

The Togashi Dynasty

Expanded Version



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Introduction

This is an expanded version of the Togashi Dynasty setting and mechanics, based on those laid out in *Imperial Histories 2*. I initially started working it up for my own purposes, as I may run a campaign in that setting someday, but it occurred to me that others might find the expansion interesting, especially if it were laid out in one organized document.

The primary focus here (and the part I expect will be the most useful to other people) is on fleshing out the mechanics so that the Owl Clan has access to all the features of a canonical Great Clan: kata, ancestors, discounts on advantages and disadvantages, and so on. It includes a five-rank clan monk school for the Scholars of the First Dawn, intended to replace the one-rank version from *Imperial Histories 2*. There's also a certain amount of setting material, some of which revises the situation outlined in *Imperial Histories 2*. In the final section, you'll find a listing of house rules not directly related to the setting. Some of those are the work of my current GM, while others are my own addition. You're welcome to use or ignore them as you please.

Many thanks to a number of forumites for their assistance in pulling together these rules: Daigotsu Max, kilohansel, Franwax, Ujina Kyotsu, Akechi, Mirumoto Saito, and Toku Ji.

If you find this useful, and especially if you run a Togashi Dynasty game of your own, please drop me a private message on the forums to let me know! (Username: kinzen)

History

This document aims to present a “classic” state for Rokugan under the Togashi Emperors, at the dawn of the eleventh century. The following major events are considered to be canonical (with modifications where necessary). They are drawn from both the standard history and the suggestions made in the “Togashi Dynasty” chapter of *Imperial Histories 2*.

- First Day of Thunder
- Son of the Dragon (IH2)
- Heresy of the Five Rings
- Naga-Nezumi War (IH2)
- First Rise of Iuchiban
- Attack of the Maw
- Second Rise of Iuchiban
- Pure One's Fires (IH2)
- Return of the Lovers (IH2)

The following events are considered to be non-canonical, even in the modified form suggested in IH2:

- Gozoku Conspiracy
- Battle of White Stag
- Steel Chrysanthemum
- Great Famine
- Return of the Unicorn (replaced by the Pure One's Fires)

Everything taking place from the eleventh century onward has, of course, not occurred yet. The exception is the founding of certain Minor Clans, as described in the next section. Lesser events from the first thousand years of the Empire, such as various conflicts between the clans, may be included or not, at the GM's discretion.

Clans

GREAT CLANS

In the early eleventh century, there are seven Great Clans in Rokugan, as at the dawn of the Empire: the Crab, the Crane, the Lion, the Owl, the Phoenix, the Scorpion, and the Unicorn. The balance of power in their leadership, however, is somewhat different; shugenja enjoy a much stronger voice, and so although the Clan Champions are drawn almost exclusively from the lines of the founding Kami, they do not always hold the same degree of power.

Crab – The relationship between the Hida and the Kuni resembles that of the Shiba and the Isawa in ordinary canon. Although the Clan Champion is always a Hida, the true leadership of the clan lies with the Kuni family daimyo.

Crane – The Doji enjoy a close partnership with their peaceful Asahina advisors. This creates a fair amount of tension with the Daidoji, whose methods are so sharply at odds with the Asahina.

Lion – The Akodo reign supreme over their clan, with no shugenja to challenge their power. They do, however, take some counsel from the Ikoma Bards, and also from the Disciples of the Honored Ancestors.

Owl – The leaders of the clan are the courtiers of the Hantei family, but the Fukuro exert a strong influence as well.

Phoenix – Here as in no other clan, the descendants of the Kami do not reign. The bearer of the Soul of Shiba is a great hero of the Phoenix, but the Elemental Council rules the clan, with a great deal of competition to

see which of their number should be acknowledged as Clan Champion.

Scorpion – Like the Owl, the Scorpion are ruled by the courtiers of their founding family, the Bayushi. Unfortunately for those Champions, neither the Soshi nor the Yogo are fully trustworthy. The Bayushi take what wisdom they can from their shugenja, but only at arm's length.

Unicorn – The Shinjo lead the clan, and do not suffer the same influence from the Kolat as in canon. They work closely with the Iuchi.

In the Shadowlands, the Dark Daughter of Fu Leng commands a force of lost samurai who call themselves the Spider Clan. They receive no social acknowledgment or acceptance in Rokugan – few there even know they exist – but they consider themselves to be a Great Clan, on the basis of their devotion to the Ninth Kami.



MINOR CLANS

All Minor Clan founders attained the status of Fortunes, as described in IH2. Several have been drawn forward from their canonical founding in later centuries, while others continue to exist in some form even after their canonical destruction. A few do not exist at all, owing to changes in history.

Badger – As in standard canon. Their founder Ichiro is the Fortune of Wrestlers, an adjunct to Bishamon.

Bat – Their founder was not a Mantis samurai, but rather a clanless half-koumori shugenja who summoned the fourth Togashi Emperor's sister so that the two might speak one final time. For this, he became the Fortune of Mourning.

Boar – The Boar Clan are thought to have vanished in their entirety during the sixth century. Rumors occasionally surface from the Twilight Mountains, however, of samurai bearing that mon appearing and either aiding or attacking travelers. These are the spirits of Boar samurai escaping the control of the Shakoki Dogu; they are most commonly found near stone circles. (Optionally, the Lair from *The Book of Earth* also survives, albeit in slightly less insular, and slightly more hostile, form.) Their founder Heichi is the Fortune of Debts, and serves Daikoku.

Centipede – As in the usual canon. They have not joined the Mantis Clan. Their founder Moshi Azami is the Fortune of Devotion.

Dragonfly – Isawa Maroko eloped with Mirumoto Asijin, an imperial samurai, and the two became the Fortunes of Disobedient Marriage, in service to Benten. They shelter under the wings of imperial power, however, and so the Lion can make few moves against

them. The Dragonfly still operate as gatekeepers to imperial lands, making them almost a vassal family, but their bushi train with the Shiba, not the Mirumoto.

Falcon – The ashigaru Hayabusa became the Fortune of Vigilance after saving an imperial advisor, and his son Yotogi was granted formal recognition as the head of the Falcon Clan. If the Shuten Doji threatens them, it is an open question whether they will end up joining the Crab or the Owl, as the Falcon maintain close relations with both.

Fox – In this timeline, there never was a Minor Fox Clan. The samurai left behind by the Ki-Rin have no founder who achieved status as a Fortune. When the Lion commenced hostilities against them, they took refuge with the Owl, who welcomed them as a new family.

Hare – As in canon. Reichi is now the Fortune of Sabotage.

Mantis – Gusai engaged in a similar act of hubris, but instead of being executed by the Emperor's guards, he was killed by the Emperor himself, in dragon form. The Mantis are a wealthy Minor Clan in the islands, ruled by the Gusai family (using the Yoritomo schools). Their ancestor is the Fortune of Ambition.

Monkey – Toku's life followed much the same path as in canon, save that it happened during the war against the Pure One. He is, of course, the Fortune of Virtue.

Oriole – Their founding came in the second century, when Tsi Wenfu crafted a priceless sword for the Emperor. He, not Tsi Xing Guo, is the Fortune of Steel.

Ox – Because the Kolat lack a strong foot-

hold in Togashi's Empire, this Minor Clan does not exist.

Snake – Though obliterated by the Phoenix, the Chuda survived in a handful of samurai with the good (or bad) fortune to be elsewhere in the Empire during the Five Nights of Shame. The descendants of those survivors are now homeless wanderers pursuing a bitter vendetta against the Phoenix. Chuda is the Fortune of Purity – a painful irony, in light of the fact that some of the surviving Snake were powerful *maho-tsukai*, whose descendants now serve the Dark Daughter of Fu Leng in the Shadowlands.

Sparrow – although in canon Onegano was officially the founder of the Sparrow Clan, here they acknowledge Suzume as their true founder, and venerate him as the Fortune of Honorable Poverty.

Tiger – The Tiger Clan (from *Imperial Histories*) does not exist.

Tortoise – since the Battle of White Stag, and the encounter that led to it, never occurred in this timeline, the Tortoise Clan does not exist.

Wasp – Their founding is as in canon, save that it occurs in the seventh century instead of the twelfth. They have not joined the Mantis. Their founder Tsuruchi is the Fortune of Archery.

Optionally, the Court of the Minor Clans fan project can also be incorporated, to provide more variety.



Families

As hinted at in the previous section, the version of the Owl Clan presented in this document is not quite the same as the one in IH2. Instead of the Otomo and Seppun families, the Owl have the Fukuro, and the Kitsune have joined them instead of forming an independent Minor Clan. If you choose to use the IH2 version of the clan, all family bonuses and school associations should be as presented there.

