maintained by the Iuchi.*

IMPERIAL SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Miya Herald (Courtier)	+1 Awareness	Courtier (Rhetoric), Defense, Etiquette (Courtesy), Horsemanship, Lore: Heraldry, Sincerity, any one High or Bugei Skill	6.5	L5R, 230
Otomo Courtier	+1 Awareness	Courtier (Manipulation), Defense, Etiquette, Intimidation (Control), Investigation, Sincerity, any one High Skill	5.5	L5R, 229
Seppun Guardsman (Bushi)	+1 Perception	Battle, Defense, Etiquette, Iaijutsu, Kenjutsu (Katana), Kyujutsu, any one High Skill	6.5	L5R, 228
Seppun Shugenja	+1 Intelligence	Calligraphy, Defense, Etiquette, Investigation (Notice), Meditation, Lore: Theology, any one High or Bugei Skill	6.5	L5R, 228

MINOR CLAN SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Chuda Shugenja [Snake]*	+1 Willpower	Calligraphy (Cipher), Etiquette, Lore: Maho, Lore: Shadowlands, Spellcraft, any two Skills	4.5	L5R, 224
Heichi Bushi [Boar]*	+1 Strength	Athletics, Defense, Hunting, Intimidation, Kenjutsu, Spears (Mai Chong), any one Bugei Skill	3.0	L5R, 217
Ichiro Bushi [Badger]	+1 Strength	Athletics, Commerce, Defense, Heavy Weapons, Jujutsu, Kenjutsu (Katana), any High or Bugei Skill	3.5	L5R, 215
Kasuga Smuggler (Courtier) [Tortoise]	+1 Awareness	Commerce, Etiquette (Courtier), Lore: Underworld, Sincerity (Deceit), Stealth, any one High, Merchant, or Low Skill	2.0	L5R, 225
Kitsune Shugenja [Fox]	+1 Stamina	Calligraphy, Defense, Hunting, Medicine (Herbalism), Meditation, Spellcraft, any one High or Bugei Skill	4.5	L5R, 219
Komori Shugenja [Bat]**	+1 Awareness	Calligraphy (Cipher), Lore: Ancestors, Lore: Theology, Meditation, Spellcraft, Tea Ceremony, any one High Skill	4.5	L5R, 217
Morito Bushi [Ox]**	+1 Agility	Defense, Horsemanship, Hunting (Tracking), Kenjutsu, Lore: Kolat, Lore: Underworld, any one Skill	3.5	L5R, 223
Suzume Bushi [Sparrow]	+1 Willpower	Calligraphy, Kenjutsu (Katana), Lore: History, Lore: Theology, Perform: Storytelling, any one Lore Skill, any one Skill	6.5	L5R, 225
Toku Bushi [Monkey]	+1 Willpower	Athletics, Defense, Hunting, Investigation (Search), Kenjutsu, Lore: History, any one High or Bugei Skill	5.5	L5R, 221
Tonbo Shugenja [Dragonfly]	+1 Perception	Calligraphy, Courtier, Etiquette, Meditation (Void Recovery), Sincerity, Spellcraft, any one High Skill	4.5	L5R, 218
Toritaka Bushi [Hare]	+1 Strength	Animal Handling (Falcons), Hunting 2, Kenjutsu, Lore: Spirit Realms, Spears, any one Skill	5.5	L5R, 219
Tsi Smith (Artisan) [Oriole]**	+1 Intelligence	Any one Artisan Skill, Commerce, two ranks in any one Craft Skill, Defense, any one Weapon Skill, any one High, Bugei, or Merchant Skill	4.5	L5R, 222
Usagi Bushi [Hare]	+1 Reflexes	Athletics (Running), Defense, Hunting, Jujutsu, Kenjutsu, Lore: Maho, any one High or Bugei Skill	4.0	L5R, 220
Usagi Diviner (Shugenja) [Hare]	+1 Perception	Calligraphy (Cipher), Divination, Investigation, Lore: Maho, Spellcraft, any High Skill, any one Skill	4.0	LT

**Lost Minor Clan; **This Minor Clan does not yet exist*

THE BROTHERHOOD OF SHINSEI	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
The Four Temples	+1 Awareness	Courtier, Etiquette, Jujutsu, Lore: Theology (Shintao), Meditation, any two Skills	6.5	L5R, 231
The Order of Heroes	+1 Perception	Athletics, Defense, Jujutsu, Lore: Theology (pick an Emphasis), Meditation, any two Skills	4.5	L5R, 232
Shinmaki Order	+1 Void	Divination, Jujutsu, Lore: Theology (Diamond Sutra), Meditation 2, any two Skills	6.5	Em, 206
The Shrine of Seven Thunders	+1 Stamina	Athletics, Jujutsu, Lore: Theology (Shintao), Lore (pick one), Meditation, any two Skills	4.5	L5R, 232
The Temple of Kaimetsu-uo	+1 Willpower	Defense, Jujutsu, Lore: Theology (Fortunes), Meditation, any three Skills	4.5	L5R, 233
The Temple of Osano-Wo	+1 Strength	Battle, Jujutsu 2, Lore: Theology (Fortunes), Meditation, any two Bugei Skills	4.5	L5R, 233
The Temples of the Thousand Fortunes	+1 Agility	Jujutsu, Lore: History, Lore: Theology (Fortunes), any one Lore Skill, Meditation, any two Skills	4.5	L5R, 233

MISCELLANEOUS SCHOOLS	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Kenku Swordsman (Bushi)	+1 Reflexes	Defense, Hunting, Kenjutsu (Katana), Meditation, Tea Ceremony, any one Lore Skill, any one Bugei Skill	5.5	EoE, 180