OWL CLAN FAMILIES

Hantei (+1 Void) – the leaders of the Owl Clan, and by far the largest family within it. Both the courtiers and the bushi of the Owl are trained in Hantei schools. Those found to have shugenja gifts customarily go to the Fukuro.

The Hantei are the most conventional of the Owl families, by quite a long margin. Other clans sometimes call them the Hand and the Fist, alluding to the fact that the family undertakes the dual roles of diplomacy and fighting. They also sometimes decry the Hantei as arrogant. Those who bear this name remember that their founding Kami saved his brothers and sisters from a threat that was beyond their strength. Although none of them would call themselves the equal of their forebear, they see their duty as no different.

Fukuro (+1 Awareness) – the primary shugenja family of the Owl Clan. Fukuro was a woman living on the edge of Shinomen Mori at the dawn of the Empire, a strange hermit whose gifts allowed her to live safely among even stranger creatures.

The Fukuro have an interest in (some might

say an obsession with) secrets. Unlike the Scorpion, however, who value secrets for the power they bring, the Fukuro treasure them in their own right. Both samurai and heimin in their lands regularly "sacrifice" secrets to the Fortunes, depositing them at temples to bring good fortune. Members of this family are often taciturn, living as much in their own minds as in the world around them.

Kitsune (+1 Willpower) – following the departure of the Ki-Rin and the attack of the Lion, Shinun and her people took refuge with the Owl. At first this was merely intended to be temporary, but when Shinun rescued the foxes Osusuki and Akomachi and took Osusuki as her husband, her people became the Kitsune family. They subsequently developed the clan's secondary shugenja school.

Every generation or two, a foxwife or fox husband marries into the Kitsune line, renewing their connection with Chikushudo. Red hair is more common among the Kitsune than in most parts of Rokugan save in Matsu lands – a similarity that is painfully ironic, given the hostility the Lion have not only for the Owl as a whole, but for the Kitsune in particular.

Yoshun (+1 Agility) – the descendants of Kitsune Yoshun, who trained with a kenku kensei. This tiny family rarely manifests shugenja talent, but those few who hear the voices of the kami are always sent to train with the Kitsune. The rest maintain their kenku swordsman tradition.

Because the techniques of the kenku may only be taught to Yoshun's descendants, members of this family rarely marry outsiders. When they do, the spouse is almost always brought into the Yoshun, regardless of status. Their children, being only half of Yoshun's line,



train with the Hantei. If those children marry back into the family, however, the next generation may return to kenku training.

Many Yoshun serve as yojimbo, particularly to Kitsune shugenja. The remainder often take up the role of wandering swordsmen, defending anyone they find in need.

Sekisho (+1 Void) – while not a family in the ordinary sense of blood ties, this is the “family name” used by the Scholars of the First Dawn. They welcome in oddities from all the other families of the Owl, and on occasion from other clans as well.

RONIN FAMILIES

After the Fall of the Kami, Otomo and Seppun vowed to protect the site which would eventually become Otosan Uchi. They could have joined any Great Clan, or even allied themselves with the throne itself, but they knew that binding themselves with such loyalties would, in time, make Otosan Uchi the possession of one group or another, rather than a place belonging equally to all Rokugani. They instead chose to remain separate from such ties.

These two families are unique among ronin otokodate, for reasons apart from their great age. Otomo and Seppun samurai begin at

Status 1, and may be promoted as high as 5 (the rank of their family daimyo). Any gain in status, however, applies only within Otosan Uchi itself. In social terms, samurai elsewhere in the Empire customarily treat these ronin as if they were low-ranking samurai of a Minor Clan. Pious individuals may honor them more highly, but it is a breach of etiquette to be openly contemptuous toward them.

Mechanically, the Otomo and Seppun families take the same bonuses given in the Book of Water section of the core rulebook.

VASSAL FAMILIES

The Great Clans are assumed to have more vassal families than have been named in canon; indeed, many samurai hail from one of these smaller branches, with relatively few belonging to directly to the major families. These vassals undertake a myriad of duties, ranging from being the clan's historians to overseeing the collection and distribution of a particular resource.

Characters born to a vassal family are commonly called by that name; more formally, they use both the name of their family and their patron major family. An Ashidaka swordsmith, for example, might be Ashidaka Chukami in casual conversation, but Kakita no Ashidaka Chukami in court.

Schools

Because of the change in families for the Owl Clan, the schools do not all have the same names and associations as in *Imperial Histories 2*. The alternate paths listed for them here are suggestions to give Owl players more options; the presence of a path in this list should not be taken to mean that it is not also available to its usual schools as in canon. (The exception are the Kitsune paths, which are not available to the other families of the canonical Mantis Great Clan. The Gusai only have access to Yoritomo paths.)

OWL CLAN BASIC SCHOOLS AND PATHS

Hantei Bushi (IH2)

- Rank 2 – Kitsune Ranger
- Rank 2 – Falcon's Strike
- Rank 4 – Shiba Yojimbo
- Rank 4 – Hiruma Yojimbo

Hantei Diplomat (Otomo Diplomat)

- Rank 3 – Ide Trader

Fukuro Shugenja (Seppun Shugenja, IH2)

- Rank 2 – Toritaka Exorcist
- Rank 4 – Kitsune Spirit Legion
- Rank 4 – Kuni Crystal Master
- Rank 4 – Unicorn Doomseeker

Kitsune Shugenja (core rulebook)

- Rank 2 – Kitsune Artisan
- Rank 3 – Children of Chikushudo
- Rank 3 – Kitsune Summoner

Yoshun Bushi (Kenku Swordsman, *Enemies of the Empire*)

- No alternate paths.

NEW BASIC SCHOOL: SCHOLARS OF THE FIRST DAWN

The Scholars are a clan monk school, rather than a Brotherhood order, and as such they follow a five-rank progression of techniques.

TECHNIQUES

RANK ONE: REMEMBERING AS THE NAGA

The first lesson of the Sekisho is to reach within your own past, bringing out the latent gifts of your ancestors. You gain three character points which can only be spent on a Spiritual Advantage. (Elemental Blessing, Enlightened, Friend of the Brotherhood, and Magic Resistance are excluded.) Also, you may purchase one mystical kiho, that does not count against your normal limit.

RANK TWO: THINKING AS THE TROLL

Scholars of the First Dawn benefit from the collected knowledge of the past. You gain the Language advantage for an nonhuman language. All nonhuman languages for which you have the advantage are spoken at full fluency. Your Lore rolls are never considered unskilled; if you already possess the Sage advantage, you gain +1k0 on Lore rolls instead.

RANK THREE: CHANGING AS THE NINGYO

Your connection with the past has deepened to the point where you may draw upon it to guide you. Once per day, you may make a Meditation roll as a Complex Action, at TN 20. If you succeed, you may spend a Void Point to gain your School Rank in temporary ranks of any skill, which last until sunrise the next morning. (If you already possess ranks in the skill, this benefit does not stack with them, though it may supercede them.) Because this knowledge is drawn from the past, anyone with ranks in the skill you have



chosen can see that your behavior is archaic – though still effective.

RANK FOUR: MOVING AS THE KENKU

Your body no longer exists wholly within the present moment, such that current dangers hold far less threat for you. By spending a Void Point, you increase your Armor TN by 10 and gain your twice your lowest Ring in Reduction for rounds equal to your School Rank. You also gain +2k2 to your Stealth rolls. If you take violent action against any target, you engage once more with the present time, and these benefits vanish.

RANK FIVE: SEEING AS THE NEZUMI

The greatest masters of the Sekisho can see through time itself. By making a Meditation / Void roll at TN 30, you may look back to see what transpired in your location at some prior time. You may specify a particular event or date, or ask a question and seek the answer in the past. You can look ten years back in time with a standard roll, and further with Raises: up to a century for one Raise, a millennium for two, the dawn of human existence for three, and pre-human time for four. You may

share this vision with another person for two additional Raises. Under no circumstances, however, can you see events within the last year; they are simply too close for you to focus upon them. Any effect which interferes with divination also interferes with this technique.

PATH: SEKISHO SOHEI [MONK]

Although the Sekisho are known as scholars, not warriors, some among their number follow a more martial path. They maintain no separate temple or dojo, but train in a master-and-apprentice system not unlike that of the Kuni.

Technique Rank: 4

Replaces: Scholar of the First Dawn 4

Requirements: Jiu-jitsu or Staves 3

Technique: *Striking as the Kenku* – The Sekisho Sohei are no strangers to combat. You may attack as a Simple Action when unarmed or wielding a weapon with the Monk keyword.

ADVANCED SCHOOLS

Sodan-senzo – as per the mechanics given in *Imperial Histories*, except that the abilities described therein are not limited to those of kitsu ancestry. It is extremely rare, however, for anyone not trained in an Owl Clan shugenja school to be accepted as a sodan-senzo. Most of their students are Fukuro shugenja.

The Legion of Heaven – The White Guard (Unicorn Advanced School) from the Core rulebook. The Horsemanship 5 requirement is replaced by Kenjutsu 5. Instead of devoting themselves to gaijin gods, students of this school draw strength from their reverence of Tengoku. Virtually all of them are first trained in the Hantei bushi school.

LION CLAN SCHOOLS

Disciples of the Honored Ancestors – Characters trained in this school use the Kitsu Shugenja School technique, rolling School Rank / Water Ring as if they were casting a spell. They do not, however, entreat the kami for aid; the effect operates in the manner of a mystical kiho. This technique cannot be used while another mystical kiho is active. The Disciples may purchase further kiho as if they were Brotherhood monks, and gain one additional martial kiho at character creation (replacing the Free Raise portion of the Kitsu technique).

Bishamon's Chosen, the Kitsu Shugenja alternate path, is not used in this setting. The Kitsu Spirit Legion path and Sodan-senzo Advanced School are used by the Owl Clan, as described above.

UNICORN SCHOOLS

Khan's Fist – In place of the White Guard, the Unicorn use the mechanics of Tsudao's Legion from *Imperial Histories 2*. Most of those who join the Fist are Shinjo or Utaku bushi.

RONIN SCHOOLS

Otomo Guardian – Otomo Courtier (core rulebook)

Seppun Guardsman (core rulebook)

Seppun Shugenja – as per the core rulebook, with the “Defense” keyword replacing “Imperial.”

Wherever the Otomo and Seppun techniques specify an Imperial target or context, replace that with the site and inhabitants of Otosan Uchi.

Any character who has trained in one of these schools, whether from the two ronin families or otherwise, acquires a 6-point Obligation: Protect Otosan Uchi. Abandoning this sacred vow results in a large Infamy gain, and (at GM's discretion) also a spiritual curse.

Advantages

The cost of Spiritual Advantages is decreased by 1, as are Inheritance and Sacred Weapon. The point value of Spiritual Disadvantages is correspondingly increased by 1. GMs are encouraged to integrate such things with the plot, rather than leaving their effects strictly mechanical, to reflect the importance of spiritual matters in this setting.

Owl Clan samurai may purchase the following Advantages for one point less: Enlightened, Inner Gift, Seven Fortunes' Blessing: Hotei's Blessing, and Touch of the Spirit Realms. They may also purchase nonhuman languages for one point less. The following Disadvantages are worth one point more to them: Haunted, Touch of the Void.

ANCESTORS

If your campaign uses the Otomo and Seppun families from *Imperial Histories 2*, the ancestors provided there are unchanged. If they are instead ronin otokodate, there is a variant Otomo ancestor provided here for that purpose; Seppun may be used without alteration. The imperial versions of those ancestors from *Secrets of the Empire*, however, are not allowed in a Togashi Dynasty game.

The Fukuro, Fukuro Yuutai, and Osusuki ancestors are designed for the version of the Owl Clan presented in this document. The GM may opt to use the Mantis Osukuki and Akomachi ancestor from *The Great Clans* instead.

Sekisho PCs of Owl Clan descent may manifest the favor of any Owl ancestor.

Fukuro [6 points]

Before the fall of the Kami, few humans dared to live near Shinomen Mori. Fukuro was the exception: a strange, solitary shugenja who knew the secrets of the forest better than any, and saw much that lay beyond the vision of others. Those with a close connection to her gain +1k0 to Divination skill rolls, and +1k1 to Spellcasting rolls with the Divination keyword.

Demands: Fukuro shared her wisdom with Hantei, but few others. She will abandon you if you ever betray a secret you have promised to keep, or divulge the secrets of the Shinomen Mori to anyone outside the Owl Clan.

Fukuro Yuutai [10 points]

A talented shugenja of the Fukuro family, Yuutai vanished for a time into Shinomen Mori. When she returned, she seemed different, but her true nature remained concealed from her family until the Bon Festival the following year. During those three days, they discovered that Yuutai had died in the forest, and come back to them as a ghost. She departed at the end of the Festival, but not before teaching her son the Spirit Legion technique. Those she favors take on an otherworldly touch of their own: by spending a Void Point, you may pass through a solid object such as a gate or a non-defensive wall as if you were a ghost.

Demands: Yuutai requires that you show respect to the dead at all times. If you ever fail to give proper rites to the fallen, or take violent action against the spirit of a deceased human, she will withdraw her favor. (Non-violent actions such as confinement and banishment are permitted.)

Osusuki [7 points]

When Shinun first came to Shinomen Mori, she found two fox cubs left orphaned when their mother was killed in a hunter's trap. She cared for them, and after the foxes were grown, they repaid her kindness. Akomachi remained a fox and joined with the spirits of the land, while Osusuki became human and founded the Kitsune family. Once per day, you may transform into a fox as a Complex Action, communicating naturally with other animals and kitsune spirits, as well as with humans. You retain your own Mental Traits, but take on the Physical Traits of a fox (see *Enemies of the Empire*). This transformation lasts for one hour per rank of Void, and can be dismissed sooner as a Free Action.

Demands: Osusuki never forgot his origins, and neither should you. He will abandon you if you ever harm a fox or a kitsune, or allow one to be harmed in your presence.



Otomo [8 points, ronin version]

Had Otomo involved himself in the political beginnings of the Empire, his influence might have been tremendous. As it was, he chose instead to dedicate himself to the development and management of Ootosan Uchi – a task which required gaining the support of the nascent Great Clans. Any time you purchase the Ally Advantage, it costs one point less.

Demands: Otomo put the preservation of Ootosan Uchi above all else. He will abandon you if you ever refuse an order from a superior in the city's hierarchy, or if you permit any disrespect of the site to pass without censure.

Yoshun [10 points]

Nothing in the world mattered to Yoshun more than the safety of her brother, and those she favors become exceptional yojimbo. You gain +10 to any Contested Roll to sense an ambush, and at the start of combat, you may place one person under your protection. You gain a temporary 3-point Kharmic Tie to that person, which lasts until the end of combat. If you already have a Kharmic Tie with them, this benefit stacks.

Demands: Yoshun still cares for the safety of her kin. If you ever hurt a member of the Fukuro family or a kenku, or through inaction allow one to be hurt in your presence, she will abandon you.

Additional Mechanics

These are specific rules meant to apply to the Togashi Dynasty setting. House rules and homebrew mechanics meant for more general use are covered later in this document.

STUNT DICE

Togashi Dynasty campaigns may be well-suited to a stunt die mechanic, modeled on White Wolf's *Scion* or *Exalted*. The GM may choose to grant one to three bonus unkept dice on a roll if the player describes their action or roleplays a conversation particularly well.

Unmodified roll: no effort from the player. "I attack" or "I'm going to Intimidate him into moving."

+1k0: basic effort. "I feint high and then try to cut his legs from under him" or "I tell him, 'I rode all night to get here from Kyuden Hida. Do you really want to stand in my way?'"

+2k0: interesting effort. The player makes use of the circumstances or describes something particularly creative. "While he's off-balance from lunging at me, I try to sweep his leg out – the same leg I cut earlier" or "I'm taller than him, so I get up in his face and drop my voice low enough that nobody else can hear me. 'You have two choices. Either you get out of my way – now – or I introduce you to my new pet. I just came back from the Ivory Kingdoms, you see, and they have the most interesting creatures there. You'd almost think they came from the Shadowlands.'"

+3k0: noteworthy effort. The player comes up with an action so perfect, or roleplays a conversation so well, that the rest of the group might just burst into applause.



The mook rule is also very appropriate for this setting, so that the PCs may mow down large groups of minor enemies. By contrast, the GM may choose to increase the Out Wound Rank to Earth x3 or even Earth x4 for PCs and important enemies.

SKILLS

GMs running a game set in the Togashi Dynasty have three options for how to handle knowledge about nonhumans (particularly in the context of the school skills for the various Owl Clan schools). In increasing order of restriction, they are:

- 1) As suggested in *Imperial Histories 2*, allow Lore: Nonhumans to cover all sentient, nonhuman creatures native to Ningen-do, as well as all spirits from realms other than Jigoku, Yomi, and Tengoku.
- 2) Keep Lore: Spirit Realms as a separate skill, and use Lore: Races of Ningen-do to cover the Five Ancient Races, Naga, Nezumi, and any other supernatural creatures

commonly found in the mortal realm. Treat each of the races as an emphasis within that skill. Owl-trained samurai take Lore: Races of Ningen-do as a school skill, though optionally they may be permitted to substitute Lore: Spirit Realms instead.