Alternate Paths

CLAN/FACTION	PATH	TYPE	REPLACES	REQUIREMENTS	SOURCE
Crab	Crab Berserker	Bushi	Any Crab Bushi 2	Earth 4	L5R, 251
Crab	Crab Taskmaster	Bushi	Any Crab Bushi 2	Intimidation 3	LT
Crab	Oni Slayer	Shugenja	Kuni Shugenja 3	Love: Shadowlands 3	L5R, 251
Crane	Asahina Fetishist	Shugenja	Asahina Shugenja 2	One Craft or Artisan Skill at rank 3	L5R, 252
Crane	Empress Guard	Bushi	Kakita Bushi 3 or Daidoji Iron Warrior 4	Perception 3	L5R, 252
Crane	Kakita Jester	Artisan	Kakita Artisan 5	—	GC, 73
Dragon	Dragon's Flame, The	Bushi	Any Dragon Bushi 4	Kyujutsu 5	GC, 103
Dragon	Kitsuki Debater	Courtier	Kitsuki Investigator 3	Courtier 3, Etiquette (Conversation) 5	GC, 103
Dragon	Mirumoto Mountaineer	Bushi	Mirumoto Bushi 2	Athletics (Climbing) 3	L5R, 252
Dragon	Tamori Warrior Priest	Shugenja	Tamori Shugenja 4	One Weapon Skill at rank 3	L5R, 252
Dragon	Togashi Defender	Monk	Togashi Tattooed Order 3	—	GC, 104
Fox	Kitsune Ranger	Bushi	Any Bushi 2	Kitsune Family, Hunting 3	GC, 170
Hare	Toritaka Exorcist	Shugenja	Usagi Shugenja 2	Willpower 3, Perception 3, Calligraphy 3	GC, 42 ¹¹
Lion	Akodo Kensai	Bushi	Any Lion Bushi 4	Iajutsu 4, Kenjutsu 5, Prodigy Advantage	GC, 139
Lion	Bishamon's Chosen	Shugenja	Kitsu Shugenja 3	Battle 3	L5R, 253
Lion	Deathseeker	Bushi	Any Lion Bushi School 1	Honor Rank 5, Dishonored Disadvantage	L5R, 253
Lion	Lion Paragon	Bushi	Any Lion Bushi 3	Void 4, Kenjutsu 5, Honor 7	GC, 140
Lion	Lion Scout	Bushi	Any Lion Bushi 2	Battle 2, Hunting 3	GC, 140
Mantis	Mantis Navigator	Shugenja	Any Mantis Shugenja School 3	Sailing (Navigation) 3	L5R, 253
Mantis	Moshi Guardian of the Sun	Bushi	Any Mantis Bushi 1	None (Rank 1 Path, see text)	GC, 170
Mantis	Yoritomo Scoundrel	Bushi	Yoritomo Bushi 2	Commerce 2, Sailing 2	L5R, 253
Phoenix	Elemental Legions	Bushi	Shiba Bushi 3	Love: Elements (chosen Ring) 2, must be selected	GC, 201
Phoenix	Isawa Tensai	Shugenja	Isawa Shugenja 2	Love: Elements 3, Spellcraft 3	L5R, 254
Phoenix	Order of Chikai	Bushi	Shiba Bushi 5	Shiba Yojimbo Path, must be selected	GC, 202
Phoenix	Shiba Yojimbo	Bushi	Shiba Bushi 3	Honor Rank 5	L5R, 254
Scorpion	Bitter Lies Swordsman	Bushi	Bayushi Bushi 3	Kenjutsu 3	L5R, 254
Scorpion	Kuroiban	Shugenja	Any Scorpion Shugenja 4	Willpower 4, Love: Maho 3, Love: Shadowlands 3, must be chosen	GC, 230
Scorpion	Shadow Hunter	Shugenja	Any Scorpion Shugenja 3	Stealth 3	L5R, 254
Unicorn	Ide Trader	Courtier	Ide Emissary 2	Commerce 3, must pursue career as a patron	GC, 259
Unicorn	Iuchi Traveler	Shugenja	Iuchi Shugenja 3 or Horiuchi Shugenja 3	Athletics 2, Horsemanship 2	L5R, 255
Unicorn	Moto Fanatic	Bushi	Any Moto Bushi 4	—	GC, 260
Unicorn	Shinjo Scout	Bushi	Moto Bushi 2 or Shinjo Bushi 2	Stealth 3	L5R, 255
Unicorn	Otaku Horse Master	—	Any Unicorn School 2	Must be a male of the Otaku Family	GC, 260
Miscellaneous	The Amethyst Champion	Courtier	Any Courtier School Technique at any Rank	Amethyst Champion	L5R, 256
Miscellaneous	The Emerald Champion	Bushi	Any Bushi School Technique at any Rank	Emerald Champion	L5R, 256
Miscellaneous	Emerald Magistrate	Bushi, Courtier, or Shugenja	Any Bushi, Courtier, or Shugenja School 4	Investigation 3, Love: Law 3, Emerald Magistrate	L5R, 256
Miscellaneous	Imperial Legionnaire	Bushi	Any Bushi School 2	Glory 2, Imperial Legionnaire	L5R, 256
Miscellaneous	The Jade Champion	Shugenja	Any Shugenja School Technique at any Rank	Jade Champion	L5R, 257
Miscellaneous	Jade Legionnaire	Bushi or Shugenja	Any Bushi or Shugenja School 2	Glory 2, Jade Legionnaire	L5R, 257
Miscellaneous	Jade Magistrate	Bushi, Courtier, or Shugenja	Any Bushi, Courtier, or Shugenja School 4	Love: Law 3, Spellcraft 3, Jade Magistrate	L5R, 257
Miscellaneous	Kenku Duelist	Bushi	Kenku Swordsman 2	Iajutsu 3	LT
Miscellaneous	The Ruby Champion	Bushi	Any Bushi School at any Rank	Ruby Champion	L5R, 257
Miscellaneous	The Topaz Champion	Any	Any School at any Rank	Win the Topaz Championship	L5R, 257
Miscellaneous	Weapon Specialist	Bushi	Any Bushi 3 or 4	Weapon Skill (Emphasis in selected weapon) 5	LT