3) Separate nonhuman Lores into five categories: Five Ancient Races, Naga, Nezumi, Spirit Realms, and Yokai (covering other supernatural creatures originating in Ningen-do). Players choose one such Lore to be their school skill at character creation.

The last option is well-suited to campaigns that will be exploring supernatural creatures in detail, while the first is more appropriate to games for which that is only one element among many. In any case, where school techniques affect nonhumans as a class, they apply to the entire set of possibilities, even if the Lore skills are separate. (A Hantei bushi is equally effective against Naga and gaki, whether her chosen school Lore is Non-humans, Races of Ningen-do, or Naga; a courtier may remember something useful about any such creature with a successful roll of the appropriate Lore, even if his chosen school skill is different.)

Regardless of the option used, Owl Clan techniques do not apply to monsters of the Shadowlands or Jigoku, minions of the Lying Darkness, mundane animals, or supernatural creatures from outside of Rokugan.

See Appendix B for an index of creatures and their types.

KATA

The following kata are practiced solely by Owl Clan bushi.

STRENGTH OF THE OWL

- **Ring/Mastery:** Earth 3
- **Schools:** Any Owl bushi
- **Effect:** When you are in the Attack or Full Attack Stances, you may reduce your Wound Penalties by 2 (5 if the injury was inflicted by a nonhuman).

WISDOM OF THE OWL

- **Ring/Mastery:** Void 4
- **Schools:** Any Owl bushi
- **Effect:** After any round in which you have seen your opponent attack, you may make a contested Void roll against them. (If the target has no Void Ring, you roll against their lowest Ring.) If you succeed, you gain +3 to your attack rolls against that target for the remainder of the skirmish. This effect may stack in subsequent rounds, and may be applied to multiple targets at once, though you may only make one contested roll per round.

KIHO AND SPELLS

As per the sidebar in the core rulebook, clan monks, shugenja, and ninja may all purchase kiho. As per the suggestion in *Imperial Histories* 2, bushi may purchase kiho, and courtiers may purchase spells. For the purpose of completeness, artisans have access to spells as well. (In all cases, the GM has the final say on which kiho or spells are appropriate for those school tags, and may rule some to be off-limits.)

For clan monks, the rule governing their qualification is taken from p. 266 in the core book. (Note that the Design Team considers that to be an error; the intended rule in normal campaigns is the one given on p. 261.) The Disciples of the Honored Ancestors are treated as Brotherhood monks in this chart, although they are a clan school.

School Type	Qualification	Number	Cost
artisan	School Rank	School Rank	double
bushi	Ring	School Rank	double
courtier	Ring	School Rank	double
monk (Clan)	Ring + School Rank	School Rank	one and a half
monk (Brotherhood)	Ring + School Rank	as in the core rulebook	Mastery Level
ninja	School Rank	School Rank	double
shugenja	Ring	School Rank	double

For courtiers purchasing spells, the Mastery Level is considered two higher (minimum 3). Courtiers and Artisans may not take 0-level spells.

The following spells are specific to Owl Clan shugenja, who adapted them from the magic practiced by their nonhuman allies:

GIFT OF CLEANSING LIGHT

As per the special Naga pearl, “The Pearl of Cleansing Light.”

TRAVELER’S STAFF

- **Ring/Mastery:** Water 3 (Divination, Craft)
- **Range:** Touch
- **Area of Effect:** One walking stick
- **Duration:** Three days
- **Raises:** Duration (+1 day per Raise)

This spell, adapted from the Nezumi Wanderer’s Stick, enchants a piece of wood at least three feet in length, which may subsequently be given to another person. This is a great boon to those who venture into Shinomen Mori: so long as that person holds the stick, they know the direction of their clan’s lands, and they cannot be deceived by any illusion or technique that attempts to send them astray. The stick does not function in the Shadowlands, however, and any attempt to use it as a weapon breaks it.

Heritage Table

For those who wish to include Heritage options in their games, this table offers a set tailored to the Owl Clan. As usual, an initial roll of 1-3 indicates a Shameful Past, 4-7 indicates Illustrious, and 8-10 indicates a Mixed Blessing.

SHAMEFUL PAST

1 Your ancestor's connection to the Void was too strong for their own good. You gain the 3-point Disadvantage Lord Moon's Curse.

2-3 Your ancestor solved a problem for the Owl in the most ruthless fashion possible. Instead of Glory 1, you begin with Infamy 1.

4-5 A falling-out between your ancestor and a certain temple of the Brotherhood has persisted through the generations. You begin

with -1.0 Honor and the 1-point Disadvantage Cast Out.

6-7 There is an inhuman creature somewhere in your ancestry, though you don't know what it was. You have the Disadvantage Bad Fortune: Evil Eye.

8-9 Your family has been tasked with stewardship of a cursed item. You must carry it with you at all times, to keep it from falling into the wrong hands.

0 One of your ancestors offended a trickster spirit, and it has not forgotten the insult. You gain the Disadvantage Cursed by the Realm: Sakkaku.

ILLUSTRIOUS PAST

1 You hail from the true bloodline of your family. The Ancestor Advantage costs two fewer points for you.



2-3 Your family is known for having a minor gift of sight. You gain 0.5 Glory and one rank of the Divination skill.

4-5 Your ancestor established a relatively wealthy and influential branch of your family line. You begin with 0.5 Status and an additional two koku.

6-7 Several of your ancestors have married into the imperial families. You may purchase the Imperial Spouse Advantage for two points less.

8-9 A great service from your ancestor won imperial favor. You may purchase the Sacrosanct Advantage for one point less.

0 A shapeshifter in your family line has passed its skill on to you. You may take one Minor Shapeshifter Ability, without a corresponding detriment.

MIXED BLESSING

1 A trickster from Sakkaku considers itself to be a friend of your family line, and will “help” you at unexpected moments.

2-3 Your ancestor saved the life of a Lion samurai, and that family has not forgotten the debt. You gain a 3-point Ally Advantage within the Lion, but this causes political difficulty in both clans.

4-5 Your family has a longstanding fascination with a particular nonhuman group. You gain the Disadvantage Gaijin Name, but your name is nonhuman. You gain one rank in the appropriate Lore.

6-7 Sometimes your family does not live up to the high standards of the Owl Clan. You begin with -1.0 Honor, but gain either a rank in a low skill, or a low emphasis in a high skill.

8-9 Your ancestor’s fascination with hidden secrets has led your family down a treacherous path. You gain the Advantage Dark Paragon: Knowledge.

0 Your ancestor taught his children to cultivate their minds, and the tradition continues to this day. You gain the Clear Thinker Advantage, and the Contrary Disadvantage.



Monastic Associations

Although only a few of the Great Clans maintain their own monastic orders, the Brotherhood as a whole exercises a high degree of influence in Togashi's Rokugan. A number of sects both major and minor enjoy the patronage of a specific clan, which means their temples and shrines are often found in those provinces, and monks from those orders generally meet with positive reception there. In some cases, the patron clan is the one with the closest ties to the founding of the sect, but other groups have migrated to lands where their views are congenial.

This list is current through *Secrets of the Empire*.

- Crab
 - Order of Osano-Wo
 - Barefoot Brethren
- Crane
 - Four Temples
 - Autumn Leaf Temple
 - Order of Jurojin's Blessing
- Lion
 - Order of Heroes
 - Followers of the Way
- Owl
 - Fukurokujin's Eyes
 - Shrine of Heaven's Mirror
- Phoenix
 - Shrine of the Seven Thunders
 - Order of Rebirth
 - Pure Song Shrine
- Scorpion
 - Shinmaki Order
 - Silent Ones
- Unicorn
 - Order of the Wind
 - Rising Earth Temple

Astrology

All those who study astrology know that certain days or hours of the day are auspicious for particular things, and inauspicious for others. The wise make use of this knowledge to plan their course of action. The following attempts to model the role that astrology played in historical Japanese society; be warned that it is somewhat complex.

Each in-game day, the GM may roll to determine the auspices for the day. The first roll describes how many auspices are in effect:

- 1 – no auspices
- 2 – one positive auspice, weak
- 3 – one positive auspice, strong
- 4 – one negative auspice, weak
- 5 – one negative auspice, strong
- 6 – one weak positive, one weak negative
- 7 – one strong positive, one weak negative
- 8 – one weak positive, one strong negative
- 9 – one strong positive, one strong negative
- 0 – two strong positives

A positive auspice awards a bonus to rolls involving that subject, while a negative one imposes a penalty. A weak auspice is suggested to be +/- 2, and a strong one +/- 5, but the GM is free to adjust these numbers to suit the situation.

With a Divination (Astrology) roll, a character can determine the auspices for a given day. At the base TN of 15, the answer is vague and symbolic, but Raises may be called for greater clarify. Each Raise provides one of the following: the specific subject and nature (positive or negative) of one auspice; the strength of an identified auspice; or the time at which the auspice's influence begins and ends. The bonuses and penalties apply



regardless of whether a character has made the roll to identify them.

Auspices may be specifically tailored to the in-game situation, but on a daily basis they are likely to fall into one of the general types described below. GMs who do not wish to make something up every day may determine the auspices by rolling on the following list:

- 1 – travel
- 2 – marriage, family
- 3 – commerce, money, deals
- 4 – warfare
- 5 – asking favors
- 6 – starting new projects
- 7 – investigation, study
- 8 – large social events
- 9 – making decisions
- 10 – a particular compass direction

Divine Favor

Religion in Rokugan is no mere matter of superstition: the influence of the Celestial Heavens is unquestioned, especially in Togashi's Empire. To represent the greater

weight placed on spiritual matters in this setting, GMs may wish to use the Appeasement system designed by forumite Mirumoto Saito, which is here called Divine Favor. (The original version may be found [on the forum](#).)

Divine Favor is earned through acts which are pleasing to a Fortune, ancestral spirit, or Elemental Dragon. The Favor points thus gained may be spent like experience points, purchasing a temporary benefit such as an Advantage or a single rank in a skill, or temporarily negating a Dis-advantage. The effect of spending Favor lasts for one scene. A character may never have more points of Favor than their Void + Insight Rank. The Enlightened Advantage causes Void to count double. For every Spiritual Ad-vantage the character possesses, their limit increases by one, but every Spiritual Dis-advantage decreases it by one. The character may have Favor from multiple entities at once, but never from direct rivals, and the total cannot exceed this limit.

Earning Favor requires substantial effort, followed by a roll of Lore: Theology / Void to earn one point of Favor. A minor effort carries a TN of 30; a moderate effort is TN 20; a major effort is TN 10. Each Raise called on the roll confers an additional point. If the character belongs to the family (not simply the clan) of the ancestor spirit they are trying to please, or has a blessing from the relevant Fortune, they gain one additional point on each successful roll.

Example: Doji Arihime wishes to gain Benten's approval. A minor effort could take the form of half a day spent in meditation and prayer, but it could also involve an act such as carrying a letter to someone's lover or donating at least one koku to a temple of Benten. A moderate effort would involve

several days of prayer, a dangerous tryst, or a larger donation. A major effort might be a week of constant prayer, acting as a nakodo (go-between) for a marriage of love, or ongoing financial patronage of a temple. Truly epic acts, such as becoming a monk in service to Benten, eloping with one's true love, or founding a new temple require no roll; they immediately bestow Favor up to the character's current limit.

Favor can only be spent to gain benefits that suit the nature of the entity bestowing the blessing. (Benten's Favor cannot be spent to gain a rank in Heavy Weapons; Matsu's favor cannot be spent to suppress the Soft-Hearted Disadvantage.) The GM may choose to require an additional point for blessings that seem borderline, and may always rule that a given benefit simply cannot be bought with Favor at all.

Spending Favor carries a penalty, which is the generation of Wrath. Each point of Favor spent produces one point of Wrath. It is most often incurred with spiritual entities who oppose the one that granted the blessing, but other factors may apply: for example, if a character suppresses one of the Seven Fortunes' Curses, they automatically incur Wrath from that Fortune, plus one additional point. There is no limit to the amount of Wrath a character may bear at once.

Wrath is spent in the same manner as Favor, but it is in the GM's control. Wrath may be used to suppress an Advantage, bestow a Disadvantage, or grant a temporary benefit to an NPC opposing the character. The same limitations apply, however; it cannot be used to create an effect that does not align with the entity's nature.

Characters may attempt to reduce Wrath by suitable acts, as if they were gaining Favor

instead. The TN for reducing Wrath, however, is 5 higher: TN 35 for a minor act, TN 25 for a moderate act, and TN 15 for a major act. If the character fails the roll, they gain an additional point of Wrath instead.

Spiritually powerful locations may make gaining Favor or reducing Wrath easier. Praying in a major temple to Bishamon, for example, might reduce the TN by a small amount, while Bishamon Seido itself might grant a Free Raise or an additional point. Conversely, it is difficult to gain Favor or reduce Wrath in profane locations.

Dueling

Duels are less closely regulated in Togashi's Rokugan than in Hantei's. Samurai are still expected to obtain their lord's permission before engaging in a duel to the death, but clashes to first blood require only the agreement of the participants. They need not even have the oversight of a magistrate or other authority figure, unless the duel is meant to be legally binding. (Of course, if a duel without authorization ends in death, whether accidental or deliberate, the consequences are still severe.)

The format of the duel is also more flexible. Among the families who prize kenjutsu, iaijutsu is still the most common method of settling disputes, though it is as likely to take the form of an unexpected faceoff between two bushi who have not yet drawn their weapons as a ritualized encounter agreed upon in advance. The Unicorn and Crab, however, are more likely to engage in a wrestling match, whether bariqu, sumai, or just generalized grappling. Some bushi prefer knives; this is common among the Minor Clans of the Mantis and the Hare, but

Scorpion have been known to choose this approach as well. Less bitter issues may be laid to rest with a game of Go or shogi.

When non-bushi samurai come into conflict, the options become even more varied. Two shugenja in disagreement will duel in *taryu-jiai*, as described in *The Book of Fire* (with one modification described below). Courtiers will often confront one another in a *renga* contest, with the challenged party offering up the first poem. These contests, of course, draw no blood, but as the outcome is judged by the audience – either the highest-status person present, or the general acclaim of the crowd – the long-term effects may be far worse. Occasionally they will choose music, dance, or some other art form in place of poetry. More informally (and often more viciously), courtiers may engage one another in *sadane*. Even monks have been known to duel: they fight either with their bare hands or with staves, usually atop two posts or stumps. The first to be knocked from his perch loses.

If a conflict crosses these boundaries – a courtier calling out a bushi, for example, or an artisan claiming insult from a shugenja – they must agree on the format of their duel, which can be a tricky matter. All other things being equal, the challenged party has the right to choose, but if the challenger is of higher status, or is particularly influential in that locale, the balance may shift the other way. Regardless, any samurai caught in a duel for which they have no ability (no ranks in the

requisite skill, or no connection to the kami in the case of *taryu-jiai*) may appoint a champion to fight in their place.

When a shugenja duel takes place, unless it has been specified in the terms of the confrontation, each participant may freely choose which Element to employ. The effect, however, may vary based on the location of the duel. For example: if the confrontation occurs alongside water (a river, a lake, the sea), then any Water spellcasting roll gains +1k1. Earth and Air rolls are unaffected, but Fire suffers -1k1. Because of this, negotiation over the site is often a vital component of arranging the duel.

The position of Emerald Champion is still awarded through a test of *iaijutsu*, although the preceding challenges are more stringent, and only the two leading contenders face one another in the final duel. The Jade Championship is structured similarly, ending in *taryu-jiai*. The Topaz Championship, by contrast, is less oriented toward bushi than in canon. After the initial tests, the samurai who have shown their worth compete against one another in randomly-chosen fields, so that none know in advance what skills they will be called upon to display. (At least, this is the theory. The less scrupulous have been known to try and manipulate the process in order to favor their preferred candidate.) The reward is a *nemuranai* suitable to the victor; it is not always armor.



House Rules

This final section is unrelated to the Togashi Dynasty setting; it consists of house rules (either of my own design, or my current GM's) which I intend to incorporate into my campaign. They are offered here for general interest, and include many things I have posted to the Homebrew forum, including Alternate Paths and Advantages.

BASIC RULES

If three tens explode on a roll, you regain a Void point.

At Defense 3 and higher, Armor TN is calculated as $\text{Reflexes} \times 5 + (\text{Defense} \times 2)$.

When wielding a polearm, spear, or bo, you may add your Insight Rank to your Armor TN, to represent the defensive advantage these weapons bestow. The bonus does not apply if you are using the weapon unskilled.

All characters may add their Glory Rank to most social rolls, as well as +2 for every Status Rank they possess above 1. The situation must be one in which the character's identity is known, and would plausibly sway opinion in their favor. Infamy, by contrast, subtracts 5 for every Rank.

After the starting koku, a samurai's stipend is bestowed quarterly, in an amount equal to one-fourth of $\text{Status} \times \text{Starting Koku} \times 2$. The Wealthy Advantage increases the starting koku for the purposes of this formula.