Advanced Schools

CLAN/FACTION	ADVANCED SCHOOL	TYPE	RINGS/TRAIT REQUIRED	SKILLS REQUIRED	OTHER REQUIREMENTS	SOURCE
Crab	Defender of the Wall	Bushi	Earth 4, Strength 5	Defense 4, Heavy Weapons 4, Love: Shadowlands 5	—	L5R, 247
Crane	Kakita Master Artisan	Artisan	Awareness 5, Void 5	At least one Kakita Artisan chosen art Skill at 8	Great Potential (and Prodigy if not a Kakita Artisan)	GC, 74
Crane	Kenshinzen	Bushi	Fire 4, Void 4	Iajutsu 5, Love: Bushido 4, Meditation 5	Must defeat a Kenshinzen in a duel	L5R, 247
Dragon	Mirumoto Master Sensei	Bushi	Air 5, Earth 4, Void 5	Kenjutsu 5, Meditation 6	Must be chosen and taught, cannot be Brash or Proud	GC, 102
Dragon	Swordmasters	Bushi	Fire 4, Void 4	Iajutsu 5, Kenjutsu 5, Love: Theology 4	—	L5R, 247
Dragon	Tamori Master of the Mountain	Shugenja	Chosen Ring at 4, two other Rings at 3	Spellcraft 5	—	GC, 102
Lion	Akodo Tactical Master	Bushi	Water 4, Intelligence 5	Battle (Mass Combat) 5, Games (Shogi or Go) 4	—	GC, 138
Lion	The Lion's Pride	Bushi	Agility 5, Strength 5	Battle 5, four Weapon Skills at rank 3	Honor 6, female Matsu	L5R, 248
Mantis	Kobune Captain	Bushi	Water 3	Commerce 4, Knives 3, Sailing 4	Leadership; command position in Mantis	Em, 143
Mantis	Storm Riders	Shugenja	Air 3, Fire 3, Water 5	Love: the Sea 5, Sailing 3, Spellcraft 3, Love: Theology 3	Elemental Blessing (Water) Advantage	L5R, 248
Phoenix	Asako Inquisitor	Monk	Void 4, any two other Rings at 3	Law 4, Love: Shugenja 3	Mastery Level 4, or attack as Simple Action and possess Inquisitor's Strike	GC, 200
Phoenix	Elemental Guard	Shugenja	One chosen Ring at 6	Spellcraft 6, Love: Theology 6	Mastery Level 4 spells of chosen Element	L5R, 249
Scorpion	Scorpion Instigator	Courtier	Awareness 5, Intelligence 5, Perception 3	Courtier 6, Etiquette 5, Sincerity 5, Stealth 4	Blackmail (on at least four others)	L5R, 249
Unicorn	The White Guard	Bushi	Earth 5, Agility 5, Strength 4	Horsemanship 5, Love: Theology 5	Devotee of Lords of Death (after year 1160)	L5R, 251
Minor Clans	Minor Clan Defender	Bushi	Agility 5, Strength 4	Any one Weapon Skill 5	Minor Clan; any Paragon Advantage	Em, 63
Imperial	Imperial Scion	Courtier	Awareness 5, Perception 4	Courtier 6, Etiquette 4	Imperial family; Status 4	Em, 79

Ronin Techniques

RANK 1 RONIN PATHS

RONIN PATH	BENEFIT	SCHOOL SKILLS	HONOR	Source
Disciples of Sun Tao (Bushi)	+1 Reflexes	Athletics, Defense, Hunting, Iaijutsu, Kenjutsu, any 2 Skills	4.5	L5R, 234
Forest Killers (Bushi)	+1 Agility	Athletics, Defense, Hunting, Kenjutsu, Kyujutsu, Stealth, any one Weapon Skill	1.5	L5R, 234
Tawagoto's Army (Bushi)	+1 Agility	Battle, Defense, Etiquette, Investigation, Kenjutsu, Spears, any one Skill	4.5	L5R, 235
Tengoku's Justice (Bushi)	+1 Strength	Athletics, Defense, Horsemanship, Hunting, Kenjutsu, Kyujutsu, any one Skill	4.5	L5R, 235
The Tessen (Bushi)	+1 Stamina	Battle, Defense, Investigation, Jujutsu, War Fans, and two Skills	3.5	L5R, 235