Shugenja may gain additional spells in three ways: first, by order of their lord (as a part of their assigned duties); second, by winning them as a reward for good service or victory

in a competition; and third, by requesting them from their school. A PC may never gain more spells by the third route than the cumulative total of their School Ranks – one when Rank 1, three when Rank 2, and so on. Requesting a spell requires an Etiquette (Bureaucracy) / Awareness roll at TN 30, with Raises equal to the Mastery Level of the spell.

The spells Jade Strike, Extinguish, Gatheirng Swirl, and Purification of the Kami do not count against this limit, and may be gained simply by asking. They are considered harmless to honorable samurai, and useful enough to the well-being of the Empire that all shugenja should have access to them.

SKILLS

You must buy your school skills up to the level of your next School Rank before you may advance in your school. (In other words, achieving School Rank 3 requires three ranks in all relevant skills, and so forth.)

Ninjutsu is not a separate skill. Ninjutsu weapons fall under the appropriate bugei skills (Athletics for shuriken and tsubute; Kyujutsu for blowguns). Stealth is used for surreptitious attacks, separate from the weapon roll.

Raises are not used on Lore skills. Instead, the information returned is based on an escalating TN scale.

Kemari is treated as a subset of Athletics. Sadane is treated as a subset of Courtier.

Macro skills grant the following Mastery Abilities:

Artisan

Rank 3: you gain a free emphasis

Rank 5: you may call an additional Raise
Rank 7: if you fail your roll, you may reroll at no penalty

Craft

Rank 3: you gain a free emphasis
Rank 5: you may call an additional Raise
Rank 7: if you fail your roll, you may reroll at no penalty

Games

Rank 3: {undecided}
Rank 5: {undecided}
Rank 7: {undecided}

Lore

Rank 3: you gain a free emphasis
Rank 5: you gain a +5 on any topic for which you have an emphasis
Rank 7: you may roll twice and take the better of the two results

Perform

Rank 3: you gain a free emphasis
Rank 5: you may call an additional Raise
Rank 7: if you fail your roll, you may reroll at no penalty

ADVANTAGES

Crab Hands, Crafty, Sage, Sensation, and Soul of Artistry – these Advantages continue to bestow a +1k0 bonus on skills for which you have ranks, but the first rank in any such skill costs two XP.

Chosen by the Oracles – grants a +1 bonus to both Traits of the Ring, which are considered “real” for all purposes except XP expenditure and Insight. If taken for six points (five with the Spiritual discount), the advantage also carries a Kharmic Nemesis of equal Insight Rank to the PC.

If taken for ten points (nine with the discount), the Oracle’s favor is akin to that of an Ancestor, and may be lost if if you ever gain a rank of Shadowlands or Shadow Taint, if you ever knowingly assist the enemies of Rokugan (Bloodspeakers, Lying Darkness, Kolat, Shadowlands, agents of the Dark Oracles), or if your Honor ever falls below 2.

Prayer Staff (Material, 6 points) – Your prayer staff has awakened as a nemuranai. In addition to being usable as a magical weapon (treated as equivalent to a bo or a jo), it provides a bonus to your spellcasting rolls when you spend a Void Point to channel your prayer through the staff. This bonus is +2k1 in your affinity, or +3k1 on any spell for which your school technique grants a Free Raise. (If you have trained in more than one basic shugenja school, you must choose which one your staff is attuned to.) Kuni prayer staves are unaffected by the Taint, and protect their wielder against its effects; these cost seven points instead of six.

Prodigy – cost is reduced to ten points. In addition to the listed benefit, your Glory Rank is considered one higher when interacting with samurai trained in your school.

Signature Weapon (Physical, 5 points) – your wakizashi may be your honor and your katana your soul, but the Fortunes made your hands for another purpose. Choose one type of weapon (e.g. yumi, naginata, bo). You may spend a Void Point to add +1k1 to its damage, as if it were a katana. If the weapon is one particularly associated with your family’s bushi school, you may buy this advantage for one point less. (You may purchase this advantage after character creation.)

Topaz Champion (Mental, 12 points) – The year of your gempukku, you proved your great talent by winning the Topaz Championship.

You gain the benefits of the Topaz Champion path (though the Void Points bestowed by that technique cannot be refreshed by any means other than a full night of sleep).

DISADVANTAGES

Cursed by the Realm: Chikushudo – the penalty also applies to Horsemanship.

Vassal Family Samurai (Social, 1 point) – You come from one of the vassal families of your clan. Your Status is considered 0.1 lower when interacting with samurai who belong directly to a Great Clan family (meaning that you defer to those who would otherwise be your equal).

ALTERNATE PATHS

These additional paths are meant to provide greater variety for courtier and monk characters.

DOJI BROKER [COURTIER]

The trading of favors and duties is the lifeblood of political interaction. The Doji have made a fine art of leveraging not only the obligations owed to them, but those owed between other parties. Through judicious offers of assistance, they can re-arrange the patterns of debt, to the ultimate benefit of the Crane.

Technique Rank: 4

Replaces: Doji Courtier 4

Requirements: Courtier (Manipulation) 4

Technique: *Trading Favors* – You may roll Courtier (Manipulation) / Awareness at TN 10 (for a 3-point Obligation) or TN 20 (for a 6-point Obligation). This TN increases by 5 for every Status rank possessed by the individual to whom the Obligation is owed. If

you succeed, you change the nature and target of the Obligation – effectively arranging matters such that the original duty is discharged or transferred to another individual, in exchange for the target of this technique owing someone else for the assistance. This new creditor may be the Broker, or a third party. The new Obligation must be comparable in scale to the original one, and the target of this technique must be willing to have their Obligation changed.

ASAKO MEDIATOR [COURTIER]

Few among the Phoenix champion the cause of pacifism as devoutly as the specially-trained Mediators. They believe that few if any conflicts are beyond peaceful resolution, and seek to bring opposing parties to a harmonious accord whenever possible.

Technique Rank: 2

Replaces: Asako Loremaster 2

Requirements: Sincerity 3

Technique: *Stand Down* – After a duel has been offered and accepted, but before it takes place, you may approach the challenger and challenged and attempt to persuade them not to follow through, rolling your Sincerity (Honesty) / Awareness against their Etiquette / Willpower or Iaijutsu / Willpower, whichever is higher. If you succeed at this roll with both parties, they back down from the duel with no loss of Honor or Glory. Additionally, whenever you make a social skill roll to defuse a violent conflict, you may add your Honor Rank to the roll.

BAYUSHI PANDER [COURTIER]

Many samurai may enjoy courtly love as an idle pastime, but the Bayushi understand that such affairs can become a potent weapon in the hands of an enemy. With a few well-placed words, they encourage lovers to go beyond mere letters and gifts, even to the point of betraying their duties to their lords

and spouses.

Technique Rank: 3

Replaces: Bayushi Courtier 3

Requirements: Temptation 3

Technique: *Honeyed Poison* – You may only target an individual you know to be attracted to someone who is not their spouse. After spending a scene in private conversation with them, discussing the object of their attraction, you may roll Temptation (Seduction) / Awareness against their Etiquette (Courtesy) / Willpower. If you succeed, the individual is inspired to a reckless act, such as an inappropriately private meeting, an overt declaration of love, or even an attempt at seduction. Targets with the True Love Disadvantage must spend a Void Point to contest the roll; if they fail, they may not spend a second point to resist its effects.

BAYUSHI PROVOCATEUR [COURTIER]

The Scorpion do not publicly acknowledge the existence of the Provocateurs, and those trained in their methods do not advertise their affiliation with a special mon. The Provocateurs operate best when they are not identified, for they specialize in creating strife wherever they go. Under their influence, a disagreement becomes a falling-out, and an argument becomes grounds for a duel.

Technique Rank: 3

Replaces: Bayushi Courtier 3

Requirements: Courtier 3

Technique: *Driving the Wedge* – If you have observed two people exhibiting conflict or open dislike toward one another during the last day, you may attempt to deepen their strife. By conversing with one of them for one minute, spending a Void Point, and succeeding at a contested roll of Courtier (Manipulation) / Awareness against their Etiquette (Courtesy) / Willpower, you may inflict the Brash Disadvantage on that target

for one hour. (Targets who are already Brash suffer a +5 to the TN for resisting the Disadvantage.)

BAYUSHI FURARIBI [COURTIER]

The poetic name for this path comes from the will o' the wisps that can lead travelers astray. If used in the normal canon timeline, this technique is also available to the Otomo, though they do not train with the Scorpion to learn it.