RANK 2+ RONIN PATHS

PATH	TYPE	TECHNIQUE RANK	REQUIREMENTS	Source
Claws of the Wolf	Bushi	2	Wary, Driven	EoE, 200
East Wind	Bushi	2	Commerce 1, Horsemanship 2, Honor 4	EoE, 200
Eyes of Nanashi	Bushi	2	Lore: Law 3, Honor 4	EoE, 200
Kitsune Ranger	Bushi	2	Hunting 3, Allies (member of the Kitsune family)	GC, 170
Moonless Riders	Bushi	2	Horsemanship 3, Way of the Land	EoE, 201
Silent Blades	Bushi	2	Ninjutsu 3, Stealth 3	EoE, 201
Broken Guard	Bushi	3	Polearms 3, Heart of Vengeance (Unicorn)	EoE, 202
Hidden Sword	Bushi	3	Hero of the People	EoE, 202
Machi-kanshisha	Bushi	3	Athletics 2, Staves 3	EoE, 202
Serpents of Sanada	Bushi	3	Knives 3, Sailing 3, Honor 3 or lower	EoE, 202
Snow Riders	Bushi	3	Athletics 3, Horsemanship 4	EoE, 203
Seven Waves Mercenaries	Bushi	4	Clan Ronin only	EoE, 203
Sword of Yotsu	Bushi	4	Kenjutsu 4, Hero of the People, Honor 5	EoE, 203
Weavers	Bushi	4	Allies (Kolot) <i>OR</i> Dark Secret (Kolot) <i>OR</i> Obligation (Kolot)	EoE, 203
Iron Gauntlet Brotherhood	Bushi	5	Earth 4, any one Weapon Skill 5	EoE, 204
Shadowed Steel	Bushi	5	Athletics 4, Ninjutsu 4, Stealth 4	EoE, 204
Wolf Legion	Bushi	5	Honor 5	EoE, 204

RONIN SHUGENJA SCHOOLS

RONIN SHUGENJA SCHOOL	BENEFIT	SCHOOL SKILLS	HONOR	SOURCE
Dutiful Disciple Shugenja	+1 Intelligence	Calligraphy, Lore: Theology, Lore (pick any), Meditation, Spellcraft, any two Skills	4.0	EoE, 205
Ronin Order Shugenja	+1 Awareness	Calligraphy (Cipher), Divination, Lore: Theology, Lore (pick any), Meditation, Spellcraft, any one Skill	5.0	EoE, 205
Self-Taught Shugenja	+1 Willpower	Athletics, Hunting, Meditation, Spellcraft, any three non-High Skills	4.0	EoE, 205



Skills

HIGH SKILLS

SKILL	TRAIT	SUB-TYPES	EMPHASES	MASTERY ABILITIES	SOURCE
Acting	Awareness	Social Skill, Perform Skill**	Clan, Gender, Profession	3, 5, 7	L5R, 135
Artisan	Awareness	Macro-skill	Varies by sub-skill	–	L5R, 135
Calligraphy	Intelligence	Artisan Skill**	Cipher, High Rokugani	5	L5R, 135
Courtier	Awareness	Social Skill	Gossip, Manipulation, Rhetoric	3, 5, 7	L5R, 135
Divination	Intelligence	–	Astrology, Kowaru	5	L5R, 135
Etiquette	Awareness	Social Skill	Bureaucracy, Conversation, Courtesy	3, 5, 7	L5R, 136
Games	Varies	–	Fortunes & Winds, Go, Kemari, Letters, Sadane, Shogi	–	L5R, 136 ^{1†}
Investigation	Perception	–	Interrogation, Notice, Search	3, 5, 7	L5R, 136
Lore	Intelligence	Macro-skill, Low Skill*	Varies by sub-skill	–	L5R, 137 ^{1†}
Medicine	Intelligence	–	Antidotes, Disease, Herbalism, Non-Humans, Wound Treatment	5	L5R, 137
Meditation	Void	–	Fasting, Void Recovery	3, 5, 7	L5R, 137
Perform	Varies	Macro-skill, Social Skill	Varies by sub-skill	–	L5R, 137
Sincerity	Awareness	Social Skill	Honesty, Deceit**	5	L5R, 138
Spellcraft	Intelligence	Social Skill (Importune only)	Importune, Spell Research	5	L5R, 138
Tea Ceremony	Void	–	–	5	L5R, 138

BUGEI SKILLS

SKILL	TRAIT	SUB-TYPES	EMPHASES	MASTERY ABILITIES	SOURCE
Athletics	Strength	–	Climbing, Running, Swimming, Throwing	3, 5, 7	L5R, 139
Battle	Perception	–	Mass Combat, Skirmish	5	L5R, 139
Defense	Reflexes	–	–	5	L5R, 139
Horsemanship	Agility	–	Gaijin Riding Horse, Rokugani Pony, Otaku Steed	3, 5, 7	L5R, 139
Hunting	Perception	–	Survival, Tracking, Trailblazing	5	L5R, 140
Iaijutsu	Reflexes	–	Assessment, Focus	3, 5, 7	L5R, 140
Jiu-jutsu	Agility	–	Atemi, Beastmaster's Claws, Grappling, Hojojutsu, Improvised Weapons, Martial Arts, Shobo, Tankoji	3, 5, 7	L5R, 140 ^{1†}
Chain Weapons	Agility	Weapon Skill	Chijiriki, Kusarigama, Kyoketsu-shogi, Manrikikusari	3, 5, 7	L5R, 141
Heavy Weapons	Agility	Weapon Skill	Dai Tsuchi, Masakari, Ogre Club, Ono, Tetsubo	3, 5, 7	L5R, 141
Kenjutsu	Agility / Reflexes	Weapon Skill	Katana, Ninja-to, No-dachi, Parangu, Scimitar, Tachi, Wakizashi	3, 5, 7	L5R, 141 ^{1†}
Knives	Agility	Weapon Skill	Aiguchi, Jitte, Kama, Sai, Tanto	3, 5, 7	L5R, 141
Kyujutsu	Reflexes	Weapon Skill	Dai-kyu, Han-kyu, Yumi	3, 5, 7	L5R, 142
Ninjutsu	Agility / Reflexes	Weapon Skill, Low Skill	Blowgun, Shuriken, Tsubute	3, 5, 7	L5R, 142
Polearms	Agility	Weapon Skill	Bisento, Lagatang, Nagamaki, Naginata, Sasumata, Sodegarami	3, 5, 7	L5R, 142
Spears	Agility	Weapon Skill	Kumade, Lance, Magari-yari, Mai Chong, Nage-yari, Yari	3, 5, 7	L5R, 142
Staves	Agility	Weapon Skill	Bo, Jo, Machi-kanshisha, Nunchaku, Sang Kawu, Sansetsukon, Shikomizue, Tonfa	3, 5, 7	L5R, 142
War Fan	Agility	Weapon Skill	–	3, 5, 7	L5R, 142
Whips	Agility	Weapon Skill	–	3, 5, 7	LT

MERCHANT SKILLS

SKILL	TRAIT	SUB-TYPES	EMPHASES	MASTERY ABILITIES	SOURCE
Animal Handling	Awareness	–	By animal (Dogs, Horses, and Falcons are the most common)	3, 5, 7	L5R, 143
Commerce	Intelligence	–	Appraisal, Mathematics	5	L5R, 143
Craft	Varies	Macro-skill*#	Varies by sub-skill	–	L5R, 143
Engineering	Intelligence	Craft Skill**	Construction, Siege	5	L5R, 143
Sailing	Agility / Intelligence	Craft Skill**	Knot-work, Navigation	5	L5R, 144

LOW SKILLS

SKILL	TRAIT	SUB-TYPES	EMPHASES	MASTERY ABILITIES	SOURCE
Forgery	Agility	Craft**	By type of item being forged (Artwork, Documents, Personal Seals, etc.)	3, 5, 7	L5R, 144
Intimidation	Awareness	Social Skill	Bullying, Control, Torture	5	L5R, 144
Sleight of Hand	Agility	–	Conceal, Escape, Pick Pockets, Prestidigitation	5	L5R, 145 ^{1†}
Stealth	Agility	–	Ambush, Shadowing, Sneaking, Spell Casting	3, 5, 7	L5R, 145
Temptation	Awareness	Social Skill	Bribery, Seduction	5	L5R, 145

#Craft: Armorsmithing, Craft: Bowyer, and Craft: Weaponsmithing are considered High Skills.

*This Emphasis is considered a Low Skill. The Craft: Poison, Lore: Anatomy, Lore: Maho, Lore: Shadowlands, and Lore: Underworld sub-skills are considered Low Skills.

**This Skill is considered to be the noted Macro-skill for the purposes of effects that target Skills of that sub-type.

Advantages & Disadvantages

ADVANTAGES

ADVANTAGE	TYPE	COST	COST DISCOUNTS	SOURCE
Absolute Direction	Mental	1	—	L5R, 146
Acute Sense	Physical	2	—	LT
Allies	Social	Variable	Crane: -1 to cost	L5R, 146 ^{Em}
Balance	Mental	2	—	L5R, 146 ^{Em}
Blackmail	Social	Variable	Scorpion: -1 to cost	L5R, 146 ^{Em}
Bland	Physical	2	—	L5R, 146
Blissful Betrothal	Social	3	—	L5R, 146
Blood of Osano-Wo	Spiritual	4	Crab, Mantis: 3	L5R, 147
Child of Chikushudo	Spiritual	7	—	EoE, 244
Chosen by the Oracles	Spiritual	6	—	L5R, 147
Clear Thinker	Mental	3	Dragon: 2	L5R, 147
Crab Hands	Physical	3	Crab: 2	L5R, 147
Crafty	Mental	3	Scorpion, Spider, ninja: 2	L5R, 147
Dangerous Beauty	Physical	3	Scorpion: 2	L5R, 147
Daredevil	Mental	3	Mantis: 2	L5R, 147
Dark Paragon	Mental	5	Spider: 4	L5R, 147
Darling of the Court	Social	2	Courtiers: 1	L5R, 148 ^{Em}
Daimyo's Path, The	Social	10	—	Em, 279
Different School	Social	5	—	L5R, 148
Elemental Blessing	Spiritual	4	Phoenix: 3	L5R, 148
Enlightened	Spiritual	6	Dragon, monk: 5	L5R, 148 ^{Em}
Fame	Social	3	—	L5R, 148 ^{LT}
Forbidden Knowledge	Mental	5	—	L5R, 148
Friend of the Brotherhood	Spiritual	5	Dragon: 4	L5R, 149
Friend of the Elements	Spiritual	4	Shugenja: 3	L5R, 149
Friendly Kami	Spiritual	5	—	L5R, 149
Gaijin Gear	Material	5	Mantis, Unicorn: 4	L5R, 149
Gentry	Material	Variable	—	L5R, 149 ^{Em}
Great Destiny	Spiritual	5	—	L5R, 150
Great Potential	Varies	5	—	L5R, 150
Hands of Stone	Physical	6	Monk: 5	L5R, 150
Heartless	Mental	4	—	GC, 136
Heart of Vengeance	Social	5	Spider: 4	L5R, 150
Hero of the People	Social	2	—	L5R, 150
Higher Purpose	Mental	3	—	L5R, 150
Imperial Spouse	Social	5	—	L5R, 150
Inari's Blessing	Spiritual	3	—	L5R, 150
Inheritance	Mental	5	—	L5R, 150
Inheritance: Trained Falcon	Material	2	Toritaka: 1	EoE, 10
Inner Gift	Spiritual	7	—	L5R, 151 ^{LT}
Irreproachable	Mental	2	Imperial: 1	L5R, 151
Ishiken-do	Spiritual	8	Phoenix: 6	L5R, 151
Kharmic Tie	Spiritual	1-5	—	L5R, 151
Languages	Mental	1/3	—	L5R, 151
Large	Physical	4	Crab: 3	L5R, 151
Leadership	Social	6	Lion: 5	L5R, 151 ^{Em}
Luck	Spiritual	3/6/9	—	L5R, 151
Magic Resistance	Spiritual	2/4/6	—	L5R, 151
Medium	Spiritual	4	—	EoE, 244
Multiple Schools	Social	10	—	L5R, 151
Paragon	Mental	7	Lion: 6	L5R, 152
Perceived Honor	Social	2/rank	—	L5R, 152
Precise Memory	Mental	3	—	L5R, 152
Prodigy	Physical	12	—	L5R, 152 ^{Em}
Quick	Physical	6	Ninja: 5	L5R, 152
Quick Healer	Physical	3	—	L5R, 152
Read Lips	Mental	4	Courtier: 3	L5R, 152
Sacred Weapon	Material	Varies	—	L5R, 152
Sacrosanct	Social	4	Imperial: 3	L5R, 153
Sage	Mental	4	Phoenix, shugenja: 3	L5R, 153
Sensation	Social	3	—	L5R, 153
Servant	Material	5	Varies	L5R, 153
Seven Fortunes' Blessing	Spiritual	4	Varies	L5R, 153
Shadow-Brand	Spiritual	8	—	LT
Shadowed Heart	Mental	5	—	EoE, 49
Silent	Physical	3	Ninja: 2	L5R, 154
Social Position	Social	6	—	L5R, 154 ^{LT}
Soul of Artistry	Mental	4	Crane, courtier: 3	L5R, 154
Spy Network	Social	8	Daidoji: 7, Scorpion: 6	EoE: 49
Strength of the Earth	Physical	3	Bushi: 2	L5R, 154
Tactician	Mental	4	Lion, bushi: 3	L5R, 154 ^{Em}
Touch of the Spirit Realms	Spiritual	5	—	L5R, 154 ^{LT}
Virtuous	Mental	3	—	L5R, 155 ^{LT}
Voice	Physical	3	—	L5R, 155