Technique Rank: 2

Replaces: Bayushi Courtier 2, Otomo Courtier 2

Requirements: Sincerity (Deceit) 3

Technique: *Smoke Screen* – When in conversation with another individual, you may roll Sincerity (Deceit) / Awareness against his Investigation (Interrogation) / Intelligence to provide him with misinformation on a topic. (If the target possesses a directly relevant Lore skill, he may substitute that for Investigation.) Success means that the target must call Raises to no effect the next time he discusses that topic, to avoid displaying his misconceptions. The base effect is one Raise, with one additional per Raise called by the Furaribi on the original roll. If the target cannot call sufficient Raises, or misses the adjusted TN, he embarrasses himself in public with his incorrect knowledge. If a month passes without the topic coming up, the effect of this technique fades, as the target forgets what he has been told.

NAKODO [COURTIER]

In many clans, samurai go to great lengths to ensure their children are matched with suitable spouses, often before those children even enter a dojo for training. The care and attention given to such matters means that some courtiers have made a special practice of serving as the nakodo or go-between, proposing candidates and approaching their

families on another's behalf.

Technique Rank: 2

Replaces: any courtier 2

Requirements: Courtier 1, Etiquette 1, Lore: Heraldry 3

Technique: *O-miai* – With a Lore: Heraldry roll at TN 5, you may create a list of unmarried individuals within a given family. For every characteristic specified within that list, the TN rises by 5. Possible characteristics include: age, school, family relationships/lineage, place of residence, Honor, Glory, Status, alliances, political connections, wealth, specific skills, specific Advantages, and lack of specific Disadvantages. (The GM is the final arbiter on which skills, Advantages, and Disadvantages are public knowledge, and which are not.) When serving as someone's official representative in matters of betrothal, you gain a Free Raise on all Social skill rolls related to your duties.

ABBOT [MONK]

Replaces: any Brotherhood 2 or higher

Special: the character must be the abbot of a monastery. This is ordinarily reserved for characters of Insight Rank 4 or higher, though unusual circumstances may result in a less experienced character being promoted by his brethren.

Technique: *The Reverence of Wisdom* – Your fellow monks have chosen to honor you by elevating you to the position of abbot at your monastery. When dealing with members of your own order, you gain +1k1 to all non-Temptation social rolls. When dealing with outsiders, you add your Status rank to those rolls.

ADVISOR [MONK]

Replaces: any Brotherhood rank 3

Requirements: Etiquette 3, Lore: Theology 3

Special: the character must be or have been an advisor to a samurai lord, resident at his

court.

Technique: *Wisdom of the Sages* – Your spiritual advancement has won you a place at the side of a samurai lord, advising him in political matters. Any time you make an Etiquette, Courtier, or Divination roll, you may add your Lore: Theology rank to the total.

MENDICANT [MONK]

Replaces: any Brotherhood 2 or higher

Technique: *Honorable Poverty* – A true member of the Brotherhood needs no wealth to make his way in the world. So long as you are carrying less than one bu in coinage, and your possessions (not counting anything you may be conveying on behalf of another) are worth less than one koku, you may add your Honor Rank to all non-Temptation social rolls.

SHRINE KEEPER [MONK]

Replaces: any Brotherhood 2 or higher

Special: the character must have primary or sole responsibility for maintaining a minor shrine, separate from a monastery.

Technique: *Sacred Duty* – Your spirit draws strength from the holy site under your care. Each day you gain Void Points equal to your School Rank, which may only be spent to enhance rolls directly related to your duties as a shrine keeper. The nature of these duties, and therefore of suitable rolls, depend on your monastic affiliation and the purpose of your shrine, but may include combat rolls to defend the shrine, social rolls with visitors, Medicine rolls to heal supplicants, etc. You only gain these Void points if you slept at the shrine the preceding night; if you travel elsewhere, you lose the benefit of this technique until you return.

SOHEI [MONK]

Technique Rank: 4

Replaces: any Brotherhood rank 4

Requirements: Staves 3, Agility 4

Technique: *Holy War*— There are times when the Brotherhood or the common people must be defended with more than mere words. You gain no kiho at this Rank. Instead, you may attack as a Simple Action with any weapon that has the Monk keyword.

VASSAL PATHS

Certain alternate paths have been developed by vassal families in service to the Great Clans. These bear their names where relevant, so that (for example) the Kaiu Shipwrights are instead called the Fundai Shipwrights. (Hat tip to Ujina Kyotsu on the forums for the original idea, and many of the suggestions below.)

These connections disregard issues of chronology. You may choose to discard any whose founding families do not exist when the path is created.

Centipede

Goraiku/Guardian of the Sun

Crab

Fundai/Kaiu Shipwrights
Maisuna/Kaiu Siegemaster
Raikuto/Severed Hand

Crane

Tsume/Tsume Pikemen

Lion

Murame/Ikoma Wardens
Seizuka/Lion Scout

Mantis

Hogosha/Yoritomo Emissaries

Owl

Byako/Children of Chikushudo
Ise/Kitsu Spirit Legion
Shudo/Kitsune Ranger

Phoenix

Koganshi/Shiba Armorsmiths
Chukan/Asako Philosophers
Sodona/Shiba Yojimbo

Scorpion

Kochako/Shadow Blade

Unicorn

Hyuga/Otaku Horse Master
Battue/Unicorn Doomseeker
Onshigawa/Shinjo Scout

Wasp

Kagehisa/Tsuruchi Swordsman

Appendix B:

Creature Index

The Togashi Dynasty setting is one that should feature supernatural creatures to a greater degree than in canonical Rokugan. To facilitate this, what follows is an index of such creatures, grouped into five categories: nonhuman creatures (i.e. those to which the Owl techniques would apply), Shadowlands/Jigoku, the Lying Darkness, gaijin creatures, and (for completeness' sake) mundane animals. Each line lists the book and page number where stats for the creature may be found.

In the "nonhuman creatures" category, each entry is further marked with the Lore (and in some cases an emphasis) that would apply. For a few creatures, there are reasons why more than one Lore might be applicable; the secondary Lore is less precise, and therefore should have a higher TN, or return different information. In the other groupings, if there is a Lore listed, it means that one is secondary to the one that covers the whole category. If an

entry is marked *Undead*, it means the creature may fall within the fuzzy category of what Rokugani would call undead.

This list is current up through *Secrets of the Empire*. Book title abbreviations are as follows:

Core – 4th edition core rulebook
BoA – *Book of Air*
BoE – *Book of Earth*
BoF – *Book of Fire*
EotE – *Enemies of the Empire*
IH – *Imperial Histories*
IH2 – *Imperial Histories 2*
LBS – *Legend of the Burning Sands*
NP – *Naishou Province*
SC:C – *Second City: The Campaign*

Note that *Legend of the Burning Sands* is a third edition book, and might require some adjustment to suit fourth edition mechanics.

NONHUMAN CREATURES

Bakeneko	EotE 250	Spirit Realms (Sakkaku)
Baku	EotE 256	Spirit Realms (Yume-do)
Basan	BoF 192	Yokai
Blessed Guard	EotE 256	Spirit Realms (Tengoku)
Buruburu	EotE 246	Spirit Realms (Gaki-do)
Daidarabochi	BoE 210	Yokai
Furaribi	BoF 193	Yokai
Fushicho (Phoenix)	EotE 254	Spirit Realms (Tengoku)
Gaki (Shozai-Gaki)	Core 325	Spirit Realms (Gaki-do)
		Shadowlands
Ghost	Core 326	Yokai
Hagaken Mokumokuren	EotE 250	Spirit Realms (Meido)
Hibagon	BoE 211	Yokai
Houhou (Phoenix)	EotE 254	Yokai