Void Versatility	Spiritual	4	—	GC, 199
Wary	Mental	3	—	L5R, 155
Way of the Land	Mental	2	Unicorn: 1	L5R, 155
Wealthy	Material	1/rank	Crane, Unicorn, Imperial: -1 to cost	L5R, 155 ^{LT}
World of the Daimyo, The	Social	5	—	Em, 279

DISADVANTAGES

DISADVANTAGE	TYPE	POINTS	BONUS POINTS	SOURCE
Antisocial	Social	2/4	Crab: +1 point	L5R, 156
Ascetic	Mental	2	Dragon, monk: 3	L5R, 156
Bad Eyesight	Physical	3	—	L5R, 156
Bad Fortune	Spiritual	3	Unicorn: 4 (Moto Curse)	L5R, 156
Bad Health	Physical	4	—	L5R, 156
Bitter Betrothal	Social	2	Imperial: 3	L5R, 156
Blackmailed	Social	Variable	—	L5R, 156
Black Sheep	Social	3	—	L5R, 156
Blind	Physical	6	—	L5R, 157
Brash	Mental	3	Lion: 4	L5R, 157
Can't Lie	Mental	2	—	L5R, 157
Cast Out	Social	1/3	—	L5R, 157
Compulsion	Mental	2-4	—	L5R, 157
Consumed	Mental	Varies	Spider: +1 point	L5R, 157
Contrary	Mental	3	Imperial, courtier: 4	L5R, 158
Cursed by the Realm	Spiritual	4	Shugenja: 5	L5R, 158 ^{LT}
Dark Fate	Spiritual	3	—	L5R, 158
Dark Secret	Social	4	Ninja: 5	L5R, 158
Dependent	Social	Varies	—	L5R, 158
Dishonored	Social	5	—	L5R, 158
Disbeliever	Mental	3	—	L5R, 158
Disturbing Countenance	Physical	3	Spider: 4	L5R, 159
Doubt	Mental	4	—	L5R, 159
Driven	Mental	2	—	L5R, 159
Elemental Imbalance	Spiritual	2/rank	—	L5R, 159 ^{LT}
Enlightened Madness	Spiritual	4/6	—	GC, 101
Epilepsy	Physical	4	Crane: 5	L5R, 159
Fascination	Mental	1	—	L5R, 159
Failure of Bushido	Mental	Varies	Ninja: +1 point	L5R, 159
Forced Retirement	Social	4	Monk: 5	L5R, 159
Frail Mind	Mental	3	—	L5R, 159
Gaijin Name	Social	1	Unicorn: 2	L5R, 159
Greedy	Mental	3	Mantis: 4	L5R, 160
Gullible	Mental	4	—	L5R, 160
Haunted	Spiritual	3	—	L5R, 160
Hostage	Social	3	—	L5R, 160
Idealistic	Mental	2	Lion: 3	L5R, 160
Illiterate	Mental	1	—	LT
Infamous	Social	2	—	L5R, 160
Insensitive	Mental	2	Scorpion: 3	L5R, 160
Jealousy	Mental	3	—	L5R, 160
Lame	Physical	4	—	L5R, 160
Lechery	Social	2	—	L5R, 160
Lord Moon's Curse	Spiritual	3/5/7	—	L5R, 160
Lost Love	Mental	3	—	L5R, 160
Low Pain Threshold	Physical	4	—	L5R, 160
Missing Limb	Physical	6	—	L5R, 161
Momoku	Spiritual	8	—	L5R, 161
Mute	Physical	4	—	LT
Nightmares	Mental	3/5	—	LT
Obligation	Social	3/6	—	L5R, 161
Obtuse	Mental	3	Crab, bushi: 4	L5R, 161
Overconfident	Mental	3	Lion, Mantis: 4	L5R, 161
Permanent Wound	Physical	4	Bushi: 5	L5R, 161
Phobia	Mental	1-3	—	L5R, 161
Romantic	Social	2-4	—	LT
Rumormonger	Social	4	Courtier: 5	L5R, 161
Seven Fortunes' Curse	Spiritual	3	—	L5R, 161
Shadowlands Taint	Spiritual	4	—	L5R, 162
Shame	Mental	2	—	LT
Sleeper Agent	Mental	5	8 with suicide fail-safe	EoE, 49
Small	Physical	3	—	L5R, 162
Social Disadvantage	Social	3	—	L5R, 162 ^{LT}
Soft-Hearted	Mental	2	Phoenix: 3	L5R, 162
Sworn Enemy	Social	3+	+2 points if kharmic nemesis	L5R, 162
Touch of the Void	Spiritual	3	Phoenix: 4	L5R, 162
Unlucky	Spiritual	2/rank	—	L5R, 162
Unsung	Social	1/rank	—	LT
Weakness	Physical	6	—	L5R, 162
Wrath of the Kami	Spiritual	3	Shugenja: 4	L5R, 162
Wretched	Mental	2/rank	—	LT