Kappa	Core 327	Yokai
Kenku Kensei	EotE 180	Five Ancient Races (Kenku)
		Spirit Realms (Sakkaku)
Kenku Swordsman	EotE 179	Five Ancient Races (Kenku)
		Spirit Realms (Sakkaku)
Kitsu	EotE 185	Five Ancient Races (Kitsu)
Kitsune	EotE 246	Spirit Realms (Chikushudo)
Kitsune-tsuki	EotE 246	Spirit Realms (Chikushudo)
Kodama	BoE 208	Yokai
Koku no Seishin	EotE 249	Spirit Realms (Meido)
Konak Jiji	EotE 251	Spirit Realms (Sakkaku)
Koumori	EotE 249	Spirit Realms (Meido)
Kumo, Untainted	EotE 114	Spirit Realms (Chikushudo)
		Shadowlands
Mokumokuren	EotE 248	Spirit Realms (Gaki-do)
Mujina	EotE 251	Spirit Realms (Sakkaku)
Myobu	BoE 208	Spirit Realms (Chikushudo)
Naga, the Qamar	EotE 88	Naga
Naga, the Isha	EotE 88	Naga
Naga, the Radkast	EotE 89	Naga
Naga, Shahismael	EotE 90	Naga
Naga, Weak Jakla	EotE 90	Naga
Naga, Average Jakla	EotE 90	Naga
Naga, Powerful Jakla	EotE 91	Naga
Naga, Weak Scout	EotE 91	Naga
Naga, Average Scout	EotE 92	Naga
Naga, Powerful Scout	EotE 92	Naga
Naga, Weak Vedic	EotE 92	Naga
Naga, Average Vedic	EotE 92	Naga
Naga, Powerful Vedic	EotE 93	Naga
Naga, Weak Warrior	EotE 93	Naga
Naga, Average Warrior	EotE 93	Naga
Naga, Powerful Warrior	EotE 93	Naga
Nezumi	Core 329	Nezumi
Nezumi Berserker	EotE 127	Nezumi
Nezumi Rememberer	EotE 127	Nezumi
Nezumi Scrounger	EotE 127	Nezumi
Nezumi Shaman	EotE 127	Nezumi
Nezumi Transcendent	EotE 356	Nezumi
		Spirit Realms (Yume-do)
Nezumi Warrior	EotE 127	Nezumi
Ningyo, Feral	EotE 183	Five Ancient Races (Ningyo)
Ningyo Pearl-Diver	EotE 183	Five Ancient Races (Ningyo)
Nue	BoA 196	Spirit Realms (Chikushudo)
Orochi	EotE 252	Yokai

O-Toyo	EotE 247	Spirit Realms (Sakkaku)
Pekkle	EotE 253	Spirit Realms (Gaki-do)
Returned Spirit	IH 240	Spirit Realms (Sakkaku)
		Spirit Realms (Meido)
		Spirit Realms (Yomi)
Ryu	EotE 253	Spirit Realms (Tengoku)
Shiryo	EotE 255	Spirit Realms (Tengoku)
Shutsudohin	EotE 255	Spirit Realms (Tengoku)
Slaughter Spirit	EotE 277	Spirit Realms (Toshigoku)
Tennyo	EotE 255	Spirit Realms (Tengoku)
Tsuno Ravager	EotE 192	Five Ancient Races (Kitsu)
Tsuno, Tainted	EotE 193	Five Ancient Races (Kitsu)
Tsuno Warrior	Core 330	Five Ancient Races (Kitsu)
Tsuru	BoA 197	Spirit Realms (Chikushudo)
Yobuko	BoE 208	Yokai
Yuki no Onna	IH2 270	Yokai
Zokujin Miner	EotE 194	Five Ancient Races (Zokujin)
Zokujin Stonehunter	EotE 195	Five Ancient Races (Zokujin)
Zokujin Shaman	EotE 195	Five Ancient Races (Zokujin)

SHADOWLANDS/JIGOKU

Aka-name	EotE 216	
Baku no Oni	EotE 257	Spirit Realms (Yume-do)
Bog Hag	Core 324	
Dokufu, the Mountain Spider	EotE 217	
Dokufu Spawn	EotE 218	
Elemental Terror of Air, Greater	BoA 196	
Elemental Terror of Air, Lesser	BoA 196	
Elemental Terror of Earth, Greater	BoE 210	
Elemental Terror of Earth, Lesser	BoE 210	
Elemental Terror of Fire, Greater	BoF 193	
Elemental Terror of Fire, Lesser	BoF 194	
Fudoshi (Tanglevine)	EotE 226	
Garegosu no Bakemono	EotE 218	
Gaki, Gakimushi	EotE 274	Spirit Realms (Gaki-do); <i>Undead</i>
Gaki, Kwaku-shin Gaki	EotE 274	Spirit Realms (Gaki-do); <i>Undead</i>
Gaki, Shikko-Gaki	EotE 275	Spirit Realms (Gaki-do); <i>Undead</i>
Gaki, Skull Tide	EotE 276	Spirit Realms (Gaki-do); <i>Undead</i>
Goblin	Core 327	
Goblin Berserker	EotE 221	
Goblin Chucker	EotE 221	
Goblin Shaman	EotE 222	
Goblin Sneak	EotE 223	
Goblin Warmonger	EotE 223	

Goblins of Omoni	EotE 224	
Hanemuri	EotE 224	
Hannya	EotE 248	
Harionago	EotE 270	<i>Undead</i>
Hyakuhei	EotE 270	
Jinmenju	BoE 209	
Kekkai	EotE 271	<i>Undead</i>
Kumo	EotE 224	Spirit Realms (Chikushudo)
Lava Tree	EotE 226	
Mamono	EotE 225	
Mountain Goblin	EotE 227	
Nightmare, Scorpion - Fushin	IH2 220	
Nightmare, Phoenix - Hakai	IH2 221	
Nightmare, Dragon - Kanashimi	IH2 222	
Nightmare, Crab - Kyofu	IH2 222	
Nightmare, Unicorn - Muchitsujo	IH2 223	
Nightmare, Lion - Nikushimi	IH2 224	
Nightmare, Mantis - Settozu	IH2 224	
Nightmare, Crane - Yokubo	IH2 225	
Nikumizu (Heart Grubs)	EotE 228	
Nukekubi	EotE 271	
Nuppeppo	EotE 272	<i>Undead</i>
Obake	EotE 228	<i>Undead</i>
Ogre	Core 328	
Ogre, Free	EotE 230	
Ogre, Free Leader	EotE 230	
Ogre, Free Overlord	EotE 230	
Ogre, Free Mage/Hag	EotE 230	
Oni - many	EotE 154-173	
Oni (Kinjiro no Oni)	IH2 147	
Oni (Kiri no Oni)	IH2 148	
Oni (Oni no Kochu)	NP 88	
Oni (Nikoma no Oni, the Maw)	IH2 149	
Oni (Ugulu no Oni)	Core 328	
Oni (Yattoku no Oni)	IH2 148	
Onibaba (Demon Crone)	EotE 231	
Onikage (Demon Steed)	EotE 232	
Pennaggolan	EotE 272	<i>Undead</i>
Revenant	Core 330	
Sanshu Denki (Muck Monster)	EotE 232	
Swamp Goblin	EotE 233	
Takesasu (Stinger Plant)	EotE 227	
Troll, Common	EotE 234	
Troll, Sea (Umibozu)	EotE 234	
Troll, Giant Sea (O-Umi-Bozu)	EotE 235	

Tsumunagi (Blood Eel)	EotE 236	
Wanyudo	BoF 195	
Yamauba, the Mountain Ogress	EotE 236	
Zombie	Core 331	<i>Undead</i>
Zombie, Plague	EotE 273	<i>Undead</i>

THE LYING DARKNESS

Shadowspawn, Greater	EotE 145
Shadowspawn, Lesser	EotE 145
Shadowbeast	EotE 146

GAIJIN CREATURES

Ashalan	LBS 125-150	
Ashalan, Hojyn	LBS 148	
Ashalan, Lammassar	LBS 149	
Behemoth	SC:C 98	
Bonedrinker	SC:C 99	
Cat of Many Tongues	LBS 286	
Destroyer	SC:C 100	
Destroyers, Ironclad	IH2 270	
Ghul	EotE 268	<i>Undead</i>
Golem	SC:C 100	
Great Death	SC:C 101	
Jinn	LBS 291-295	
Jinn, Minor	LBS 295	
Jinn, Medium	LBS 295	
Jinn, Major	LBS 295	
Nagah	SC:C 102	
Progeny of the Destroyer	LBS 288	
Rakshasa	SC:C 102	
Red Hunger	SC:C 104	
Roc	LBS 289	
Shojo	SC:C 105	

MUNDANE ANIMALS

Ape	EotE 10
Badger	EotE 10
Bat	EotE 11
Bear	EotE 11
Boar	EotE 12
Camel	LBS 286
Cat	EotE 12

Cougar	BoE 211
Crane	EotE 12
Crocodile	EotE 13
Dog	Core 320
Dog, Unicorn War	Core 321
Eagle	EotE 13
Elephant	EotE 13
Falcon	Core 321
Flying Squirrel	EotE 13
Fox	EotE 14
Goat	EotE 14
Gorilla	LBS 287
Hare	EotE 14
Horse, Rokugani Pony	Core 322
Horse, Unicorn Riding	Core 322
Horse, Utaku Battle Steed	Core 323
Komodo Dragon	BoE 211
Lion	Core 323
Mongoose	BoE 212
Monkey	EotE 14
Night Heron	BoF 196
Panda	BoE 212
Octopus	EotE 15
Ox	Core 323
Rhinoceros	BoE 212
Rooster	BoF 196
Sharks	EotE 15-16
Snakes	EotE 16-17
Squid	EotE 15
Stag	EotE 17
Tiger	EotE 17
Wolf	Core 323
Wyrms	BoA 197