Ancestors

Remember to take a look at an Ancestor's Demands (taboos and requirements) before purchasing.

FACTION	ANCESTOR	COST	BENEFIT	SOURCE
Crab	Hida	14	+1k0 to all damage rolls and ignore 4 points of Reduction. Crab fighting alongside you gain 1 bonus Void Point for the skirmish.	L5R, 242
Crab	Hiruma	11	+2k0 to Stealth, Kenjutsu, and Kyujutsu Skill Rolls.	GC, 42
Crab	Kaiu	9	Void Points grant +3k1 when spent on Craft or Engineering Skill Rolls. 1/ year, may attempt to craft a minor nemuranai (TN 50).	GC, 42
Crab	Kuni	8	1/session, spend a Void Point to keep extra dice equal to Earth on a spellcasting roll. Roll twice to resist Shadowlands Taint.	L5R, 242
Crane	Asahina	9	+1k0 on Meditation Skill Rolls and +1k1 to Spell Casting Rolls when casting non-damaging spells with the Craft or Defense keywords.	GC, 74
Crane	Doji	8	+1k0 to all Courtier, Etiquette, Perform, and Sincerity Skill Rolls.	L5R, 242
Crane	Doji Hayaku	7	+1k1 to Lore: Shadowlands Skill Rolls and a Free Raise on all attacks with Spears.	GC, 74
Crane	Kakita	12	Spend a Void Point to re-roll any Iaijutsu or Artisan Skill Roll with a +1k1 bonus to the second roll. All Matsu are Sworn Enemies.	L5R, 242
Dragon	Agasha	6/10	+1k0 to Spell Casting Rolls with non-Void spells, +1k1 to Spellcraft Skill Rolls. 10 points: Learn secret spell "Transmute."	GC, 104
Dragon	Agasha Kitsuki	11	Use Perception for any Skill or Trait Roll that would require you to use your Awareness. Void spent to detect lies grants +2k2.	L5R, 242
Dragon	Mirumoto	9	+1k1 on all Agility-based Skill Rolls, or +3k1 on Mirumoto Bushi School Skills.	L5R, 242
Dragon	Togashi Yamatsu	7	Tattooed Order only. Two ranks of Magic Resistance vs. maho. +2k2 to Willpower rolls to resist being possessed or magically controlled.	GC, 104
Fox	Osozaki Et Akomachi	5	You can speak with animals and animal shapeshifter spirits. You can always find food and water in the wilderness.	GC, 170
Lion	Akodo	12	+1k0 on Bugei Skill Rolls (except Iaijutsu). +1k1 on Mass Battle Table rolls. Gain 1 bonus Void Point when entering a skirmish alongside Lion bushi.	L5R, 242
Lion	Ikoma	9	+1k0 on all rolls made with Intelligence Trait. +2k0 to unarmed damage.	L5R, 243
Lion	Kitsu	6	Detect spirits and spirit portals (Perception, TN 25+). +1k1 to Lore: Spirit Realms rolls.	GC, 140
Lion	Matsu Hitomi	7	+1k1 to all rolls to resist Temptation, Intimidation, and Fear effects.	GC, 140
Mantis	Gusai	5	+3k2 on Stealth or Sleight of Hand rolls to conceal a weapon on your person.	L5R, 243
Mantis	Kaimetsu-uo	9	+1k1 to Willpower Trait and Skill rolls (except to avoid being provoked). +3k0 on Jujutsu (Improvised Weapon) rolls. +1k1 to damage with improvised weapons.	L5R, 243
Mantis	Moshi Azami	6	You suffer no ill effects from the Sun (e.g. dehydration, sunburn, etc.) and gain Reduction 5 against fire (normal or magical).	GC, 170
Phoenix	Asako	5	Ally Advantages gain +1 to Devotion. +1k0 to Social Skill Rolls vs. Allies. In an Ally betrays you, gain Driven: Destroy the Betrayer free.	L5R, 243
Phoenix	Isawa	12	+1k1 on Spellcraft (Spell Research) rolls, and learn 1 additional spell each time you gain a Shugenja School Rank.	GC, 202
Phoenix	Naka Kaeteru	10	You may use the Meditation skill (two hours, Skill Roll at TN 30) to regain all Spell Slots.	GC, 202 ¹⁷
Phoenix	Shiba	9	+1k1 on Intelligence Trait and Skill Rolls. Add Intelligence to Armor TN. Gain 1 Void Point in a skirmish alongside an Isawa.	L5R, 243
Scorpion	Bayushi	12	If trained in a Bayushi School, gain +1k0 to all School Skills (and +2k2 for Void Points). Special benefit for Kharmic Tie.	L5R, 243
Scorpion	Shosuro	8	+3k1 to Stealth, Acting, and Sincerity (Deceit) Skill Rolls.	L5R, 244
Scorpion	Soshi Saibankan	5	Void Points grant +3k1 when spent on Perception Trait Rolls or Lore: Law Skill Rolls.	GC, 230
Scorpion	Yogo	6	+1k1 to Spell Casting Rolls to cast Ward spells. Gain Bad Fortune: Yogo Curse for no points.	GC, 230
Unicorn	Iuchi	8	You do not have a Deficient Element.	GC, 260
Unicorn	Moto	10	+2k2 to resist physical restraint or mental influence. TNs for spells that restrain physical movement are increased by 5 x Willpower.	L5R, 244
Unicorn	Otaku	7	+1k1 to Horsemanship Skill Rolls. +1k0 to Attack Rolls against male opponents.	GC, 260
Unicorn	Shinjo	8	+1k1 to Investigation to understand new, strange, or enigmatic things. +1k1 to Awareness rolls with Etiquette or Sincerity (Honesty).	L5R, 244

Kata

KATA	RING/ MASTERY	SCHOOLS	SOURCE
Balance the Elements Style	Void 3	Mirumoto Bushi, Shiba Bushi	L5R, 259
Bariqu Wrestling*	Water 3	Any Unicorn School	LT
Breath of Wind Style	Air 3	Kakita Bushi, Bayushi Bushi	L5R, 259
Dance of the Winds	Air 3	Daidoji Bushi, Shiba Bushi	GC, 202
Disappearing World Style	Fire 4	Akodo Bushi, Kakita Bushi	L5R, 259
Drunken Mantis Style*	Water 4	Any Mantis School	LT
Heaven and Earth*	Earth 4	Any Imperial School	LT
Hidden Blade Style	Air 4	Bayushi Bushi, Yoritomo Bushi	L5R, 259
Indomitable Warrior Style	Earth 4	Daigotsu Bushi, Hida Bushi, Ichiro Bushi, Moto Bushi	L5R, 260
Iron Forest Style	Air 4	Daidoji Iron Warrior, Heichi Bushi, Shiba Bushi	L5R, 260
Iron in the Mountains Style	Earth 3	Daidoji Iron Warrior, Hida Bushi	L5R, 260
Kaze-do*	Air 3	Any Dragon School	LT
Kinenhi*	Void 4	Any Phoenix School	LT
Kobo Ichi-Kai*	Earth 4	Any Crab School	LT
Mizu-do*	Water 3	Any Crane School	LT
Reckless Abandon Style	Fire 4	Daigotsu Bushi, Matsu Berserker, Usagi Bushi	L5R, 260
Son of Storms	Water 3	Akodo Bushi, Shosuro Infiltrator, Yoritomo Bushi	GC, 170
Spinning Blades Style	Fire 5	Mirumoto Bushi, Yoritomo Bushi	L5R, 260
Strength in Arms Style	Water 4	Hida Bushi, Ichiro Bushi, Moto Bushi	L5R, 260
Strength of Purity Style	Void 4	Akodo Bushi, Kakita Bushi, Matsu Berserker, Otaku Battle Maiden	L5R, 260
Strength of the Crab	Earth 3	Any Crab Bushi	GC, 42
Strength of the Crane	Air 3	Any Crane Bushi	GC, 74
Strength of the Dragon	Fire 3	Any Dragon Bushi	GC, 104
Strength of the Lion	Water 3	Any Lion Bushi	GC, 140
Strength of the Mantis	Air 3	Any Mantis Bushi	GC, 170
Strength of the Phoenix	Void 3	Any Phoenix Bushi	GC, 202
Strength of the Scorpion	Fire 3	Any Scorpion Bushi	GC, 230
Strength of the Unicorn	Water 3	Any Unicorn Bushi	GC, 260
Striking as Air	Air 3	Any	L5R, 259
Striking as Earth	Earth 3	Any	L5R, 259
Striking as Fire	Fire 3	Any	L5R, 259
Striking as Void	Void 3	Any	L5R, 259
Striking as Water	Water 4	Any	L5R, 259
Subduing Fan Style	Air 4	The Tessen	LT
Taijutsu*	Air 4	Any Scorpion School	LT
Tasaii-do*	Void 4	Any Brotherhood of Shinsei School	LT
Veiled Menace Style	Air 4	Bayushi Bushi, Hiruma Bushi, Tsuruchi Archer, Yoritomo Bushi	L5R, 260
Way of the Sword*	Fire 3	Any Lion School	LT

*These kata are Martial Art Styles, and are not limited to bushi schools.